Tactics.
Posted by eskimo - 13 Aug 2010 01:38

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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 23:53

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Gazza wrote:

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

thats absolutely not true. For one ur definition "COULD" be only true in perfect balance, and admit it now, its not perfect.

And second some tactics are by definition "easier" than other which require for example more micro but would be more efficient.

PS: even in sc1, the winners werent ppl with highest APM (after a certain amount it stops being influential)

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Re: Tactics.
Posted by vapour - 16 Aug 2010 00:12

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protip:

TvP = ghosts

marines + emp > void rays

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Re: Tactics.
Posted by Tin - 16 Aug 2010 16:10

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lol vp anyone who plays terran knows to get ghosts vs protos just silly inot too, but ive never tried them on voids :S

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Re: Tactics.
Posted by Gazza - 16 Aug 2010 17:14

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liger wrote:

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Im sorry, but if you play agianst someone who knows what they are doing and scouting how they react is much more important than there original gameplan. That is RTS common sense. Also Micro is what wins fights, once you get past the stage or running all your units in and firing what you can. Even microing your economy when in combat is important. It seperates the pros and the noobs and im a noob btw. Its the reason why we can copy the pros strategys/tactics yet were not pro?

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Re: Tactics.
Posted by liger - 16 Aug 2010 19:24

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let me explain what i ment. Yes every tactic has its counter and u should scout to adjust ur army to counter the opponent. However, what i ment is that u can follow a tactic which even though u get the theoretical counter, its not at all "easy" to defend. Why? Because to counter u would require a lot more micro for example.

To counter a well mixed terran army with zerg u require a whole lot more skill to win while terran can pretty much do a-move

havent seen many replays yet, so only this comes to mind

www.gosugamers.net/starcraft2/replays/35080" onclick="window.open(this.href);return false;

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