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## Kerrigan co op commander guide

This article covers the joint commander for the Campaign Unit, Sarah. Kerrigan for the Co-Hero Unit sees Kerrigan (Random Hero). Kerrigan is the only basic commander with a hero and a powerful commander, Playstyle[edit] While you create a powerful power at home, Kerrigan himself can give the player a start by dominating the map for the first ten minutes of the game, but being said that as Commander Kerrigan is harder to play than she seemed to be at first. While she has a high skill cap, low-skilled players can still use strong Kerrigan heroes as crutches throughout the game, making her a great commander for beginners. [Edit] is basic, Commander Zerg, Kerrigan provides players with an arsenal of classic Zerg units from the original StarCraft. While you create a powerful power at home Kerrigan himself can give players a start by dominating the map for the first ten minutes of the game being said that as Commander Kerrigan is harder to play than she seemed to be at first with mechanisms such as micro hero, injection, creep spread, omega-worm applications and micro units, there are a lot of multitasking involved in Kerrigan players that can be difficult for new players. While she has a high skill cap, low-skilled players can still use strong Kerrigan heroes as crutches throughout the game, making her a great commander for beginners. For more information, see Kerrigan (Random Hero). Combat units[edit] Queen ( 150 2) 2 Zerglings ( 50 1) Hydralisk ( 100 50 2) Lurker Ultralisk ( 300 200 6) Cavity Charging Range: 9Cooldown: 10sDuration: 2skeyHot: C Ultralisk burrow When Ultralisk unburrows all nearby enemy units, they are knocked back and stunned for 2 seconds Mutalisk (100 100 2) Brood Lord Overseer (50 50) Protective structure[edit] spine (100) spore protection, crotner (75) anti-air structure. Detect obscure units Can purchase upgrades[edit] Ugrades Here's how. Evolutionary Chamber[edit] Melee Attack Level 1 100 100 160 Shortcuts: M Research from: Evolution Room increases damage from all ground/melee attacks. Melee Attack Level 2 150 150 190 Shortcuts: M Research from: Evolution Room increases damage from all Zerg ground/melee attacks. Melee Attack Level 3 200 200 220 Shortcuts: M Research from: Evolution Room increases damage from zerg/melee ground attacks Level 1 Missile Attack 100 100 120 Shortcuts: Research from: Evolution Room Increases Damage from Ground Unit Attacks / Zerg Range All 2 150 150 190 Shortcuts: Research From: Evolution Room Increases Damage from Ground Unit Attacks/ Zerg Range All Level 3 Missile Attack 200 200 220 Shortcuts: Research from: Evolution Room Increases Damage from Ground Unit Attack/ Zerg Range All Ground Level Carapace 1 Ground Carapace Level 2 Ground Carapace Level 3 Heroic Fortitude 100 100 60 Hotkey: F Research from: Evolution Chamber Kerrigan Gets +200 Maximum Life Recovery Rate Increase 1 200 200 200 120 Shortcuts: Research from: The cost of Evolution Chamber Kerrigan and cooldown will be reduced by 20% chain reaction 150 150 90 shortcut keys: R Research from: The Evolution Chamber Kerrigan's attack deals with regular damage to her target, then jumps to more nearby enemies. Manage damage 10 times to four additional targets Adrenal Overload 150 150 60 Research from: Evolution Room Increases Attack Speed of Zerglings 40% Rip Claw 150 150 90 Research From: Evolution Chamber Zergling Attacks Reduces Their Target Armor to 0 for 10 seconds Hydralisk Den / Lurker Den[edit] 150 150 60 Shortcuts: Research from: Hydralisk Den Hydralisk's movement speed improves by 25% and increases attack range by +1 Ancillary Carapace 150 150 90 Hotkey: C Research From: Hydralisk Den Hydralisk Earn +20 Max Life Frenzy 200 200 120 Hotkey: F Research From: Hydralisk Denk 50% increased Hydralisks Attack Speed for 15 seconds Ultralisk Cavern[edit] Tissue absorption 150 150 60 Shortcuts: T Research from: Ultralisk Cave provides Ultralisk's life equal to 40% of total damage from regular Spire/Greater Spire attacks[edit] Attack flyers level 1 100 100 160 shortcuts: Research from: Spire Increases damage from all Zerg Air Force attacks, Level 2 Attack Flyers 175 175 190 Shortcuts: Research from: Spire Increases damage from all Zerg Air Force attacks, Level 3 Attack Flyers 250 250 220 Shortcuts: Research from: Spire Adds damage to all Zerg Air Force attacks, Carapace Flyer Level 1 100 100 160 Shortcuts: C Research from: Spire Added Armor of All Zerg Air Units Carapace Flyer Level 2 175 175 190 Shortcuts: C Research from: Spire Added Armor of all Zerg Air Units Carapace Flyer Level 3 250 250 220 Shortcut Keys: C Research from: Spire Added armor of all Zerg air units. Quick Refresh 150 150 60 Shortcuts: R Research from: Spire Mutalisks Build a new life quickly while out of battle Vicious Glave 150 150 90 Hotkey: Research V From: Spire Mutalisk's attack bounces three more times, hitting up to six goals. The bounce also travels farther. Cut Glave 150 150 120 Research from: Spire Mutalisk attack does not decrease in damage with each subsequent bounce. Porous Cartilage 150 150 60 Research from: Spire Brood Lord's movement speed increased by 75% by 100HP progression[edit] Carapace mutation: Kerrigan gets a temporary life as she deals with the damage If killed, she was quickly resurrected at her hatchery. Frozen Wave: Unlocks Kerrigan's ability to freeze waves, which damage and stun enemies in the large areas around her. Savagery: Increases the damage of Kerrigan's jumping strike by 150 to 300 and the casting range from 6 to 12 increases psionic shift damage from 50 to 100 caches, upgrades to spawn pool: Unlock the following upgrades at the spawning pool: Increase the life of Zergling, S from 35 to 45 attacks of Zerglings reduced the target armor to 0 for 10 seconds. Lurker Cache Upgrade: Unlock the following upgrades at Hydralisk Den and Lurker Den: Increase the life of Hydralisks from 80 to 100 unlocks hydralisk's frenzied abilities, which increases their attack speed by 50% for 15 seconds, increases the attack range of Lurkers from 9 to 12 cancer creeps: all friendly ground units gain attack speed (23%) and life recovery (up to -1HP/s for the Zergs) while the Zergy unit is creeping. The tumor creeps, spreads, creeps faster and farther away. Passive Omega Worm: Upgrade the Nydus network to an omega network, which can trigger omega worms. Omega worms do not have resources, unload units immediately and can also be used by your partners. Kerrigan Upgrade Cache: Unlock the following upgrades to the Evolution Room: Upgrade Kerrigan's attack to deal with regular damage to her target, then jump on to more nearby enemies. Kerrigan's attack speed increases by 10% with up to 50% of each attack, passive capabilities, Spire upgrade cache: Unlock more of the following upgrades at Spire and Spire: Mutalisk attacks will not reduce damage with the next bounce. Zergling Evolution: Raptor: Upgrade Zerglings to raptor strains, rapid melee units, jumping over obstacles and targets from ranges. Ultralisk Upgrade Cache: Unlock the following upgrades at Ultralisk Cavern: Unlock ultralisk cavity charging capabilities, Ultralisk cavity and charge at enemy units. Upgrade the attack of Ultralisks to heal yourself for 40% of the dealt damage. Ultralisk Evolution: Torrasque: Kerrigan's Evolution into The Torrasque Beast Species Heavy Attack There was an attack that destroyed the area when it was killed. Queen of Blades: Increased Kerrigan Energy Regeneration 50% Masteries[edit] Power Set 1[edit] Kerrigan Energy Regeneration (+Energy Regeneration 1.5% per Point, +Max 45%) Kerrigan Attack Damage (+1 Points Damage, +30 Max) Energy Kit 2[Edit] Reduce Vespen Gas Combat Unit: Count (-1% points, 30% extra) Wave (+Damage +3.3% Power Set 3[edit] Core capability damage and attack speed (+1% per 30% peak) Urgent evolution (-2% time and cost per point, Success[edit] In the name of Love Stun 5,000 enemy units with Kerrigan's Immobilization Wave on co-op 10 missions, make it rain, create 50,000 resources for your partner with absorption. Kerrigan's Aura on a 10-episode collaborative mission, I'm now into death... killed 100 units with Kerrigan on a single mission about difficulties, 10 Walking Dead, killing 50 units with Kerrigan's Leaping Strike in a single mission about 10 more difficulty. One of the 6 beginner commanders TL.net Manual Commander Change[edit] Patch 4.11.4[1] Porous cartilage upgrade now increases Brood Lord health by 100HP in addition to the current functionality, patch 4.4.0[edit] Pneumatized Carapace research costs reduced from 100/100 to 50/50 over with Lord Ventificed Sacacce now destroyed. After Pneumatized Carapace was researched, the movement speed of overlord increased to 3.38, up from 1.88. The Mutalisk range increased from 3 to 5, now Mutalisk's evil Glaive will increase the search radius of each Glaive from 3 to 5 previously increased to 4. Upgrading porous cartilage now increases Lord Brood's acceleration from 1.0625 to 1.875 in addition to the current function. Expertise in carapace mutations for a long time, replaced by damage of core abilities and attack speed expertise. Increases The Damage of Kerrigan and Psionic Shift Jump Strikes and Kerrigan Attack Speed 1% per Peak 30% Patch 3.11.0 New Specialization Power: Extra Freeze Wave: Increases Immobile Wave Damage Urgent Evolution: Reduce costs and research time for long-term mutant Carapace evolution: reduce the deterioration of plaques from carapace mutations, patch 3.4.0 affects all biological and mechanical-friendly ground units. Dev comment: This is a joint capability that allows your partner, as well as Kerrigan's unit, should now affect all units properly. We also add life to the given, providing a flat 1 life per second with all things patch 3.3.0. [3] Kerrigan's first birth time was reduced from five minutes to four minutes. In addition to doubling the damage to leap strikes, it also doubled. Of psi shift (from 50 to 100), it now costs 0 energy, generating 100% more gas, cooling down from four to three minutes. Kerrigan is now constantly incapacitated while casting this frenzy capability is set to be autocast by default. Each of you choose one of starcraft's legendary commanders, which determines your army options. Collaborate on a campaign-style mission with the objectives that need to be

completed in order to win. Completing missions gives you experience and elevates your commander. Once level is unlocked, it will gain new powerful abilities that increase the strength of your commander. [References\[edit\]](#) [References\[edit\]](#)

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