


# Heart of the swarm torrents

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StarCraft 2 Heart of the Swarm Free download for PC is an extension of the military science fiction package in the real-time strategy game StarCraft II: Wings of Freedom from Blizzard Entertainment. Heart of the Swarm is the second installment of the StarCraft II trilogy, the final part of which is The Legacy of Void. The expansion, released on March 12, 2013, includes additional units and multiplayer modifications from Wings of Liberty, as well as continuing the campaign dedicated to the race of the zergs, following Sarah Kerrigan in her efforts to regain control of the swarm and avenge the Emperor of the Terran Dominion Arcturus Mengsk. On July 15, 2015, Heart of the Swarm received a separate name, allowing it to play without acquiring the Wings of Freedom. StarCraft 2 Heart of the Swarm Download the free full version. The gameplay of the View The Full Review game has 20 missions in the campaign (plus seven evolution missions that allow the player to upgrade their units), and continues the story of the Wings of Freedom. The player plays from the perspective of Sarah Kerrigan, recently returned to his human form Jim Raynor. As in The Wings of Liberty, the briefing room is replaced by an interactive study of Leviathan, a huge breed of zerg that functions as a biosuit. Kerrigan and her allies are in the nerve center, she has a personal camera to change her abilities, and there is a pit of evolution where she can upgrade her units and perform evolutionary missions with the master of evolution Abatur. At the 2011 Blizzard BlizzCon conference, it was shown that Heart of the Swarm will include 7 new multiplayer units, while removing 3 units and changing the capabilities of existing units and buildings. The exact changes have changed since then. In his blog, game director Dustin Browder explained the current state of the units: it was originally assumed that Terran would feature two new units: Shredder and Warhound. Shredder was a mobile, burrowing tower based on the design of the Mirror Spine Crawler, attacking through clouds of toxic gas that were devastating to biological units. Internal tests showed that Shredder was too flexible and powerful, and so he was replaced by Widow Mine, a mobile burrow unit that shoots missiles, causing a burst of damage. Warhound was a two-legged combat walker with a high-caliber cannon mounted on his arm; it also possessed a rocket for use against mechanical units. During the closed beta phase, professional gamers denounced Warhound for not functioning properly; it was eventually removed from multiplayer gameplay, although it can be fought in a single-player campaign. StarCraft 2 Heart of the Swarm games are free to download the full version. Several Terrans have been modified in Heart of the Swarm. Hellion, 4-wheel buggy with swivel gets the chance to turn into Hellbat, less Walker is a unit in relation to the Vikings, whose flamethrower strikes in the form of a fan rather than a line. Hellbat is considered both biological and mechanical, and therefore can either be repaired by SCVs or healed by Medivacs and medics. Medivac receives the Ignite Afterburners update, which acts as a cooling-based speed increase. Reaper has undergone significant changes. It no longer causes additional damage to light units, and its grenade, used only on buildings, has been completely removed. Now he has a passive health regeneration ability that kicks in for seconds after Reaper last picked up the damage. In addition, it no longer needs a Tech Lab add-on for production, allowing Heart of the Swarm players to train two of them simultaneously with a reactor add-on. Protoss The Protoss originally had to show Replicant, a unit that could turn into a clone of any other unit in the game, including the enemy controlled. It has been reduced because of its propensity to suppress the diversity of units. Three new units came into play: Oracle, Tempest, and Mothership Core. Oracle is a fast, mesmerizing, flying block; it has no abilities that do not require energy consumption. Its original version focused on slowing the economy by blocking access to mineral resources for a short period of time. It was decided that the ability was too powerful and that it should slow down the prey rather than stop, and thus was replaced by a powerful pulsar beam. One Oracle can kill working units very quickly with a Pulsar beam, but just as quickly deplete its energy reserves. Oracle also has two other abilities: Revelation, which shows enemy units and buildings within the area, and Envision, which gives Oracle the ability to detect invisible or buried units. StarCraft 2 Heart of the Swarm game is free to download for PC Full version. The Storm is a large, slow flying unit that was originally developed in the Wings of Liberty beta as a replacement for carriers. (Blizzard tried to remove carriers from the game before both StarCraft II releases, only to put them back due to overwhelming fan demand.) After the Wings, in which it functioned mainly as a carrier, it was revised to Roy to provide a large amount of air damage to the splash and then again to do additional damage to the Massive units. It is slow and does not fire often, but has a very large range, requiring a spotter to make the most of its reach. Mothership Core is a slow moving, flying unit that has three abilities. Photon Overcharge (formerly known as Purify) allows the Nexus target to receive a single-purpose long-range energy attack similar to the Photon gun. The massive recall warp Protoss units around Mothership Core, and the core itself, for any targeted Nexus. Finally, Time Warp slows down enemy ground units and re-fire speed in the area. Once the protoss building is called fleet beacon Mothership Core can turn into Mothership from Wings, trading in its Photon Overcharge for mass field camouflage. However, Vortex's iconic ability was removed completely to make way for Time Warp as Blizzard felt the ability was too powerful. In addition to the new units, Prismatic Beam Void Ray has become an active capability that temporarily increases damage only against armored units, while the initial effect of gradually increasing damage over time has been removed. He received two new divisions, Viper and Roy Host. Like the Oracle, Viper is a flying charmer without a solid weapon. It has several abilities: Blind Cloud reduces the range of enemy units to 1. Kidnapping pulls the unit to the place of Viper. Consumption allows Viper to steal health from a friendly structure to increase its energy. Viper is designed to support large armies of zerg, while Oracle is designed for harassment at the beginning of the game. Roy Host is also missing any major attack. His power is revealed when he burrows underground: he then begins to periodically spawn locusts, insect creatures with low health, high out-of-control damage and slow motion. This ability allows Swarm Hosts to attack from long range (and underground) and it is not worth any resources or energy. Roy hosts are not very effective in small quantities, but past a certain critical mass, their current locust waves can become overwhelming, winning wars of attrition with free disposable units. The locust is unable to attack the air units, however, requiring other units or Spore Crawlers to protect Roy Hosts. Hydralisk has regained its speed-boosting upgrade from Brood War. Also, both the burrow and the Overlord's increasing speed can be explored in Hatchery, no longer requiring the lair to be built. In the single-player campaign mode, each zerg combat unit can be developed into one of two possible alternative versions, each with a powerful, characteristic trait (e.g., the Torraska Ultralisk strain is able to be revived after death). In addition, there are primary versions that are elements of the plot and sport of a radically different kind (differences are akin to the differences between regular and mercenary units in the Wings of Liberty). The primary zerg cannot be produced. There are no mobile units in the campaign mode to detect the cloaks of the zerg or the transport units of the troops; as a result, any camouflaged units, such as Protoss the Dark Templar and Terran Banshee, are either completely absent (in the case of the former) or do not use their camouflage abilities (as in the case of the latter and the Ghost). After the events of the Freedom Wings, the Terran Dominion forces attack Sarah Kerrigan and her allies in the research Umojan Protectorate. Kerrigan and other residents escape to flagship flagship Raiders Raynor, Hyperion, but Commander Jim Raynor is cut off by the Dominion. Hyperion escapes, but Kerrigan is left behind to find Raynor, only to hear the Dominion news report announcing that he has been captured and executed. Furious, Kerrigan returns to the territory of the zerg to regain control of the swarm and overthrow the tyrannical Dominion. On the volcanic planet, Char Kerrigan conquers a brood of renegades before attacking the occupying forces of the Dominion. Kerrigan, furious, destroys the Dominion's command fortress and kills his commander, General Horace Warfield. After a change of heart, it allows the wounded and unarmed to evacuate. On the frozen planet Kaldir, it destroys local protoss forces, restoring the local brood and developing a swarm to survive in a harsh climate. She visits Kerrigan and advises her to recuperate as she travels to the original home world of zerga. On the zerus, Kerrigan learns that a fallen Xel'Naga named Amon was responsible for making the zerg as they are: a warring swarm associated with one main will. Some primitive zerg, however, eluded and remained independent of ever-evolving beings. One such zerg named Survan, known as Ancient, is dormant in hibernation and must be awakened by Kerrigan for his knowledge of the origin of the zerg. Upon awakening, He recommends Kerrigan to look for the original spawning pool to regain his former strength. Kerrigan enters the ancient pool and turns into the primitive queen of blades. It kills and absorbs the genetic essences of the four powerful hostile primitive leaders, and is killed after trying to gather her essence for herself. A primitive leader named Dehaka and his flock join her, provided that it gives them the essence to collect. Kerrigan was contacted by former Vice Admiral of the United Earth Directorate Alexei Stukov, who was apparently killed by Duran in Braxis. With the help of Stukov, Kerrigan attacks the research station, where Emil Narood, Amon's servant, breeds protoss-zerg hybrids. After the liquidation of the security forces of the Dominion facility and Tal'Darim, loyal to Narudu, Kerrigan confronts Narudu in a showdown of power. First to Raynor and then to Kerrigan's human form, Narood pleads with Kerrigan before being mortally wounded. Showing that Amon is reborn, he dies. StarCraft 2 Heart of the Swarm Free download torrent. Torrent.

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