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SWAN'S WEAKNESS

CO-OP MISSIONS DISCUSSION

Reply



Fenix

10 posts



2 hours ago

-Performance of the fire armor and flame flame flame truck, which are basic units, too high in superplasticity

In addition to this problem, Swann is the commander who turns Goliath into a basic unit, instead of first-tier flame armor, due to the fire armor's performance. Flame armor is too slow to keep up with the troops, and chemical tea melts quickly due to its lack of endurance. In addition, the high quality of the table is compared to the units (death, chemical, sado, poison) and medium size armor (Viking and Wheel), which provide light armor during the initial offensive. And Swann's resource-activation is the worst way to pick up and run a lot of cheap food. However, it is too expensive to roll Goliath like a first tier, and it is very vulnerable if the numbers are not collected. So Swann is forced to either hang in the tank or squeeze Thor into Ripertor. However, it is not the case if it is good to roll in the latter half of the year. The advantage of Swann is its long range and fire, which melts everything down before the enemy arrives, so a close unit, the flame armor, does nothing. The use of a deadly poison

- Activate resources slowly and build a production base
- Swann's worst obstacle is to catch up with the first infrastructure, since Swann has no

characteristics to help boost its resources. They're highly dependent on gas from the start, they have to build supply, they have to repair their troops before they can get to the science lab, and that's why it takes a lot of workers to get there. In addition, the mechanic units are more efficient than Nova and Rainer but need to be upgraded in the technical room to provide good efficiency. If the price is as low as 10100, it can not be helped to slow down the initial activation. So, when the commander moves to the turret, we have to deal with the problem of being able to deal with it quickly. Many users want to pick workers soon. In particular, there are many stories about the use of control-controlled reactors and single-level characteristics in construction robots. The trap is that the soldiers out of the blue are similar to the Dehaka One man show, while the hands are busy.

- Neridillation slow to fill


It is also slow to produce, but it is also slow to let the produced soldiers join the battlefield. Most importantly, the only commander in the Army in the Army, General Theran, who can produce normal units, is an abatur commander. However, it is not too much of a slow process to add up when using biological material and blood.



Fenix

10 posts



2 hours ago  -1

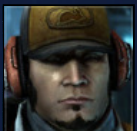
- Scaling up very slow populations

The shortcomings are associated with the above shortcomings and Swann has the slowest population expansion among all commanders. And if you look at the same Teran, you can build a large number of headquarters and build a large number of Rainer immediately after supply selection, Hanna Horner and Horner, with a population of 200 times per feed, and Nova from the beginning to the end. Zug basically builds a lot of hatchlings, and can grow in population as fast as Protos, and has a 200-person dehaca from the start. Swann, however, can not see how inefficient Protoss is, nor can it quickly become a command-milestoned robot, although many construction sites are involved at most.


- Slow panel skill activation time

Whenever a 1,000-air position unit appears on the campaign page, it plays a key role in the mission, but when he conducts a campaign, he makes it clear that Amon's neck

and neck are not leaking material, so he can cry. Swann, who needs to upgrade the drill again, is more expensive at 200200, 3000, and is more vulnerable to this. The earlier the upgrade, the less soldiers are needed, and the longer it takes, 190 seconds, 220 seconds, to make a decision, the better the panel skills it pays for, and the better. When A.R.E.S is cooled down, it can become virtually useless as a commander. Swann's most dangerous timing is at a time when there are no troops, no drilling skill, and therefore only when to focus on the capacity given to upgrade is vague. However, it is better to give priority to the 1st drilling machine than the 1st drilling machine. The concentrated beam, which can wipe out or half wave attacks every three minutes, does more than just by pulling troops. Dehaka also uses resources to lift the panel, but this time, she opens the techtrl to release the panel, so the pressure on the resources is smaller than on Swann. If the master's power had eliminated the concentrated light and reduced the time needed to aim for a line or damaged its emission around it, Swann would not have been treated like this. In fact, it wouldn't matter much if they could get workers to move slowly, rather than to rely on them, and get a timing to upgrade their infrastructure. Stukov, who has similar concerns, says, " Because the cost of upgrading a residential camp is so high, and the main unit needs to spend a lot of minerals, and because the infected construction robots and the big monarch have to pay for themselves, it's easy to pick up the population. " Stukkov, however, solves the problem in one fell swoop with the strong, exchange-type panel skills of Apocalypse and DSS Alexander, who are reduced to Suncool with a master power due to bugs. Rainer can also constantly push fire or cover land mines in the middle of the year when much of its orbital headquarters is to leave out the early part. But when the Areterel falls out, his punch panel skills are about to be bobbed, and if he does not upgrade, he will have to be able to withstand the initial phase with a few extra points of effort, and thus become a mechanic unit. That is, they should start with the first wave of military aid, which has shown the most synergy effects, along with slower activation of the stomach. So Swann, along with the three previous shortcomings, had to optimize the overall impasse and made the operation extremely difficult to operate on a single track. In particular the chains of ascension, Amon's sickle, the wrong war, the wrong part, and the mission of learning whether or not a single error or a shovel of an alliance ' occurs ' in a normal Arabic language.

**Fenix**

10 posts

2 hours ago  1

- Ineffective master power

Though he is famous for his influence of the mahatmaster due to the hunchback mountain, Swan`s got the same amount of loose master power as Dehaka. Dehaka is all-nut, Swann is unleadable, and the first configuration of Swanson'1 is enough to draw as much light as a failure point, and draw as little else, an average, an AR-lighter. Game play together, because the immortal protocol is cheap and you can't even tell if it's immortal protocol if the mainstream power is flat at the earliest. The coveted No. 3 configuration forces Swann to choose what to do. Swan`s use of a sampler is forced to discount it because it eats up to 800 minerals as it passes on its initial offense to an ally. In addition, even though the laser punch point is given to the U.S., the time for lifting the panel skill is now normal. By contrast, the performance of the master power can significantly affect the performance of the commander in the fields of Kerrigan and Abature. Prior to the master-force reform, Kerrigan and Abatur were almost equal to Swann. Kerrigan managed to keep his middle hand because of his heroes and omega, but Abatur was simply incurable, comparable to Buff Phoenix and worse than his current Swann.

- Slow spin

" Gosh, soldiers are hurting. "

" Our soldiers kicked butt. "

" Ahhh ... a lot of my friends have been hurt. "

" Well, my forces have been hit hard. "

" My friends are really hurt. This is not good. "

- Ambassador on high loss of Swann's medical history.-

Swann's quality is more important than quantity, so it is difficult to collect soldiers and recover them once they are lost. Even though there is a technical reaction route, the larger the troops are, the more vulnerable they are, the more immediately they are to be added to the battlefield, such as Rainer's orbital fall, or Zara's battentock.

Therefore, he can see his unit bursting out of the ground, unable to withstand it when it is carelessly fitted with mechanic distances and firepower. And if we do not plan to put the turret on the defense map and pull out only one type of unit, can not fill the AI unit combination properly, and the gas shortage prevents filling up. Some even say that the movie is a " storm storm " that calls for troll users who play without thinking about it and make their team suffer. Moreover, to keep the population down, we need to use workers to make supply choices on time, as shown above, not necessarily at a slower pace than Leiner's. There is also a limit to cooperative construction.

- Maneuverability depending on Hercules

If soldiers can only use the slow Teran's mechanic unit, and carry a heavy load of science and construction robots, the movement speed of the army can be extremely slow. Mobility is so important in military operations, especially when it is said that the main culprits are the streetcars and torpedoes, that Swansons are too fragile to deal with in any way. I think they asked me to supplement this with Hercules transport, but because I have to follow the science directions as mentioned above, Hercules's slow moving power during the emergency drill is not rapid. Heraklas ' owners could see only one or two over-school ships being pulled out and the rest were left in the immortal protocols, although they managed to transport Heraklath from the 4.0 patch.



Fenix

10 posts



2 hours ago


- The benefits of Swann are unique

Compared to the Teran commanders, joint construction enables quick completion of the Tech, but Leiner, who works quickly to build basic military facilities, and Novatech, who initially builds only one production building, can not be difficult. The main force, the battle tanks, are mass-producible and have very strong firepower, but the rapidly-powered commander with increased attack speed and rapid rise in siege mode, and the expensive but highly developed battle tanks of the Nova with increased deployment forces and land mines. The advantage of Goliath's efficient anti-aircraft defense is to share Viking with Strike Goliath, a panel skill that can only be used to protect the most subsidised fleet of hipperion, a fleet of self-aligned brightens, and a coulifulness of resources in 30 seconds at once Karax, the commander of Theran Command, has the best defense capability but the same problem in selling mobility, is Karax. If you disregard the time required to build a defense line, you can differentiate your capabilities in terms of the number of supporters. Compared to the window of Adune that is available for loading, Swann's beam aiming is extremely efficient with respect to control. If you look at the support unit, Swan`s science overline can be secured and the allies can be repaired. But Karax is faster to repair the restoration project without having to do anything, without worrying about where the allies are! Though it is not a good idea to do so, it is possible to attach a space carrier in case of a reconstruction. This is not the end! Karax has a power plant, not just an airborne unit, but an autosshuffle, and a great support unit right below the three-grade magic unit.

Now, Swann has only one gas extractor, and while Karax boosts production with additional gas, he can accelerate the rate of production, but it can also supply us with each other, All of these are synergy, and when Swanson focuses on surfoting, he becomes an efficient commander, making his best interests known to the Karax, and the Karax does not give in to Swann.

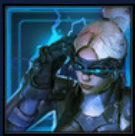
**Elyssaen**

76 posts

1 hour ago  16

Swan can easily deal with streetcars with the influence of the mahatmaster. He takes ages to max out his neridillation, sure, but you're definitely underestimating the ability of his Heraklaths. You clearly just haven't practiced the emergency drill enough. I will admit that Swann definitely can't become a command-milestoned robot, but hey, not everyone can be Leiner.

Swan's medical history wouldn't keep getting lost if you made better use of his flame flame trucks, I think. The ambassador is irrelevant. As you say, Swann has an exceptionally finely crafted table. That's the most important thing and why he's such a cool Theran.

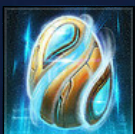
**Gladonos**

292 posts




1 hour ago

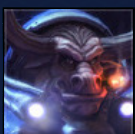
...Why are you adding words that make no sense? Some of which are just gibberish...

**Nephalem**

3162 posts

53 min ago  1

How does Fenix know Swann's weakness?

**Cybernetic**

6912 posts



48 min ago

All 4 of Fenix's posts need translations. My head hurts trying to decipher even the first paragraph.



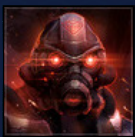
CrystalDazz

1387 posts



43 min ago


Stukov/Merrily, is that you?



Marty

213 posts



31 min ago (Edited)  1

I probably have a better chance at understanding what is being written if it was written in your native language.

I saw flame flame flame truck and knew it was hopeless.



ViS

459 posts



7 min ago (Edited)

Posted by **Fenix**

01/31/2018 08:15 AM

-Performance of the fire armor and flame flame flame truck, which are basic units, too high in superplasticity

What the actual !@\$ did I just read

Posted by **Fenix**

01/31/2018 08:15 AM

• Neridillation slow to fill

I don't even think that's a word

EDIT: Is this satire?

EDIT: OP is a deep learning neural network set up to flood the forums with balance requests.



rasmasyean

1721 posts



6 min ago

Posted by **Gladonos**

01/31/2018 09:30 AM

...Why are you adding words that make no sense? Some of which are just gibberish...

He's making fun of all the Buff request threads. ;)



LittleSmall

3282 posts



53 sec ago

English only please

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Blood and Gore
Mild Language
Suggestive Themes
Use of Alcohol
Use of Tobacco
Violence
Online Interactions Not
Rated by the ESRB