

---

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.

---