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Subject: Re: fuck off with your Starcraft II ending spoilers

Posted by [Dover](#) on Thu, 29 Jul 2010 03:38:05 GMT

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JohnDoe wrote on Wed, 28 July 2010 12:33well I meant they were too strong...3 of them already spit out so many broodlings that the enemy can't touch you, especially with terrans...it was hilarious, but the way the broodlings fuck up the enemy AI seemed like a little too much

A halfway attentive Terran would see Broodlord tech coming a mile a way thanks to scanner sweeps (Affectionately nicknamed "Terran Maphack", mostly by non-Terran users). With the ease and effectiveness that any given player is able to deploy Vikings, Brood Lords shouldn't cause too much trouble at all, considering how slow, fragile, and expensive they are. They're almost more trouble than they're worth.

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