
Subject: Re: Epic StarCraft II Discussion

Posted by [Herr Surth](#) on Mon, 06 Sep 2010 10:50:58 GMT

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Dover wrote on Sun, 05 September 2010 23:26JohnDoe wrote on Sun, 05 September 2010 14:55the last mission is pretty fucking tough with all of these damn broodlords coming from all sides and kerrigan ruining my shit...got to 96% once, but I never really recover from the kerrigan attack at around 80%.

So you took out the nydus worms? Bad times. I did the same thing and it made "All In" hell. The longest I can hold onto my base is around 60-70%, and after that, one of the two chokepoints falls and and panic and throw everything I have on that little plateau. When I do this I'm still at about 180 supply (Lots of mercs), and by the end I'm at like 30, but alive. And how much of a bitch is that Leviathan? I assumed my floatila of Vikings could take him, but he took over half of them out. If I had known I wouldn't have bothered. >:[

I've heard from others that the same mission becomes super duper easy if you take out the air power in the mission before and leave the nydus worms. Mass tank for defense and a good sized squad of banshees out snpining nydus worms supposedly make the job ez-pz. They're probably right, since my difficulties were in striking the right balance between vikings and siege tanks/pforts. Some others have said that the best say to beat the Broodlord version is to build a bunch of those mindcontrol towers and build up an army of mutas and broodlords (I've heard broodlings trapping Kerrigan is a funny sight to watch). I wouldn't know, though, since I went with the other tech option instead. >:[

Oh, I'm sure you noticed, but don't try making super-big units like Thors or BCs. Kerrigan insta-kills both, and the Thor's stun doesn't even work on her. >:[
yup, its much easier if you take out the air platform in the previous mission. also makes the slowtower techchoice much more useful, btw.
