Sun Tzu on StarCraft 2

The art of StarCraft is governed by 5 constant factors: Macro, Micro, Scouting, Counter, and Harassment. It’s one of those things that you read Sun Tzu’s “The Art of War” and then it becomes a part of your character, helping you in any area of your life where a strategic decision needs to be made.

1. 上兵伐謀Sun Tzu: The highest form of Generalship is to balk (destroy) the enemy’s plans.

In StarCraft 2, to destroy your opponent’s plans, not just to counter them. Because: generally, countering implies that you merely defend or survive.

You can achieve the destruction of your opponents’ plans in SC2 by scouting, covering your vulnerabilities (adequate detection, anti-air etc.) Professional always attempt to destroy opponents’ plans at first time.

1. 其次伐交Sun Tzu: The next best is to prevent the junction of the enemy’s forces.

If you fail to destroy your opponent’s plans or if your opponent’s developing straight up without any ‘tricks’, and then, this is your next best step. In StarCraft 2, cutting off your enemies’ supply lines, or reinforcements would give you an obvious and great advantage. Pick off every undefended as possible as you can.

1. 其次伐兵Sun Tzu: The next in order is to attack the enemy’s army in the field.

Send some units to flank and trap your opponent’s forces from their own field which such as high ground, choke points and visibility blocks (smoke or grass).

1. 其下攻城攻城之法為不得已Sun Tzu: And the worst policy of all is to besiege walled cities.

First, don’t waste your army against a walled in opponent if your opponent amasses their forces but does not leave their well defended city.

1. All warfare is based upon deception.