
Subject: Re: Epic StarCraft II Discussion
Posted by [Starbuzzz](#) on Sat, 11 Sep 2010 15:08:11 GMT
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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 kekekkekekeeee

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!
