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Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Wed, 15 Sep 2010 03:02:35 GMT  
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Starbuzz wrote on Tue, 14 September 2010 18:01 Any tips on how to use the Templars? I am trying to select and then use their Storm on waves of Zerg but I always end up hurting my own units AND the Templar!

btw, I can't wait to use the Carriers for the first time!

jeez, the last time a RTS game had me so excited was RA2 which I played from 2004 to 2007 non-stop everyday. SC is a gem...moreso for me because I prefer the old graphics.

You're best off using it against enemy ranged attackers, since the chances of hurting your own troops is pretty minimal. There are exceptions, of course, like if you have a ton of zerglings bottlenecked or something, but for the most part, it's easiest to target enemy ranged units that have stopped moving. Otherwise, you need to try and predict their movements to some extent.

They also have their uses against immobile units, like Sieged tanks or (when you get to them) Lurkers. Not being able to leave the AoE means they take the full 122 (Or something like that) damage.

Psi Storm is the the bane of mass-hydra busts in PvZ multiplayer, and is one of several reasons why a Terran player can never ever ever go Medic/Marine against Protoss.

Glad you're enjoying the game. It really picks up with Broodwar. :]

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