

Tactics.

Posted by eskimo - 13 Aug 2010 01:38

Anyone have any decent tactics as any of the three races, which we (the community) can use to improve our game. Here are some i know of.

Terran

Reaper rush - Terrans get some Reapers(two or more) ASAP and send them into enemy base, to destroy the opponents SCVs/probes/drones, crippling the players economy in the process.

Strengths - Gives you the upper hand economy wise. essentially if done well, causes the player to start from practically scratch.

weaknesses - Needs early gas which can stunt the amount of minerals you can get off the bat, ultimately slowing development in other areas down like delaying the building of the factory/ maraudors for defence.

Cloaked Banshee rush - You send in about 4 banshees as early as possible which can then cause serious damage if undetected. Advised to take out the scv's/probes/drones first then on to other buildings.

Strengths - it is a good way to cripple the opponents economy, giving you the upper hand development wise. Also if used effectively can ultimately wipe out the oppositions HQ.

Weaknesses - causes you to have a certain build if you want them quick which may leave you a bit unprotected at base. if the opponent has an orbital command or photon cannons or overloads then they can be detected and easily taken down.

Protoss

Refinery Steals - At the start of a game send one of your probes to their base and steal your opponents gas refinery's

Strengths - halts your enemy from getting gas immediately stopping them expanding and getting more powerful units. Also serves as a scout allowing you to judge what build (infantry/vehicles/air/mixture) they will go and can consider how you are going to counter that.

weaknesses - slightly slows down your rate of collection of minerals at the start of the game. Probe can be killed.

Early void - This is where you build stargates as quickly as possible to get out some overpowered voidrays early in the game and basically rape everything.

Strengths - very good against most units. surprises the enemy how quick you have them. can easily take down HQ's/barracks etc. Works well in 2v2 +

Weaknesses - To get them out quick enough and to be as effective as possible means you can't get a sufficient defence on the go, so not the best in 1v1's unless your opponent is a turtle. Can be countered by marine spam or stalker spam.

Early Turrets - requires a forge built. Send a probe early on in the game to the outskirts of their base, set up a pylon sneakily, and spam turrets next to their base.

Strengths - can wipe out the enemies entire base if done well. can stunt production of troops/buildings. Can kill all of their scv's/probes/drones with ease. relatively simple to do.

weaknesses - uses some minerals meaning production back at base is slowed, can be spotted if the opponent patrols the edge of his base. if pylons go down, turrets are rendered useless.

Zergs

don't play so i don't really know any.

please add/modify/suggest/share as I am keen to improve and learn.

Thanks Eski.

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Re: Tactics.

Posted by liger - 15 Aug 2010 14:16

i say this calls for a match between esk and tin each doing different strat

and upload replay later, so we can all laugh at the loser

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Re: Tactics.

Posted by eskimo - 15 Aug 2010 14:38

Tin wrote:

if you play my tatic i have x3 mariens before you can even get a reaper in my base, sorted... you will never be able to reaper rush faster than marines rush esk purly due to the tech lab needing time to build, and u need refinerys so you are gonna be behind on unit count 😊. but by all means its a handy tatic if they aint prepared for it, i sometimes wonder about a mid game x20 reaper rush just to dent their econ, x10 on each base and boom no more builders for them...

liger its cos i let some econ acumilate while i scout about abit (i usually get 50billions scv's so xD) and ur not attacking till u get to their base so you can que up the buildings keep an eye on he fellas and then do the research if u feel u dont need to micro, simples ^^

If you play your tactic. Don't say a tactic doesn't do this and that purely based on your own tactic, if you build specifically for a reaper rush, which is the whole idea of an effective reaper rush you are left defenceless , i am not talking about it incorporated into other tactics later game. Reaper rushes are most effective early off. therefore to do it at its up most effective time it has to be one of the first few combat units you produce as there won't be much to counter it and even then it takes some micro. Although you can alter the tactic to get marines out first before reapers but this delays the rush in which time they may be able to get more zealots/marines/zerglings out rendering it less effective. I agree with you later game they cost relative nothing but at the start of a game they heavily dent your economy if you aren't doing the 3rax tactic. cba with you anymore tin.

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Re: Tactics.

Posted by vapour - 15 Aug 2010 16:47

Obviously you have marines up before you reaper rush...

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Re: Tactics.

Posted by Tin - 15 Aug 2010 17:05

liger wrote:

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and upload replay later, so we can all laugh at the loser

that will be moi 🤔

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Re: Tactics.

Posted by liger - 15 Aug 2010 19:08

Tin wrote:

liger wrote:

i say this calls for a match between esk and tin each doing different strat
and upload replay later, so we can all laugh at the loser

that will be moi 🤔

u admit inferiority? Good, no need to fight

From now on it is known that:

eskimo > Tin 🤔

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Re: Tactics.

Posted by eskimo - 15 Aug 2010 19:56

liger wrote:

From now on it is known that:

eskimo > Tin 😏

everyone knows this. Anyways, here is a helpful link on macro to help win games by a very good player

3ah8ew52

Re: Tactics.

Posted by Gazza - 15 Aug 2010 21:12

There is no point talking about whos tactic is better than whos, every single tactic has its strengths and weaknesses and most games come down to who has the best micro, and who can scout. Anyone who goes into a game and has 1 set tactic throughout the whole game isnt doing it properly. who wants to zerglings spam agianst collosi. So arguing about the effectiveness of a tactic makes you nothing more than a dumbass!

Bitches just got served

Re: Tactics.

Posted by eskimo - 15 Aug 2010 21:19

I only made this to share general tactics to the community, which i may use or have been used against me. It was only to inform. I have not once said that this is my tactic and i am only going to spam this. lol. I haven't said ones tactics are better then anothers, i have just said how the tactic should be done. There is no point reaper rushing near end game. ^^

Re: Tactics.

Posted by Johannicus - 15 Aug 2010 22:19

The only way that I see a Reaper rush being a good tactic is if the enemy has walled in and you noticed it early. When me, Tin and Eski played I survived 3 reaper rushes with around 10 reapers in each. All I had in defense was a tower and some zerglings.

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Re: Tactics.

Posted by eskimo - 15 Aug 2010 22:59

Johannicus wrote:

The only way that I see a Reaper rush being a good tactic is if the enemy has walled in and you noticed it early. When me, Tin and Eski played I survived 3 reaper rushes with around 10 reapers in each. All I had in defense was a tower and some zerglings.

they had shite micro, and weren't kiting them around. They should of taken out alot of drones tbh.

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