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Subject: Re: Epic StarCraft II Discussion

Posted by [RMCool13](#) on Mon, 06 Sep 2010 10:18:33 GMT

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I found if you choose the air units and hopefully you picked the Hive Mind Emulator as the research upgrade then place couple of these bad boys things near the artifact and take control of the zerg air you'll be unstoppable.

So i found taking out the worms a much better choice.

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