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Subject: Re: Epic StarCraft II Discussion

Posted by [Dover](#) on Tue, 21 Sep 2010 23:30:29 GMT

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In most PvP situations you can just win by making gateway units, boxing them, and A-moving into your opponent's shit, but yeah, Arbiters are a bitch. Defilers too, but They've not as bad in PvZ as they are in TvZ. Defilers in TvZ make me hate everyone and everything.

Reavers are an amazing awesome kick-ass unit, Starbuzz, but they absolutely 100% need a shuttle with them to carry their fat asses around, and it helps to have them supporting your army as opposed to doing some kind of cute solo-attack (Unless you're dropping worker lines in multiplayer or something, and even then you either need to get your reaver out alive or kill like 30 SCVs for it to be worth it). However, all that loading/unloading/positioning makes them a pretty APM-intensive unit to use effectively, especially compared to the 1A2A3A warriors that comprise the rest of the Protoss arsenal.

I never really understood why Tassadar was so wishy-washy in his martyrdom to the conclave either. We can only guess what kind of horrific Protoss torture he was submitted to during his stay.

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