

STARCRAFT CO-OP

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About this book

Blizzard made a successful real-time strategy called StarCraft. Game with lots of possibilities and fast pace for multiplayer skirmishes. Also, the CO-OP mode is available for players, who like to be rather a partner to another player than a rival. Use your terran, zerg or protoss units and deadly abilities to defend objective – or destroy any enemy in your path.



This short guide is aimed at most players, who enjoy CO-OP missions. Every commander has some synergy with other commanders, and this guide will show tips and tricks, how to combine different armies to make interesting and powerful strategy.

Raynor

Raynor is a terran infantry specialist. His strength lies in massive army of biological units with mech support. Raynor is also interesting because how similar his play style is to classic terran from campaign and how much minerals can he mine in a short time using his mules. Classic Raynor build is a mixture of marines, firebats/marauders (based on enemy composition) and siege tanks/vultures. He is also able to use his strong flying units like battlecruisers, vikings and banshees. Common tactics is to use both biological units, that does not need a lot of gas, and gas-heavy units like siege tanks. With a lot of barracks and orbital commands, Raynor can create a new army in one minute.

Optimal ally for this commander:

Artanis and Raynor is a great combination. Artanis can make Raynor's units almost invincible. Raynor can also heal all units, both terran and protoss, biological and mechanical. Also, both of them can deliver reinforcements to the front line immediately.

Alarak and Raynor can work together very well. Raynor can heal all units, while Alarak's lighting can be cast on supply depots. Also, Raynor is great against air units, while Alarak does not have any anti-air specialty. Also, marines can provide a great boost for empower me ability.

Vorazun and Raynor are strong together. Raynor can heal all units, while Vorazun can use her stealth abilities, including dark pylon, to make terran units more durable. Vorazun can also use more gas, if Raynor player choose to use mostly marines or vultures. Vorazun can have much better army with extra gas – more void rays and dark templars/archons.

Similar commanders:

Han&Horner, Tychus, Mengsk

Kerrigan

Kerrigan is the most basic zerg commander. Her strength is in the most powerful zerg units and the very powerful Kerrigan hero. She has ability to stop time and get additional income from slain enemies. Kerrigan is also great in the early game to kill all attack waves. She can use a variety of zerg units, to control battlefield with melee units, hydralisks and air units. Mixture is possible as well, but this commander needs a lot of gas to create a good mix of units.

Optimal ally for this commander:

Swann and Kerrigan are very different, but they can work wonders together. Extra gas from Swann will allow Kerrigan to mass her powerful ultralisks, while Swann can take care of anti-air with goliaths, wraiths and thors. Kerrigan can make Swann's army much more mobile with her Omega Worm and Swann's laser is great as a support to Kerrigan hero unit.

Zagara and Kerrigan are both zerg commanders. They can both benefit from a lot of creep, and they can both create an offensive force and double the normal amount of zerglings can shred enemies very fast with help of two very powerful heroes. Zagara can help with early game, while Kerrigan can stop time to provide Zagara units more time to destroy everything.

Stukov and Kerrigan can benefit from a lot of creep. Also, Stukov is weak in the early game, while powerful much later. Kerrigan hero can protect both bases. Later, both armies are fast and infested can protect vulnerable units from Kerrigan, like lurkers and hydralisks. Also, Stukov needs less gas than most of the commanders, so if Kerrigan take one gas, both can make powerful army with great mobility.

Similar commanders:

Zagara, Abathur, Dehaka

Artanis

Artanis is a basic protoss commander. His strength is rapid recruitment anywhere in the map – and in the fact, that his army simply does not die very often. In the middle and late game, Artanis can have a powerful army that could use some healing. Artanis is very valuable in fierce battle. While some of his units needs a lot of gas, like archons and tempests, his strong zealots does not need any. Artanis can also warp-in any unit, so if he needs anti-air, detector or something with area effect, it takes just a second.

Optimal ally for this commander:

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Dehaka and Artanis can do miracles. Even on low level, Artanis and his passive skills make Dehaka more powerful. Also, Artanis can provide Dehaka with long-range air units and warp units between enemy army and wounded Dehaka. Dehaka, on the other hand, can keep enemies from Artanis at the beginning of the map, while he makes important upgrades and strong economy. Dehaka can also take care of high priority targets, that will survive bombardment.

Stetmann and Artanis are a very strange couple. Stetmann have his zones, that can speed up or heal any army. Great for many commanders, including Artanis. Artanis can provide Stetmann with better survivalibility, because normally are his units very fragile. Together, they can make strong economy fast. Attack-oriented mecha hydralisks and mecha zerglings can be combined with Artanis units with more hit points. Also, defense line with cannons and few mecha lurkers is great.

Similar commanders:

Vorazun, Karax, Fenix

Swann

Swann can be a great ally for many commanders. As a mech specialist, he can use his powerful army with lots of hit points – and allow his ally to build up any army as well. Swann can provide his ally with extra gas from every gas-producing building. Also, his laser drill is useful against powerful targets. Swann is also versatile, being able to build strong defense structures or push with his slow, yet powerful army. He can also heal mechanical units very fast.

Optimal ally for this commander:

Swann and Kerrigan are very different, but they can work wonders together. Extra gas from Swann will allow Kerrigan to mass her powerful ultralisks, while Swann can take care of anti-air with goliaths, wraiths and thors. Kerrigan can make Swann's army much more mobile with her Omega Worm and Swann's laser is great as a support to Kerrigan hero unit.

Vorazun and Swann is probably the best combo in the game, if both of them survive first several minutes. They are both slow to create powerful economy, but after that, Vorazun will get much more powerful units, like dark templars and void rays. Swann can heal her forces and also his units will be much stronger when cloaked by dark pylon. Dark pylons are great to place near Swann's and Vorazun's static defense, that cannot be overrun with enemies.

Nova and Swann are a strange combination of raw strength and specialists. Nova simply need more gas to train more ghosts and other elite units. She can take extra gas on maps like Void launch and let Swann to improve it. Swann can heal her mechanical units and a combination of elite armies, healing from science vessels and static defense is great. Also, combination of nukes from both laser drill and Nova can weaken any defense before pushing in.

Similar commanders:

Raynor, Karax, Stetmann

Zagara

Zagara is pure aggression. Aggressive, even suicidal units, are combined with hero, who spawns even more aggressive units. Zagara is fast, great for swarming, but her units can easily die if in the hands of an unskilled player. She can work with everyone and does not need much help from other commanders. Yet, she can lose all units in few seconds and needs time to make a new army. Banelings and scourges are her primary units. Because many of her units are suicidal, there is no need for healing from her ally. Zagara is also very good at the beginning of the game, because she can spawn workers much faster than other commanders.

Optimal ally for this commander:

Zagara and Kerrigan are both zerg commanders. They can both benefit from a lot of creep, and they can both create an offensive force and double the normal amount of zerglings can shred enemies very fast with help of two very powerful heroes. Zagara can help with early game, while Kerrigan can stop time to provide Zagara units more time to destroy everything.

Stukov and Zagara is a fast combo, great for shredding units. They both use zerg creep, so both armies are very fast. Stukov can use his infested to weaken enemies with assistance from banelings, while scourge can rule the skies. Mass zerglings can also clear expansions for both players, while Stukov can work on his economy.

Stetmann and Zagara are also very aggressive combo. Suicidal and fragile units can be both replaced faster, thanks to the Stetmann blue stetzones. Banelings and mass zerglings can fight in the frontline, so mecha hydralisks are safe. Also, mass zerglings from both players work great as quick reinforcements.

Similar commanders:

Kerrigan, Stukov, Dehaka

Vorazun

Vorazun is a favorite commander for many player. Strong protoss units like dark templars and void rays, powerful abilities, no need for gas harvesters, dark pylons, crowd control and bonus for cloaked units. That is a very good summary, great for every map and every ally. Of course, she is not perfect and the biggest weakness is her weak early game. She can stop time, spawn elite dark templars, make black hole and protect both units and buildings with her dark pylons. She have more playstyles than most of the commanders and mastery points can even improve all of them. Void ray, dark pylons and cannons are a good combo for new players, while corsair and dark templars with some cannons or centurions are good for experts.

Optimal ally for this commander:

Vorazun and Raynor are strong together. Raynor can heal all units, while Vorazun can use her stealth abilities, including dark pylon, to make terran units more durable. Vorazun can also use more gas, if Raynor player choose to use mostly marines or vultures. Vorazun can have much better army with extra gas – more void rays and dark templars/archons.

Vorazun and Swann is probably the best combo in the game, if both of them survive first several minutes. They are both slow to create powerful economy, but after that, Vorazun will get much more powerful units, like dark templars and void rays. Swann can heal her forces and also his units will be much stronger when cloaked by dark pylon. Dark pylons are great to place near Swann's and Vorazun's static defense, that cannot be overrun with enemies.

Dehaka and Vorazun cover each other weaknesses. Dehaka can guard bases at the very beginning of the game and let Vorazun to build up economy and army. Vorazun, on the other hand, can support Dehaka in attack, build a powerful defense and use her abilities, so Dehaka can eat more units, get out of danger and send primal zerg forward. If Dehaka does not need all the gases, Vorazun can use them. Dark pylon in the middle of the battle can help a lot and even improve attack and add cloak to all friendly units.

Similar commanders:

Karax, Nova, Zeratul

Karax

Karax is not the best commander on most maps. On defensive maps, he is what you really need. Karax is great ally for his passive bonuses, static defense and support units. To say it even easier, he does not have to attack a lot – but your army will be much stronger. He can heal mechanical units, cast a lot of spells to weaken enemies or improve your productivity and build a new defense line in seconds. He can also heal protoss shields, so combination with Fenix is very strong. Karax have expensive, but powerful army. While there will not be a lot of his warriors, ally units will die much less frequently because of his special barrier. Combination of cannons, energizers and elite army from ally can easily provide great attack and defense at same time. Karax is similar to Swann in many ways.

Optimal ally for this commander:

Karax and Raynor can benefit a lot from each other. Raynor have a good defensive and offensive army, that will last much longer thanks to the Karax's passive abilities. Raynor with marines are strong, and with Karax's help, they will get all upgrades much faster. Karax can automatically heal both carriers and battlecruisers and destroy important targets with his spells, so marines can live longer again. Raynor can quickly provide infantry where they are most important.

Karax and Fenix might be the best combination ever. Fenix have all his units mechanical, and Karax heals mechanical units with his passive abilities. Strong Fenix heroes can benefit a lot from energizers. If Fenix player choose only one unit type, for example air units, Karax can dealt with problems using his own destructive spells. Also, both players can make carriers, what is an interesting tactics when cloaked by Fenix arbiter suit. Energizers can make Fenix's forces faster.

Han&Horner and Karax are a good combination. Similar to Raynor, Han&Horner uses a mixture of infantry, light vehicles and aircraft. Karax can protect all of them with passive abilities, but also provide air units and spells to the mostly ground army of Han&Horner. Extra resources can help Karax with his very expensive units. Also, if Karax player with to go for strong static defense, he can give some gas to Han&Horner player for more upgrades and air units.

Similar commanders:

Artanis, Swann, Stetmann

Abathur

Abathur is a zerg commander with ultimate evolutions. When played correctly, Abathur can make his forces powerful by collecting biomass. It also means, that Abathur is much stronger in the late game than at the beginning. He is also good at building static defense, that can improve the collection of biomass.

Optimal ally for this commander:

Artanis and Abathur is a good combination, because Abathur can heal protoss units. Artanis can also make zerg units from Abathur more durable, so it is much easier to upgrade them to ultimate evolution and/or do not lose collected biomass. Tempests can be used to lure enemy units to the toxic nests.

Alarak and Abathur is a great possibility to play any map. Alarak have good ground army, while leviathans might bring havoc to the skies. Alarak hero unit can push back enemy units, so Abathur can simply collect biomass. They can both prepare a good defense, while, lightning from structure overcharge can lure enemies to the toxic nests. Also, Abathur can heal damaged protoss units, including wrathwalkers.

Mengsk and Abathur are very different. Abathur needs biomass, that can be collected from Mengsk's abilities, that needs a lot of mandate. Abathur can heal expensive royal guard units, while ultimate evolutions can protect vulnerable troopers, which are better for attack than defense.

Similar commanders:

Kerrigan, Fenix, Han&Horner

Alarak

Alarak is one of the most fun commanders. Both villain and good guy, who knows a lot about Amon. His voice acting is brilliant and his playstyle is very different between novices and veteran players. Hero unit can knock back small enemies, while being healed by enemies he killed. So, better play means more kills and more kills means he can kill even more units. Alarak needs a lot of minerals for his basic infantry, so he normally does not have enough for photon cannons.

Optimal ally for this commander:

Alarak and Raynor can work together very well. Raynor can heal all units, while Alarak's lightning can be cast on supply depots. Also, Raynor is great against air units, while Alarak does not have any anti-air specialty. Also, marines can provide a great boost for empower me ability.

Kerrigan and Alarak are great in every situation. Both of them are powerful heroes with strong army, if managed effectively. The two heroes might defeat one wave after another, while both of them can prepare strong economy, upgrades and army. Havocs can improve hydralisks, while they destroy anything from afar. Heroes have both high hitpoints and combination of time stop and Alarak's abilities is mighty. Also, mass zerglings can greatly improve empower me ability.

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Similar commanders:

Kerrigan, Nova, Dehaka

Nova

Nova is a mixture between classic terran units and specialists. Her playstyle is similar to other commanders, but she is the only human hero (with exception of Tychus and his band) directly on the battlefield. Nova can choose a stealth approach with her ghosts, or direct assault with classic units. Nova is good for players with enough patience and skill to not lose important and expensive units.

Optimal ally for this commander:

Nova and Swann are a strange combination of raw strength and specialists. Nova simply need more gas to train more ghosts and other elite units. She can take extra gas on maps like Void launch and let Swann to improve it. Swann can heal her mechanical units and a combination of elite armies, healing from science vessels and static defense is great. Also, combination of nukes from both laser drill and Nova can weaken any defense before pushing in.

Stetmann and Nova cover each other weaknesses. While Stetmann's units are fragile, Nova can hold the position. With help of the stetzones, Nova can build up her expensive army faster. Also, stetzones can quickly heal her units and transport them anywhere with great speed. In purple stetzone, Nova and her ghosts have a lot of energy.

Stukov and Nova are mighty. Diamondbacks can take flying enemies to the ground, what is perfect for Nova's siege tanks. Mass of infested units can work as decoy for Nova's army, so she can better use her nukes. When going for mass infested, Stukov does not need so much gas, so Nova can take it with her automated refineries.

Similar commanders:

Raynor, Vorazun, Alarak

Stukov

Stukov is a co-op commander with hordes of infested light infantry. While he have access to classic terran units (with some infestation), he also uses zerg creep, that is generated automatically, so zerg commanders benefit from it. Stukov is not very strong at the beginning of the game, but he can use his infested horde in the late game to break through the defenses. In other words, Stukov is a good ally for other commanders and he is good in longer maps. One of the strengths is his mech terran units, but he can without making anything. His bunkers are very expensive, but they produce stronger infantry for free. While aiming for bunkers, Stukov do not need much gas.

Optimal ally for this commander:

Stukov and Kerrigan can benefit from a lot of creep. Also, Stukov is weak in the early game, while powerful much later. Kerrigan hero can protect both bases. Later, both armies are fast and infested can protect vulnerable units from Kerrigan, like lurkers and hydralisks. Also, Stukov needs less gas than most of the commanders, so if Kerrigan take one gas, both can make powerful army with great mobility.

Stukov and Zagara is a fast combo, great for shredding units. They both use zerg creep, so both armies are very fast. Stukov can use his infested to weaken enemies with assistance from banelings, while scourge can rule the skies. Mass zerglings can also clear expansions for both players, while Stukov can work on his economy.

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Similar commanders:

Kerrigan, Zagara, Han&Horner

Fenix

Fenix is a classic protoss commander, with some very unique traits. All of his units are mechanical, what is great for Swann or Karax. His army is strong and lead by one of the Fenix's suits. Fenix have also access to protoss hero AI, that can get inside classic units. All units are like shells, that can be greatly improved by hero AI. Fenix have access to multiple units for any role. Fenix can easily destroy rocks near the expansion for both players, using Fenix and hero like Kaldaris. Fenix can start with heavy units like carriers, but it will make his early game much weaker.

Optimal ally for this commander:

Karax and Fenix might be the best combination ever. Fenix have all his units mechanical, and Karax heals mechanical units with his passive abilities. Strong Fenix heroes can benefit a lot from energizers. If Fenix player choose only one unit type, for example air units, Karax can dealt with problems using his own destructive spells. Also, both players can make carriers, what is an interesting tactics when cloaked by Fenix arbiter suit. Energizers can make Fenix's forces even faster.

Swann and Fenix is another good combination. Extra gas from Swann might be useful for Fenix, so he can rush heavy units without problems. Also, all Fenix's units are mechanical, so science vessel from Swann can heal them. Fenix is good from the start of the game, while Swann need time to prepare his forces. Also, Fenix might create a strong attacking force, while Swann can support him and provide powerful defense.

Tychus and Fenix can work well together. Small army of very powerful outlaws can walk the way to victory with small army of protoss heroes, while Fenix can also prepare an air force or mass adepts as support or as quick defense and surgical strike force. Both Rattlesnake and Nikara can quickly heal protoss units. Tychus does not have to use fixers, because Fenix have a lot of detection.

Similar commanders:

Artanis, Tychus, Zeratul

Dehaka

Dehaka is a leader of the primal zerg. That means no creep, but it also means that Dehaka can be very strong in the late game, when he collects a lot of essence. Essence is very important, because it makes a hero unit much stronger. Dehaka as a hero unit can heal, devour important targets and improve the strategy in many ways. Dehaka is very strong, if played correctly. His army can change via primal combat, so Dehaka can create a lot of units. His base management is simple, so player have to pay a lot of attention to the main hero unit.

Optimal ally for this commander:

Dehaka and Artanis can do miracles. Even on low level, Artanis and his passive skills make Dehaka more powerful. Also, Artanis can provide Dehaka with long-range air units and warp units between enemy army and wounded Dehaka. Dehaka, on the other hand, can keep enemies from Artanis at the beginning of the map, while he makes important upgrades and strong economy. Dehaka can also take care of high priority targets, that will survive bombardment.

Abathur and Dehaka are very strong. They are a powerful combination with lots of strengths that can shred enemies. Dehaka hero unit can lead enemies to toxic nests, while Abathur can use his ultimate evolutions to fight in the front lines. Both of them can use the same units, so double mass of hydralisks or roaches are possible, while anyone can change tactics in short time. Abathur and Dehaka might be great in long maps, when combination of roar and quick collecting of biomass can do miracles.

Tychus and Dehaka can work well together. Tychus and his outlaws are strong force from the beginning to the end of the mission, even stronger with addition of another hero. Dehaka can become very powerful when healed by Nikara or Rattlesnake. Also, hero Dehaka is extremely fast and can devour strong targets, while weak ones are destroyed by Tychus and his grenades and storms from Nux. In the late game, an army of primal mutalisks or other units can be added, based on enemy composition.

Similar commanders:

Kerrigan, Tychus, Zeratul

Han&Horner

Han&Horner is a complicated couple. Mira Han have her mercenaries, that can be massed easily from moving barracks called assault galleons. Galleons are a strange mix of barracks and protoss carriers. These units are mineral heavy. Horner have access to dominion starport, so he can recruit gas heavy air units. Together, they are strong and can handle most situation. Han&Horner are useful for allies, because they can improve their income. Also, Han&Horner have access to mines, that can be used as base defense.

Optimal ally for this commander:

Artanis and Han&Horner might work very well. Their playstyle is both similar and different. Fragile units from assault galleons might be stronger with support from Artanis, while the scraps from Han's units might be useful to both commanders. Passive abilities from Han&Horner have a long cooldown, so reinforcements from both players might fill the gap in defense. Good vision provided by tempests might be ideal for strike fighters and calling the fleet.

Han&Horner and Karax are a good combination. Similar to Raynor, Han&Horner uses a mixture of infantry, light vehicles and aircraft. Karax can protect all of them with passive abilities, but also provide air units and spells to the mostly ground army of Han&Horner. Extra resources can help Karax with his very expensive units. Also, if Karax player with to go for strong static defense, he can give some gas to Han&Horner player for more upgrades and air units.

Vorazun and Han&Horner can both thrive from dark pylons and other things. Han&Horner units might be more powerful when cloaked, while dark templars can tear down defenses. Void rays and corsairs are also very useful, basically more numerous air support. Vorazun might need a detection, so ravens will help a lot. If Han&Horner focuses on mineral heavy units from galleons, additional gas for Vorazun is more than welcome.

Similar commanders:

Raynor, Stukov, Mengsk

Tychus

Tychus is a strange commander. You do not have access to an army, but to few strong individuals. Gameplay is about choosing maximum of 5 outlaws from 9 possibilities and use their strength and abilities to destroy everyone in your path. Tychus can take care of the first attack waves and support almost any commander. His outlaws are very different, so player have to prioritize. There are two healers, so only one should be chosen. Tychus is good with protoss commanders, because of healing, but he is not a good option for base defense. Because he often have only 5 units in the battlefield, other commanders can fill the gap with lots of small units, like zerglings or marines.

Optimal ally for this commander:

Karax and Tychus are like fire and ice. Tychus is great for offensive, while Karax is probably the best defensive commander. Energizers might speed up any outlaws, while Spear of Adun might add destructive spells to the attack. Karax can hold defense in the early game and join the fight with units in the late game. Tychus can protect the early game and rush towards the scenario goals, without the need to pull forces back.

Tychus and Fenix can work well together. Small army of very powerful outlaws can walk the way to victory with small army of protoss heroes, while Fenix can also prepare an air force or mass adepts as support or as quick defense and surgical strike force. Both Rattlesnake and Nikara can quickly heal protoss units. Tychus does not have to use fixers, because Fenix have a lot of detection.

Tychus and Dehaka can work well together. Tychus and his outlaws are strong force from the beginning to the end of the mission, even stronger with addition of another hero. Dehaka can become very powerful when healed by Nikara or Rattlesnake. Also, hero Dehaka is extremely fast and can devour strong targets, while weak ones are destroyed by Tychus and his grenades and storms from Nux. In the late game, an army of primal mutalisks or other units can be added, based on enemy composition.

Similar commanders:

Nova, Fenix, Dehaka

Zeratul

Zeratul is simple commander. No upgrades, simple base economy and easy to use hero. What is, however, interesting, is the search for artifact fragments. Each fragment is allowing him new possibilities, from top bar to each unit. Zeratul is playing with highly modified protoss units with some Xel Naga elements. The main difference are the cannons, that can be anywhere. Simply build cannons at place A, and they can be projected on place B anytime. To find fragments, it is very good to know a bit all of the maps, so searching can be faster. Zeratul have access to legendary legions to aid him in battle, or special cannon, that can slow down enemy units. All of his forces need gas, but Zeratul does not need to hire probes to extract gas.

Optimal ally for this commander:

Swann and Zeratul is a powerful combo. Zeratul can simply use extra gas to make more powerful units, like abrogators. Zeratul does not need dark templars, because all other units are mechanical and can be healed by science vessels. Zeratul can project his cannons, so Swann does not need a lot of turrets and can invest more to units like goliaths. Cannons can be also projected in front of Swann's siege tanks.

Vorazun and Zeratul are very strong. Shieldguards can repair protoss shields of both armies, including dark templars from both armies. Both players have access to cloaked units, that make them better with Vorazun talent. Zeratul can use his cleave very well against not moving enemies, frozen in place by time stop and black hole. Enforcers might keep hybrids far from your units and are very destructive when covered by dark pylon. Abrogators are more durable when cloaked, same as cannons and other units from Zeratul. Cleave and dark pylon is great for any infested map.

Karax and Zeratul works good together. Most of the units made by Zeratul are mechanical, so Karax can heal them. Also the protective shield from Karax will make sure, that very expensive units from Zeratul will not die. Karax can soften defenses for Zeratul hero unit to get to the artifact fragments, while Karax might heal and repair Zeratul's units with shield batteries and his passive abilities. Zeratul can re-make his army much faster with chrono boost from Karax.

Similar commanders:

Vorazun, Alarak, Nova

Stetmann

Stetmann is a crazy genius. He is a terran who uses his satellites (called stellites) to improve his terran engineered zerg forces using protoss-like stetzones. Mixture of everything with crazy ideas and a lot of speed. Stetmann can use his stetzones to improve speed (and income for both players), life regeneration and energy.

Optimal ally for this commander:

Stetmann and Artanis are a very strange couple. Stetmann have his zones, that can speed up or heal any army. Great for many commanders, including Artanis. Artanis can provide Stetmann with better survivalibility, because normally are his units very fragile. Together, they can make strong economy fast. Attack-oriented mecha hydralisks and mecha zerglings can be combined with Artanis units with more hitpoints. Also, defense line with cannons and few mecha lurkers is great.

Stetmann and Zagara are also very aggressive combo. Suicidal and fragile units can be both replaced faster, thanks to the Stetmann blue stetzones. Banelings and mass zerglings can fight in the frontline, so mecha hydralisks are safe. Also, mass zerglings from both players work great as quick reinforcements.

Stetmann and Nova cover each other weaknesses. While Stetmann's units are fragile, Nova can hold the position. With help of the stetzones, Nova can build up her expensive army faster. Also, stetzones can quickly heal her units and transport them anywhere with great speed. In purple stetzone, Nova and her ghosts have a lot of energy.

Similar commanders:

Kerrigan, Swann, Vorazun

Mengsk

Mengsk is the true evil. Terran commander, who does not care a lot about terrans or anyone else. He can master his weak forces very fast, but with lots of minerals these units can take powerful guns for multiple different uses. When infantry dies, another infantry can take their guns and go to the front line. Mengsk have also access to the royal guard, strong but very expensive units. His strength lies in the use of the mandate. More mandate means more power for abilities, like nukes and sending a force of powerful zerg forces. Common tactics is to make more enlistment centers and use a lot of troopers on the front line. Mengsk needs a lot of minerals, while his elite forces needs a lot of gas. Mengsk is similar to Han&Horner gameplay.

Optimal ally for this commander:

Vorazun and Mengsk can help each other in multiple ways. Troopers needs a lot of minerals, while Vorazun needs a lot of gas. One or even two extra gases for Vorazun will help to improve their overall potential. Troopers are fragile, but can do much better damage per second when cloaked by dark pylon. Time stop and release of the zerg can destroy even the strongest defenses and also give enough time to place supply bunkers in the frontline. Void rays can take control of the sky, so troopers can become anti-ground specialists with flamethrowers.

Mengsk and Abathur are very different. Abathur needs biomass, that can be collected from Mengsk's abilities, that needs a lot of mandate. Abathur can heal expensive royal guard units, while ultimate evolutions can protect vulnerable troopers, which are better for attack than defense.

Stetmann and Mengsk is always a good choice. Mengsk needs minerals, while blue stetzones from Stetmann make harvesting minerals faster. Green stetzones provides effective healing for Mengsk's forces, even the powerful royal guard. Single Pride of Augustgrad improves range of mecha hydralisks.

Similar commanders:

Raynor, Zagara, Han&Horner

General tips

Some commanders does not have a good synergy with others. That does not mean, that two good players cannot work together and win the map even on the brutal difficulty with mutation. Everyone can work with everyone, just in some times, they do not have any special interactions.

For example, Zagara and Swann are not the best couple. Science vessels can heal mechanical units, but Zagara didn't have any mechanical units. Another weak combination is Vorazun and Alarak. They might be strong together, but no one of them can heal units. Swann is also not the best ally for commanders, who doesn't need extra gas.

Smart thing to do is to use calldowns wisely. For example, Vorazun should use her elite dark templars to attack the first enemy attack wave and still destroy all the rocks for Vorazun and her ally. Maps like Oblivion Express is ideal for this. If player use them on the wrong time and cannot do it when it is really important, it most of the times means big problem.

Difficulty of the missions are from easy to brutal, with several levels of brutal in the game. However, when playing low difficulty, player often play with very slow, inactive players. In other words, hard with good ally is much easier than easy with very bad ally.

General rule is to start with mining minerals and start mining gas later. New base needs a lot of minerals, same as workers and basic military units. When mining gas too early, income of minerals will be lower and first and second wave will be more difficult to handle. With exceptions of commanders like Zeratul, Swann, Vorazun and Nova, who can mine gas without workers.

Every maps is different and while some commanders are good on any map, some of them are better on certain maps. For example, defensive commander like Karax is much better on defensive maps. For maps like Void Launch, commanders with good air units (or ground units good at fighting against air) are useful. Fenix and Raynor are good examples for such maps. Defensive maps, like Dead of Night and Miner's evacuation, are great for commanders with area of effect damage against mass of small, weak enemies. Alarak is a good example, as well as Tychus or Artanis.