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Subject: Re: Epic StarCraft II Discussion

Posted by [JohnDoe](#) on Mon, 06 Sep 2010 08:29:29 GMT

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Leviathan is a bitch...I'm contemplating saving him for after the Kerrigan attack at 80% instead of before (so that I can use the artifact blast on Kerrigan/rest of that attack wave). How do you keep lings/hydras from killing your base once a choke point falls??? The times I got to the mid 90s I didn't lose because my forces died, it was because the ground zerg had nothing to attack but the artifact and my banshees couldn't kill them quick enough. Will they attack idle bunkers instead of the artifact?

My buddies said without air it's really easy, but the ground mission is much cooler, so ya...

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