
Subject: Re: Epic StarCraft II Discussion

Posted by [Starbuzz](#) on Mon, 20 Sep 2010 19:37:21 GMT

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JohnDoe wrote on Wed, 15 September 2010 03:55 you will be really pissed off at what bw makes you do

you can win every toss mission by just massing carriers...its kinda funny that I picked them for multiplayer after being a cheap tard like that in sc&bw.

you really want to get good comfortable with zerg because there are two very, very hard missions in bw (much harder than the starcraft finale). finish the 2nd to last bw mission with over 5(?) minutes left on the clock for a bonus mission that's the backdrop for what will happen in sc2.

gotcha...the hardest mission so far in SC for me was the last Terran mission. It made me rage so much but I eventually managed to beat it 2 times just to make sure.

I found the Zerg missions to be pretty easy...most of the later missions I just built pesky Mutalisks and those Guardians and went all over the map. The Guardians have more range than the Photon Cannon wtf so these are really dangerous things.

So far the Protoss missions are the ones I am really enjoying the most. I guess it's because you can't really mass them like you can Marines and Zerglings. So I have to manage a smaller attack force and get a few important upgrades.

Anyway, I got the hang of the Templars right now. I think the key is to learn the Hot Keys for important time saving functions or else one can never play the game right. So that way the Templars are so efficient to use. I am now on Mission 6 going through the installation to find Zeratul.

Still looking forward to use those carriers!

edit:

btw, I found this classic Battle.net site that's so awesome full of tips!
<http://classic.battle.net/scc/>