

## Siege of Augustgrad

### Mission Objectives:

Destroy Mengsk's Command Center.

### Battle Strategy

As this mission begins, Mengsk Ghosts knock the stuff out of your forces with a series of particular nuclear strikes. Also a fleet of Battlecruisers annihilates your peripheral outposts. This is expected; you'll just have to rebuild your forces after the barrage is done. As the Battlecruisers head for your main base, you'll receive reinforcements consisting of upgraded Goliaths and Ghosts. When the Battlecruisers come into visual range, first use Lockdown on them and then unleash the Goliaths Hellfire rockets on the helpless targets. If you're quick, you can save/avoid having one or two structures destroyed by moving them to the side of the map as you can. You can certainly fly your Barracks out of the blast radius if you move fast enough to get it off the ground.

After watching nukes toast your units and you repel the Battlecruiser attack and assess your damages, get back on the horse and start rebuilding your base as soon as possible. This usually starts with your Command Center, which will probably need repairs to get it out of the dangerous red zone that indicates severe damage. Your next priority is to build up your base until you can produce Science Vessels. Without them, enemy Ghosts will cloak and drop nukes out of detection range of your Missile Turrets until your base is reduced to radioactive rubble. Once you have Science Vessels to spot them with, they become sitting duck for your Marines, Vultures, or Tanks. Produce enough units to take area A for its resources as well as to block bridges in areas C and E.

Take the resources nodes in areas A & B and build up the appropriate defenses for these areas. Use area B as a staging area to build a Command Center with a Nuclear Silo attached. Build a force of Siege Tanks, Medics, a Science Vessel, at least one SCV, and a pair of Ghosts. Move this strike team up to area C and let your Siege Tanks take out the Bunkers/Turrets there.

As soon as you start pummeling Area C, the enemy will send a team of Ghosts in to use Lockdown ability on your Siege Tanks, which is why you've brought the Medics along. Use your Medics Restoration ability to "unlock" any effected tanks and continue assaulting enemy defenses. If you are having trouble taking the bridge area, cloak a ghost and nuke the area to kingdom come. After securing the area, keep several Siege Tanks and a Science Vessel nearby on alert to prevent the enemy from crossing.

**TIP:** *Constantly repair your Siege Tanks with your SCV, and use your Medics not only to keep your Ghosts in excellent health, but also to restore and tanks crippled by Lockdown.*

Move your attack force to Area D and build a base there, to acquire more resources. Move north up the map very slowly, advancing by using a combination of nukes and Siege Tanks with Medic-SCV support. It's a tough haul, but eventually you'll punch through to Mengsk's Command Center. Whenever you come across a large group of structures, use your Nukes to take them out en masse. Finally, remember that although you need only to take out Mengsk's Command Center to complete the mission, you'll undoubtedly need to crush plenty/hack through scores of enemy units to get there.

**NOTE:** *Some players prefer to get the Command Center using Battlecruisers moving up slowly with Medic-SCV support (much like Siege Tanks, but in the air). This method is both riskier and more expensive, although it's not without merit. Perhaps the best approach lies somewhere in between. Another idea of merit is a combination of these two tactics—after all, who is going to argue with an armada of Battlecruisers and a battalion of Siege Tanks moving together?*

### **Resource Management**

You absolutely must capture resource Area A to ensure success, but Areas B, D, and E are optional, depending on your spending habits. Don't even think of mounting an attack on the enemy base until after you upgrade your weapons to their maximum levels, or Mengsk's elite troops will obliterate you.

Blocking the bridge at Area C ultimately will save you lots of resources, because then you won't have to fend off broad attacks on your main bases. A few resources spent early on securing this strategically important location will save you plenty of grief later on in the mission.

Credit goes to Bart Franks (Prima's Starcraft Broodwar Strategy Guide)

