

## FROBIE'S TVP MECH GUIDE

### EARLY GAME

You want to have a reaper to scout his base to see if he has robo, twilight or stargate.

If you see robo or twilight you want raven for obs or Dts.

If it's stargate you don't get raven. Key point you want a marine to defend for any probe harass at the natural.

Now the build. You want to go for a build that is reactionary so You can scout and react. NOW if I can't get to his base whether it is a bad reaper map. Then I will use a build that kills all sorts of cheeses or pushes. (Which is build 5 down below) So the build.

**(Build 1 straight into mech)** This build you will go barrack gas into expand. Reaper into marine into reactor. Get a mine and hellion. Cyclone hellion. Cyclone hellion. Hellion mine. Hellion hellion. While I get about 2 Vikings. Now if you scout robo or twilight get a faster tech lab on barrack flip and get raven.

**(Build 2 a little bit more aggressive)** barrack gas expo. Marine into reactor. Make three mines and go for double mine drop. Then have marines in mineral line and Viking and third mine in other mineral line. If you see no pheoxic or oracle when units are in mineral Line make Raven asap.

**(Build 3 two base push)** barrack gas expo. Reaper into marine into reactor. Flip get hellions while getting tech lab on barrack. Flip after 2 hellions. Marine tank 1 Viking into libs. If you see no stargate make Raven. Push with marine tank lib into 3cc and factory's.

**(Build 4 greedy 3cc)** barrack gas expo. Reaper into marine into reactor. 2x hellion. 2x mines. 2x cyclone while getting Vikings and get raven if no stargate.

**(Build 5 safe build)** barrack gas expo. Reaper marine into reactor. Get tech lab right after it finishes. Flip for fast raven. And get mine. Flip back for marine tank Viking.

## MID GAME

YAAA we played a perfect early game. Now the mid game and key points. You noticed I didn't go over counters like double robo or proxy stargate that's because it's pretty simple to hold if you scout with your reaper.

I have been testing super fast double armory's or double armory's after 3 factory's or armory's after 5 factory's. I found out getting 1 armory when your on 1/1/1 production (so super fast) or after 5 factory's. Here is why I recommend this. Mech units are already super fucking strong like tanks and Thors and hellbats. Your goal is to max out to hold big pushes or kill them with 200/200 supply of mech. Or get fast armory to sneak in there to get fast plus three armor why armor? Because it helps air and ground and it helps Thors and Vikings do much versus air.

Mid game you want 5 factory's 3 tech lab 2 reactor or 4 tech lab 1 reactor (your choice) with double armory. If the toss went robo twilight they have option for robo meaning warp prism. So when taking your third you want turret ring. If it's heavy pheoxic play just get 1 turret in each mineral line you don't need turret ring. You want to scout out his army comp when you have 3 bases. Wether it would be hellion harass to see his army comp or scans.

*If the Protoss goes for stalkers, immortals, high Templar, archons, disrupters, colli.* You want to get tanks hellbats range libs and if you want to be fancy and have the mico from your barrack make one ghost at a time for emp. One way to tell he is going ground is scouting double robo. Another good point is get drilling claws for speed mine drops and you can add them in your army.

*If the Protoss goes air.* If you see no heavy ground like archon immortal and you see stargates you want get get lots and lots of Thors. Vikings. Some mines. And 8-15ish scvs for turret push. (Remember to get building armor. Which would help the turrets) Some things to remember is -build extra ccs -hellion harass to scout -scan his base for what the toss is doing -turret ring if he went robo twilight when taking third.

## LATE GAME

With late game you can you bc raven if you like but that's not my play style so I will talk about something a little different which tosses that I have talked to thinks this is better than bc raven. (BE WARE THIS IS A LITTLE MICRO INTENSIVE)

Late game they will be on stargate mass carrier tempest. Always if they don't you just win with range libs killing his army. Now In late game you don't need to worry about what the Protoss army will look like it's 99.99% carrier ht with some tempest or archon or zealots but it's mostly carrier and some ht. In late game you want to get a really good bank if you can whenever you have the chance expand as much as you can.

Alrighty the comp. This comp is LIB, VIKING, GHOST, with turret ring, maybe some pfs, nukes, some tanks (depending if he added a lot of ground army with his air. Ghosts you want to emp his ht so no storms get off the lib Viking. Why I chose this comp? You get to make the air units from reactors and the mobility is way better and it's easier to replace. Ghost get to nuke which you can use to nuke harass. Now yes if you emp the archons they will still live they will have like 10 hp of health left just go in with hellions and they will die. When he has no AOE vikings and libs goes in.

The most important thing with this is you clump as much as you can and with all the splash and Vikings and maybe some Thors all interceptors die. You do not want to focus the carrier or you will lose. Trust me it happens to me a lot. I lose because I was impatient and attack the carriers and not the interceptors. Since you emp his archons and ht his mothership should be at 0 energy also so he can't recall. Meaning he can't leave because your army is so much faster. After you kill the interceptors focus down the carriers and put the Thors in hip mode and focus down the carriers.

You can always get lucky with nukes and stuff which is something I really recommend doing. All sc2 games can be different. So some things might change like not having enough money so here is a general idea of how much structures you should have. Goes in order from barrack/factory/starport:

1 base 1/1/1

2 base 1/3/1

3 base 1/5/1

4 base depends if air 1/5/4 if ground you can choose if you want to go ghost heavy or lib heavy. Best production would be 3/7/4 that would be my late game production setup