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Subject: Re: Epic StarCraft II Discussion

Posted by [Starbuzz](#) on Wed, 22 Sep 2010 02:57:48 GMT

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lol I had to look up "1A2A3A" and took me to a thread at teamliquid.

The Reaver is a nightmare whenever I see it so far. It's is still a mysterious unit to me since I haven't used it as much. In Mission 7 they just come in groups and can eat right thru your base. And the Scouts are the ones I have to stop them but unfortunately as you said earlier their suckage ground guns are not so effective and the Reavers always inflict great damage before getting destroyed. So I can just imagine what a gamechanger a proper so-called Reaver Drops will be...

I am on Mission 9 now. And I had to change my mind lol. I think the most annoying bastard units are the defilers!

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