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Subject: Re: Epic StarCraft II Discussion

Posted by [Dover](#) on Sat, 04 Sep 2010 09:12:39 GMT

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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 lot 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.

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