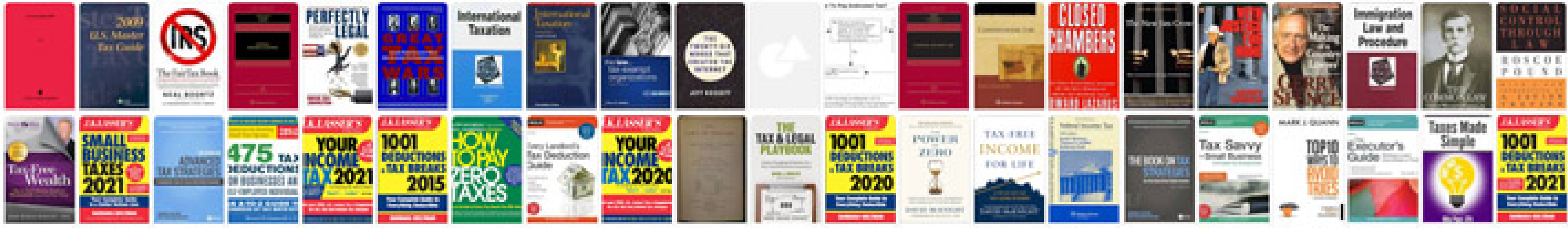

Sc2 tank

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The siege tank is a terran vehicle that can be configured to fulfill both the armored support and the long-range artillery support roles. The dual-mode siege tank concept was a Terran Confederacy response to the flexibility of the goliath. Prior to the Guild Wars , work had progressed on a static "final defense" cannon. However, the conflict demonstrated the need for mobility and as a result an effort was made to make the cannon more mobile. The solution was creative. An existing tank design was modified so that it could operate as a conventional tank in addition to being able to deploy the cannon and become a static artillery emplacement at will. These tanks were able to be fueled by oil. Siege tanks function in two modes. First is the "tank" or "assault mode" in which the vehicle may be used in the familiar armored support role using relatively light weapons. The second is the more radical "siege mode" in which the vehicle becomes a static emplacement able to deploy a much more powerful and longer ranged weapon. By the Defenders of Man Insurgency the Umojan Protectorate appeared to be using siege tanks, a number of which were infested by the zerg on Jarban Minor. Tyrador IX utilized platinum-alloy siege tanks to give ten-round salutes to visiting dignitaries above a certain rank. This article or section contains information derived from Co-op Missions , and should not be considered part of the official StarCraft storyline. The gyros on the Arclite allowed them to navigate inclines of up to 65 degrees. Arclite armament consisted of twin 80mm PPG-7 plasma cannons [13] when mobile and the mm Shock Cannon when in siege mode. Its armament and armor was too light to either advance, or hold a firebase from close-quarters assault, without significant support. The Crucio was developed to address these shortcomings. The Crucio features superior protection and armament compared to its predecessor. The Crucio was designed for increased survivability, with an enlarged, reinforced turret and hull. The turret layout also features an upgraded Tank-Mode armament package, allowing the Crucio to defend itself more successfully in open battlefields. The Crucio is costlier than its predecessor, but its increased versatility justifies the expenses. Unlike standard tracked vehicles, the Crucio boasts a multi-track configuration with two extra tracks for added stability. Historically, tracked vehicles have a drawback, for the loss of a single tread segment results in immobilization. To prevent this, engineers have added a series of tubes in the chassis and bogies of the tank that pump a fast-drying gel onto the affected area. Said gel replaces lost tread segments, and allows the Crucio to remain operational after suffering damage that would cripple vehicles lacking this technology. In siege mode, the Crucio's main tracks turn outwards and the secondary tracks slide into the hull, while thick hydraulic outriggers also called legs deploy from the sides of the tank. Once the legs are locked in, they push against the ground for added stability. The base of the outrigger, known as the pad or foot, is similar to a large claw. It comes with retractable talons that activate on rough terrain, and microscopic weep holes which secrete a rubbery substance for greater grip on metal and pavement. While the system is generally reliable, the legs stick from time to time. Like the Arclite, temperatures of the Crucio's crew compartment can become uncomfortable. To offset this, all Crucios come equipped with a set of heavy compressors that regulate the air inside the cabin, taxing the engine in the process. Some veteran tank operators, and a few borderline obsessive rookies, opt to modify the climate control system, paying out of their own pocket for additional performance. Initially, Crucio siege tanks requires further modifications outside of the factory line in order to deploy into siege mode. However the research of Redell Quinton of Project Blackstone did away with the latrines of factories, allowing further space for the assembly of "siege tech" on siege tanks right out of the factory without the need for further research from a tech lab. During the reign of Valerian Mengsk , the Dominion made improvements to the Crucio siege tank model, adding reinforced plating and heftier cannons. These tanks were used by the Dominion Special Forces. By way of armament, the Crucio's turret has a dual-mode weapon system. Yet, the true might of the Crucio lies in its siege mode. On activation, the twin plasma cannons become the dreaded mm Shock Cannon, and just the roar of this weapon has been known to send enemies of the Dominion into full retreat. Dominion infantry soldiers are universally convinced that Crucio operators inflict more damage on friendly forces than on the enemy. Consequently, Crucio operators stick together during shore leave. The following section contains information from Heroes of the Storm that is ambiguously canonical. The Crucio features a targeting and radar or similar system. The Imperio siege tank was created by the Umojan Protectorate. A recent invention, they already rivaled their Dominion counterparts in early combat tests which was precisely their goal. Some advanced models of siege tanks can be outfitted with the ability to fire napalm shells, as well as utilize a massive blunt force gun. This article or section contains information about StarCraft: Ghost , which has been declared non- canon. Elements may be taken as 'flavor lore' however. The content may be significantly out of date. Please do not add speculation to this article, and remember to cite a published source for details. In StarCraft: Ghost , Nova was able to call down artillery support from siege tanks by identifying targets. They were present as early as one of the earliest builds of the game. StarCraft: Ghost siege tank portrait. The following section contains information from Heroes of the Storm and is not canon to StarCraft continuity. Hammer appears as a playable siege tank in Heroes of the Storm. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? This article concerns unit lore. It sat square in their path, fully deployed, its side pontoons firmly set in the asphalt. StarCraft Manual. Irvine, Calif. StarCraft: I, Mengsk. ISBN April 6, Activision Blizzard. Mission: Night Terrors in English. Collections Tab: Skins. Co-op Missions. Nova Terra in English. StarCraft Compendium. StarCraft: Uprising. ISBN eBook only. Tokyopop, August 1, ISBN eBook. Blizzard Entertainment. StarCraft Lore: Momentum Accessed Terran Vehicles. Artist: Blizzard Entertainment. Accessed Kouba, Dan Clark December 17, Fantasy Flight Games. StarCraft II. StarCraft Field Manual hardcover. Insight Editions, November 17, Samwise Didier, Dave Bergain. StarCraft Legacy. Armory units in English. Armory upgrades in English. Heroes of the Storm Blizzard Entertainment in English. Calling down support. Starcraft: Ghost Details. StarCraft: Ghost Academy: Volume 2 paperback binding. Tokyopop, August 10, Overwatch Blizzard Entertainment in English. February 29, Terran Ground Vehicles. Siege tanks. Anti-aircraft gun Diamondback Mobile artillery. Odin Thor Blackhammer. Space construction vehicles. Specimen collection vehicle T space construction vehicle T space construction vehicle T space construction vehicle. Bulldozer Ground support truck Hauler Sloth. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. You may be looking for:. This article or section contains information derived from Co-op Missions , and should not be considered part of the official StarCraft storyline. Heavy siege tanks are special forces employed by Nova in Co-op Missions. They replace the standard siege tank. Heavy siege tanks deploy in teams of two from Nova's factory for a cost of minerals and gas. Compared to normal siege tanks they have much higher HP and damage. Spider mines are effective for warding off enemy attack waves when placed at spawn points. The graduating range ability grant the already distant attacks the longest range in the game, maxing out after 15 seconds, but they do require sight from friendly units to fire. These tanks deal good damage, but are somewhat gas inefficient meaning they tend to be most commonly used when in siege mode for anti-ground splash damage. Siege Mode: Transforms the Heavy Siege Tank into siege mode where it gains splash damage, greatly increased range and damage at the cost of losing all mobility and a slower firing rate. Tank Mode: Transforms the Heavy Siege Tank back into tank mode, where it gains the ability to move and fire at faster rate. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? Deploy Spider Mines. Co-op Missions. Protoss Co-op Commanders. Ancient nexus Zeratul's beacon Artifact reserve Ancient assimilator Xel'naga passageway Core forge Tesseract cannon Tesseract monolith Void shrine Constructs facility Constructs bay Void suppression crystal. Terran Co-op Commanders. Han and Horner. Layna Nikara. Zerg Co-op Commanders. Infested command center Infested colonist compound Infested refinery Infested barracks Infested bunker Infested engineering bay Infested missile turret Infested factory Infested armory Infested starport Infested tech lab. NPC Characters. Terran Ground Vehicles. Siege tanks. Anti-aircraft gun Diamondback Mobile artillery. Odin Thor Blackhammer. Space construction vehicles. Specimen collection vehicle T space construction vehicle T space construction vehicle T space construction vehicle. Bulldozer Ground support truck Hauler Sloth. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. Tech lab attached to factory. The siege tank provides the terrans with mobile, long range anti-ground firepower. It cannot attack air units. It is voiced by Matthew Samia. In tank mode the siege tank is decent against large ground units and in groups, capable of dealing with medium and small units with ease. Arguably, it's still not as efficient as a group of marines , especially if a force is being moved by dropship which can carry 2 tanks or 8 marines. The siege tank is most useful in siege mode, fusing a powerful attack with the longest range of any ground unit in the game. In addition to supporting bunkers and defenses, two or more groups of tanks may advance using bounding overwatch; a group in siege mode covers the other group in tank-mode as they move forward to establish another fire base, from which the second group covers the advance of the first. The tank's siege mode range is greater than its sight range; supporting a tank with spotters is useful. The Shock Cannon causes splash damage to all units but has a minimum range. Therefore, tanks in siege mode need other units to guard it perhaps even other tanks in siege mode , although these guards might take damage from the shock cannon as well as the enemy. The guards can also screen for the tanks as they withdraw. Transforming between modes takes time, during which the tank is unable to move or attack which leaves it vulnerable to fast units like zealots. Some players prefer to "wall-in" their siege tanks, by erecting buildings to surround the tank, thereby preventing the enemy from getting closer than the minimum range of the shock cannon. A Missle Turret, marine-filled bunker , and siege mode tank cluster may provide defense against ground targets at long and short ranges, and air targets. This is incredibly effective against the zerg due to their use of overwhelming numbers. Siege Mode is not as effective against the protoss : zealots with the Leg Enhancement upgrade will spend less time in the Shock Cannon kill-zone and reach the bunkers faster. Zerg can likewise overcome a siege tank line if their units are dropped in via overlords , right in the siege tanks' killzone. This risk can still be mitigated even beyond structures if the siege tanks are accompanied by marines, goliaths, wraiths, firebats, and SCVs. Allows siege tank to transform into siege mode. This greatly increases the damage and range of the siege tank's attacks, and gives them splash damage , but prevents the tank from moving. In siege mode, the siege tank has a minimum range it cannot attack within. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? Vehicle Weapons. Vehicle Plating. Siege tanks as they appear in StarCraft: Remastered. Terran Vehicles. Artist: Blizzard Entertainment. Accessed StarCraft Manual. Irvine, Calif. Vulture Goliath Siege tank. Nuclear missile Spider mine. Cargo ship Merc biker Mercenary gunship Raider Spysat. Cantina Dry docks Power station Repair bay Star base. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. You may be looking for:. This is build opens with a gasless Fast Expand into a midgame push. This build relies heavily upon a lean, minimal defense until production picks up. This build and playstyle is strongest in the later portions of the midgame before the Protoss has fully developed both Colossus and storm techs. The goal of this build is to make a timing push against the Protoss abusing the range of Siege Tanks and PDD from the Raven, all before a significant number of Colossi are out. It utilizes a Fast Expand to get an economic advantage and to Tech very quickly, while holding with a minimum of units Siege Tanks and Bunkers with Marines. The midgame push is used to break or contain the natural and possible outright win, but also securing a relatively fast third base for a strong biomech lategame. When you push, engage as decisively as possible at the front of the natural, Protoss attacks you so that PDD can be set up in a good spot. The Banshee can be used to draw the Protoss army back so you can get into a strong position. On maps such as Tal'darim and Shakuras, it is possible to siege the natural. Follow-up with an expansion, and then Stim and a second Factory with a Techlab. You should end up with this:. Main Wikis. Upcoming IEM Katowice General Recent changes Pending changes Random page. What links here. Related changes. Upload file. Special pages. Printable version. Permanent link. Page information. Browse SMW properties. Hidden category: Pages with hard coded colors. Contact Us Send an email Chat with us Contact. This page was last edited on 5 June , at Licenses for other media varies. Basic Build. The Tank Mode is required for the Tank to move or to be loaded into Medivacs. The Siege Mode ability increases the attack range and damage of the Siege Tank and adds splash damage at the cost of rendering it immobile. To siege the hotkey is D and to unsiege the hotkey is E , this is different and arguably better than SCBW, where the hotkey was just O for both. The benefits of this are:. The Range of the Siege Tank gets almost doubled from 7 to However, it cannot shoot at anything in a 2 radius around itself. Siege Mode is commonly used to create fortified defensive positions , or long range offensive positions that force the enemy to take action. On Maps such as Lost Temple , they can harass , prohibit or shut down natural expansions by taking advantage of "inaccessible" cliffs without ramps. Alas, the Tank Mode offers little benefit over the Marauder. While the Marauder has less HP and deals less damage, it can make up for it with its Concussive Shells ability as well as the Stimpack bonuses - especially in combination with Medivacs. Main Wikis. Upcoming IEM Katowice General Recent changes Pending changes Random page. What links here. Related changes. Upload file. Special pages. Printable version. Permanent link. Page information. Browse SMW properties. Siege Tank. Hotkey :. Duration :. Categories : Abilities Terran Abilities. Hidden category: Pages with hard coded colors. Contact Us Send an email Chat with us Contact. This page was last edited on 1 January , at Licenses for other media varies. The siege tank provides the terrans with a marriage between armored infantry support and mobile, long range firepower. It is voiced by Matthew Samia , reprising his role from StarCraft. The siege tank continues to function as it did in previous games with the dual tank and artillery modes, except it doesn't require as much support as is needed in the original StarCraft. While in "siege mode," the tank cannot fire at "point-blank" range; this "dead zone" leaves the tank vulnerable to attacks by melee units. It is also highly vulnerable to air units. The siege tank bobs slightly when it stops moving. Siege tanks are strong against marines and hydralisks , and weak against thors , immortals , and zerglings. Given its firepower, siege tanks are also popular with marines and marauders , providing artillery support for both defensive and offensive roles. When combined with the MMM combo, it is especially effective against roaches , Ultralisks, stalkers and even deterring colossi to an extent. Groups of siege tanks do not "overfire. This means enemies can no longer take advantage of the tank's slow shot cooldown , further increasing its power and versatility. Splitting tanks in multiple groups prevents a tank column from entering siege mode all at once and out of position. Other units should screen tanks in siege mode; this prevents tanks from being hit from friendly shock cannon fire when enemy units close the minimum range. The tank's siege mode range is greater than its sight range; supporting a tank with spotters is useful. Building an army of both siege tanks and thors is possible, but expensive. The combination is difficult to stop. Siege tanks do not operate well in conjunction with widow mines , as the damage they can do to enemy units killing them prevents widow mines from detonating. The siege tank transforms, becoming stationary and using a different weapon. The ability is not smartcast. Tech lab attached to factory WoL. Splash damage remains the same. Maelstrom Rounds have an armor-piercing tip that inflicts devastating damage on the primary target. Splash damage is identical to the standard round. If siege tanks struck fear into the hearts of our enemies before, they will inspire abject terror when firing the Maelstrom Round. LarsCorp has developed a "smart shell" for the siege tank that scans for allies on impact and adjusts its detonation to minimize damage to friendly units. These self-replicating ultra capacitors reduce the reload time of weapons and systems. We have created a new lightweight alloy called vanadium. Vanadium diffuses weapon impacts much more efficiently than traditional armor plating, and it better preserves the life of our units. Damaged mechanical units recover hit points when out of combat, at a rate of 0. This material uses internal nanobots to slowly repair any damage the hull sustains. While this regeneration process is much slower than conventional SCV repairs, it can be the difference between life and death if no SCVs are available. Siege tech is automatically researched in this gameplay mode. They do not deal splash damage to allied units. Rory Swann can transported siege tanks in siege mode with hercules dropship. Nova can construct the advanced Heavy siege tank , with enhanced armor and life. Arcturus Mengsk can construct powerful Shock Division siege tanks, which can be picked up in siege mode by imperial intercessors , and upgraded to fire at air units while picked up by a medivac. Siege Mode: Transforms the Siege Tank into siege mode where it gains splash damage, greatly increased range and damage at the cost of losing all mobility and a slower firing rate. Tank Mode: Transforms the Siege Tank back into tank mode, where it gains the ability to move and fire at faster rate. Effects on Siege Mode. Increases the armor of terran vehicles and spacecraft. Allows destroyed siege tanks to be rebuilt in the field when destroyed. The wreckage of the units can be attacked and destroyed. In Nova Covert Ops , siege tanks can equip one of various provided upgrades and abilities for each mission. Unit no longer needs an attached tech lab to be built by production facilities. The siege tank can deploy a trio of spider mine at target location in a spread pattern. The siege tank can deploy jump jets to relocate. Can be used to move up and down cliffs. Can be used in siege mode or in tank mode. The siege tank was premiered in the World Wide Invitation, at which much criticism was levied at the tank for its "cartoonish" appearance. One of the earliest revisions once the game went public was making the siege tank grittier and more detailed to appease the fans. Once this was accomplished, there was a stigma on the development team that the siege tank should be left alone as to avoid another backlash. However, this had to be confronted with the development of the Siege Breakers. In Legacy of the Void , siege tanks could be transported by the medivac while in Siege Mode. They were carried underneath the medivac, visible. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? This article concerns StarCraft II gameplay. You may be looking for: Unit lore "These new siege tanks work just like the old ones. When you put 'em in siege mode they get increased range and firepower. They can't move in siege mode, so if you need to reposition 'em, just switch 'em back into tank mode. Terran Vehicle Weapons. Maelstrom Rounds. Wings of Liberty. Ultra Capacitors. Vanadium Plating. Regenerative Bio-Steel. Reduces the transformation time of siege mode. All vehicles and ships regenerate health over time at a rate of 2 health per second. Greatly reduces transformation time for equipped unit when switching combat modes. Equipped mechanical unit regenerates 10 HP a second when out of combat. Covert Ops Crew siege tank. Covert Ops Crew siege tank in siege mode. Dominion Special Forces siege tank. Dominion Special Forces siege tank in siege mode. Mira's Marauders siege tank. Mira's Marauders siege tank in siege mode. Umojan siege tank. Umojan siege tank in siege mode. Tyrador siege tank. Tyrador siege tank in siege mode. Mira's Marauders siege tank portrait. Umojan Protectorate siege tank portrait. Tyrador siege tank portrait. Blizzard Entertainment. Accessed The programming team has added some impressive new unit movement animations to the game. Air units like the phoenix and banshee bank on turns, roaches and hellions both rise when they start moving, and tanks slightly bob when stopping. Facebook StarCraft. Is terran turtling going to be as powerful. Activision Blizzard. Armory upgrades in English. Protoss research in English. Zerg research in English. Co-op Missions. Jim Raynor in English. Rory Swann in English. Nova Terra in English. Arcturus Mengsk in English. Legacy of the Void - Multiplayer Update: Terran. Blizzard Entertainment , accessed on Versus Units and Structures. Command center Refinery

Supply depot Barracks Engineering bay. Auto-turret Missile turret Point defense drone Repair drone. Orbital command Planetary fortress Sensor tower Bunker. Tech lab Reactor. Ghost academy Factory Armory Starport Fusion core. Campaign and Co-op Missions Units and Structures. Bio-mechanical repair drone. Tech reactor. Laser drill Hive mind emulator Psi disrupter Nuclear silo Strike fighter platform. Protoss Co-op Commanders. Ancient nexus Zeratul's beacon Artifact reserve Ancient assimilator Xel'naga passageway Core forge Tesseract cannon Tesseract monolith Void shrine Constructs facility Constructs bay Void suppression crystal. Terran Co-op Commanders. Han and Horner. Layna Nikara. Zerg Co-op Commanders. Infested command center Infested colonist compound Infested refinery Infested barracks Infested bunker Infested engineering bay Infested missile turret Infested factory Infested armory Infested starport Infested tech lab. NPC Characters. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. You may be looking for:. Unit lore. Wings of Liberty Acquired from. Hyperion laboratory for 5 protoss research points. Hyperion laboratory for 20 zerg research points. Tech lab attached to factory. Down to a minimum 60 Mastery: -3 per Research Resource Cost mastery point. Down to a minimum 60 Down to a minimum 40 Mastery: -2 per Research Resource Cost mastery point. Down to a minimum 40 Basic Movement Speed: 4. Up to a maximum 0. Up to a maximum 1. Down to a minimum 80 Mastery: -4 per Research Resource Cost mastery point. Down to a minimum 80 Down to a minimum 70 Mastery: Down to a minimum 70 Down to a minimum Mastery: -5 per Research Resource Cost mastery point. Down to a minimum Down to a minimum 50 9 Mastery: Down to a minimum 4. Destroy all zerg hatcheries in " Trouble in Paradise. Against smaller units, the Siege Tank can switch to the stationary Siege Mode to deal splash damage from longer range. This damage decreases in a radius around the epicenter: units whether hostile or friendly within. Siege Tank's quotes video and sound - YouTube video. On Other Wikis. Siege Tank Legacy of the Void. Brood War. Upcoming IEM Katowice General Recent changes Pending changes Random page. What links here. Related changes. Upload file. Special pages. Printable version. Permanent link. Page information. Browse SMW properties. Siege Tank This article covers the current multiplayer version of this unit. Heavy Tank. Can switch into Siege Mode to provide long-range artillery support. Factory with Tech Lab. Armored , Mechanical. Hotkey :. Marine Roach Stalker. Banshee Mutalisk Immortal. Siege Mode. Duration : 2. Hotkey : E. Deploys into Siege Mode. In this mode, Siege Tanks have very long range and inflict area damage. Siege Tanks in this mode cannot move or attack targets at close range. Tank Mode. Hotkey : D. Reverts to Tank Mode. In this mode, Siege Tanks can move, but they do less damage. Category : Terran Units. Hidden category: Pages with hard coded colors. Contact Us Send an email Chat with us Contact. This page was last edited on 17 November , at Licenses for other media varies. What's that? Speak up. Go ahead. Need somethin' blown up? What's our target? Got no patience for sittin' around. Lay it on me. Give us your best shot. Why don't you walk about 30 yards out and stand still for me? I love the smell of burnin' wreckage in the morning. Man, I just love blowin' things up. Let me hear your guns, boys. It's in the hole! Nothin' like getting Tanked with your buddies. It's way past time I'd dispense some indiscriminate justice. If the guns are churnin', your ass is burnin'. If the guns are blazin', you ass is I don't know, what do you want from me? Rock and roll! Can do! I'll give it my best shot. Rollin' out. Heavy metal. On my way! I never tread lightly. Oh, it's on! Ride on! It's on me. Yes Sir! Let's roll! This'll be a blast! It's boom time! Ready to drop the hammer. Pound 'em flat. Good night now. Got 'em in my sights. Collateral is my favorite kind of damage. Music to my ears. Let's get 'em! Ranged in! The delay before a Siege Tank in Siege Mode firing when being dropped by a Medivac has been increased from 0. Health increased from to Siege Tanks can no longer be picked up by Medivacs when in Siege Mode. Crucio Shock Cannon weapon attack period changed from 2 to 2. Marines are the all-purpose infantry unit produced from a Barracks. Having the quickest and cheapest production of all Terran units make the Mineral backbone that scales very well with Stimpack , Engineering Bay upgrades and Medivacs from the Starport. Before Stimpack, Marines are less than effective against Zerglings and Zealots ; at least one Bunker and Supply Depots to wall-off is recommended for the early game. However, Marines can take advantage of kiting and Stutter Stepping from distance. Medivacs can also Load 8 Marines per ship to harass the opposing bases and use unpassable ground to retreat behind safely. Stimpack can be researched from a Tech Lab connected to a Barracks and can then be used on Marines and Marauders , at the cost of 10hp and 20hp per stim. Note that using Stimpack when it is already in effect does nothing but refresh the duration. These upgrades are researched at the Barracks' Tech Lab. Marines gain an additional role once Medivacs are added to the Terran army. Protoss units generally benefit from being near each other and supporting each other, leading to a Death Ball style of play. By loading small groups of Marines into Medivacs, you can stop Protoss from taking riskier and distance mining bases too far out the way for a ground army to defend effectively.

Marines are often the core component of a TvZ army. Siege Tanks accompany the marines to thwart Banelings and make casting Fungal Growths more difficult or to contain such units as the Swarm Host or Roach. If one loses their Marines, Mutalisks will reign superior and either kill all your units and end the game, or contain you and gain superior map control. Once upgrades and Medivacs come into play, Marines will be very effective against Zerglings and Mutalisks , therefore requiring the Zerg to increase the Baneling count. Marine's quotes video and sound - YouTube video. On Other Wikis. Marine Legacy of the Void. Brood War. Upcoming IEM Katowice General Recent changes Pending changes Random page. What links here. Related changes. Upload file. Special pages. Printable version. Permanent link. Page information. Browse SMW properties. Marine This article covers the current multiplayer version of this unit. Biological , Light. Hotkey :. Hydralisk Immortal Marauder. Baneling Colossus Siege Tank. Duration : 11 s. Hotkey : T. Combat Shield. Categories : Terran Units Terran Upgrades. Hidden category: Pages with hard coded colors. Contact Us Send an email Chat with us Contact. This page was last edited on 17 November , at Licenses for other media varies. Researched from: Tech Lab. Every Marine and Marauder gain the Stimpack ability. Every Marine gains a Combat Shield that gives 10 hitpoints. You want a piece of me, boy? Been waitin' on you. You gonna give me orders? Who wants some? By the numbers boys. Armed and ready! Whatever I do, they keep bringing me back in! This is my CImpaler Gauss Rifle, there are many like it but this one is mine. I came here to kick ass and chew bubblegum You got it. Gangway, coming through. Got it. Yes, sir! Roger that. Orders received. That's fine. Aye, aye. Keep your shirt on, Sparky. Lookin' forward to it. Why not? Gonna get me some. Hit it! Get some! Bring it! Let's rock! How's that for whoop-ass? Produced from a Barracks with a Tech Lab , most of this unit's attention will be against other armored units such as the Roach or the Stalker. Being almost the opposite of a Marine this unit is meaty and slow firing, and will take some attention during battles to make this unit target Armored units to do full damage. Supplementing this is the Marauder's long range and heavy damage every individual shot. Their health and armor make them somewhat better of a meatshield than Marines as well. Marauder's Concussive Shells ability trap enemy units and stop priority targets from retreating without taking more damage, which works well with Stimpack 's effect. Marauders are effective at the front of an engagement to take damage for Marines and then be healed by Medivacs ; known collectively as MMM or Terran Bio Barracks. These upgrades are researched at the Barracks' Tech Lab. With the Concussive Shells upgrade, Marauders can kite many non-massive units with ease. This makes them highly effective against early- and mid-game compositions from any of the three races, and allows them to retreat fairly easily, as no concussed unit is faster than a Marauder with Stimpack. Combined with their bonus against Armored units and considerable health, they are generally the heavy lifters of a Terran biological army. With their high health and better armor they can be sent to the front of a Bio army to tank melee units, although they are not effective damage-wise against what are light and mobile assailants. The Marauder is one of the key components of a Bio-heavy unit composition. The Marauder's extra damage against Armored units is particularly effective against Stalkers and Colossi. Additionally, Marauder Concussive Shells will prevent a retreating Protoss army from getting too far, then allowing the Terran player to hunt them down if they have enough forces to do so. Approaching Zealots without Charge can be kited with the additional help of Stimpack. Without the armor damage bonus, they deal rather less damage to Zealots however, and pure Marauder blobs can be defeated by Zealots with Charge , necessitating the more versatile Marine. Powerful support options in the later game such as the High Templars ' Psionic Storms or Colossi with Extended Thermal Lances that complement Zealots rip through them as well, although they tend to fare somewhat better than Marines. Marauders tend to still be useful in the late-game however when the focus of Terran production is to deal with a Colossi and Stalker ball, where Marauders can be clean-up duty with Vikings hunting Colossi. Marauders can be even more effective when their attack bonus is combined with the benefits of a Ghost 's EMP to take down heavy units like the Immortal , demanding less additional Marines. However, despite the Marauders being able to kite and deal great damage against Disruptors , once they begin to clump up, it's getting more and more difficult to dodge Purification Novas. Commonly seen in Bio vs. Mech or Bio-Mech vs. Mech games, Marauders are typically mixed in with Marines for the following reasons:. In Bio-Mech vs. Bio-Mech games, Marauders are often times forgone entirely, as they are both resource inefficient and supply inefficient against Marines in large battles. Due to its bonus damage against Armored enemies, the Marauder is very effective against Roach based armies, especially when paired with Medivacs. Against the common Zergling - Baneling - Mutalisk composition, adding Marauders into the Terran army forces the Zerg player to target-fire the Marines with the Banelings rather than simply attack-moving them else they will inefficiently detonate on Marauders. This also allows the Terran player to more easily split Marines against the Banelings, as the Zerg player will have to manually target different groups of Marines with the Banelings rather than allowing the A. Marauder's quotes video and sound - YouTube video. Main Wikis. Upcoming IEM Katowice General Recent changes Pending changes Random page. What links here. Related changes. Upload file. Special pages. Printable version. Permanent link. Page information. Browse SMW properties. This article covers the current multiplayer version of this unit. Barracks with Tech Lab. Armored , Biological. Hotkey :. Stalker Roach Thor. Marine Zergling Zealot. Duration : 11 s. Hotkey : T. Concussive Shells. Duration : 1. The slowing effect does not stack, but the timer is refreshed by subsequent hits. Massive units are immune to the slow. Categories : Terran Units Terran Upgrades. Hidden category: Pages with hard coded colors. Contact Us Send an email Chat with us Contact. This page was last edited on 29 December , at Licenses for other media varies. Researched from: Tech Lab. Every Marine and Marauder gain the Stimpack ability. Marauders gain the Concussive Shells ability. Just say when. Go on. Say the word, baby. Times a' wastin'. Don't leave me hangin'! Got a whole lot a' love. What the hell are 'smithereens' anyways? Yeah, I've got all five fingers! Three on this hand, two on the other one. Baby, you really light my fuse. Baby, if I could rearrange the alphabet, I'd put 'U' and 'I' together. What's your sign baby? Mine's explosive! I am so sexy, I sometimes romance myself. Actually, that is a grenade in my pants. Oh, it's on! Believe it! I'm all about that. Let's do this. It's go time! It's about to get heavy. First round's on me. Got it. Sure thing. Why not? Of course. Blow 'em all to hell! Sucks to be you! Let's have a blast! Say 'goodnight'. Blastin' time! Frag 'em! Marauder projectiles now have a blue trail after Concussive Shells upgrade is applied. Punisher Grenade attacks reduced from 2 to 1. Damage of each attack increased from 5 10 vs Armored to 10 20 vs Armored. SC2 is the answer to your third-party logistics needs. Our extensive line of services, integrated systems, and dedication to excellence provides precise and efficient results for our partnersâ€¦making SC2 the quality leader in supply chain services. SC2 is the leader in contract packaging with an extensive range of capabilities and over 20 years of experience. Through efficient use of floor space, reduced labor costs and inventory management programs, SC2 is cost-efficient and helps our customers save. SC2 offers a range of filter products and installation services to cater to your varied industrial filtration needs. SC2 offers an array of contract manufacturing support and logistics outsourcing services. 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