
Subject: Re: Westwood lives on
Posted by [Dover](#) on Sun, 29 Aug 2010 21:04:54 GMT
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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.
