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Starcraft 2 strategy guide zerg

Home ----'gt; zerg Guide --'gt; zerg Strategy (you're here) In this section, we'll cover all aspects of zerg's strategies and tactics used for specific Starcraft 2 match-ups. The content table below provides you with a quick link to sections of this strategy page. In addition, you'll find links to full guides detailing strategies for each match-up race. There are separate pages for each match, as some of the strategies vs. Protoss Strategies zerg vs. Terran Strategies zerg vs. zerg Strategies Additional Strategies of the zerg Click any of the links above to go to the section dedicated to this particular aspect of the strategy of the zerg, there are some aspects of the strategy of the zerg that you have to understand if you want to have any degree of success with zerg in ranking matches. Below we take a look at these important strategies. Also in this section you'll find some unique zerg strategies that can be effective in all 3 of the races. Injecting Maggot and Spread Creep queen injecting larvae ability is crucial to your success as a zerg. If you don't enter Larva every 40 seconds like a clock, you'll never climb very high as a zerg player. This is especially important in the early stages of the game, as the additional production of Larva in the early stages means additional production of drones, which means a much more reliable economy in the early stages of the game. This aggravates the whole game, so if you're behind, you won't do the same as zerg. Hint: Injecting the larva by hand slowly. You can speed up the process many times using one of several tricks. My favorite option (and easiest to find out) is to tie all your queens who are responsible for injecting larvae into group units. You can then bring this group of units, take a shift, press V for the Larva injection, and then on the left click on the mini card at the approximate location of each Hatchery. This will result in the nearest chosen queen introducing Larva to the Target Hatcheries. This allows you to generate extra larva not even move the camera! While the spread of creep is not as important as regularly injecting larvae, the spread of creep makes it much easier for zerg units to get able to protect the drops and helps units to strengthen your core army faster. Spreading Creep also provides a vision for the player of the zerg. Creep spreads faster when multiple Creep tumors occupy the same area. Players often use 2-3 queens to give up Creep tumors because of this fact. Instead of just distributing Creep with one Creep Creep 2-3 Creep Tumors can be reset in every 40 seconds to spread creep very quickly. Working with units on the inefficiency of zerg costs is generally not as cost-effective as enemy units, both in terms of supply and resources. Banelings and Mutalisks, for example, are very effective, but also require a lot of supply in relation to their strength Serg pros often win games, despite being behind on the units lost the tab at the beginning of the decisive battle. They win these games with big armies; zerg players can max out in front of an opponent if the match is equal. Serg has no problems until 200/200 on cockroaches and Hydralisks until the 13:00 mark in the game. A Protoss player operating under a similar time line is likely to be only on 130/200 deliveries at the moment. This no-numbers advantage allows the zerg to overwhelm the enemy. Big economy: The zerg players would like to keep one expansion lead over their opponent whenever possible. The Larva injection allows one Hatchery to regularly add on 4 drones produced on top of the natural-made Larva from each Hatchery. Excellent re-Macroing potential: While injectable larva can be saved up to a maximum of 19 Larva at Hatchery. With four Hatcheries, a zerg player can sit on a potentially 76 Larva. Even if the zerg had lost their entire army, if the zerg had the resources, they could have restored their entire army in one production capacity, it's very common for zerg players to build Hatchery on their natural expansion as their first structure. Serg players are going for a quick Hatchery will add on one overlord as they operate up to 15 or 16 drones before plopping down Hatchery. The downside of this approach is that it is vulnerable to cheesy early game rushes like proxy barracks, gateways, or 6-10 pools. On a small 2-player card, even the most economic zerg players will get down their spawning pool up to their Hatchery just to be safe. Taking three quick expansions of The Hatchery Expansion is the first build for zerg players to go for a quick third to come down earlier. No matter which map uses this strategy, it's Risk. However, if the opponent does not scout this build within the first 6 minutes of the game, the zerg player can easily install this extension and take a significant economic lead going on mid-game. Many players believe that the occasional loss at the start of an attack is worth the lead that a fast third base for zerg is not an economic movement. The player can decide not to produce drones at this location, and instead use Larva to make a sudden swell of cockroaches or zerg and then producing zerg for a fast rush known as zergling peak. The number of drones that the player has at the time when they are building their spawning pool denotes the style of the zergling haste. For example, 6 pool refers to creating no additional drones before adding your spawning pool while 10 pools mean that zerg built 4 drones before dropping off their spawning pool. Going for zergling rushes often looked down and considered cheese. Sergling rushes to have a high chance of backfiring, resulting in a loss to the player zerg. Because of the low interest rate win, zergling peaks can be considered cheese. Sometimes they are really cheesy, but sometimes they are a valid strategy. Here's the difference: When it's Cheesy: Sergling rushes any kind of cheesy on the big four player cards. If you have to guess where the opponent spawns and is lucky to rush to work, you are currently cheesy as there is a good chance that you will go the wrong way and lose the match. The use of zergling rushes against a non-zerg opponent without match history is also cheesy as there is a good chance that you will go the wrong way of knowing whether that player is economic or not. When it's not there: Going to the 10th pool is a legitimate opener in zerg vs. zerg. It will counter the earlier peaks of zergling and Hatchery first builds. Also, zergling rushes a great strategy when you've played against the same non-zerg opponent several times in the past, and know that this particular opponent has a good chance of opening the expansion in the first place. The fast block transitions on the shore of Larava and resources can allow you not only to remacro quickly, but can allow you to re-macro with a completely different army composition. For example, imagine a match between zerg vs. Terran, where a zerg player changes rapidly between 3 different army consisting of siege tanks, torsos, and Hellbats in response. Army 2: In order to resist the fur of the army, the zerg can make a sharp transition to a large number of corrupt and brood lords. This army counterattack terran fur army, destroying all this and some of the infrastructure Before the Terran player finally comes out enough Vikings to stop the attack. Army 3: zerg zerg that terran will make the Vikings rather than the Hellbats, so instead of having more aerial units, zerg makes a huge wave of zerg. These zerglings arrive just as terran finishes the air army of the zerg. Terran has nothing to stop the flow of zerg and continues to lose the game. Swarm Host Colony One bonus strategy that I wanted to discuss was the Swarm Host colony. This refers to creating a creep spread outside the enemy base, adding to Roy Hosts, sieging the enemy base with locusts, and defending Roy Hosts with queens and automated defense. The creep spreads so that the queens can move quickly through the creep and so that you need creep. The best strategy is to pull and overlord where you want to start creeping and enable the ability to Generate Creep. Then you can make the Nydus Worm with a tunnel to this place. Send the queen through the tunnel. When the queen will have several Creep tumors. Now you have a constant creep all the way through the map. Over time you want to associate this with your own creep. Attraction to queens and drones: Since queens can't easily navigate the map and drones are very vulnerable traveling unaccompanied, use nydus Worm. Start turning drones into Spore Crawlers (and even a couple of spine crawlers). Siege begins: Once your Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. Continue to amplify this area with great Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. Continue to amplify this area with great Roy Hosts, queens, and drones. Jump the Frog is your Roy Hosts and automated defense forward as you push the enemy base. Continue to amplify this area with great Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. Continue to amplify this area with great Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. Continue to amplify this area with great Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. Continue to amplify this area with great Roy Hosts are in position, you can have a burrow of them and rally the locusts to the enemy base. zerg players tend to be very economically aggressive against Protoss players. Since Protoss players usually go on a quick extension against zerg players, zerg players often take a quick third against Protoss player thouse to Warpgate Technologies, the zerg can just use their third base to produce a unit if necessary. Some Protoss players took to the opening with a gateway before the expansion. Be careful when going against these players as players who choose the gateway before expanding are much more capable of making an attack, particularly an attack that shows Phoenix or Void Rays. In order to buck the trend, it may be wise for a zerg player to choose a gas springpen and spawning pool before their This gives zerg quick access to the Metabolic Boost. Protoss players who go to the floodgates instead of forge with Photon guns are very very for mass zerglings. They can't protect their buildings from a pack of 24-36 zerg without a photon gun in front. At the mid-end of the game, the zerg players are trying to maintain a big economic lead and use this to produce units that are strong against the current protoss lineup. Zerg players often have to trade armies with protoss and destroy the Protoss player on the subsequent gain wave, rather than with their original force. Serg vs. Terran Strategy Complete Guide: zerg vs. Terran Strategy serg players tend to still opt for a quick expansion against Terran. The players, however, would like to get a metabolic boost pretty early against Terran players in order to stop the Hellions and Reapers who might otherwise pin the zerg inside their own base (s). The zerglings with Metabolic Boost are fast enough to chase and surround both enemy reapers and Hellions. The queens are needed to shut down the early fall attacks use queens to focus the enemy Medivacs. The Spore Crawler at each base goes a long way, and Medivacs. In in the middle of the game, the zerg players have different viable unit lineups. The way the zerg interact with the enemy's army is often more important than its actual composition. For example, zerg players who use zerglings, banelings and mutalistics cannot simply attack in the direction of the enemy's naval and siege tank army. Instead, Banelings need to focus on the Marines, zerglings should flank siege tanks and Medivacs. Late transitions of the game to the air or Ultralisks are both very effective. Zerg players need to be cost effective and have multiple bases in order to bank enough resources to make these transitions happen. zerg players often take the 5th and 6th extensions where only gas is going to help fill the demand for a large amount of weights. Serg vs. Zerg Strategy Complete Guide: zerg vs. zerg Strategy zerg players are the most vulnerable at the start of the game compared to other zerg players. Six pools and 10 pools are common on two players' cards. Be careful with Hatchery first builds on maps where 10 pool can arrive early. On the big cards, however, Hatchery's first build may be sensible, as the creation of Hatchery used to provide creep for the Crawler spine and doubles the queen's production capacity. Many of the zerg games end early due to the early attacks of zergling, Baneling and Roach. Against enemy banelings, use single zerglings to pick them up one at a time. Don't let enemy banelings hit multiple drones or zerg with one explosion, otherwise you can quickly be captured enemy units. Once you get a large number of cockroaches, Baneling and Roach. Against enemy banelings, is used to destroy drones. Later in the game, zerg players tend to go for cockroaches and Hydralisks or Mutalisks and zergling. Roach and Hydralisk build much easier to use, requires careful planning and automated defense in order to successfully pull off. Roy Hosts and Infestors make good support units for cockroaches and Hydralisks as well. The locusts move faster on enemy creep as well as their own, so that Roy Hosts have a huge range in the Suns. Sergling and Mutaliski can be used to gain control of the map in order to gain an economic lead. In the mirror match, a big economic lead almost always leads to victory, as both players use the same units. Be careful not to neglect zerg when switching to Mutalisks. Mutaliski costs a lot of gas, so you might as well make zerglings (and use them) to waste excess minerals. In the late game, Ultralisk and Brood Lord are hard to stop. Ultralisks have so much health and armor that they can ignore Mutalisks can actually pull Ultralisks. With additional zerg strategies over time, we'll be adding more and more strategies to this page of the zerg strategy. Be sure to check back regularly for strategy updates and new Starcraft zerg tactics! starcraft 2 zerg strategy guide

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