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Subject: Re: Renforums vs Jelly 9/11 commemoration game

Posted by [Dover](#) on Sun, 29 Aug 2010 21:11:03 GMT

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Herr Surth wrote on Sun, 29 August 2010 14:04oh snap. I think my worker/patch ratio in sc:bw was like 1.5:1 and it seemed fine. okay then.

I guess starcraft is a lot more macro while wc3 is a lot more micro...

Right. Part of that has to do with WrCraft 3's food and upkeep system which discouraged getting more than a control group or two of units at a time. Part of it is that StarCraft is a faster-paced game, and any given individual unit can die much faster than in WarCraft 3, where you have 1k hp heroes keeping your guys alive.

Micro still matters in StarCraft, things like stimming or blinking at the proper moment can still have just as huge of an effect on the outcome of a battle as using your Talon Druids to cyclone key enemy units, but they certainly won't matter if you're facing an army three times the size of yours.

Herr Surth wrote on Sun, 29 August 2010 14:04ps: medics could stack their heal in scbw couldnt they? feels like a lot more of my marines die in sc2

It's always been one medic per unit. If you're having your marines die a lot, try skewing your composition slightly in favor of more medics vs more marines if you feel you have too few. Or, even more simply, just engage with a larger force in general.

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