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Subject: Re: Epic StarCraft II Discussion

Posted by [Dover](#) on Wed, 15 Sep 2010 20:29:34 GMT

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Starbuzz wrote on Tue, 14 September 2010 21:50gotcha...thanks again both!

I kinda got the hang of it now by not using Zealots along with Templars. And I got the Templar going slightly on the front of the main attack group. Works out well...I replayed Mission 4 right now and it's great stuff. Yeah, with sudden rush of Zerglings in a tight space, it's worth it.

Never knew the Psi Storm can attack mechanical units! Against Siege Tanks? lol nice. I thought it was only against organic units. Good to know.

As for the Marine/Medic, I can't wait to try that in BW once I play that. I am guessing it will work quiet well against Zerg bases but yeah, Protoss buildings and their shields are incredibly strong.

The storyline is incredibly good too. It's so well plotted and thick that my first Terran mission a month ago seem like years ago lol. For now, I am still a bit pissed off that Fenix is dead.

Medic/Marine just doesn't work well against Protoss because there are any number of things they can do to completely ruin your day. DTs and Reavers both bascally one-shot marines (The latter one-shotting entire squads), and Psi Storm and Maestorm also ruin their day.

As for Fenix, once you get far enough into the story you'll learn that Toggle Spoilerno Protoss every really truely dies.

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