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Hey, this is all my build for Kerrigan. We focus on early hatchery and gas to get larvae production without queens. Omega worms are used to move the army and get creep spread by malignant creep. I go on assemblage in video. - Best Orders to Build Kerrigan Easy ExpoGet SALT Coding 12 0:03 Drone 13 0:15 Drone 14 0:28 Drone, Extractor Cancellation for Extractor Trick 15 0:32 Lord 15 1:09 Hatchery 14 1:15 Drone 15 1:23 Drone x2 17 1:42 Drone x2 17 1:47 Extractor 18 1:55 Drone 19 2:06 Drone 21 2:22 Extractor 23 2:42 Hatchery 26 3:24 Pool Spawning 26 3:37 Lord 27 3:55 Evolution Camera 26 4:01 Lair 36 4:58 Heroic Resilience 39 39 5:13 Hatchery 41 5:32 Chain Reaction 41 5:37 Hive 41 5:43 Lord 44 6:13 Extractor x2 51 6:54 Efficiency Ability 51 7:02 Pneumatic Carapas 51 7:08 Network Nydus x2 51 7:21 Nydus Network x2 51 7:23 Hydralisk Den 49 7:41 Lord x2 49 7:59 zerg Rocket Weapon Level 1 49 8:04 Omega Worm 49 8:19 Hydraulicsc x9 , Muscle Additions 73 8:50 Hydralisk 73 8:57 Omega Worm 83 9:14 zerg Rocket Weapon Level 2 83 9:20 Auxiliary Carapas 83 9:55 Omega Worm's: Achievements, StarCraft II zerg Heroes, Co-op Commanders Edit Share of zerg Roy Attrition WarfareRapid DeploymentGerio Attack StrengthsEarly Offensive PushPowerful Attack HeroPowerful Ultimate AbilityProvides Resources for AllyOmega Worms to Provide Creep, Mobility, And the detection of WeaknessesWeak anti-aircraft countersSlow to step up time To restore armyGas starved Sarah Kerrigan is a playable commander in the CoAP She is managed as a hero unit during missions akin to Roy's Heart, and has powerful strains of zerg at her disposal. Review (edited by editing source) Kill them all... Your queen demands it! Information edit source Recommended for players of all skill levels Control Kerrigan on a mission with aggressive abilities To bring a powerful army of the most sophisticated blocks of zerg Use omega Network, to besiege your enemies from several directions Mastery edit source Power Set 1 Kerrigan's Energy Regeneration: Gas Cost: -1% - -30% Immobilization Wave Damage Increase: -3.33% - 100% Power Set 3 Operational Evolution: -2% - -60% Primary damage ability and attack rate: 1% - 30% Prestige (edit source) Level 1 - Malignant Matriarch Advantage: Malignant creep efficiency increased by 100%. The queen no longer slows down and can place a creep of tumors when from creeping. The downside: Nydus and Omega networks are not available. Level 2 - Stupidity Man Advantage: Kerrigan spends stacks of rage when using Leaping Strike or Psionic Shift, hitting nearby enemies for 50 damage and stunning them from 3 seconds. The downside: Carpas' Kerrigan generation has shrunk by 50%. The damage to Kerrigan's ability has diminished Fury's total cost damage to 1 enemy foe Enemies 3 Enemies 6 Enemies 12 Enemies 1 Stack 50 N/A N/A N/A 2 Stacks 100 100 N/A N/A 3 Stacks 150 200 150 N/A N/A 4 Stacks 200 300 300 300 N/A 5 Stacks 250 400 450 600 600 Strike Summary 24 units (total damage 1200) in the range of 10. Level 3 - Desert advantage queen: Assimilation of Aura resources falls increased by 100%. Kerrigan gets a kinetic blast and a stampede grip. Downside: Leaping Strike and Psionic Shift are not available. Aesthetics: Reskins Kerrigan in her heart of Roy Terran shape. Game unit edit source 100 57.5 (at Kerrigan 15) Mastery: 0.1125 energy per second on Kerrigan energy regeneration point. To a high of 9.75 energy per second 240 (60, to revive) 2.952.25 (with desert queen) 200 (from the mutating Carapace) 8001000 (with heroic resilience) 510 (with heroic durability) GroundBiologicalHeroicPsionic 40 (30 with desert queen): Mastery No 1 damage attack in Kerrigan Attack Damage Point. Up to a maximum of 70 (60 with a desert queen) attack damage 1.5Mastery: 1% attack speed on primary damage ability and point of skill of attack speed. Up to a top attack speed of 1.15 as a hero unit, Kerrigan is devastatingly powerful, and gets stronger and stronger as updates and talents are unlocked. With its attack damage and attack bonus speed maximised, and especially Psionic Shift, Kerrigan can quickly break through a large number of weak enemy units, and Leaping Strike can hit tighter enemies. Leaping Strike also allows Kerrigan to quickly jump into commitment and retreat if overwhelmed, and her ability to jump up and down cliffs makes her very mobile. Overall, Kerrigan's biggest weakness is a serious lack of crowd control abilities and vulnerability to a large number of enemy air units. While her main attack and associated bonuses allow it to deter a handful of air units, it simply lacks the control or DPS to handle large forces like Leaping Strike and Psionic Shift affect only ground units. Faced with significant enemy or air force ground forces, Kerrigan must use The Wave Immobilization to stun them and kill them while they are immobilized; otherwise she had the best retreat. Kerrigan takes 4 minutes to spawn at her base. If Kerrigan is ever killed, she will respawn 60 seconds later on the main player incubator/den/hive. Kerrigan has the following abilities to edit the source. Kerrigan jumps to his target and deals 150 damages. Can be used without a purpose to travel fast. Passive: Kerrigan receives 10 pounds of damage and -3 range attack. Ruthlessness: Increases the damage from a jump hit from 150 to 300 and its range from 6 to 12. Human stupidity: reduces the damage from a jump hit from 150 (300 s) 75 (150 with ruthlessness). Desert queen: Replace the ability to leaping Strike Kinetic Blast ability. Kerrigan rushes through his enemies, inflicts 50 damage on all enemies in his path. Passive: Kerrigan's speed increases by 30%. Ruthlessness: Increases The Psionic Psionic 50 to 100 damage. Human folly: Reduces The Damage of the Psionic Shear from 50 (100 with ruthlessness) to 25 (50 with ruthlessness). Desert queen: Replaces the ability of Psionic Shift with the ability of the Grip crush. Instantly, it does 150 damage to the target block or structure. Ruthlessness: increases the damage from a kinetic explosion from 150 to 300. Stuns enemy units in the effect zone and deals 25 damages in 5 seconds. Heroic units are slowing down. Ruthlessness: Increases the damage from the stampede from 25 to 50. Causes all nearby enemies to give up resources when killed. Desert queen: increases the assimilation of the aura resource falls by 100%. Damages enemies over a large area (radius 27) around Kerrigan and stuns them within 10 seconds. Shows hidden and buried units and structures. Heroic units slow down, not stunned. Human stupidity: reduces the damage of the immobilization of the wave from 100 to 50. Updates (edited editing source) Explored (edit the editing source) increases the maximum HP Kerrigan by 200 and the regeneration of life by 100%. Reduces energy costs and cools Kerrigan's abilities by 20%. Kerrigan's attacks bounce off subsequent enemies, causing 10 more damage to four more targets. Talents (edited by editing source) Kerrigan has a 30% permanent life steal, which can temporarily give her a bonus term as she causes damage, a maximum of 200 hp. Human Stupidity: Reduces the generation carapace from 30% of the damage to 15% of the damage. Kerrigan's jump impact increases by 150 to 300, and his cast range from 6 to 12. Increases the damage of the Psion shift from 50 to 100. Stupidity man: increases the damage from Kerrigan's jumping strike by 75 to 150 and his cast range from 6 to 12. Increases the damage of the Psionic shift from 25 to 50. Desert queen: increases the damage from Kerrigan's kinetic explosion by 150 to 300. Increases crushing Grip damage from 25 to 50. Kerrigan's attack rate increases by 10% with each attack, stacking five times to 50%. Wears on when Kerrigan didn't attack the enemy for five seconds. Stupidity man: Kerrigan spends stacks of rage when using Leaping Strike or Psionic Shift, hitting nearby enemies by 50 damage and stunning them from 3 seconds within range of 10. Heroic units do only damage. Increases Kerrigan's energy regeneration by 50%. Army Composition (edited editing source) Units and structures (edited by editing source) Kerrigan has access to the following units and structures: Icon Unit Details of the production damage caused by a rapid melee. Can attack ground units. (Evolution to the Raptor strain at level 12. Jumping over obstacles and on targets from range. 50 1 for 2 zerg. Vs Air: N/AVs Land: 10 DPS The queen of the Defensive Block. You can use caviar larvae, caviar creep tumors and transfusions. Moves faster on creep. It can attack ground and air units. 150 2 Vs Air: 9 DPS on 0/OVs Earth: 8 DPSVs Ground armored: 12 DPS Hydralisk Ranged Attacker. It can attack ground and air units. (Evolution of the Lurker strain at level 5. Can turn into a lurker) lurker) 50 2 No Frenzy: 14 DPSWith Frenzy: 29 DPS Mutalisk Air Unit. Bounce his shot to hit several targets. Can turn into the Brood of the Lord. It can attack ground and air units. 100 100 2 5.92 DPS Lord Brood Flying Heavy Assault Unit. Broodings shoots at his target. Brooding is a small creature that can attack ground units. Can attack ground units. Mutalisk costs 150 pounds 150 euros 250 250 4 Against Air: N/AVs Land: 8.00 DPS Ultralisk Heavy Assault Beast. Has an area of damage splitting attacks. Can attack ground units. (Evolves to the Torrasque strain at level 14. When killed, can be revived.) 300 200 6 Vs Air: N/AVs Land: 41 DPS Warden Detector. Advanced air observer. Supports block cover, set at the cost of Overlord Overlord (100 provides 8) 50 pounds 50 150 50 provides 8 Vs Air: N/AVs Ground: N/A Lurker Anti-ground ambush. Has an attack spine that damages all enemy units in its line to shoot. I have to burrow to attack. Can attack ground units. (Unlocking at level 5) Hydralisk costs 50 pounds 100 euros 150 150 3 10 DPSVs Armored: 15 DPS Spine scanner Anti-earth mobile creep linked by defensive structure. Can attack ground units. The cost of the drone (50 1) 100 -1 150 13.51V Armored: 16.22 DPS Spore scanner Anti-air mobile creep linked by a defensive structure. Can attack air units. The cost of the drone (50 1) 75 -1 125 Euros: 17.44 Nydus network structure that allows friendly ground units to instantly travel to any other network Nydus or Nydus Worm owned by the player. (Evolution to the Omega network strain at level 8. Detector: Friendly ground units use the Omega network to instantly travel to any other Omega or Omega Worm network owned by the player.) The cost of the drone (50 1) 150 y 200 -1 200 200 Vs Air: N/AVs Ground: N/A Talent Progression (edit source) Kerrigan acquires the following talents as it aligns. Kerrigan has a 30% permanent life steal that can temporarily give her a bonus term as she causes damages to a maximum of 200 HP. Human stupidity: Reduces the production of carapas from 30% of the damage to 15% of the damage. Damages enemies over a large area (radius 27) around Kerrigan and stuns them within 10 seconds. Shows hidden and buried units and structures. Heroic units slow down, not stunned. Human stupidity: reduces the damage of the immobilization of the wave from 100 to 50. Kerrigan's jump impact increases by 150 to 300, and his cast range from 6 to 12. Increases the damage of the Psion shift from 50 to 100. Stupidity man: increases the damage from Kerrigan's jumping strike by 75 to 150 and his cast range from 6 to 12. damage from 25 to 50. Desert queen: increases the damage from Kerrigan's kinetic explosion by 150 to 300. Increases crushing Grip damage from 25 to 50. Spawning Pool Update Cache Hydralisk/Lurker Update Cash Friendly Ground Units get 30% attack rate and regenerate 1 point of hit per second while on creep. Creep tumors spread faster (from 0.45 to 0.225) and further (from 10 to 13). Passive: Kerrigan's Creep bonuses extend to everyone including the automatic spread of Stukov's creep. Passive ability. Malevolt Matriarch: Friendly ground units gain 60% of attack speed and regenerate 2 points of hit per second during creep. Tumor creep spreads faster (from 0.45 to 0.15) and further (from 10 to 16). Updates the nydus network to the omega network that causes omega worms. Omega worms don't cost any resources, spawn anywhere, detect hidden or buried units, generate instant creep, unload units instantly, and can be used by allies. Passive ability. Unlocks additional updates for Kerrigan on the evolutionary chamber. Updates Kerrigan's attacks to inflict normal damage on his target, and then move on to additional closest enemies. Kerrigan's attack rate increases by 10% with each attack, stacking five times to 50%. Wears on when Kerrigan didn't attack the enemy for five seconds. Stupidity man: Kerrigan spends stacks of rage when using Leaping Strike or Psionic Shift, hitting nearby enemies by 50 damage and stunning them from 3 seconds within range of 10. Heroic units do only damage. Serpling Evolution: Raptor Evolution Kerrigan's zerglings in predator strain. A quick melee. Jumping over obstacles and on targets from range. Deals have increased the damage. Can attack ground units. Ultralisk Evolution: Torrasq evolves Kerrigan's ultralisk into a torrasqa strain. Heavy assault beast. Has an area of damage splitting attacks. When killed, can be revived in 10 seconds, once every 60 seconds. Can attack ground units. Increases Kerrigan's energy regeneration by 50%. Kerrigan's Editing Source strategy is the most new-going friendly unit of all commanders. Because the player actually controls Kerrigan, it will become a central unit for most of the early and middle game. Because of its versatility and strengths, Kerrigan can make his lack of a unit composition. It can easily solo the first 4 enemy attack waves; During the game, she is the cornerstone of her army. Take advantage of the fact that it can solo early waves, by upgrading technology and getting a stable economy going early play. In terms of its available army and related updates, the strongest comprehensive characteristic is speed. Kerrigan's forces are fast and easy, and if a player makes the point of spreading Creep over as much of the map as possible, how to support her, and her ally, Kerrigan and her army can be a quick reaction force by focusing on defeating the enemy wave in one key area, then quickly deploying to another. The player must obtain the extraction of resources as strong as possible, get a few logs and quickly replenish the lost units when necessary; By being lighter units, Kerrigan's forces for significant losses. Recommended Masters Power Set 1: Kerrigan Attack Damage *Kerrigan Attack Damage (1 damage at level, up to 30 pounds) No-Fury: 60.67 DPS (with full skill) Fury: 91.00 DPS (full skill) Full points in attack attack significantly improves Kerrigan's efficiency compared to the air units that are Kerrigan's biggest weakness. Energy Regeneration is better against some terrestrial enemy compositions, but this option requires more Kerrigan micro to achieve the same results. In addition, some splits can be taken to compensate for Kerrigan's energy leak, giving her enough harm to effectively kill the aerial units. 22/8 hits break point that allows her a 3-shot early Banshees, 28/2 allows her 3-shot Mutalisks, while 8/22 allows her to reliably two shots of Mutalisks and 3-shots liberating. The desert queen of prestige should always use energy regeneration as this prestige makes her much more energy intensive and can hit air units with their abilities. Power Set 2: Vespene Combat Unit Gas Cost / Immobilization Wave Damage *Sedable Battle Unit Vespene Gaza Graf: (-1% per level, up to -30%) *Induced wave of immobilization (damage at 3.3%, up to 100%) Immobilizing a wave of damage is usually the best choice in most cards. With full skill, it deals 200 damage, which is enough to kill most units, especially against zerg. With only 144 seconds of CD (after upgrade), it's an extremely powerful ability - by immobilizing the wave, popping Omega Worm, and then unloading your army will ensure the entire area is quickly cleared. Gas reduction is best used with 30 points in the mastering of vespene gas, and only for rushing gas-intensive units in some niche situations. For optimization, the 19/11 split in immobilization/Vespene gas workshops are perfect for a massive Ultralisk/Hydralisk build. This split provides you with 163 damage to the AOE Nuke, hitting the break point, allowing one shot of key units such as Banshees, Stalkers, Roy Hosts, and Siege Tanks. Other useful splits include 13/17 and 25/5 to get more than 140 and 180 damages, respectively. Note that 1 point above the obvious threshold is required due to a rounding error in calculating damage. Power Set 3: Primary damage ability and attack rate skill *Expedite evolution (-2% time and cost per level, up to -60%) Faster and cheaper upgrades for Kerrigan and her army work great, no matter what the strategy is; The efficiency ability of 200 200 120 updates at full points becomes 80 80 48! This allows the player to completely double upgrade everything, including all technical paths in an accelerated size and for a much cheaper cost. This skill can always immediately turn all the research on once the technical structure is ready, making your army stronger at the start of the game, while Kerrigan's damage is powerful enough to clear most cards at the beginning and middle of the game. Note that 1 point in primary damage ability requires two shots with Psionic Shift because of their health regeneration. One Army woman edited source Kerrigan takes the field himself as a hero unit, and very powerful. Its jumping kick is best used to quickly destroy hybrids and other equally powerful enemy units, while the psionic shift provides crowd control against a pack of lightweight units. Units. The Aura provides additional resources, and its effectiveness will increase as complexity increases, as there will be more units to kill; It has a short cooling, so it should be used frequently, especially when attracting a large number of enemies. Immobilizing the wave will allow her and her ally to attack enemy bases or collide dangerous waves safely; it also has a short cooling time of 3 minutes (with improved capacity efficiency, it will only have a cooling of 2:24 minutes), so it can be used frequently. As Kerrigan evens up, more abilities and upgrades will be available to her, some claiming to be mutating on the development chamber. All of them need to mutate as resources allow, since good use of Kerrigan is crucial to success. I'm Roy edit source Kerrigan's main offensive primarily consists of zerglings with fewer hydralixes or mutalisks for anti-air support; hydraliski is faster and cheaper to build than mutalisk. At higher levels, once its ultra-lysk updates unlock, consider adding some of them to its composition unit to support zerglings. Lurkers and queens are only useful for card defenses against terrans and zerg, but against protos have limited use. Even against terrans and zerg, lurkers should not mutate in large numbers; Only a few are needed to protect ramps and other choking points. The queens still have to be used to spawn Larva and creep tumors, however. Brood Lords are good for overwhelming enemies if the player has a small ground army, but otherwise hydralisks, completely modernized, out-damage them. Lead from the front (edited by source editing) Keep Kerrigan close to her brood to help them with the warden hovering over her; and her tank hits while her other units support her. Micro her dear ultra-lice and brood of lords to avoid losing them recklessly, and keep replenishing her more expendable forces as needed. A good micro Kerrigan is crucial to winning, so other units just attack the move, focusing on controlling it directly and making the most of their abilities. With the proper composition of the unit, Kerrigan and her brood can easily crush enemies and do well with most of any type of card. Slay Them All edit edit the source Kerrigan Omega Worms also should not be neglected. Once she receives the Omega Worm upgrade, she can almost instantly transport a massive army to the front line, quickly overwhelming any defense. Kerrigan's allies can also use them, giving both commanders near-infinite mobility. Also, it can go as much as 1000 hp meatshield. They also spread creep, allowing Kerrigan to easily use bonuses Creep, and serve as detectors, allowing it to abandon more vulnerable wardens. Building at least two Omega networks is almost always a good choice. When considering when forming her army should take into account the exceptional power of your queen is under attack. A player who invests mainly in zerglings while building more hydrilisks or ultralisks quickly find themselves annoyed by how quickly zerglings fall against enemies, even with Kerrigan soaking up most enemy fire. This can quickly lead Kerrigan's death to higher difficulties, making her early game force unavailable until she is resurrected. Synergy (edited source editing) Protoss Commanders (edit source editing) All protoss ground commanders will get a malignant Creep positive effect while on creep, making them attack faster and regen life slowly, allowing commanders who are massaging melee units to be more effective. Artanis is Kerrigan's effective teammate. The Guardian shield and shell are used to protect and prevent costly losses with ultralyses. At higher difficulties, area-effect abilities like a psionic storm and hunter-finder missiles are common to enemies, and Kerrigan's hydralisk flocks can be crippled quickly. Guardian Shield Artanis will protect them from these abilities and give Kerrigan time to retreat from their mutalisks so they can recover and return to battle. Karaks is Kerrigan's effective teammate. Chrono Boost accelerates the mutation rate of higher

levels of Kerrigan devices and a host of updates that they need to be effective. He can also use colossus and immortals to support Kerrigan units with siege or anti-armor capabilities as needed, and his energy with a chrono beam can quickly buff its stronger units to very dangerous speeds. Orazuna is Kerrigan's effective teammate. The Black Hole can set enemies for Kerrigan's hydralisks, and they can combine Time Stop and Immobilization Wave for prolonged stun of enemies. Vorazun also powers up Kerrigan's lurkers with her passive talents buff cloak and buried units. The thief can hide the anti-air Kerrigan and detect weakness with corsairs and oracles. Teleport to the dark pylon allows Vorazun to return quickly to protect allied bases if the camouflaged cannons are unable to cope. Alarak is Kerrigan's effective teammate. It has a strong presence in the air with hydralisk and mutalisks, while Alarak provides crowd control, which it lacks with the ascending and avant-garde. Kerrigan's predators and upgraded Torraski can bypass Alarak's progin to easily get into the melee, while the hydralixes walk because of them and ascend because of them, so their armies are perfectly synchronized in battle. The support of the havoc to increase their range of attack and damage to select enemies is also largely of advantage, on top of denying the need of overseers. Immobilizing the wave also minimize the damage gained by keeping the petitioners in large quantities for much longer. Together, Kerrigan and Alarak can Enemies like hero units, especially when both level 15, at this point all their cooling abilities are either super fast or non-existent. Omega worms are also an ideal alternative for rapid army transition without fleet of death teleportation units. Phoenix and Kerrigan have mediocre synergy. While the resource is good Phoenix, a big gateway for the Phoenix army, is usually the time it takes for him to build an army. Both have a strong early game and rely on hero units to take early waves, with Kerrigan having a little more robust air protection. The benefits of the Fenix recall coincide with Kerrigan's ability to use omega worms for full card mobility. In the late game, the two armies work perfectly, and zerglings and ultralisks are capable of soaking up damage while a large army of Phoenix colossus, carriers and adepts or immortals can stifle enemy attacks. Immobilization wave allows Fenix to push into tight positions and destroy them with ease. Terran Commanders edit the source Raynor is an effective teammate for Kerrigan. Raynor's infantry is well-connected to Kerrigan's zerglings and ultra-zeros, which can jump/burrow past Raynor's infantry to reach targets, while ultralyse provide damage to protect The fragile Reynor Marines. Raynor is further treated by medics to heal Kerrigan and her brood, making them a dangerous combination. Swann is Kerrigan's dubious teammate. Swann's dependence on mechanical units collides with Kerrigan's biological zerg; they have little synergistic ability to directly support each other. Swann's vespene combines are priceless; allowing Kerrigan to modernize and train mutalis and ultraliski in large quantities. Goliaths and Swann Tories outperform Kerrigan's hydralix as a different support, so Kerrigan better build an army in addition to Swann's ground forces. In addition, Omega Kerrigan worms can help Swann's slow army reach the front line much faster. Nova is an excellent teammate for Kerrigan. As her assimilation of the Aura will allow her to give Nova precious resources to get out of the ground. Her malignant Creep can also help Nova's army in sustaining itself, while Kerrigan's zerglings and ultralisks tank damage to Nova's troops. Creep can also help Nova by providing vision, allowing her to use airstrikes and nuclear weapons more easily. Immobilization Wave can customize Nova for nuclear weapons, and Nova can provide detection, so Kerrigan doesn't have to get wardens. Nydus worms Kerrigan create some redundancy with Nova Tactical Airlift. Khan and Horner and Kerrigan have moderate synergy. Kerrigan has a strong start and middle of the game with his hero, and Han's mercenaries can help tank damage as it works as well as clear any rocks needed to expand. Kerrigan's aura of assimilation also allows Khan and Horner to begin the deployment of Horner's air units more quickly, allowing him to move to the late game faster and complete his research. Omega Worms give some power to Khan's mercenaries, but since most of Horner's forces are airborne and have a tactical leap, it doesn't do so much for Khan and like other commanders. The zerg commanders (edited by the source of the editing) zagara is a dubious teammate for Kerrigan. Whatever the Sunburn units can do, Kerrigan's units can do better, and they tend to appear with far fewer casualties. Even Even banelings and scourge pale against Kerrigan and her upgraded hydralisks. However, the queen of tans can use Larva's injection on Kerrigan's incubators to give them extra larvae, and the tan can still benefit greatly from Kerrigan's Malignant Creep. Mass madness can also be very useful for Kerrigan's units. The tan can offer Kerrigan early crowd control with Banelings, as well as mutalisk and ultra-mask support through corrupt officials and aberrations. But in the end, Kerrigan's army will be ahead of the forces of the game by the end of the game. With complete skill, Kerrigan excels even in the field of economy: Kerrigan's ability to reduce the cost of weights for its units and upgrade gives her a huge advantage. Abatur is a great teammate for Kerrigan. Kerrigan herself can cover the early game with a little help from Abaatur. This allows Abatur to spend resources on technology rather than focusing on early game defense. Kerrigan's aura of assimilation allows Abatur to receive a large increase in resources. Malignant creep can benefit the overall speed and performance of Abaatur's army, and allow it to respond to threats faster. At the end of the game, Abatur can provide a front-line army while Kerrigan maintains from behind. It is also noteworthy that Kerrigan is able to upgrade the Abathur nidus network to Omega worms, allowing the distribution, detection of malignant creeps and the global transportation of terrestrial units. Knockov is a great teammate for Kerrigan. Malignant creep Kerrigan and Infinite Creep Stukova significantly increase both forces to close long distances. Kerrigan's dominance at the start of the game allows Stukov to fast-track his research. Later Stukov games are a protective screen for lurkers and hydralisks. Stukov's cools help to quickly strike through Kerrigan's Omega Worms. Staukov's mineral heavy forces are largely supported by Kerrigan's assimilation aura, and the immobilization of the Wave allows infected forces to encircle the enemy's defenses without objection. Dehaka and Kerrigan are a good combination, despite the fact that both are focused on the hero unit. Both Kerrigan and Dehaka benefit from hunting for a group of foes early before mid-game, and Kerrigan's resource bonus gives Dehaka can help him move into a strong late-game gas-heavy track. Kerrigan can give Dehaka global mobility with its omega worms, while Dehaka can also deep tunnel to clear the protected area omega worms can't reach. The only time the two struggle in the middle of a game is where Dehaka between getting his primary dens built and Kerrigan starts building his army. Citations (edited by source) See: Sarah Kerrigan Commander Of Achievement Citations (edited source editing) Gameplay (edit source) Levels (edit source source Develop (edit source) Patches (edit source) Patch 4.4.1 Disengagement Glaive: The Disconnection of Glaive has been redesigned. Now remove the damage penalty from each bounce, but will no longer increase its damage. No longer provides 100% bonus damage to armored units. Units. 4.4.0 Omega worms: currently detectors. Assimilation of the aura: Resource drops can now be picked up by air units. Lords: Vental Sakra upgrades will now drop their cargo if they are destroyed. The cost of research in Karapas has fallen from 100/100 to 50/50. After the study, Pneumatized Carapace's overlord speed increased to 3.38, according to data of 1.88. After the Pneumatized Carapace study, the acceleration of Overlord increased from 1.0625 to 2.125. Mutaliska's range increased from 3 to 5. Vicious Glaive: Now increase the search radius of each Glaive from 3 to 5. He had previously increased it to 4. Sundering Glaive: An update renamed the Severing Glaive update. Gleive Disconnect: Each subsequent rebound of Mutaliska's attack now causes 10% additional damage. Brood Lords: Now always attack with two Broodlings, two with the first attack and one with each subsequent attack. Porous Cartilage: The update now increases the acceleration of Brood Lords from 1.0625 to 1.875 in addition to current functionality. The following mastery powers have been removed: Long mutating Carapace Mastery: -3.3% degeneration at the level, up to -100% Kerrigan has new mastery powers that are: Primary damage ability and attack rate Mastery: 1% damage/attack at level, up to 30% Increases damage to Kerrigan's Leaping Strike and Psionic Shift and Kerrigan's attack. Developer comments: Kerrigan is a fairly comprehensive and powerful commander, but as some have pointed out, her Spire units may leave much to be desired. While there are a few changes for Kerrigan, we think they will be particularly spectacular, especially for Spire players. Patch 3.17.0 Leaping Strike: No longer targets hidden or buried units without detection. Ultralisky: (Torrasque Strain) now wins from Guardian Shell Artanis before he enters his cocoon of rebirth. Broodlord: now benefits from the energy of Carax Chrono Beam and Frenzy Of The Sun. Patch 3.13.0 The queen: Anti-air range increased to 8 (from 7). Developer comments: We're accepting multiplayer changes that we made some time ago that are helping zerg queens vs. air units. This should give queens a little more help in trying to avoid these liberators attacks. Patch 3.11.0 Kerrigan has new mastery powers that: Extended wave of immobilization: Increases the damage of immobilization wave acceleration of evolution: Reduces the time of research and the cost of evolution Long Mutation Carapace: Reduces the degeneration of shields from the mutating Carapace Following powers of skill have been removed: Assimi Duration: 0.5 - 15s Larva Spawn Rate: 2% - 60% Reduction Kerrigan Birth and Respawn Time: 0.5s - 15s Patch 3.4.0 Malignant Creep: Gives a flat 1 life per second, second to all. Malignant creep: Affects all friendly bio- and mechanical terrestrial units. Developer comments: This is a cooperative ability that helps your allies as well as Kerrigan. Now it must properly influence all types of units. We have also increased our life. Patch 3.3.0 Malignant tumor creep creep his radius of vision had diminished a little. Patch 3.1.3 Kerrigan's original birth time was reduced from five minutes to four minutes. Mutation Of Karapas - theft of life increased from 25% to 30%. Ruthlessness - doubles damage from leaping Strike (150 to 300); doubles the damage of Psi Shift (from 50 to 100). Assimilation Aura - Now costs 0 energy. It generates 100% more gas than before. Immobilization Wave - Cooldown is reduced from four to three minutes. The 100 damage it does is now forward, not more than 10 seconds. Kerrigan is currently invulnerable at casting this ability. Frenzy - Hydralisk ability is installed for automatic default control. (edit and edit source) Increases the damage from Kerrigan's jump kick by 150, a total of 300, and the range by 6, a total of 12. As patch 3.1, replaced by Ruthlessness. Links (edited by editing source) Blizzard Entertainment. Co-operative missions. (Activision Blizzard). Pc. Sarah Kerrigan. 2018. External links (edited by editing source) TeamLiquid Co-op Commander Guide: Kerrigan Community Content is available under CC-BY-SA unless otherwise stated. Noted.

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