

---

Subject: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 27 Aug 2010 22:39:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

because koreans haven't gotten into sc2 much or because its more user friendly and you dont need more than 200 apm?

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Fri, 27 Aug 2010 23:32:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Fri, 27 August 2010 15:39because koreans haven't gotten into sc2 much or because its more user friendly and you dont need more than 200 apm?

A bit of both, although I'd imagine having more than 200 apm would still help since it allows for lots of really cute in-battle micro that wouldn't normally be possible.

Another thing is the that the super tip-top players are still playing BW because, at least until the end of the calander year, that's where the money and glory still is. The only notable Koreans playing SC2 are retried old-school players, no-name B-teamers, and a smattering of guys who were caught in the match-fixing scandal and have been banned from BW. For the most part, Korea is still milking BW for what it's worth.

---

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Sun, 29 Aug 2010 18:04:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

did ya have any trouble beating the campaign on brutal? im already having trouble escorting these fucking civilian convoys

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Sun, 29 Aug 2010 20:34:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Sun, 29 August 2010 11:04did ya have any trouble beating the campaign on brutal? im already having trouble escorting these fucking civilian convoys

Some missions are definately much harder than others, at least the first time through when you're not sure what the best thing to do is exactly.

I don't recall doing anything special for the escort mission, just lots of medic/marine like a lot of the other missions in the first half of the campaign. I do remember giving up in frustration with the "Don't lose any structures" achievement. Just a bigass ball of marines and medics following the convoys around should be enough. You can throw in some firebats if you need something to tank,

but I never felt the need to.

Some of the tougher ones you'll come across are "In Utter Darkness", where weapon/armor upgrades are key and necessary to have a fighting chance, and "All In", of which there are two variants depending on your choices through the campaign, and which can range from rage-inducingly difficult to pleasantly challenging, depending on which variant you're playing and what tech choices you've made.

---

---

Subject: Re: Westwood lives on  
Posted by [Herr Surth](#) on Sun, 29 Aug 2010 20:54:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how much of an effect does my choice of missions exactly have? Will it make the game infinitely more harder and unrewarding when I try to actually roleplay raynor halfway realistically as opposed to googling which missions give the hugest advantage?

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Sun, 29 Aug 2010 21:04:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Herr Surth wrote on Sun, 29 August 2010 13:54 how much of an effect does my choice of missions exactly have? Will it make the game infinitely more harder and unrewarding when I try to actually roleplay raynor halfway realistically as opposed to googling which missions give the hugest advantage?

Without spoiling too much, in "All In" you face two different sets of units based on the previous mission you completed, and certain tech choices are better against certain things than others. If it's in your play style to get a lot of tanks and you grab a lot of the upgrades for them on the way, then you would be better off playing the mission that pits you against things tanks are weak against, etc etc.

None of the choices are "unrealistic" for Raynor, nor are any of the mission rewards intrinsically bad, so don't worry about roleplaying realism too much. If you play Raynor the way you see him, you won't have any trouble. Actually, come to think of it, that's not 100% true. I have a friend who intentionally skipped entire mission branches because of the way she saw Raynor, and as a result missed out of getting some units. The big important units are all on necessary plot missions, but you might find the game marginally harder if you don't do every single mission before the end. Still, any time you're given an explicit choice (A vs B), the side you pick doesn't matter too much in terms of overall strength at the end of the campaign.

You won't have to google anything as far as campaign-wide strategy goes, unless you want other people's opinions on which armory upgrades are best.

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Sun, 29 Aug 2010 22:30:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

what are you guys talking about? i usually try to complete games 100% on the highest difficulty, but does this mean i have to play the campaign with several accounts for several story versions or can everything be seen through that section on the bridge that lets you replay old missions for achievements?

ill give the convoy mission another shot sooner or later (playing lost viking atm lol) with more armory upgrades...the other available mission was ridiculously easy...i thought i'd have to protect the artifact for like 10 mins against waves of enemies, but all i had to do was kill 3 stone creatures...with 130 marines,mauraders and medics lol

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Sun, 29 Aug 2010 22:47:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Sun, 29 August 2010 15:30what are you guys talking about? i usually try to complete games 100% on the highest difficulty, but does this mean i have to play the campaign with several accounts for several story versions or can everything be seen through that section on the bridge that lets you replay old missions for achievements?

You can "start over" at any point you want, so there's no need for multiple accounts. You can get the alternative story options either by going through the Mission Archives or by reloading an old save. The first way is more of a "what-if" kind of scenario, where you get the achievements and stuff, but you don't get more Credits or Research if that mission has any. The second option (reloading an old save) is if you're legitimately unhappy with the outcome of your decision and want to go forward with a different branch.

You can do it all the way though once on Brutal, but you'll probably miss "Hurry Up It's Raid Night" or whatever the achievement is for doing the whole campaign in 8 hours.

JohnDoe wrote on Sun, 29 August 2010 15:30ill give the convoy mission another shot sooner or later (playing lost viking atm lol) with more armory upgrades...the other available mission was ridiculously easy...i thought i'd have to protect the artifact for like 10 mins against waves of enemies, but all i had to do was kill 3 stone creatures...with 130 marines,mauraders and medics lol

If you're looking for an extra challenge, try taking the artifact from the opposite lane, with the Zerg and Protoss hitting you from both ends. For some missions there are feats of strength (Hidden, 0-point achievements) for doing stupid shit like that, but not for that mission unfortunately.

There's some kind of system set up where the armory upgrades are limited to a time when you would be able to legitimately get them. You can't, say, play the whole campaign, and then go back and do the convoy mission with BCs.

I can honestly say that getting the final Lost Vikings achievement is probably the hardest thing in the campaign. Shit gets so frustrating. >:[

---

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Mon, 30 Aug 2010 09:28:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Sun, 29 August 2010 23:47JohnDoe wrote on Sun, 29 August 2010 15:30what are you guys talking about? i usually try to complete games 100% on the highest difficulty, but does this mean i have to play the campaign with several accounts for several story versions or can everything be seen through that section on the bridge that lets you replay old missions for achievements?

You can "start over" at any point you want, so there's no need for multiple accounts. You can get the alternative story options either by going through the Mission Archives or by reloading an old save. The first way is more of a "what-if" kind of scenario, where you get the achievements and stuff, but you don't get more Credits or Research if that mission has any. The second option (reloading an old save) is if you're legitimately unhappy with the outcome of your decision and want to go forward with a different branch.

You can do it all the way though once on Brutal, but you'll probably miss "Hurry Up It's Raid Night" or whatever the achievement is for doing the whole campaign in 8 hours.

JohnDoe wrote on Sun, 29 August 2010 15:30ill give the convoy mission another shot sooner or later (playing lost viking atm lol) with more armory upgrades...the other available mission was ridiculously easy...i thought i'd have to protect the artifact for like 10 mins against waves of enemies, but all i had to do was kill 3 stone creatures...with 130 marines,mauraders and medics lol

If you're looking for an extra challenge, try taking the artifact from the opposite lane, with the Zerg and Protoss hitting you from both ends. For some missions there are feats of strength (Hidden, 0-point achievements) for doing stupid shit like that, but not for that mission unfortunately.

There's some kind of system set up where the armory upgrades are limited to a time when you would be able to legitimately get them. You can't, say, play the whole campaign, and then go back and do the convoy mission with BCs.

I can honestly say that getting the final Lost Vikings achievement is probably the hardest thing in the campaign. Shit gets so frustrating. >:[

Ya, I'm not trying to get every achievement (yet)...I just want to beat the game on brutal and get all of the (somewhat significant) story. Am I really missing something by beating it on brutal, playing multiplayer and sometime later beating it in 8 hours on normal and making the opposite story choices?

With armory upgrades I meant basic shit pertaining to that mission like upgrading the medics (is this a waste since later all you're going to use are medivacs?). All I've got are stims atm

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Mon, 30 Aug 2010 10:09:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Mon, 30 August 2010 02:28Dover wrote on Sun, 29 August 2010 23:47JohnDoe wrote on Sun, 29 August 2010 15:30what are you guys talking about? i usually try to complete games 100% on the highest difficulty, but does this mean i have to play the campaign with several accounts for several story versions or can everything be seen through that section on the bridge that lets you replay old missions for achievements?

You can "start over" at any point you want, so there's no need for multiple accounts. You can get the alternative story options either by going through the Mission Archives or by reloading an old save. The first way is more of a "what-if" kind of scenario, where you get the achievements and stuff, but you don't get more Credits or Research if that mission has any. The second option (reloading an old save) is if you're legitimately unhappy with the outcome of your decision and want to go forward with a different branch.

You can do it all the way though once on Brutal, but you'll probably miss "Hurry Up It's Raid Night" or whatever the achievement is for doing the whole campaign in 8 hours.

JohnDoe wrote on Sun, 29 August 2010 15:30ill give the convoy mission another shot sooner or later (playing lost viking atm lol) with more armory upgrades...the other available mission was ridiculously easy...i thought i'd have to protect the artifact for like 10 mins against waves of enemies, but all i had to do was kill 3 stone creatures...with 130 marines,mauraders and medics lol

If you're looking for an extra challenge, try taking the artifact from the opposite lane, with the Zerg and Protoss hitting you from both ends. For some missions there are feats of strength (Hidden, 0-point achievements) for doing stupid shit like that, but not for that mission unfortunately.

There's some kind of system set up where the armory upgrades are limited to a time when you would be able to legitimately get them. You can't, say, play the whole campaign, and then go back and do the convoy mission with BCs.

I can honestly say that getting the final Lost Vikings achievement is probably the hardest thing in the campaign. Shit gets so frustrating. >:[

Ya, I'm not trying to get every achievement (yet)...I just want to beat the game on brutal and get all of the (somewhat significant) story. Am I really missing something by beating it on brutal, playing multiplayer and sometime later beating it in 8 hours on normal and making the opposite story choices?

With armory upgrades I meant basic shit pertaining to that mission like upgrading the medics (is

this a waste since later all you're going to use are medivacs?). All I've got are stims atm

No, you aren't missing anything.

The medic upgrade is commonly considered to be one of the "essential" upgrades, since you'll probably be going marine-medic for like the first half of the campaign, easily. Some people do it all game long. The medivac is pretty good, but it can't compete with the medic for cost. Don't worry too much about your choices with the armory upgrades. It's pretty clear which ones are the good ones and which ones are the shitty ones when you unlock them, and you get plenty of cash by the end to cover all the basics.

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Mon, 30 Aug 2010 10:19:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

so marines, mauraders and medics are all you need for half of the game? i guess it takes a while to unlock siege tanks because they're absolutely brutal against AI.

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Mon, 30 Aug 2010 11:07:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Mon, 30 August 2010 03:19so marines, mauraders and medics are all you need for half of the game? i guess it takes a while to unlock siege tanks because they're absolutely brutal against AI.

They're even more ridiculous with their armory upgrades. Vikings too. And don't even get me started on the merc versions. >:[

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Mon, 30 Aug 2010 12:51:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

damn...ok so mauraders were unlocked for the convoy mission and I pulled it off with 19/20 civilians killed lmao...then I noticed I must've messed up in the artifact mission and accidentally played it on normal (that's why I could easily build an army of 130)...on my first brutal try my forces were killed in the toss base :/

a buddy of mine who posts on the german broodwar forum told me that nobody there has managed to beat every mission on brutal...did you beat every mission? do you think there's any point in me playing on that difficulty or will the missions get so tough that you need to be a

seasoned sc/rts veteran to stand a chance?

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Mon, 30 Aug 2010 19:24:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Mon, 30 August 2010 05:51damn...ok so mauraders were unlocked for the convoy mission and I pulled it off with 19/20 civilians killed lmao...then I noticed I must've messed up in the artifact mission and accidentally played it on normal (that's why I could easily build an army of 130)...on my first brutal try my forces were killed in the toss base :/

a buddy of mine who posts on the german broodwar forum told me that nobody there has managed to beat every mission on brutal...did you beat every mission? do you think there's any point in me playing on that difficulty or will the missions get so tough that you need to be a seasoned sc/rts veteran to stand a chance?

Plenty of people have it. There's a special little portrait for the "Brutal Completionist" achievement, which is doing all 29 missions under Brutal, and I've seen a fair number of people wearing them online.

As to there being any point...I guess that's up to you. You seem to know what you're doing, so you definately will stand a chance, but some of the missions get pretty challenging. I guess it comes down to how much you want to push yourself. Hard difficulty feels like what a "Normal" would be for an RTS vet, Normal is EZmode, and Casual is just normal with lower-HP enemies.

---

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Mon, 30 Aug 2010 20:43:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's just that hard doesn't provide me with a challenge (yet), but brutal is just too much trial and error. I reloaded a savegame of the artifact mission before my push and destroyed the toss base with good micro, but the zerg were too quick at fucking shit up..really frustrating. I imagine if you're familiar with the mission mechanics and map then replaying it on brutal would appear easier. I'm just gonna swallow my pride and beat it on hard first ...I can still try brutal when the internet connection is down or I just feel like it.

I guess I can still wear my smugface for getting this far after 2 weeks starcraft singleplayer experience and 1-2 months of getting carried by clanmates in generals multiplayer, so it's all good. Great games...I hate myself a little bit for thinking Kane was really cool and playing C&C as a kid for the cutscenes instead of being a Blizzard guy. Well, there's a good chance I'd be ruining my life on WoW then...Kain just protected me.

---

---

Subject: Re: Westwood lives on

---

Posted by [JohnDoe](#) on Mon, 30 Aug 2010 20:45:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

a lot of i in that post...what a self-centered lunatic

---

Subject: Re: Westwood lives on

Posted by [Herr Surth](#) on Mon, 30 Aug 2010 20:56:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

its in your superior heritage.

---

Subject: Re: Westwood lives on

Posted by [JohnDoe](#) on Mon, 30 Aug 2010 22:14:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

only half master race

---

Subject: Re: Westwood lives on

Posted by [JohnDoe](#) on Wed, 01 Sep 2010 21:52:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the zeratul missions rule so hard

---

Subject: Re: Westwood lives on

Posted by [Dover](#) on Thu, 02 Sep 2010 02:02:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Wed, 01 September 2010 14:52the zeratul missions rule so hard

The first and last one are the best, easily. The third one is meant to be a macro-ish game but it's very possible to beat in 4-5 minutes on Brutal using only the units you start out with, if you're clever with your Blinks and stuns.

---

Subject: Re: Westwood lives on

Posted by [Dover](#) on Thu, 02 Sep 2010 03:06:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's a shame they had to use a different voice actor for the Zeratul missions though. As badass as they were, they would have been so much better with the old guy doing the VA. The original guy died sometime in the past decade. :[

---

---



Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Thu, 02 Sep 2010 10:08:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I didn't even notice, good job by the VA...and I played the old games until a few days ago. I'm guessing the last mission is where you have to fend off 2000 zerg...got overrun shortly after the first(? )hybrid/hybrid reaver attack wave on hard . Definitely a good idea to switch difficulty settings.

It's a shame they don't give you void rays...what's the way to go? mass immortals? My colossi got owned

---

---

Subject: Re: Westwood lives on  
Posted by [Herr Surth](#) on Thu, 02 Sep 2010 10:19:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you can try to get some templars out and mass psi storm, but frankly, my macro/micro sucks to much for such shenanigans, i had to switch to normal difficulty :/

---

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Thu, 02 Sep 2010 10:33:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In the 2nd Zeratul mission the hybrid just blinked and lifted my templars in the air, which almost did enough damage to kill them...immortals really fucked his shit up.

---

---

Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Thu, 02 Sep 2010 11:58:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

k these hybrids aren't that smart...psi storms own them

i'll fall back into my base and build up an army there instead of trying to protect the archive for 20 mins...that's impossible with my skill level

---

---

Subject: Re: Westwood lives on  
Posted by [Dover](#) on Fri, 03 Sep 2010 01:52:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I got the bonus objective and both achievements on Brutal by DT walling every enterence and

---

pro-actively using my airforce to snipe overseers. They don't come in big numbers until Artanis shows up toward the end, and by then the archive has already been protected long enough, so it's pretty safe to fall back, so it should be easy enough. I had between 2 and 4 colossi behind the DT wall at every entrance, and a few cannons scattered around everywhere as well, since your mineral supply will climb to astronomical heights anyway. Weapon/armor upgrades are key. At +2 your colossi one-shot zerglings, at +3 they two-shot hydras. When you get voidrays and carriers unlocked, pick whichever you like better and mass those, but they both make very very good use of the weapon/armor upgrades, especially carriers. Because of the nature of their attacks, they're really bad with no upgrades and really good with lots of upgrades. The gold expansion off to the left presents interesting possibilities, but I've never found it necessary, since you're already swimming in minerals.

tl;dr -- DT wall/overseer-sniping + colossi + upgrades early, air unit of choice late, dump excess minerals into cannons.

It's one of the harder missions, for sure, so don't be too hard on yourself if you can't beat it on Brutal immediately.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 03 Sep 2010 15:24:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bonus objective is pretty easy now that I'm using a similar method...still can't pull it off. 1886 kills is a heck of a lot better than 1300 tho

vortex is so fucking cool...i don't have the time to mass up on either vrs or carriers, so i got like 20+ corsairs protecting my mothership/carriers/vrs towards the end...there's still some room for better micro to pick off the hordes of overseers, but it'll be fucking close.

where did you move your airfleet once your buildings get overrun? i put mine on the edge of the base to avoid damage, but im thinking that it might be better to keep it where all the lings are to rack up kills before the enemy gets too many overseers out.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 03 Sep 2010 15:59:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

1984 -\_- fuck this shit

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 03 Sep 2010 20:56:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

these terran missions are so fucking easy

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Fri, 03 Sep 2010 21:57:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The Protoss missions aren't meant to be played all at once, I guess. If you look at them from the archives they're scattered about. Still from a meta-game perspective it's best to do them one after the other, since they give you Zerg/Protoss research without advancing the main plot.

I built six additional gateways at the onset for a total of eight. I found that with that number, I'm able to wall off all three sides before the first hybrid arrive and before there's too much damage to my cannons. After my DT walls are complete I build up to 3 forge 2 cybercores for the quickest possible upgrading. I actually don't use the gateways too much after that, since any excess minerals get dumped into cannons so I can save my supply limit for carriers/VRs. I also built a number of additional probes. I don't remember how many extra, but however many it takes to get up to optimal mining.

My airfleet went down with my front. After Artanis arrives, I pull everything back from the front and cannon up my high ground with colossi in the back, and the airforce patrolling between both entrances. Pheonix make pretty quick work of any overseers, and that leaves everybody else free to wreck havoc under the mothership's cloak. Unlike in BW, the cloak works on buildings too, so the hydra enemy doesn't even advance half the time. They just sit around dumbfounded.

Keep practicing. You'll get it. My first attempt I had no idea what I was doing and ended up getting only 500 kills or so, with only Zeratul running around blinking away from overseers. It wasn't pretty. :[

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 03 Sep 2010 22:41:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

oh I got it...it's just a bit shocking how easy the last terran missions are in comparison...I've just arrived on char and apparently things get tougher there

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Fri, 03 Sep 2010 23:19:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Fri, 03 September 2010 15:41oh I got it...it's just a bit shocking how easy the last terran missions are in comparison...I've just arrived on char and apparently things get tougher there

It really depends on your tech choices. For example, I had no problem "saving" the drop pods on the first Char mission since I got the global barracks build research over the Reactor Lab. All I had to do was queue up a marine and rally where needed. I'd imagine that achievement would be pretty hard without it.

Out of curiosity, which option did you go for in the Tosh branch? And what unit composition are you using for most missions, now that you've unlocked everything? Still Medic+Marine+Marauder? Tank+Viking+SV? Viking+Banshee+SV? Do you make any use out of Jackson's Revenge?

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Fri, 03 Sep 2010 23:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just noticed this:

JohnDoe wrote on Fri, 03 September 2010 08:24vortex is so fucking cool...

There are some videos of people doing Vortex+Nuke in 2v2s online. The Vortex lasts for 20 seconds, the exact same amount of time it takes for a nuke to hit. If you time it just right, the nuke lands just as the army is spit back out of the vortex. :]

<http://www.youtube.com/watch?v=bQ-nP98VI5g>  
<http://www.youtube.com/watch?v=W9WAM5RM3QQ>

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Sat, 04 Sep 2010 08:47:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Fri, 03 September 2010 18:19JohnDoe wrote on Fri, 03 September 2010 15:41oh I got it...it's just a bit shocking how easy the last terran missions are in comparison...I've just arrived on char and apparently things get tougher there

It really depends on your tech choices. For example, I had no problem "saving" the drop pods on the first Char mission since I got the global barracks build research over the Reactor Lab. All I had to do was queue up a marine and rally where needed. I'd imagine that achievement would be pretty hard without it.

Out of curiosity, which option did you go for in the Tosh branch? And what unit composition are you using for most missions, now that you've unlocked everything? Still Medic+Marine+Marauder? Tank+Viking+SV? Viking+Banshee+SV? Do you make any use out of Jackson's Revenge?

I got the reactor lab ...j/k it owns

I obviously went with the hot ghost chick instead of the hairy lunatic

I didn't buy lots of mercs. I've got war pigs and siege breakers to defend my base...and now the Vikings for AA defense. I didn't get Jackson's Revenge because I figured BCs are better in masses and 1 wouldn't be making much of a difference then ...mistake?

I did get tons of upgrades, tho. Marines, Mauraders, Ghosts, Vikings, Banshees, Thor and

Battlecruiser are pimped out. I got some upgrades for the base defense, medivac, medic, buildings and probably something else. I figured you'd need the big guns for the late missions. The money spent on the Thor was probably a mistake because you'll be facing Zerg (???) and Broodlords own them so I'll go air anyway. I got the SV as tech choice (obviously lol) and regenerative health, so I'm pretty unstoppable once my fleet gets going. I got the hercules, which single handily won the "destroy buildings before Kerrigan gets there" mission..could that be helpful for picking up lost marines?

I bought this shit just before I went to Char (and then I just watched the cutscene and went to bed), so is there any point in getting Thor upgrades (like some stupid mission where you can't go air or you're stuck with Thors and can't build additional units)? I could get Jackson's Revenge and the Banshees instead

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Sat, 04 Sep 2010 08:57:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

vikings? i totally ignored them so far... I really need to make better unit choices

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Sat, 04 Sep 2010 09:12:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Sat, 04 September 2010 01:47Dover wrote on Fri, 03 September 2010 18:19JohnDoe wrote on Fri, 03 September 2010 15:41oh I got it...it's just a bit shocking how easy the last terran missions are in comparison...I've just arrived on char and apparently things get tougher there

It really depends on your tech choices. For example, I had no problem "saving" the drop pods on the first Char mission since I got the global barracks build research over the Reactor Lab. All I had to do was queue up a marine and rally where needed. I'd imagine that achievement would be pretty hard without it.

Out of curiosity, which option did you go for in the Tosh branch? And what unit composition are you using for most missions, now that you've unlocked everything? Still Medic+Marine+Marauder? Tank+Viking+SV? Viking+Banshee+SV? Do you make any use out of Jackson's Revenge?

I got the reactor lab ...j/k it owns

I obviously went with the hot ghost chick instead of the hairy lunatic

I didn't buy lots of mercs. I've got war pigs and siege breakers to defend my base...and now the Vikings for AA defense. I didn't get Jackson's Revenge because I figured BCs are better in masses and 1 wouldn't be making much of a difference then ...mistake?

I did get tons of upgrades, tho. Marines, Mauraders, Ghosts, Vikings, Banshees, Thor and Battlecruiser are pimped out. I got some upgrades for the base defense, medivac, medic, buildings and probably something else. I figured you'd need the big guns for the late missions. The money spent on the Thor was probably a mistake because you'll be facing Zerg (???) and Broodlords own them so I'll go air anyway. I got the SV as tech choice (obviously lol) and regenerative health, so I'm pretty unstoppable once my fleet gets going. I got the hercules, which single handily won the "destroy buildings before Kerrigan gets there" mission..could that be helpful for picking up lost marines?

I bought this shit just before I went to Char (and then I just watched the cutscene and went to bed), so is there any point in getting Thor upgrades (like some stupid mission where you can't go air or you're stuck with Thors and can't build additional units)? I could get Jackson's Revenge and the Banshees instead

Did you do the alternative ghost mission through the mission archives? I also went with the hot ghost chick, but the hairy lunatic has a pretty neat mission at least.

Jackson's Revenge is okay, not great. It just looks super-badass. It's more of a morale thing, really.

You seem to have all the bases covered with the tech, and you've got all the really nessessary mercs too, so the Thor upgrades aren't a waste by any means. At this point, any extra upgrades can only help, right? But they aren't as crucial as the Tank/Viking upgrades. Banshees are nice if you use them, but their upgrades aren't as critical as the tank's. Did you get the P-Fort? That may make the last mission a bit easier, if you get creative with your placement.

Herr Surth wrote on Sat, 04 September 2010 01:57vikings? i totally ignored them so far... I really need to make better unit choices

By default they deal pretty good damage and have a range of 9. They have an armory upgrade that extend that range by 2, and another that gives them splash damage, so they pretty much become flying mobile siege tanks. By the end of the campaign, my build was pretty much get Vikings/Banshees/SVs->Fly around the map and mop things up.

Small tip if you try doing something similar; MULEs are super-SCVs in every sense except they can't build. A lof of people overlook that MULEs can repair. If you're ever in a pinch with a bunch of damaged mechanical units, you can call down a MULE in the field for emergency repairs.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Sat, 04 Sep 2010 09:30:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ya, got the PF. I assumed the AI loves massing Hydras and other AA...they're no problem for your Banshees? I didn't use them against Zerg, yet.

I didn't know you could call down mules everywhere either...always assumed you had to assign it to a mineral stack (they can't attack btw ;P)

How do you replay the alternate missions in the archive? I'm making a DVD image atm, so I can't try it out myself.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [cmatt42](#) on Sat, 04 Sep 2010 18:34:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You just click on the mission name and to the right you can select the difficulty.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Sun, 05 Sep 2010 21:55:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the 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%.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Mon, 06 Sep 2010 04:26:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Sun, 05 September 2010 14:55 the 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 I 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 flotilla 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 sniping 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 way 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. >:[

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 08:29:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Leviathan is a bitch...I'm contemplating saving him for after the Kerrigan attack at 80% instead of before (so that I can use the artifact blast on Kerrigan/rest of that attack wave). How do you keep lings/hydras from killing your base once a choke point falls??? The times I got to the mid 90s I didn't lose because my forces died, it was because the ground zerg had nothing to attack but the artifact and my banshees couldn't kill them quick enough. Will they attack idle bunkers instead of the artifact?

My buddies said without air it's really easy, but the ground mission is much cooler, so ya...

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [RMCool13](#) on Mon, 06 Sep 2010 10:18:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I 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.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Mon, 06 Sep 2010 10:50:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 plateu. 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.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 13:23:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 14:59:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok bunkers with ghosts, lots of turrets and mass marines with a few medics did the job...kerrigan is helpless against a ball of raging junkies

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Mon, 06 Sep 2010 15:11:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

are you playing on hard or brutal right now?

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 17:41:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i beat the game on hard...im debating whether I should get the zeratul avatar achivements or keep my limited edition avatar to piss people off

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 17:54:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

do u play online?

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Mon, 06 Sep 2010 19:07:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

naaah.

you ought to play in the renforums vs. jelly match!

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 06 Sep 2010 21:35:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

stupid mac doesnt let me make a windows partition

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [CarrierII](#) on Mon, 06 Sep 2010 22:44:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Mon, 06 September 2010 22:35stupid mac doesnt let me make a windows partition

Ren might run under CrossOver (is that right?) fairly well. Apple like making things run quickly and with shinies. So much shinies.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Thu, 09 Sep 2010 17:24:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

:D:D

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Thu, 09 Sep 2010 23:26:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Herr Surth wrote on Thu, 09 September 2010 10:24

:D:D

Is the joke supposed to be how wrong this is? Because that picture is so grossly incorrect it's almost humorous. Almost.

Immortal Colossus destroys Marine Marauder so badly. Marauders are pretty horrible against Muta Zergling. Nobody uses Roach Hydra because it's awful against everything. Broodlords and Ultras both do nasty nasty things to terran barracks units. High templar are just about the best thing to use against massed marines and mauders -- I can't think of anything I'd rather have. I'm pretty sure any units produced before 20 minutes into the game beats Carrier Mothership.

Except for siege tanks beating marines (Not sure what help Vikings are supposed to provide in that situation...), that chart got everything pretty much exactly backwards. The pity is that the crying over supposed Terran imbalance is loud enough that people actually believe this trash. >:[

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 10 Sep 2010 00:21:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have only seen Carriers used once.

Practice league, home of the unstoppable mothership/void ray combo.

Whats your rank, dover? I'm reppin 7th place bronze league and climbing

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Fri, 10 Sep 2010 02:42:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Thu, 09 September 2010 17:21 I have only seen Carriers used once.

Practice league, home of the unstoppable mothership/void ray combo.

Whats your rank, dover? I'm reppin 7th place bronze league and climbing

95th Plat or something like that, but I've only done my initial 5 placement matches (5-0), so that's not very indicative.

I went 5-0 in both phases on the beta too, and each time I got placed into Diamond (Or Plat, back where there was no Diamond), but I'm pretty sure they fucked with the ratios in the leagues after launch so you can't place directly into Diamond anymore.

Practice League was actually a ton of fun, because rocks are no protection from reapers, and I would (and still do) open with some form of reaper opening pretty much every game. The false sense of security in the practice league leaves the backdoor open for my penal system.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Fri, 10 Sep 2010 09:07:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

u dont like the game? thought you were the resident sc2 fanatic

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Fri, 10 Sep 2010 22:41:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Fri, 10 September 2010 02:07 u dont like the game? thought you were the

resident sc2 fanatic

I love the game. Just hard to find time for it now that my classes have started up again, and when I do find time for it, I just do customs or get a few more campaign achievements or something. And my SC2 time gets split between playing and watching, now that the GSL is up I've been staying up till like 5-6am almost every night to watch Korean nerds battle it out, which means less time for other things.

That, and I'm trying to keep up with DotA too. ./

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Sat, 11 Sep 2010 00:41:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

just finished the Zerg campaign for SC1 for the first time and playing through the Protoss missions! I am on Mission 3 now kekekkekekeee

Scouts are AWESOME

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Sat, 11 Sep 2010 03:56:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Starbuzz wrote on Fri, 10 September 2010 17:41 just finished the Zerg campaign for SC1 for the first time and playing through the Protoss missions! I am on Mission 3 now kekekkekekeee

Scouts are AWESOME

In the single player they are, yeah. In multiplayer it's sort of hard to justify their cost for the pitiful anti-ground damage they do, and (when you get to them) corsairs do just as well vs air for cheaper.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [raven](#) on Sat, 11 Sep 2010 06:30:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

starcraft 1.5

/thread

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Sat, 11 Sep 2010 06:33:08 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

raven wrote on Fri, 10 September 2010 23:30starcraft 1.5

/thread

Sounds like someone is upset about being 0-30 in bronze.

---

---

Subject: Re: Epic StarCraft II Discussion

Posted by [raven](#) on Sat, 11 Sep 2010 06:42:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Sat, 11 September 2010 01:33raven wrote on Fri, 10 September 2010 23:30starcraft 1.5

/thread

Sounds like someone is upset about being 0-30 in bronze.

yes

---

---

Subject: Re: Epic StarCraft II Discussion

Posted by [Starbuzzz](#) on Sat, 11 Sep 2010 15:08:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Fri, 10 September 2010 22:56Starbuzzz wrote on Fri, 10 September 2010 17:41just finished the Zerg campaign for SC1 for the first time and playing through the Protoss missions! I am on Mission 3 now kekekekekeeee

Scouts are AWESOME

In the single player they are, yeah. In multiplayer it's sort of hard to justify their cost for the pitiful anti-ground damage they do, and (when you get to them) corsairs do just as well vs air for cheaper.

Yeah, they are so expensive and their gun vs ground is weak. On Mission 3, I can only research level 1 weapon upgrade and this somewhat noticeably improves the gun against zerglings and hydras. I wonder if it will be better with level 3 upgrade.

I haven't yet seen the Corsair; I am assuming it's in BW. Looking forward to playing it too after this campaign is over!

edit:

Dover, can you please tell me how the Shield Battery building works? I built it and from what I

---

understand it recharges the shields quickly. But how? Am I supposed to bring my units closer to it? I duon't know how it works!

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Sat, 11 Sep 2010 19:36:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Starbuzz wrote on Sat, 11 September 2010 08:08Dover wrote on Fri, 10 September 2010 22:56Starbuzz wrote on Fri, 10 September 2010 17:41just finished the Zerg campaign for SC1 for the first time and playing through the Protoss missions! I am on Mission 3 now kekekkekekeee

Scouts are AWESOME

In the single player they are, yeah. In multiplayer it's sort of hard to justify their cost for the pitiful anti-ground damage they do, and (when you get to them) corsairs do just as well vs air for cheaper.

Yeah, they are so expensive and their gun vs ground is weak. On Mission 3, I can only research level 1 weapon upgrade and this somewhat noticeably improves the gun against zerglings and hydras. I wonder if it will be better with level 3 upgrade.

I haven't yet seen the Corsair; I am assuming it's in BW. Looking forward to playing it too after this campaign is over!

edit:

Dover, can you please tell me how the Shield Battery building works? I built it and from what I understand it recharges the shields quickly. But how? Am I supposed to bring my units closer to it? I duon't know how it works!

Corsairs are BW, yeah.

To use the shield battery, either select it and "use" it's ability on any unit that has taken shield damage, or take any damaged unit and right-click on the shield battery. They can only restore shields up until their energy reserves run out, so if you're going to be using them a lot (Like if you have a large active air force), you'll probably want to build several.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Sat, 11 Sep 2010 22:01:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Sat, 11 September 2010 14:36

Corsairs are BW, yeah.

To use the shield battery, either select it and "use" it's ability on any unit that has taken shield damage, or take any damaged unit and right-click on the shield battery. They can only restore shields up until their energy reserves run out, so if you're going to be using them a lot (Like if you have a large active air force), you'll probably want to build several.

ah, I see. I will try it later today. Thanks for the explanation!

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Wed, 15 Sep 2010 01:01:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Any tips on how to use the Templars? I am trying to select and then use their Storm on waves of Zerg but I always end up hurting my own units AND the Templar!

btw, I can't wait to use the Carriers for the first time!

jeez, the last time a RTS game had me so excited was RA2 which I played from 2004 to 2007 non-stop everyday. SC is a gem...moreso for me because I prefer the old graphics.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [sadukar09](#) on Wed, 15 Sep 2010 01:26:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Psi storm is an ability that creates a wave of psionic energies that damage units in a wide area. Try to use it near the front of an opposing massed attack force. If you put it near the middle, most of the units will run out of the storm before taking much damage. Further more, using melee units such as Zealots might be a bad idea, as friendly fire occurs with Psi storm, use Dragons or something.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Wed, 15 Sep 2010 03:02:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Starbuzz wrote on Tue, 14 September 2010 18:01Any tips on how to use the Templars? I am trying to select and then use their Storm on waves of Zerg but I always end up hurting my own units AND the Templar!

btw, I can't wait to use the Carriers for the first time!

jeez, the last time a RTS game had me so excited was RA2 which I played from 2004 to 2007 non-stop everyday. SC is a gem...moreso for me because I prefer the old graphics.

You're best off using it against enemy ranged attackers, since the chances of hurting your own



troops is pretty minimal. There are exceptions, of course, like if you have a ton of zerglings bottlenecked or something, but for the most part, it's easiest to target enemy ranged units that have stopped moving. Otherwise, you need to try and predict their movements to some extent.

They also have their uses against immobile units, like Sieged tanks or (when you get to them) Lurkers. Not being able to leave the AoE means they take the full 122 (Or something like that) damage.

Psi Storm is the the bane of mass-hydra busts in PvZ multiplayer, and is one of several reasons why a Terran player can never ever ever go Medic/Marine against Protoss.

Glad you're enjoying the game. It really picks up with Broodwar. :]

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Wed, 15 Sep 2010 04:50:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

gotcha...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.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Wed, 15 Sep 2010 08:55:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Wed, 15 Sep 2010 15:20:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

remember that protoss shields take full damage from every damage type in sc:bw.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Wed, 15 Sep 2010 20:29:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Wed, 15 Sep 2010 21:49:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its a shameful existance...the sc2 immortals seems prouder tho...wtf is up with stalkers? are they flesh and bone or is that a archon type deal

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Thu, 16 Sep 2010 02:04:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Wed, 15 September 2010 14:49its a shameful existance...the sc2 immortals

---

seems prouder tho...wtf is up with stalkers? are they flesh and bone or is that a archon type deal

They're former Dark Templar that get Dragoonified. Or are they still alive and just in the suit thing? I don't know.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Thu, 16 Sep 2010 08:20:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

their profile pic looks fucking weird thats for sure

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [SSADMVR](#) on Thu, 16 Sep 2010 14:52:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

this whole thread is fucking weird

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Thu, 16 Sep 2010 16:56:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how do you climb up leagues? ive been getting the hang of mp starcraft lately and am 9-1 in my last 10 against higher ranked opponents. "even match" seems like another word for top 20 silver and "slightly favored" means gold league even though I'm 3rd place bronze..it's gonna take a while to become #1 as the other guys have had much more games than me. what's the point in being ranked as bronze when the game doesn't put me up against other bronze players anyway?

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Thu, 16 Sep 2010 17:03:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Thu, 16 September 2010 09:56how do you climb up leagues? ive been getting the hang of mp starcraft lately and am 9-1 in my last 10 against higher ranked opponents. "even match" seems like another word for top 20 silver and "slightly favored" means gold league even though I'm 3rd place bronze..it's gonna take a while to become #1 as the other guys have had much more games than me. what's the point in being ranked as bronze when the game doesn't put me up against other bronze players anyway?

Give it time. The system was faster-acting during the beta but people felt it was too easy to get into Diamond, etc, so they slowed it down quite a bit since launch. Promotions still occur, just at a much slower pace.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Mon, 20 Sep 2010 19:37:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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/>

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Mon, 20 Sep 2010 22:17:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

youll improve as you play the campaigns, but the last terran mission is really simple compared to the last protoss and several bw missions.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzzz](#) on Tue, 21 Sep 2010 00:21:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crap...I better learn fast.

On mission 7 now and getting my ass handed to me but kinda hanging on lol.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Tue, 21 Sep 2010 08:08:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

which one is seven?

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Tue, 21 Sep 2010 09:24:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mission 7 of the Protoss missions? It's one of the generic PvPs. Either right before or right after Tassadar lets himself get captured. The missions kind of blur at around that point because nothing really important happens until like the 9th one.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Tue, 21 Sep 2010 09:36:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I never understood why he surrenders himself and then seems cool with you freeing him the next mission. Mission 7 is the 2nd hardest in Starcraft imo...I'm sure I could beat it differently now, but I pretty much cannonrushed the map back then.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Herr Surth](#) on Tue, 21 Sep 2010 12:12:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

oh right, the pvp missions. couldnt you just transport dragoons on all those walls? lirc the AI doesnt understand that properly

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzzz](#) on Tue, 21 Sep 2010 14:45:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Damn that mission was hard! Just beat it now. I built Scouts, Archons, Dragoons and Zealots and went right for the Nexus. I used Reavers to take out the Photon Cannons but they got destroyed after that.

I tell you what that Arbiter is one of the most annoying bastard units in all of RTS games. Jeez, more than half my units were in stasis!

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Tue, 21 Sep 2010 16:54:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

no they call those defilers

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Tue, 21 Sep 2010 23:30:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

In most PvP situations you can just win by making gateway units, boxing them, and A-moving into your opponent's shit, but yeah, Arbiters are a bitch. Defilers too, but They've not as bad in PvZ as they are in TvZ. Defilers in TvZ make me hate everyone and everything.

Reavers are an amazing awesome kick-ass unit, Starbuzz, but they absolutely 100% need a shuttle with them to carry their fat asses around, and it helps to have them supporting your army as opposed to doing some kind of cute solo-attack (Unless you're dropping worker lines in multiplayer or something, and even then you either need to get your reaver out alive or kill like 30 SCVs for it to be worth it). However, all that loading/unloading/positioning makes them a pretty APM-intensive unit to use effectively, especially compared to the 1A2A3A warriors that comprise the rest of the Protoss arsenal.

I never really understood why Tassadar was so wishy-washy in his martyrdom to the conclave either. We can only guess what kind of horrific Protoss torture he was submitted to during his stay.

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzz](#) on Wed, 22 Sep 2010 02:57:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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!

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Wed, 22 Sep 2010 08:20:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry, I thought 1a2a3a was pretty self-explanatory. People tend to have their armies hotkeyed on 1-3 or 1-4 and their production buildings on 5+. And "a" is obviously the attack hotkey...

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Wed, 22 Sep 2010 09:41:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

irl buddy of mine is #2 diamond atm and he only uses 1 hotkey for his army (protoss) :/

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzzz](#) on Tue, 05 Oct 2010 23:46:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

so finally had the time to play the last SC mission...built Carriers and battle cruisers and gunned for the overmind from the left side!

Now installing BW...can't wait to use the Medics!

edit:

It was a bit sad about Tassadar though. Seems to get in trouble all the time!

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Dover](#) on Thu, 07 Oct 2010 21:49:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Starbuzzz wrote on Tue, 05 October 2010 16:46so finally had the time to play the last SC mission...built Carriers and battle cruisers and gunned for the overmind from the left side!

Now installing BW...can't wait to use the Medics!

edit:

It was a bit sad about Tassadar though. Seems to get in trouble all the time!

---

You'd think it would be more obvious with the dragoons around and that whole Fenix thing, but no Protoss ever really dies. In fact, there's a theory circulating that Tassadar is some kind of Jesus figure that gets reborn every time the Protoss race is in some kind of serious trouble, and that he and Kalas and Adun (If you read the little backstory in the manual) are all the same person.

---

---

Subject: Re: Epic StarCraft II Discussion

Posted by [Starbuzzz](#) on Fri, 08 Oct 2010 02:24:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Thu, 07 October 2010 16:49Starbuzzz wrote on Tue, 05 October 2010 16:46so finally had the time to play the last SC mission...built Carriers and battle cruisers and gunned for the overmind from the left side!

Now installing BW...can't wait to use the Medics!

edit:

It was a bit sad about Tassadar though. Seems to get in trouble all the time!

You'd think it would be more obvious with the dragoons around and that whole Fenix thing, but no Protoss ever really dies. In fact, there's a theory circulating that Tassadar is some kind of Jesus figure that gets reborn every time the Protoss race is in some kind of serious trouble, and that he and Kalas and Adun (If you read the little backstory in the manual) are all the same person.

That's good to know...I hope he just didn't die though I don't see how he could have survived a massive Carrier collision against a breathing lump on the ground. Eitherway, I will read the backstroy now. I have only read the backstory for the Terrans and it's a great story at that. The manual is really good stuff.

btw, I seem to have somewhat improved in playing slightly faster and generally trying to know what to do and knowing when to use which units when and so on. But JohnDoe is right...you can win just by massing Carriers from mission 6 onwards I think. On Protoss mission 7 now in BW about to get rid of the Aldaris punk.

---

---

Subject: Re: Epic StarCraft II Discussion

Posted by [Starbuzzz](#) on Sat, 09 Oct 2010 06:09:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That was one of the most soothing and beautiful end cutscene for the Protoss campaign. I sure hope the poor Protoss enjoy this peace...they have been very much messed around with.

So now the humans from Earth have arrived called the UED! I just read the Terran backstory from the manual and here is my main question so far; how does the UED have Terran technology? I thought the Terrans were the descendants of the prisoners who originally crash-landed in the



Korpulu sector and pretty much started from almost caveman-like origins. And it took them many generations to advance and progress to finally be manufacturing marine armor and battlecruisers?!

Or were the UED watching them the whole time and copied off their ideas? Don't understand this part

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Wed, 13 Oct 2010 16:13:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Na, terrans just crashlanded like 100 years ago. I'm guessing units like ze valkyrie are supposed to make them a little different / advanced.

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzzz](#) on Thu, 14 Oct 2010 15:29:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Wed, 13 October 2010 11:13Na, terrans just crashlanded like 100 years ago. I'm guessing units like ze valkyrie are supposed to make them a little different / advanced.

Ah I see. I read on one of the SC wiki pages that the crashlanders got most of the plans from the ATLAS computers. This makes more sense now!

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [JohnDoe](#) on Thu, 14 Oct 2010 18:12:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

my usb stick version doesnt have the manual...heard its mostly useless information about shit like the different broods, squadrons, etc

---

---

Subject: Re: Epic StarCraft II Discussion  
Posted by [Starbuzzz](#) on Thu, 14 Oct 2010 18:40:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Thu, 14 October 2010 13:12my usb stick version doesnt have the manual...heard its mostly useless information about shit like the different broods, squadrons, etc

pretty much. It's more of the lore and nerdy stuff for players who like that type of stuff. The backstory is worth reading especially about the Terrans and Protoss.

eitherway, I can say Blizzard put a lot of effort into the manual too! You can get a pdf version here

if you want:

<http://www.replacementdocs.com/download.php?view.2104>

edit: and yes about the Valkyrie and Medics; that was UED stuff the Terrans didn't have before.

---