

GOOD HARDER 1V1 STARCRAFT II GAME JULY 10 2021

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I am refining 6 gateway 3 stargate stalker-void ray build. For the first time I can see the path to maxing production with three bases. [1]

This is a fairly standard approach but for me practice is good. This game was good because I fended off the first attack well. It is very clear that the unit numbers are primary and I had gateways up with sufficient number of stalkers. Then I decided to work on max-ing production with a third base.

A third base with maxing production is comfortable and I will master it. Against the computer this ought to work fairly well and it is good to get into a groove.

REFERENCES

- [1] https://drive.google.com/file/d/1Rp815cfZ_x6N0LrjZkzb3PeJXWPj-Avb/view?usp=sharing