

## Overlord Scouting in ZvP on Python!

Probably some of you already know this but for those who don't, I shall show how I overlord scout on Python in ZvP and why I have found it to be very effective.



For this example, we shall assume our own zerg brethren as a red circle at 7 and our protoss friend at 8.5 as the blue circle.

Most players would tend to use the first overlord to scout in the white path. This isn't wrong but it is more wrong than otherwise.

What do I mean by this? There are two possibilities in scouting this manner. One is that you find him at 8.5 (yay! Or so you think 😊) another is that Jangbi wins the OSL. Regardless, the other is that you don't find him. While to an average player this seems okay, IT IS NOT OKAY!! This is because you will not be able to fully utilize the scouting abilities of the second overlord with proper and precise timing in relation to the first overlord.



The more correct and less wrong scouting path would be to follow the orange path and not the blue path because the protoss is in blue and for other less significant reasons that shall be touched on later.

So right now some of you might be saying "But Jmave, how can this be! Won't my overlord scouting be later than it would be if I had just gone the white path?!". I say yes! While the first scouting is later it allows you to move to a further position faster and you can then allow your second overlord to move to 8.5 positioning at the same time instead of idling your overlord at your natural. If you try it for yourself, both overlords should get

to both places at approximately the same time. Therefore, you are maximising the timing and scouting abilities of both overlords.

But since most of you are still not satisfied, let us look into more in-depth reasoning!

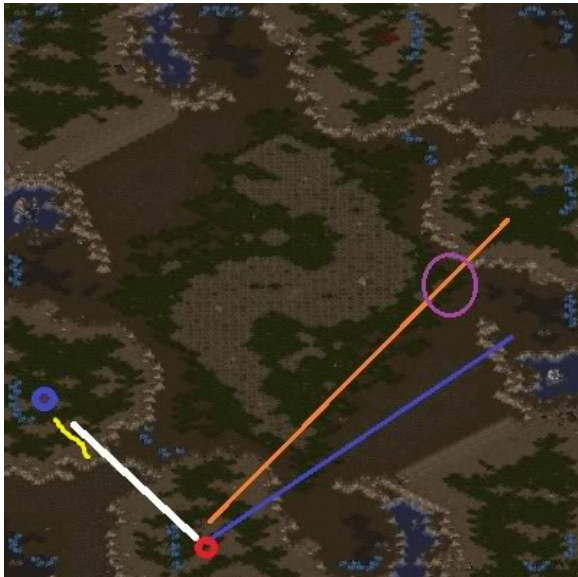
The biggest disadvantage in using the white path is also your biggest advantage of using that scouting pattern. The real question is "does the advantage I get from scouting the white path outweigh its disadvantage?" Lettuce see for ourselves.



When you scout in the white path, smart protoss friends who might already know this would send the 8th probe toward the little yellow path while the scout moves out at 9 after the pylon is being placed at the natural. This means that he would be able to see your overlord if you had sent it in the white direction and he would know that you had spawned at 7.

The timing that the 9 scout arrives at your natural will be in time to stop your 12 hatch. This means that you might need to get a pool first if your opponent has Bisu-like probe micro to block your hatch. So basically, you gave him the scouting info of your positioning!

Totally not worth it! But as with all things, there are exceptions. If he still scouts you first try in that spawning position, then its totally not your day. At the end of the day, this still boils down to how lucky you are but it is just maximising your chances!



So dum dum dum DUUUMMM. Why use orange scout rather than blue? Firstly, the orange path is a shorter distance towards his main base. Because at this point you are still unaware of his position and his type of style (FE or 1 base), taking the orange route allows you to see a glimpse of his simcity and move right into the main. Conversely, to not see a simcity and to see gateways in the main\*gasp\*.

Secondly, the purple circle portion is a point to see that if a probe crosses your vision, then you know for sure that he isn't at the 2.5 position. The timing of this is usually at 12 hatch when you send 2 drones for 12 hatch and another for scouting. This way, it is easy to single out his starting point at 12.5. It is advised to send another drone to a 3rd base location so you can get the 3rd hatch timing nicely if he does an FE. Otherwise, you can just send it back and do a 3rd hatch in your nat if he does 1 base play.

[Originally posted by Jmave on teamliquid.net Broodwar Strategy forum]