Subject: Re: CarrierII's avatar
Posted by Dover on Tue, 30 Jun 2009 01:42:56 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Mon, 29 June 2009 10:37Toggle Spoiler
Dover wrote on Mon, 29 June 2009 01:38Just to prove my point, here's what happens when a Protoss player tries to tech straight for carriers against a competent Terran player.

http://www.gomtv.net/classics3/vod/750

Note that this strategy is actually (Somewhat) viable here, because of the size of the map and because of the strategy employed by the players (Flash is known to turtle quite a bit. Fast carriers when executed correctly are something of an "anti-turtle" build). Even with how delayed the comsat was already, the carriers still get discovered before they're ready to act, giving Flash (The Terran player) ample time to counter.

If you're wondering why Reach (The Protoss player) went for this somewhat odd build, here's the replay/commentary from the game immediately preceeding, where Flash turtles very well stopping any shuttle/reaver action cold, and very effectively blocking any intel gathering with observers:

http://www.gomtv.net/classics3/vod/749

Needless to say, there was no game 3.

I dislike professional Starcraft because unless both players can unit spam (IE click) equally fast, strategy is all but irrelevant.

Untrue. In fact, these two players have about equal Macro

Strategy is far from irrelevant, especially in the games I posted here. Watch the first video (Game 2). Reach (Protoss) knows Flash (Terran) will turtle and come out with a huge army once he maxes out his supply (A strategy). In response, Reach (Protoss) goes for fast carriers, to counter Flash's (Terran's) turtling (A counter-strategy, largely unused otherwise). Flash (Terran) is wise to his shit thanks to a Comsat scan, to after a brief period of pumping turrets to buy time, he produces a huge amount of Goliaths and a small amount of tanks, rather than small amount of Goliaths and large amount of tanks typical to Terran VS Protoss builds (Counter-counter-strategy). Good strategy/counter-strategy is what won him the game.

How well you can micro/macro, or what you call "click-spamming" is important, but only to the extent that you can control what's going on in the game. You can click as fast as you want but it won't save you if you make all the wrong decisions. That is what buries Reach (Protoss) in Game 1 (The second video). He spends too much time trying to Reaver-drop, arbiter-drop and gather intel against a basically impeneitrable set of turrets. What he should have done instead is either find a weak point in Flash's (Terran's) defenses, try to out-macro Flash (Terran) by getting more

expansions sooner, or out-micro him by winning a big fight and pressing his advantage. What lost him the game was bad strategy that was poorly executed, not clicking any slower.

I really hope you (And others like you) would start to shed the image of professional StarCraft as a clickfest. Certainly that's a part of it, but to say that all you need to do to win in StarCraft is click faster is to say that all you need to do in professional basketball is rebound better, or dribble faster. It's a small part is a large, complex game.