
Subject: Re: Epic StarCraft II Discussion
Posted by [Dover](#) on Fri, 03 Sep 2010 23:19:23 GMT
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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?
