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Subject: Re: CarrierII's avatar

Posted by [Dover](#) on Wed, 01 Jul 2009 12:09:00 GMT

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Yeah yeah triple post blah blah. Here's more evidence to prove my point. The same Terran player (Flash) facing a much more competent Protoss opponent (Stork, who at the time of the match was ranked 6 spots higher than Flash) in the GOMTV Star Invitationals finals. Game 1 on a map that heavily favors carrier harassment against Terran. Flash, again, making excellent use of comsat to detect the early stargates quickly (Even though they are placed in unconventional spots), and good use of goliaths to bring them down, much to the chagrin of Stork fans in the audience who can be heard crying out loudly above the commentators every time a carrier gets downed.

Inb4 clickspam complaining. These are two top-rated StarCraft players who both consistently pull equally-high APM (Actions Per Minute) above 300. This is all strategy, no clickspam.

Seriously, watch the damn matches. You have to be very harderned not to crack a smile to see Flash crapping all over Stork's Carriers like this, especially on a map that so heavily favors Protoss using Carriers.

Edit: And here, Flash (Terran) pulls it off again on game 4 on the same Carrier-heavy map (Katrina), with the same end result. Lesson: Fast carriers fail against competent Terran players, and of course garbage against Zerg. Fast Tech is a gimmick for when facing bad players or the AI.

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