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Starcraft 2 kerrigan coop guide

Last week, StarCraft II celebrated its tenth anniversary by launching the big 5.0 update. With that came the new prestige system of co-op mode, offering a wealth of new strategic options for each commander. It would take weeks - if not months - to explore all the new options in detail, but for now I can give you my first impressions. But first, a summary. The new prestige system allows you to reset a Level 15 commander back to Level 1 in exchange for immediately unlocking a new prestige talent that changes the character's style of play using both pros and cons. You can change your talent at any time, including returning to the commander's standard style of play, but the only way to get back to the level cap is to level up the old-fashioned way. Resetting to level one doesn't affect your coping or ascension levels, but you can't take advantage of your Coping Points on that commander until you get back to level 15. Each commander has three prestige talents, which means that the possibilities for how to play the Co-op have essentially quadrupled overnight. Pretty impressive for a 10-year-old fight. The question of which prestige talents are most fun will of course have a lot of subjectivity to it, but for my money, the clear winner of this update is Raynor. All three of his talents give interesting new twists on his toolkit. Mostly what I've done since the update is level Raynor with his Backwater Sheriff talent. This doubles the life of his infantry units, but removes his mules, the temporary mining robots that give him almost infinite minerals. I want to say right now: That's how Raynor should have played from the start. I'm a big fan of Raynor's character in the campaign, but in collaboration his mechanics never quite clicked for me. His focus is on heavy macro and producing large swarms of disposable infantry that are repeatedly fed into the meat grinder and then quickly replaced thanks to his enormous mineral income. Aside from the fact that I don't like this kind of swamy attrition playing so much - there's a reason I play Zerg at least out of the three races - it never felt right for Raynor. In the election campaign, he is acribly outlaw who leads a small but determined group of outlaws. Constantly sacrificing a large number of expendable troops is somehow the opposite of what he is about. With Backwater Sheriff, Raynor feels a lot more like Raynor. Without MULEs, he's slower to build up his army and replace casualties, but his soldiers are also much more hardy, and you'll lose them much less often. In some ways, it's a subtle change - it's the same devices and tech tree, after all - but it feels much better. Mules has always felt like a bit of a chore anyway. Without the need to release them all the time, the focus of the action is to a much greater extent. Although I haven't played them yet, Raynor's other talents also seem interesting. Man gives his mechanical devices bonus speed when using their Afterburners ability, which should make them a more competitive option infantry builds, and the final talent removes the technical requirements of a Starport and lowers the gas costs of its devices. This interests me especially, as it should make Battlecruisers a much more viable option. Capital ships have long been underutilized in cooperation, so anything that makes them a more valid choice gets a thumbs up from me. Karax and Han and Horner also have some solid talent choices, mostly focusing on improving one or the other aspect of their existing playing styles. Karax can double his defensive structures, his units, or his Spear of Adun abilities, while Han and Horner have the talent to place greater emphasis on either Horner's ground units or Horner's air units. Again, more focus on capital ships is a great option to have. On the other hand, speaking as Nova main, I think she has probably the worst prestige options. Perhaps because she is already arguably the most versatile commander in the game, her talents feel more like they limit her options rather than improve them. For example, one improves her stealth mode capabilities, but removes her shotgun posture, and while I am sure that larger nuclear weapons are useful to have, that the style of play does not have the same tactical depth as choosing the right attitude at the moment. I am particularly disappointed in her Soldier of Fortune talent, which increases her rate of infantry production at the expense of slower production for all other combat units. While it's undeniably useful - you can spam Triple Tap Ghosts to control the world even more when you meet Zerg - infantry is already Nova's simplest and most versatile building. A more interesting talent would have been faster mech unit production in exchange for slower infantry. But frankly, Nova's prestige talents that are underwhelming are probably down to the fact that you can't improve perfection. She is already an incredibly powerful, fun and versatile commander that it has been difficult to come up with anything for her. Overall, I think the prestige system is a clear victory for the Co-op, but there are some hiccups that hold it back from reaching its full potential. By far the biggest problem is that you can't choose which prestige talents you unlock. You have to make them all right. This sucks if the one talent you really want is the last on the list. I've never been a big Kerrigan fan, but her latest prestige talent gives her abilities closer to the build-up I used for her in the campaign, so I hoped it could turn things around for me. But I'm not going to level up a commander I don't particularly like three times just to unlock the style of play I want. It just doesn't happen. There has been a lot of criticism of this, so I have some hope that it can change before too long, but we will have to wait and see. It must also be said that serving all these talents is a bit of a grind. That's really the point. I think we all wanted something to paint. It's been a while since long-standing co-operatives had interesting to chase. Occasional emoji from Ascension Ascension is not an exciting reward, to say the least. But there has to be a balance. If the grind feels too intimidating, people give up, and it defeats the purpose of giving us something new to do. I think it would be best if activation prestige on a commander gave you an XP boost on that commander only to that commander reach the max level again, increasing every time you prestige - maybe a 50% bonus XP the first time you prestige a commander, 100% second time, and so on. It keeps the function of giving us something to do without it feeling so boring. Finally, while I give this is a minor problem, it is surprising that there are no achievements associated with prestige. Feels like an oversight. Given the incredibly short time this update was on PTR before it was released, one gets the feeling patch 5.0 was rushed out the door to coincide with the anniversary. Possibly complications from the pandemic had the team running behind, but it's just speculation on my part. Still, rush job or no, and despite some problems, prestige is a good system that breathes much-needed fresh air into StarCraft II's co-op mode. Sew another ten years. A taro Zeratul! The world of online games is changing. As the gray zone between single player and MMO grows ever wider, Tyler Edwards delves into this new and expanding frontier every two weeks in Not So Massively, our column on battle royales, OARPGs, looter shooters and other multiplayer online titles that aren't quite MMORPGs. This article covers the cooperative commander. For the campaign unit see Sarah Kerrigan. For the co-op hero unit see Kerrigan (coop hero). As the basic Zerg commander, Kerrigan gives the player an arsenal of classic Zerg units from the original StarCraft. In addition, Kerrigan is the only founding commander with a hero, and a powerful one on that. Playstyle[edit] While building a powerful power at home, Kerrigan can give players a head start by dominating the map for the first ten minutes of the match. That said, as a commander, Kerrigan is deceptively harder to play than she initially seems to be. With mechanics such as hero micro, injections, creep spread, Omega Worm use and device micro, there is a lot of multitasking involved in playing Kerrigan that can be difficult for newer players. While she has a high skill cap, lower skilled players can still use the strong Kerrigan hero as a crutch through most of the game, so she can be an excellent commander for beginners. Units, defensive structures and capabilities[edit] Kerrigan (Hero Unit)[edit] As the founding Zerg commander, Kerrigan gives the player an arsenal of classic Zerg units from the original StarCraft. In addition, Kerrigan is the only founding commander with a hero, and a powerful one on that. While building a powerful force at home, Kerrigan can give players a head start by dominating the map the first minutes of the match. That said, as commander, commander, is deceptively harder to play than she initially seems to be. With mechanics such as hero micro, injections, creep spread, Omega Worm use and device micro, there is a lot of multitasking involved in playing Kerrigan that can be difficult for newer players. While she has a high skill cap, lower skilled players can still use the strong Kerrigan hero as a crutch through most of the game, so she can be an excellent commander for beginners. For more information see Kerrigan (coop hero). Combat Units[edit] Queen (150 2) 2 Zerglings (50 1) Hydral (100 50 2) Lurker Ultralric (300 200 6) BurrowCharge Range: 9Cooldown: 10sDuration: 2sHotkey: C Ultralric burrows and charges against devices. When Ultralric unburrows, all enemy units nearby are turned back and stunned for 2 seconds. Mutalic (100 100 2) Brood Lord Overseer (50 50) Defensive Structures[edit] Spine Crawler (100) Defensive structure. Spore Crawler (75) Defensive air structure. Detects hidden devices. Upgrades[edit] The following Upgrades can be purchased. Evolution Chamber[edit] Melee Attacks Level 1 100 100 160 Hotkey: M Examined from: Evolution Chamber Increases the attack damage to all Zerg ground/melee units. Melee Attack Level 2 150 150 190 Hotkey: M Examined from: Evolution Chamber Increases the attack damage on all Zerg ground/melee units. Melee Attack Level 3 200 200 220 Hotkey: M Examined from: Evolution Chamber Increases the attack damage to all Zerg ground/distance units. Missile Attack Level 2 150 150 190 Hotkey: A research from: Evolution Chamber Increases the attack damage to all Zerg ground/distance units. Missile Attack Level 3 200 200 220 Hotkey: A research from: Evolution Chamber Increases the attack damage to all Zerg ground/distance units. Ground Carapace Level 1 Ground Carapace Level 2 Ground Carapace Level 3 Heroic Fortitude 100 100 60 Hotkey: F Researched from: Evolution Chamber Kerrigan gets +200 maximum lifetime. The life regeneration rate increased by 100%. Ability efficiency 200 200 120 Hotkey: E Examined from: Evolution Chamber Kerrigan's capability costs and cooling downs are reduced by 20%. Chain reaction 150 150 90 Hotkey: R Researched from: Evolution Chamber Kerrigan attacks deal with normal damage to her target then jump to several nearby enemies. Deals 10 damages of up to four extra targets. Adrenal Overload 150 150 60 Researched from: Evolution Chamber Increases the attack speed of Zerglings by 40%. Shredding Claws 150 150 90 Researched from: Evolution Chamber Zergling attacks reduce target armor to 0 in 10 seconds. Hydral Den / Lurker [fedit edit] Muscle augments 150 150 60 Hotkey: A research from: Hydrac It Improves hydration speed by 25% and increases attack range by +1. Auxiliary carapace 150 150 90 C Researched from: Hydralisk The Hydral wins wins maximum service life. Frenzy 200 200 120 Hotkey: F Examined from: Hydralic It Increases the attack speed of Hydralisks by 50% for 15 seconds. Ultralic cavern[edit] Tissue Assimilation 150 150 60 Hotkey: T Researched from: Ultralic cave Grants Ultralic life equal to 40% of all damages dealt from normal attacks. Spire / Greater Spire[edit] Flyer Attack Level 1 100 100 160 Hotkey: A research from: Spire Increases the attack damage on all Zerg air units. Flyer Attack Level 2 175 175 190 Hotkey: One investigated from: Spire Increases the attack damage to all Zerg air units. Flyer Attack Level 3 250 250 220 Hotkey: One investigated from: Spire Increases the attack damage on all Zerg air units. Flyer Carapace Level 1 100 100 160 Hotkey: C Examined from: Sprout Increases the armor of all Zerg air units. Flyer Carapace Level 2 175 175 190 Hotkey: C Examined from: Sprout Increases the armor of all Zerg air units. Flyer Carapace Level 3 250 250 220 Hotkey: C Examined from: Sprout Increases the armor of all Zerg air units. Rapid Regeneration 150 150 60 Hotkey: R Examined from: Spire Mutalisk's regenerates life quickly while out of action. Vicious Glave 150 150 90 Hotkey: V Researched from: Spire The Mutalic attack bounces three extra times, hitting up to six goals. Bouncing also travels further. Severing Glave 150 150 120 Researched from: Spire The Mutalic attack no longer decreases in damage with each subsequent bounce. Porous cartilage 150 150 60 Researched from: Spire Increases Brood Lord movement rate by 75% increases its health by 100HP. Progression[edit] Mutating Carapace: Kerrigan gets temporary life when she deals with injury. If she is killed, she is quickly revived by her hatchery. Immobilization Wave: Unlocks Kerrigan's Immobilization Wave capability, which damages and stuns enemies in a large area around her. Ruthlessness: Increases the damage of Kerrigan's Leaping Strike by 150 to 300 and its cast ranges from 6 to 12. Increases the damage of psionic shift from 50 to 100. Spawning Pool Upgrade Cache: Unlocks the following upgrades at Gyting Pool: Increases Zergling's life span from 35 to 45. Zergling's attack reduced the target's armor to 0 for 10 seconds. New device: Lurker: Area damage ambush. Must dig to attack. Transformed from Hydralisks. Can attack ground units. Hydralic & Lurker Upgrade Cache: Unlocks the following upgrades on Hydralisk Den and Lurks It: Increase Hydralisk's life from 80 to 100. Unlocks Hydralisk's Frenzy capability, which increases their attack speed by 50% in 15 seconds. Increase Lurker's attacks range from 9 to 12. Malignant creep: All friendly ground units get increased attack speed (by 23%) and life regeneration (to -1HP/s for Zerg Units) while on creep. Crawl tumors spread creep faster and longer. Passive ability. Omega Worm: Upgrading the Nydus network to the Omega network, which can summon Omega Worms. Omega Worms does not cost any resources, unload devices immediately, and can also be used by your Kerrigan Upgrade Upgrade Unlocks the following upgrades at evolution chamber. Upgrades Kerrigan's attack to deal with normal damage to her target and then jump to several nearby enemies. Reduces Kerrigan's ability costs and cooling by 20%. Fury: Kerrigan's attack rate increases by 10% with each attack, up to a maximum of 50%. Passive ability. Spire Upgrade Cache: Unlocks the following upgrades on Spire and Greater Spire: Mutalic attack no longer decreases in damage with each subsequent bounce. Increase brood lord's speed of movement by 75%. Zergling Evolution: Raptor: Upgrading Zerglings to Raptor load. Quick melee. Jumping over obstacles and on targets from range. Deals increased damage. Can attack ground units. Ultralic upgrade cache: Unlocks the following upgrades at Ultralisk Cavern: Unlock Ultralisk's Burrow Charge capability. Ultralric burrows and charges on a hostile device. Upgrade Ultralisk's attack to heal itself for 40% of the damage awarded. Ultralic evolution: Torrasque: Develops Kerrigan's ultralith for the Torrasque tribe. Heavy attack. Has an area-damage cleave attack. When killed, can be revived. Can attack ground units. The queen of leaves: Increases Kerrigan's energy regeneration by 50%. Masteries[edit] Power Set 1[edit] Kerrigan Energy Regeneration (+1.5% energy regeneration per point, +45% maximum) Kerrigan Attack Damage (+1 damage per point, +30 maximum) Power Set 2[edit] Reduced Combat Unit Vespene Gas Count. (-1% per point, -30% maximum) Extended Immobilization Wave (+3.3% damage per point, +100% maximum) Power Set 3[edit] Primary Ability Damage and Attack Speed (+1% per point, 30% maximum) Fast evolutions (-2% time and cost per point, -60% maximum) Achievements [edit] In the name of Love Stun 5000 enemy units with Kerrigans Immobilization Wave in Co-op Missions. 10 Make it rain Generate 50,000 resources for your allies with Kerrigan's Assimilation Aura in Co-op Missions. 10 Now I have become death ... Kill 100 units of Kerrigan in a single mission on Hard Difficulties. 10 Walking Dead Kill 50 units of Kerrigan's Leaping Strike in a single mission on Hard Difficulties. 10 Additional info[edit] One of the first 6 commanders. TL.net Commander Guide Patch Changes[edit] Patch 4.11.4[1] The porous soda cup grading now increases Brood Lord health by 100HP in addition to its current functionality. Patch 4.4.0[2] Pneumatized Carapace research costs decreased from 100/100 to 50/50. Overlords with Ventral Sacs upgrade now drop their load if they are destroyed. After Pneumatized Carapace is examined, overlord increased movement rate to 3.38, up from 1.88. After pneumatized Carapace is examined, overlord acceleration increased from 1.0625 to 2.125. Omega Worms are now detectors. Resource drops from assimilation Aura can now be retrieved by air units. Mutalic range increased from 3 to 5. Mutalisk's Vicious Glave will now each Glaves applicant radius from 3 to 5. It has previously increased it to 4. The The Sundering Glave upgrade renamed to Severing Glave upgrade. Every subsequent bounce of Mutalic attack now deals with 10% additional damage. Brood Lords will now always attack with two Broodlings, up from two with the first attack and one with each subsequent attack. Porous cartilage upgrade is now increasing the acceleration of brood Lords from 1.0625 to 1.875 in addition to current functionality. Prolonged mutating Carapace Mastery replaced with primary ability damage and attack speed coping. Increases the damage of Kerrigan's Leaping Strike and Psionic Shift and Kerrigan's attack speed by 1% per point, up to a maximum of 30%. Patch 3.11.0 New coping forces: Extended immobilization wave: Increases the damage of immobilization wave. Rapid evolutions: Reduces the cost and research time of evolutions. Prolonged mutating carapace: Reduces the degeneration of shields from Mutating Carapace. Patch 3.4.0 Affects all friendly bio- and mechanical earth units. Dev Comment: This is a co-op capability that helps your allies as well as Kerrigan units. It should now affect all device types correctly. We also increased our lives. Provides a flat 1 lifetime per second to everything. Patch 3.3.0 Malignant Creep Tumor has had its synradius slightly reduced. Patch 3.1.3[3] Kerrigan's first birth time is reduced from five minutes to four minutes. Base property. Life stealing increased from 25% to 30%. In addition to doubling the damage of Leaping Strike, it also doubles the damage of psi shift (from 50 to 100). Now costs 0 energy. Generates 100% more gas than before. The cooling reduced from four to three minutes. The 100 injuries it does are now dealt in front instead of over 10 seconds. Kerrigan is now invulnerable while throwing this ability. Frenzy is set to autocast by default. Patch 3.0.4 New Game Mode: Collaborative mission Play cooperatively with your friend, or pair a partner at your skill level. You choose each one of StarCraft's legendary commanders, who define your army options. Collaborate on a campaign mission, with goals that need to be completed to win. Completing mission wins you experience and levels up your commander. As levels are unlocked, gain new powerful abilities that increase the strength of your commander. References[edit]

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