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Starcraft 2 zerg units guide

Starcraft 2 Strategy Guide --> Zerg Guide --> Zerg Units List (you're here) This guide offers everything you need to know about Zerg units in Starcraft 2. The first part discusses zerg unit mechanics, discussing aspects unique to the Zerg breed such as regeneration and evolution. Most of the unit list can be found in three tables in the middle of this page. The first table discusses the basic information of each unit, including cost, construction time, requirements, and from which it is produced. The second table provides information about the states of each unit, including unit type, damage, attacks, range, speed of movement, and armor. The final table reveals the skills and upgrades available for each Zerg unit in Starcraft 2. Finally, a guide will be provided on common Zerg unit combinations. The use of units that work well together are the key to success in Starcraft 2, no matter what race you play. Note: For a campaign-only list of the Swarm Zerg units, see our HotS campaign guide only units. This section will focus on the units available for playing in the multiplayer version of the game. Zerg Unit Mechanics Zerg Unit Cost and Requirements Zerg Unit Type and Damage Stats Zerg Unit Abilities and Research Common Zerg Army Compositions Zerg Unit Mechanics The Zerg has five unique mechanics that stand out compared to the other varieties: unit production, regeneration, creep, Overlords and lair. Unit Production The only Zerg unit produced by a building is the Queen. All other Zerg units are produced from Larva or from other Zerg units. Larva are automatically produced by the hatchery or produced through the Queen's Inject Larva ability. Larva can be selected by players and changed to units at any time. Larva are destroyed in the process of creating a new unit. Some Zerg units are created by permanently changing one Zerg unit to another. Zerglings can turn into Banelings while Corruptors can turn into Bread Lords. This process takes resources, requires certain technical structures, and is permanent. Zerg Regeneration Unlike Protoss units that can only recover their shields and Terran units that do not recover at all, Zerg units and structures automatically restore their health over time. This is called regeneration. Zerg regeneration occurs at a rate of about 1 health every 4 in-game seconds (the actual value is slightly faster at .27 hp recovered per second). Zerg regeneration is always active. Even when the Zerg army is damaged, the .27 health per second taps in the background. This is actually in certain game scenarios. For example, without regeneration, an Immortal would destroy a Hydralisk in 4 shots, as the Immortal deals 20 HP per shot and the Hydralisk has 80 HP. However, during these 4 shots, the Hydralisk's native regeneration abilities will lead to 1 health being restored The Immortal fires his shots. Instead of dying from 4 Immortal shots, the Hydralisk will survive with 1 HP, requiring a 5th shot to destroy it. The Zerg Creep Zerg Units move faster on the creep. The exact speed increase given is special for the type of unit. For example, Queens move more than twice as fast while crawling, while the Ultralisk moves only 30% faster as it crawls on the crawl. Zerg units to not recover health faster while on the creep versus from the creep. Overlords and Overseers De Zerg is unique because the supply space is increased by adding units instead of structures. In particular, the Overlord and the Overseer increase the current supply cap by 8, just like a Supply Depot or Pylon. These units don't cost delivery space, so you could literally have 100 of them if you could afford to produce them. Despite the fact that these units do not cost any supply space, they also have multiple functions. The Overlord is able to be upgraded to function as a transport for the Zerg army and can generate creep. The Overseer is the zerg's primary detector and has two skills. One capability spawns a Changeling that can act as a spy, providing scouting information, while the other possibility prevents production of units or research for 30 seconds. Burrow The Burrow technology can be explored in the hatchery. All Zerg ground units can dig in. While dug, the units are camouflaged. Most dug-in units are unable to move or perform actions, they simply retain their mantle. Some units have access to a few of their skills or can even move while they are dug in. Infestors can spawn Infested Terran while being dug in and can move at a slower speed. Banelings can explode while being dug in when the action is activated. Swarm Hosts must stay dug to use Spawn Locusts. Cockroaches can be upgraded to move quickly while dug in and regenerate extra healthw hile dug. Zerg Units Table: Cost & Requirements Unit Cost Build Time Requires Produced From Drone 50 minerals 1 supply 17 seconds n/a Larve Overlord 100 minerals 25 seconds n/a Larve Zerglingsx2 from 1 egg 50 minerals 1 supply 24 seconds Spawning Pool Larva Baneling 25 mineral 25 gas 1 Zergling 20 seconds Baneling Nest Zergling Roach 75 minerals 25 gas 2 delivers 27 seconds Roach Warren Larva Queen 150 minerals 2 delivers 50 seconds Spawning Pool Hatchery Lair Hive Hydralisk 100 minerals 50 gas 2 delivers 33 seconds Hydralisk Den Larva Mutalisk 100 minerals 100 gas 2 delivers 40 seconds Larva Infestor 100 minerals 150 gas 2 delivers 50 seconds In Contamination Pit Larva Swarm Host 200 minerals 100 gas 3 delivers 40 seconds Contamination Pit Larva Ultralisk 300 minerals 20 0 gas 6 delivers 55 seconds Ultralisk Cavern Larvae Viper 100 minerals 200 gas 3 delivers 40 seconds Hive Larva Bread Lord 150 minerals 150 gas 2 delivers 34 seconds Bigger Bigger Corruptor Overseer 50 minerals 50 gas 17 second Lair Overlord Zerg Units Table: Unit Types, Stats, and Damage In the table below you will find a list of all Starcraft 2 Terran units along with the type of unit, health, motion speed, armor, damage, damage, number of attacks, attack speed, and range for all Terran units in Starcraft 2. This table contains Heart of the Swarm units. Attacks indicate both ground and air strikes, unless otherwise stated. Unit/Type Life Armor Move Speed Damage Attacks Attack Speed Range Drone Light - Biological 40 0 2.81 5 Ground only 1.5 Melee Overlord Armored - Biological 200 0 .59 1.88 with PC n/a n/a n/a Zerg Lilating Light - Organic 35 0 2.95 3.83 on creep 4.7 with Metabolic Boost 5.11 MB on creep 5 (+1) Ground only 1 .7.59 with Adrenal glands Melee Baneling Biological 30 0 0 2.5 3.25 on crawl 2.95 with CF 3.83 on creep with CF 20 (+2) 35 (+4) vs Light Ground only 1 .83 Melee Roach Armored - Organic 145 1 2.25 2.92 on crawl 3 with GR 3.9 on creep with GR 16 (+2) Ground only 1 2 4 Queen: Ground Attack Biological - Psionic 1 .94 2.5 on creep 4 (+1) Ground only 2 1 5 Queen : Anti-Air Attack Biological - Psionic 175 1 .94 2.5 on creep 9 (+1) Air only 1 1 7 Mutalisk Light - Biological 120 0 4 9 (+1) 1 1.52 3 Corruptor Armored - Biological 200 2 2.95 14 (+1) 20 (20 +2) vs massive Both air only 1 1.9 6 Overseer Armored - Biological 200 1 1.88 2.75 with PC n/a n/a n/a/a Hydralisk Light - Biological 80 0 2.25 2.81 with Muscular Augments 3.37 on creep regardless 12 (12 +1) 1.83 5 6 with Grooved Spines Swarm Host (spawns Locusts) Armored - Biological 160 1 2.25 2.92 on creep n/a 2 Locusts 25 seconds n/a Locust Light - Biological 65 0 1.88 2.66 on creep 12 (+1) Ground only 1 .8 3 Infestor Armored - Biological - Psionic 90 0 2.25 2.92 on creep Spawn Infested Terran n/a n/a/a/an/an/an Infested Terran Light - Biological 50 0 .94 (1.24 on creep) 8 (+0) 1 .86 5 Ultraliskk Armored - Biological - Massive 500 1 3 with Chitinous Plating 2.95 3.83 on creep 35 (+3) Ground only 1 .86 1 Viper Armored - Organic - Psionic 150 1 2.95 n/a n/a n/a Brood Lord Armored - Biological - Massive 225 1 1.41 20 (+2) Ground only 1 2.5 9.5 Zerg Units: Abilities and Research Upgrades Like all races, many Terran units have access to a variety of abilities in addition to just their default attacks. Some of these skills are always unlocked, while others need to be researched before they can be used during a match. In addition, there are a variety of upgrades available that can increase the strength of certain Terran units. Below is a chart showing all of these skills and research upgrades. Unit Abilities & Research Drone The Drone is able to harvest minerals and morph into structures. Drones go permanently once a morphed structure is completed. Zergling metabolic boost: increases Zergling's Zergling's speed by 60%. Researched in the Spawning Pool. Costs 100 minerals, 100 vespine gas, and requires 110 seconds for research. Adrenal glands: Increases zergling's attack rate by 20%. Costs 200 minerals, 200 vespine gas, and requires 130 seconds for research. Researched in the Spawning Pool, but additionally requires a Hive. Queen Spawn Creep Tumor: Plant a crawl tumor on the ground that generates creep. Costs 25 energy. 15 seconds cooldown. Standard skill. Spawn Larvae: Injects a hatchery with larvae. After 40 seconds, 4 Larvae hatch. A hatchery can only be injected with a set of larva at a time. Costs 25 energy. No cooldown. Standard skill. Transfusion: Instantly restores 125 lives to the goal biological unit or structure. Costs 50 energy. Standard skill. Baneling Centrifugal Hooks: Increases the movement rate of Banelings to 2.95. Examined at the Baneling Nest. Costs 150 minerals, 150 vespine gas, and requires 110 seconds for research. Roach Rapid Regeneration: The Roach restores life very quickly while dug in (~5 HP per second). Standard skill. Glial Reconstitution: Increases the rate of movement of cockroaches from 2.25 to 3. Examined in the Roach Warren, but requires a Lair. Costs 100 minerals, 100 vespine gas, and requires 110 seconds for research. Tunneling Claws: Let cockroaches move while dug in and increases their regeneration rate while dug in. Costs 150 minerals, 150 vespine, and requires 110 seconds for research. Examined in the Roach Warren, but requires a Lair. Hydralisk Grooved Spines: Increases hydralisk attack range by 1. Examined at the Hydralisk Den. Costs 150 minerals, 150 gas, and requires 80 seconds for research. Muscular Augments: Allow the Hydralisk to move 25% faster off of creep. Examined at the Hydralisk Den. Costs 150 minerals, 150 vespine gas, and requires 100 seconds for research. Mutalisk Tissue Regeneration: The Mutalisk always recovers about 1 HP per second. Standard skill. Corruptor corruption: Increases the damage caused by the target by 20% for 30 seconds. 45 seconds cooldown. Standard skill. Infestor Infected Terran: Spawns an infected Terran that lasts 30 seconds. Costs 25 energy. Standard skill. Fungal growth: Fires a projectile that explodes in a small impact area. Enemy units in this area are rooted for 4 seconds and are dealt 30 damage in this period. Reveals camouflaged and dug units. Costs 75 energy. Standard skill. Neural parasite: mind control the target enemy unit for 15 seconds. Costs 100 energy. Must be examined in the Contamination Pit. Costs 150 minerals, 150 gas, and requires 110 seconds for research. Pathogenic glands: Increases the starting energy of the infection by 25. Examined at the Contamination Pit. 150 minerals, 150 gas, and requires 80 seconds for research. Swarm Host Spawn Locusts: Spawns 2 Locusts that last 15 seconds. 25 seconds Only can be used during digging. Standard skill. Permanent locusts: increases the lifespan of locusts by 10 seconds. Examined at the Contamination Pit. Costs 200 minerals, 200 gas, and requires 120 seconds for research. Bread Lord Swarm Seeds: The Bread Lord's attacks spawning Broodlings that last 8 seconds. These are melee units that are similar in function to Zerglings. The first attack of the Bread Lord will spawn 2 Broodlings, while follow-up attacks produce only 1-1 Broodlings. Standard skill, always active. Ultralisk Frenzied: The Ultralisk is always immune to snare, stun, and mind control effects. Standard skill. Chitinous Plating: Increases the armor of the Ultralisk by 2. Examined in the Ultralisk Cavern. Costs 150 minerals, 150 vespine, and requires 110 seconds for research. Viper Consuming: Drain health from one of your biological structures, converting 200 lives over 20 seconds into 50 energy. Channeled power. Taps the target unit to the viper's location. Works on both friendly and enemy units, including huge units. Costs 75 energy. Standard skill. Blinding cloud: Creates a cloud on the ground for 14 secnods that reduces the attack range of all ground units (including your own) to melee range. Costs 100 energy. Standard skill. Overlord Pneumatized Carapace: Increases the movement speed of Overlords and Overseers. Available for research at the hatchery, lair or hive. Costs 100 minerals, 100 vespine gas, and takes 60 seconds to research. Ventral Sacs: Let the Overlord function as transport, loading and unloading ground units. Requires a Lair to investigate, but can be examined at the hatchery, Lair, or Hive. Costs 200 minerals, 200 vespine gas, and requires 130 seconds for research. Morph to Overseer: The Overlord can turn into an Overseer for 50 minerals and 50 gas. Overseer Pneumatized Carapace: Increases the movement speed of Overlords and Overseers. Available for research at the hatchery, lair or hive. Costs 100 minerals, 100 vespine gas, and takes 60 seconds to research. Detector: The Superintendent is always a detector. Standard skill. Spawn Changeling: Spawns a 150-second changeling. The Changeling is a controllable non-offensive unit that automatically changes color when encountering enemy units and changes to a Zealot, Marine, or Zergling, depending on the enemy's race. This changer can be manually targeted by the enemy, but will not be automatically killed by the enemy units. This unit offers vision for the Zerg player. Costs 50 energy. Standard skill. Contaminate: The intended structure has delayed its research and production for 30 seconds. Costs 125 energy. Standard skill. Zerg Unit Combinations Compared to Protoss and Terran, Zerg armies tend to be the least balanced but most fluid of the three. Since Zerg players produce almost all of their units through Larva, they are capable of their army composition at any time without limited investment. A Zerg player might as well make a wave of Zerglings as a wave of Mutalisks, while the production capacity of a Terran or Protoss player of air units would be limited by the number of Starports or Stargates. As a result, Zerg players rarely adhere to a single army composition. However, there are a few Zerg army compositions that work well. Perhaps the most common Zerg unit combination is Zerglings, Banelings, and Mutalisks. This is a popular combination for Zerg players to use against Terran players in particular, his Banelings are strong against Marines, while Zerglings and Mutalisks are strong compared to most Terran unit combinations in the absence of Marines. Sometimes Infestors are added for support in this combination. This unit combination is popular in the early and mid-game portions of TvZ. Banelings can be replaced by Ultralisks, Infestors, and/or Bread Lords by late game. Another common unit combination in Heart of the Swarm is Roach, Hydralisk and Viper. Cockroaches and Hydralisks are a very good combination as Hydralisks are a very high DPS unit that can hit both air and ground units, while cockroaches act as a shield for the Hydralisks due to their high HP and low cost. In Wings of Liberty, the problem with the Roach/Hydra army was that it was weak against siege units with splash damage were long range units with splash damage. Siege Tanks and Colossi in particular were strongly opposed to this unity composition. However, the Viper has changed this dynamic. The Abduct ability can be used to bring in Siege Tanks and Colossus. The Blinding Cloud capability can also be used to disable Siege Tanks. By denying the greatest weaknesses of the Roach and Hydralisk army, the Viper has made Roach and Hydralisk armies viable even in the late game. In the late game, a large army composition for anti-ground is the Ultralisk and Infestor. Ultralisks do splash damage, but they are a melee unit. A good player will be able to reduce the damage of the Ultralisk by spreading their ranged units and kiting to minimize the Ultralisk's uptime. Mold growth can be used to lock units, allowing the Ultralisk to easily clean them up and treat full DPS all the time. Note that most Zerg armies zerglings. This is simply due to the fact that the Zergling is the only offensive Zerg unit that does not actually cost vespine gas. Leftover minerals that are not used to increase the zerg economy or for automated defense should be spent on Zerglings. You don't get Keep the minerals for the next game, so you might as well spend it! Since Zerglings are not always very effective in direct combat in late game due to not having much HP, most players take advantage of their high DPS movement speed by using them to secretly attack enemy extensions or rush them into the main base base the enemy is distracted and attacking production or tech facilities. Zerglings are often used in reinforcement waves and because of their fast production time and speed of movement. There are other viable options for Zerg players in Starcraft 2. These are just a few examples that are used in competitive play. Play.

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