
Subject: Re: Epic StarCraft II Discussion
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 13:23:28 GMT
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RMCool13 wrote on Mon, 06 September 2010 05:18I 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.

I picked the other tech choice ...which is useless against air.
