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Subject: Re: CarrierII's avatar

Posted by [Dover](#) on Mon, 29 Jun 2009 00:38:54 GMT

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Just 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 preceding, 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.

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