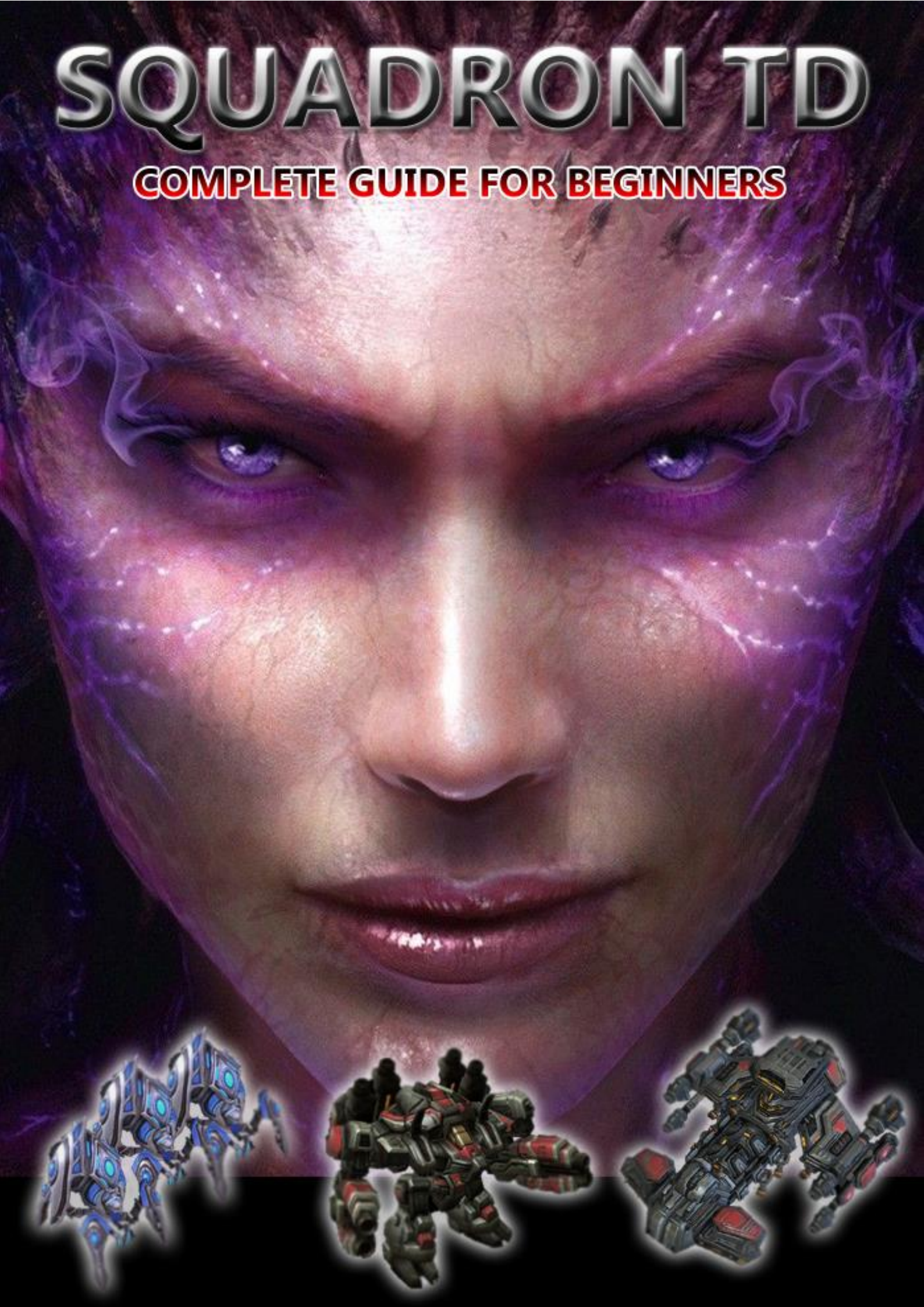


SQUADRON TD

COMPLETE GUIDE FOR BEGINNERS



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1. General tips

Now you can see some interesting facts and tips for the game, which you should consider and follow:

- Most of games, you should start with one tank in front lane, **near a wall**. Try to place it in the cell C1 or C8. In this guide, there is a point in which you can see what you have to put in wave 1 to avoid leaking.
- In wave 2 or 3, you will have to **put a ranged unit to help your tank**. In most of cases, wave 1 could be done with one strong tank (or one weak upgraded), wave 2 with one weak ranged unit (helping the tank) and wave 3 upgrading the tank or the ranged unit.
- **Always put your ranged units in the opposite wall of the tanks, at least 4-5 squares behind**. If your main tank is in the cell C1, the ranged units should be put in cell G8 or so. The ranged units are weaker than the melees, so if the wave attacks first, they will die soon and probably will make you leak.
- It has **no sense to have too many tanks and few ranged units**, and a lot of ranged units but bad tanks. You have to search an equilibrium between them: If you have a nice damage but your tank dies so quick, you need to upgrade it or put more. If you hold a lot but need very much time to kill the wave, you will probably need more ranged units.
- A good Squadron TD player always has **few units alive when a wave ends if its eco is not maxed**. That means he's playing with efficiency, so he can maximize his eco earlier than the rest and have a stronger final-build.
- **A nice trick for early game**, is trying to save at least 60-70 minerals each wave (except 1). Don't upgrade your economy till you can see the next builder.
- In next wave, **you should have +265 minerals** if you didn't leak, so you could put a strong unit or several with nice passives (for example, spawn of the dragon, laser battery, two saints or two magnetospheres).
- **After wave 11 or so, last tip will be useless**. You will get enough minerals with the wave, so you don't have to save before it starts.
- **After wave 13 or so, you can upgrade your eco without limits**. If you get a nice builder the next wave, you will have time to remove the last eco upgrades and recover almost all the minerals you invest on it.
- **The last tip doesn't work for speed upgrades**, because the lasts are very expensive and they can be completed in the time you need to upgrade 2-3 workers (and they are very much cheaper). A good trick is upgrade only workers and keep the speed for the last moment, to have time to see the next builder just before it goes completed.

- **You can save a lot of minerals in early game** (and use them for eco) if u only put one or two strong units and buff them with other ones, like astromech, dark mage, magnetosphere and so on.
- +80% games finish in wave 20 (before in vet). Most of times, the team that leak more bosses in this wave lose the game. If u **start to infuse the Security System** with your teammates to the max in wave 14, it will be completed before bosses, and you can hold while the enemy team, not (so they lose).
- It's a bad idea playing x3 dynamic (or chaos builder in x3 select) **if you don't know, at least, the best units of all the builders**. You can see them in few pages.
- **Some waves (10, 12, 15, 17, 19, 20, 28 and 30) are very much harder than the last**. Consider that, try always to improve hard your builder just before they start and don't upgrade eco (at least, not hard) when they're coming.

2. Economy tips

There are some tips that you have to follow to maximize and optimize your economy:

- **There are five speed upgrades**. You have to use them when u have +3 workers (60 mineral upgrade), +9 (120 min), +17 (180 min), +22 (240 min) and +31 (300 min).
- In spite of the last point, **you can upgrade the speed a bit earlier or later if u want**. But remember, try to upgrade speed as near as u can. It will optimize your income.
- **Send economy units**. At the start, send zerlings. When u have +9 workers and the second speed upgraded, send mutalisk. U can keep sending them till u have +22 or more. Then, send ultralisk.
- You always have to have +9 workers and two speeds at wave 10, and maximize your economy (+31/5) before wave 20. If u can do earlier, better. **But NEVER end your eco after wave 20**. If it happens, you will leak hard in late game (basically, u won't have enough income to put the units' u need to hold the waves).
- Upgrade the **"R" square of the Security System** (from now, SS) will give you almost the same income than sending eco units, so it's worthy to maximize it before wave 10. It's safer for u and your team, and u will only waste a bit income.
- Upgrade the SS to the max from wave 14 to 20 will make u lose a lot of income. However, if your eco is nice and your team helps you, **it's an awesome key to win the game**.
- **Never send eco units after wave 30**. It has no sense, because u can't put units after wave 31 and your additional income will be unnecessary.

3. Security System (SS)

- **The SS is one of the most important keys of the game.** If your team upgrade it, it will help u to avoid the defeat if someone leaks and you can't resist its leakings.
- It's worthy till wave 20, but useless after. So **never upgrade it after wave 20.**
- **Never take the SS if u don't know how to use it passives.** If there's a better player than u in your team, let him take it.
- **Infuse R before wave 10 is worthy,** because it will give u almost the same income than eco units. Also, it's very useful if someone leaks in wave 10.
- Most of games finish at wave 20, because many players leak and SS can't hold the bosses if it's not infused. **However, if it's maxed, it can hold 12 bosses** (at least, if they don't have full life or sendings to buff them).
- **Ask your team to help you with infuse at wave 14.** Stop sending units (and tell your team to do the same) and upgrade it to the max. Remember, u only have till wave 20.
- **Never infuse several squares at the same time.** Focus one till finished. Each square gives SS a passive when it's full, so infuse several at the same time is a waste and typical of noobs.
- The correct order to infuse is **R → X → Q → W → E → S → C → D → A → Z.** Follow it always.
- If u are not used to use the SS but u have to do it, use only the "S" passive when there are many units attacking it (its crap against bosses). **Try to use only the stun and the evasion** (use them as many times as u can, specially the stun), and **focus the bosses with lower HP till death.**

4. Units that you have to put in wave 1 for each builder

Now, u can see the units you should put in wave 1 for each builder to avoid leaking. You can also see the cell you should use to put each unit (from A to K row, and 1 to 8 column). Don't upgrade workers till wave 3, unless the unit allows that (I will tell in that case):

Ancient: One magnetosphere resonator (tier 3) in F4 and three sentinels in J7, J6 and J5. In wave 2, u will only need 2-3 cheap tanks in C1, C2 and B1 to hold.

Automaton: One salvager (tier 2) in C1, and upgrade it into android. You will need a cheap ranged unit 4-5 squares behind and in the opposite wall to help it in wave 2.

Beast: Harpy (tier 3) in G1 and upgrade it into medusa. It holds waves 1 and 2 alone, so u can upgrade +1 worker during the wave 1 and save for a strong unit in wave 3.

Celestial: Again, it's a bad builder for start. Put two [saints](#) (tier 3) in G8 and G7. Most of times they will hold, but not if you receive a marine. Also, sometimes there's a bug that make u leak with that build (but it's strange). Like most of builders, don't upgrade your eco between waves 1 and 2. In wave 2, upgrade one into [celestian](#) and u will hold without problems. Also, if u don't get anything good in wave 3 (u need a tank in C1 as soon as u can), upgrade the second to celestian too and u will still hold.

Elemental: You have two options.

- One [mudman](#) (tier 4) in B1 and two [protons](#) (tier 1) in F7 and F8.
- Two [protons](#) in D1 and D2. Upgrade one of them to [adept](#) (be careful, u can leak if they send u a marine).

Ghost: Put an [outcast](#) (tier 4) in C1. It only holds wave 1, u need a cheap ranged unit 4-5 squares behind and in the opposite wall in wave 2 to make it with the outcast.

Mechanical: Crap for wave 1. Put two [pewees](#) (tier 1) in D1 and D2, and upgrade one of them into [veteran](#). It will allows you to upgrade +1 worker, and will let u to resist wave 2 upgrading the second [pewee](#). However, they're useless after early game, so u will have to sell both for a stronger tank and put nice range units.

Nature: [Halfbreed](#) (tier 5) in C1 cell. It holds wave 1, but not wave 2. Don't upgrade workers, save for a cheap ranged unit the next wave to help it (put 4-5 squares behind the halfbreed, and in the opposite wall).

Shadow: Again, u have two options. You won't leak unless they sent u a marine.

- [Carrion spitter](#) (tier 2) in F7. Upgrade it into [nightcrawler](#).
- [Bone warrior](#) (tier 1) in D1. Upgrade it into [skeletor](#). If u get automaton or beast in wave 2, sell the skeletor and put a [laser battery](#) (tier 5 of automaton, middle option) or a [spawn of the dragon](#) (tier 6 of beast). They're great and will allow u to maximize your eco the next waves (spawn need another unit to make wave 4 without leaking, but holds wave 5).

Soul: Put a [netherlord](#) (tier 4) in C1. It should hold waves 1 and 2, but try to put a cheap ranged unit 4-5 squares behind and in the opposite wall in wave 2 to be sure.

Sylphy: Put a [patron](#) (tier 3) in C1 and a [prawn](#) (tier 1) in C2. Select the patron and "merge" it with the prawn to make a [producer](#). It's a strong unit that holds waves 1 and 2. Upgrade +1 worker during the wave. If u can, put a cheap ranged unit in wave 2, 4-5 squares behind and in the opposite wall to be sure, but u shouldn't leak if u don't do it (unless they send u a strong unit like marine, medic or titan strider).


5. Useful units of each builder

Too few units are really good in Squadron TD. There are only 11 builders and most of them have only 1-2 nice units. The rest are useless. Remember, this list don't include the units that are only good for wave 1. Some of the units that appeared in the last point won't appear now, because they are not worthy after first wave.


5.1. Summary


Now you can see a resume by builder of each useful units it has (**ignore those that don't appear**). For a detailed explanation of the units and about how to use them, look at the next point. The units in green are very important and you should put them in most of cases. Those that appear in yellow, only should be put if you need. And remember: **Don't put** the units that don't appear.


Note: The "waves" column shows the moment you should put the unit, don't put it earlier or later.


Ancient	Unit	Upgrade	Cells	Waves
	<u>Sentinel</u>	<u>¡DON'T UPGRADE!</u>	<u>J3-J7</u>	<u>1-31</u>
	<u>Encoder</u>	<u>Encrypter</u>	<u>H1, H2, H4, H5, H7 y H8</u>	<u>7-31</u>
	<u>Magnetosphere resonator</u>	<u>¡UPGRADE JUST ONE!</u>	<u>F4 y F5</u>	<u>1-31</u>


Automaton	Unit	Upgrade	Cells	Waves
	Terminator	Obliterator	F7, F8	3-31
	Salvager	Android	C1	1-14
	<u>(Third)</u>	<u>Astromech</u>	<u>Full B row</u>	<u>21-31</u>
	<u>(Third)</u>	<u>Satellite</u>	<u>K1, K3, K5, K7</u>	<u>21-31</u>
	<u>(Fifth)</u>	<u>Laser Battery</u>	<u>G8</u>	<u>2-4</u>


Beast	Unit	Upgrade	Cells	Waves
	Zerling warrior	Zerling savage	D1, D2	9-10, 17-20
	Harpy	Medusa	G1, F1	5-19
	Roach fighter	Roach champion	Behind the strongest	4-19
	<u>Spawn of the dragon</u>	<u>Dragon aspect</u>	<u>F1, F2</u>	<u>2-19</u>


Celestial	Unit	Upgrade	Cells	Waves
	Cherub	Seraphim	F7, F8, E7, E8	9-10, 19-20
	<u>Saint</u>	<u>Celestial</u>	<u>G7, G8 (D and E rows)</u>	<u>3-31</u>
	Saint	Archangel	K8, K1	21-31
	<u>Deity</u>	<u>Theos</u>	<u>Full C row</u>	<u>21-31</u>


Elemental	Unit	Upgrade	Cells	Waves
	Proton	Adept	F7, F8	1-2, 9-10
	<u>Disciple</u>	<u>Messiah</u>	<u>H6, H3, D6, D3</u>	<u>3-31</u>
	<u>Seer of darkness</u>	<u>Fenix</u>	<u>Full C row</u>	<u>21-31</u>


Ghost	Unit	Upgrade	Cells	Waves
	<u>Spectre</u>	<u>Wraith / Mercurial</u>	<u>I2-17 (one WR per ME)</u>	<u>3-31</u>
	<u>Wanderer</u>	<u>Soul of villan</u>	<u>G and F rows, columns 6-8</u>	<u>17-20</u>
	Apparition	Gravekepper	B and C rows	31
	Dark priest	Meridian	I, J and K rows	28-31

Mechanical	Unit	Upgrade	Cells	Waves
	<u>Captain</u>	<u>Admiral</u>	<u>Free slots in back lane</u>	<u>21-31</u>
	Cyborg	Krogoth	C1 y C2	7-20
	<u>Neotank</u>	<u>Doomsday machine</u>	<u>Full C row</u>	<u>21-31</u>

Nature	Unit	Upgrade	Cells	Waves
	Ranger	Meljai	I8	2-10
	<u>Tree of travel</u>	<u>Tree of time</u>	<u>D1</u>	<u>3-20</u>

Shadow	Unit	Upgrade	Cells	Waves
	<u>Bone warrior</u>	<u>Dark mage</u>	<u>I1, I8</u>	<u>2-19</u>
	<u>Carrion spitter</u>	<u>Nightcrawler</u>	<u>F7</u>	<u>3-31</u>

Soul	Unit	Upgrade	Cells	Waves
	<u>Flux</u>	<u>Stahrry</u>	<u>F6, F7, F8, E4, E5, E6, E7, E8,...</u>	<u>17-31</u>
	(Fourth)	Netherlord	C1	1-14

Sylphy	Unit	Upgrade	Cells	Waves
	(Merge of 1st and 3rd)	Producer	C1	1-14
	(Merge of 2nd and 4th)	Staccato	F8, F7, G8 o G7	1-9
	(Merge of 5th and 6th)	Crescendo	C1, C2,...	10-31

5.2. Detailed explanation

The units with the word “**IMPORTANT!**” should be put in most of cases. The units without that word, could be useful in some moments, but don’t put it unless u really need them. The rest of units (won’t appear in next lanes) are bad for most of cases and u shouldn’t place them never.

Note: Each tier represents the order of the unit in the builder. For example, tier 1 is the first unit or “Q”. Tier 2 is the second or “W”, tier 3 is “E”, tier 4 is “A”, tier 5 is “S” and tier 6 is “D”.

Ancient



IMPORTANT! - Tier 1: Sentinel (DON'T UPGRADE!!): You need them always. Each sentinel gives near units a 5% attack speed and stack five times (for a total 25%). It's a low range unit, but you don't want it to attack (you want it to buff your units). Put five of them in back lane, between cells J3 and J7. It's the second more important unit of Ancient, so if u already have the magnetospheres (or you don't have enough minerals for one), place them.

IMPORTANT! - Tier 2: Encoder (upgrade into encrypter): As the sentinels, you need encrypters in all the games. They will give your units a shield that block one attack. They depend on energy, so if u have a messiah near them, they can spam shields all the time, making your units almost invincible. You need a lot to make them useful, so place first the other two Ancient best units before (unless u get them in late game, in that case they are the most important). Put them in G and H rows (in H, with two messiahs in H3 and H6). Also, if its wave +28 and u don't have celestians, you can place more encrypters in the cells u reserved for them (but be ready to sell those if u get Celestial). **It's the most important unit of Ancient builder, but u should place when u already have the other two.**

IMPORTANT! - Tier 3: Magnetosphere resonator (upgrade into prismatic resonator): Very important unit. It gives a shield to all the units near it, and regenerates it. It doesn't stack, so u have to put two and upgrade only one (then, they will do). Place them in cells F4 and F5, to cover almost all your units with the shield. If u get Ancient, place it before sentinels or encoders.

Automaton



Tier 1: Terminator (upgrade into obliterator): Good debuff unit. Each one will decrease the movement of enemies when attacks. Be careful, they don't stack, so u only need 2-3 as much. Place them in F row (F7, F8,...).

Tier 2: Salvager (upgrade into android): It's a nice tank for early game. You only should put it in first waves, but forget it if u already have a tank.

IMPORTANT! - Tier 3: Astromech (first option of tier 3): Really useful unit, but only to make better a unit u already have (like dragon aspect or laser battery). Each astromech will be put over the nearest unit (be careful, if they're so far they won't work) and will make it stronger. It reduces its damage taken, and increase its damage and attack speed. Worthy after wave 20 to put a full lane of them on B row, to help your main tanks. U can also place them over that wave and put the tanks later. If u want an astromech to buff a specific unit in early-mid game, just place it as near as u can of the unit u want to upgrade.

IMPORTANT! – **Tier 3: Satellite (third option of tier 3)**: It gives all the units in its range an additional +1 range, with a maximum of +3 (only stack three times). It's worthy for late game (over wave 20), to place four in the end of the back lane (K8, K6, K4, K2). Doing it, u will help more units to increase its range.

IMPORTANT! - **Tier 5: Laser battery (first option of tier 5)**: An awesome unit, but only should be put in waves 2, 3 and 4. It costs 265 minerals, but if u already have a tank, it can makes easy the first five waves without more help. Also, if u buff it with an astromech or a dark mage, or put other tank or more damage units, u can make next waves too (till 9 or more). With it, you can maximize your economy hard in early, and get easy +9 workers and 2 speeds in wave 6. But remember, it's not worthy after wave 5, never place it later.

Beast



Tier 1: Zerling warrior (upgrade into zerling savage): Cheap unit, it cost only 10 minerals without upgrade. They're nice near your main tank, in B1, B2 and C2 cells. If u upgrade them in boss-waves, they have insane debuffs against them that will make u easier to kill them. However, never put them if u only have minerals for a spawn, which is very much important, and don't upgrade them if it's not the boss-wave.

Tier 3: Harpy (upgrade into medusa): Again, never put them after wave 1 if u can put a spawn. It has nice debuffs in area, useful with the help of other debuffs units like nightcrawler or tree of time. Put it in G1 or F1, few squares behind your main tank.

Tier 4: Roach fighter (upgrade into roach champion): It upgrade the attack speed of near units. Of course, never put them if u can put a spawn. It's a good option if u already have 1-2 dragons and get beast again. Put it just behind your stronger units.

IMPORTANT! - **Tier 6: Spawn of the dragon (upgrade into dragon aspect)**: Maybe the best unit in early-mid game. It has a strong attack (and makes it in area when attack three times) and high HP. Try to put it each time you get beast till wave 20, because it's very cheap for its features. Put it as a tank or just behind it, in cells C1, D1, E2 or F2. If u can, put a dark mage, astromech or roach fighter to buff it.

Celestial



Tier 1: Cherub (upgrade into seraphim): A very nice unit against bosses, but has no sense the other waves. If u get Celestial near to the boss-wave and u think u may leak, it could be a good option. In that case, u should put one or two in front of your ranged units, in cells F7 and F8, or E7 and E8. But remember, with Celestial is very much important to spend minerals in saints or deities, so don't put it unless u really need them.

IMPORTANT! - Tier 3: Saint (upgrade into celestian): Celestian is one of the most important units in the game. Each one heals an allied unit 140 HP and reduces the damage it takes in a 20%. Celestian works with energy so, if u have a messiah near it, it can span healings. In late game, you need a lot to heal all your units that are attacked and don't let them die. Without celestians, you can't resist very much after wave 31. You should put tens of them just behind your tanks. If u get Celestial in early, it's a good option to put two in G7 and G8 cells, to heal your main tank. If u upgrade only one of them, they would stack their passives and make your tank to receive -30% damage.

Tier 3: Saint (upgrade into archangel): That unit has an insane range. Each attack remove any kind of invulnerability of the objective, so it's really good against bosses of the wave 30. However, celestians and theos are very much important, so u shouldn't spend your minerals on it unless you already have all that u need. In that case, u can put one or two in cells K1 and K8.

IMPORTANT! - Tier 6: Deity (upgrade into theos): One of the three best tanks in the game. Each time it's attacked, it generates a celestian, so u should put it in front lane (C row). Also, if u put astromechs in B row, they will give your theos a lot of nice buffs to hold the waves. The main problem of theos as a tank, is that they have a low damage and u will need a lot of strong ranged units. If not, u will need a lot of time to defeat the enemies. This is an important problem if u receive hard sendings from the enemies, because it can make a huge damage over your units before dying. Also, they're very expensive (350 minerals for deity, 500 to upgrade it). Considering that facts, try to put fenix or doomsdays as tanks in spite or theos, and place them only if u don't have tanks. Other options is placing them in late, and don't upgrade till wave 31, so u can sell them if u get Mechanical or Elemental without losing so much minerals.

Elemental



Tier 1: Proton (upgrade into adept): Strong and cheap unit, but weak and with low range. It has an insane damage and is really nice against bosses. However, there are better options and it only has to be used if u really need. Try not to put them. If u do it, place them few squares behind the main tank, in the opposite wall.

IMPORTANT! - Tier 5: Disciple (upgrade into messiah): Necessary unit. It regenerates the energy of the allies near it, so it's really good for energy-dependent units like celestians or encryters. Place it in D3, D5, H3 and H5. They will cover your full map of energy regeneration.

IMPORTANT! - Tier 6: Seer of darkness (upgrade into fenix): One of the "top three" tanks for late game. Don't put them before wave 21 and try to complete the lane in the same wave (you will need 2.760 minerals to do it). Place them in the front, "C" row. With the energy of the messiahs, they can reduce the enemies' damage in 70%, so they are awesome against wave 30 bosses and after wave 31.

Ghost



IMPORTANT! - Tier 1: Spectre (upgrade into wraith/mercurial): You always should place them, except in waves 1-2. They're really cheap and have an insane passive that will be very useful all the game. Spectres have two upgrades, the first will make them wraiths and, when they're already wraiths, they can be upgraded one time more (into mercurial). Mercurials and wraiths have the same passive, but

it's strong for mercurials. Both can reduces the movement and attack speed of an enemy. Two mercurial can't stack their passives, but one wraith and one mercurial yes, so u should place one wraith for each mercurial. Put them in row "I", at least six (from I2 to I7).

IMPORTANT! - Tier 2: Wanderer (upgrade into soul of villan): Be careful, because wanderer has two upgrades and only one is worthy, the soul of villan. Each one, when attack an enemy, will make it to receive an additional 20% damage of all your units that attack it. If u have some soul of villans for a boss-wave, you can destroy them really quick. However, they're not good in the other waves, because only focus one unit. In the most of cases, they're only good if u get Ghost in waves 17-20 and u know that u will leak wave 20 bosses (place wanderers and upgrade them just before the bosses). Place them with your ranged units, in G or F row, and in the opposite wall than the tanks.

Tier 5: Apparition (upgrade into gravekeeper): It's a nice option for late game if u need a tank and don't get Mechanical, Celestial or Elemental. Each one reduces the damage of all enemies in its area (-15% for melee units, -10% for ranged). It stacks with a 50% reduction, so if u put two full lanes of them in the front, they can reduce the damage of the enemies in an 85%. They don't have a lot of HP, so are not the best

option, but it's good anyway if u don't have the main tanks. You should place them in B and C rows (in that case, put astromechs in A row if possible).

Tier 6: Dark priest (upgrade into meridian): Another nice unit for late game if u already have the full build. In that case, if u get Ghost in wave 30-31, have empty slots of population and enough minerals, you can put some meridians in back lane. They have a strong damage and reduces the enemies attack speed in a 50%.

Mechanical



IMPORTANT! - Tier 3: Captain (upgrade into admiral): Admiral give all the units in 8 range an additional 12% of damage. You can stack them, but the next u put only will give a 6% damage. However, one captain will give a 7% damage, so it's worthy if u put one captain and as much admirals as u can. U can place them in any free square of the map, but try to put in spaces that don't broke the "final build" shown before (like the end of the map, K row, between the satellites).

Tier 5: Cyborg (upgrade into krogoth): One of the best tanks for almost all the game. It heals the near units when it's attacked, so it's worthy if u put two (one near the other). Place them in cells C1 and C2. However, they're not good after wave 31, so u should sell both and place one of the three best tanks (theos, fenix or doomsday) in its place.

IMPORTANT! - Tier 6: Neotank (upgrade into doomsday machine): It's the best option for tank. With astromech, admirals, sentinels and the support of celestians and encrypters, it's almost invincible and have a strong attack. It can also make an additional 10% damage of each unit behind its attacking, so it's really useful over wave 31 if the enemies send you colossus and so on.

Nature



Tier 2: Ranger (upgrade into meliai): Nice unit, with almost 8 range. So useful in early game, if u already have a tank and need a cheap ranged unit to help it. However, is not worthy in mid-late, so only put it if u really need a ranged unit to help the tank. Place it in I8 (opposite wall of the tank) to keep it if u get Ghost and need the spaces for spectres. Also, u can sell it if u need minerals for a stronger unit.

IMPORTANT! - Tier 4: Tree of travel (upgrade into tree of time): It's a really nice unit to help you in early-mid game. You should put it in D1, just behind your main tank. When it's upgraded, reduces the enemies' movement in 50%.

Shadow



IMPORTANT! - Tier 1: Bone warrior (upgrade into dark mage): It's a very nice unit for early-mid game. The bone warrior only costs 15 minerals, +90 to upgrade into dark game (be careful, it has three different upgrades, it's the last). The dark mage will give an additional 30% of attack speed to one ally (the stronger near it). It's really useful to buff a dragon or a laser battery. Place two bone warriors when u get Shadow, one in I1 and upgrade if u get beast and place the spawn. Also, you should put one in I8 if u have a laser battery. If u don't get those builders, sell the bone warriors.

IMPORTANT! - Tier 2: Carrion spitter (upgrade into nightcrawler): It has a nice debuff for the enemies. Place it in F7 to help your tank to defeat the units. It's useful all the game, so u can keep it in late.

Soul



IMPORTANT! - Tier 2: Flux (upgrade into Stahrry): Good unit against bosses. It blinds all the enemies in the area of its first attack for 2 seconds. It works with energy, so it can spam the passive with a messiah. Very nice near wave 20 to help u against bosses (especially if u already have a messiah), and in late to replace encrypters if u don't get Ancient. However, in most of cases, you shouldn't put it

(not necessary). Place them in F-G rows, in the opposite wall of the tanks.

Tier 4: Netherlord (first option of tier 4): It's a nice tank for early and early-mid game. You can use it to hold the waves while your ranged units attack till wave 13-14. Don't use after that wave. If u place it, do it in cell C1.

Sylphy



Tiers 1-3: Producer (merge of tier 1 and 3): Nice tank for early game. Place it if u need tanks, but just till wave 12-13. After that, is not worthy. Put a patron (tier 3) in C1, a prawn (tier 1) in C2, select the patron, choose the “merge” option and click over the prawn to make a producer.

Tier 2-4: Staccato (merge of tier 2 and 4): Ranged unit with high HP. U only should put it (in F8, F7, G8 or G7 cells) if u really need a ranged unit and u get sylphy. In most of cases, you shouldn't place it.

Tier 5-6: Crescendo (merge of tier 5 and 6): It's a good tank, because it can regenerates its own life. However, it's a bit expensive and there are many units better. Place it as a tank, in C1, C2 or near squares, if u really need a tank in mid game. Also, u can use them as a full tank lane (in C row) in late game (over wave 20) if u don't get Mechanical, Celestial or Elemental.

6. About the sendings

Here u can see the units you should sent in each moment of the game:

- First, there is something that u must consider. **Some units optimize your income, while the most of them, not** (their objective is making enemies leak and they've different passives to do it). However, **the “eco units”** only maximize your economy, and you should send them almost all the waves. Those units **are the zerling, the mutalisk, the firebat, the powermortal and the ultralisk.** All gives you 1 income per 20 vespene.
- When game starts, if u don't get Shadow or Mechanical, **send a marine.** Don't send anything more. If enemies leak and u see your marine between the leaked units, you should send another marine before wave 2 starts. If not, send **automatic zerlings (right-click over the icon).** If u get Shadow or Mechanical in wave 1 and u upgraded one worker, save vespene and send a mutalisk, titan strider or medic in wave 2. After that, send zerlings.
- When u have at least 5 workers and one speed upgraded, stop sending zerlings and **infuse “R” to the max.**
- When u already have 9 workers and 2 speeds, if “R” is already infused, send **automatic mutalisk.**
- At the beginning of wave 14, stop sending units, **ask your team to help you with infuse and do it to the max.**
- When Security System get maxed, you will probably have almost full workers and speeds. **Send automatic ultralisk.**

7. Best builder



A build like this will allow you to resist over wave 50 if u don't have to hold all the sendings alone

To make the perfect build, you need some basic units. Here u can see what u have to put in each row:

Row A: Nothing

Row B: Full lane of **astromech** (tier 3 of Automaton, first option)

Row C: Full lane of tanks. There are three units you can use as tanks:

- **Doomsday machine:** It's the upgrade of the tier 6 of Mechanical.
- **Theos:** It's the upgrade of tier 6 of Celestial.
- **Fenix:** It's the upgrade of tier 6 of Elemental.

Row D: You have to put **celestians** (tier 3 of Celestial, first option) and **messiahs** (tier 5 of Elemental). The order should be CE, CE, M, CE, CE, M, CE, CE (CE = celestian, M = Messiah).

Row E: Full **celestians**.

Row F: The two middle cells in this lane should be two **magnetosphere** (tier 3 of Ancient). You have to upgrade only one, if not they won't stack their passives. For the other six cells, you have those options:

- **Celestians** (tier 3 of Celestial, first option).
- **Nightcrawlers** (tier 2 of Shadow).
- **Obliterator** (tier 1 of Automaton, first option).

- **Admirals** (tier 3 of Mechanical). You can put as many admirals as you can, they stack but with a lower effect. If u don't upgrade one of them (only one), the effect will be better.

Row G: Full **encrypters** (tier 2 of Ancient). Also, you can put in the middle two **admirals** (or one admiral and one **captain**, which is the same unit but without upgrade). Remember, you can put as many admirals as u want, but only one captain.

Row H: You have to put **encrypters** and **messiahs**. The order must be EN, EN, M, EN, EN, M, EN, EN.

Row I: Full lane of **mercurials** and **wraiths**. There are different upgrades of tier 1 of Ghost. If u upgrade the spectre, u will get a wraith. If u upgrade the wraith, u will get a mercurial. You should have one half upgraded two times (mercurial, ME) and the other only one (wraith, WR). Try to save one space between each mercurial for one wraith. The perfect order is ME, WR, ME, WR and so on.

Row J: Five **sentinels** (tier 1 of Ancient). Try to put them in the middle, keeping one square at one side and two at the other. So important: Don't upgrade the sentinels. It would broke their passive. The other three empty squares could be used for **admirals** or one high ranged unit (like **meridian**, the upgrade of tier 6 of Ghost).

Row K: Four **satellite** (tier 3 of Automaton, third option). Put one near each wall (right side and left side), and the other two in the middle. Use the empty squares for **admirals** or a high ranged unit.

7.1. What can I do if I don't get some of the builders I need?

It's a problem, but you have some ways to fix the problem. It won't be the same, but will help you:

- **If you don't get Celestial:** It's hard. In that case, try to replace the first **celestian** lane for **trees of life** (one of the upgrades of tier 6 of Nature). They will give you a bit of healing, but it won't be enough. Also, replace the rest of celestians for **encrypters** (so you will have lot of them, more than 20).
- **If you don't get Ancient:** Hard too. As the last point, you can't resist very much after wave 31. Try to replace the **encrypters** with **stahrrys** (upgrade of tier 2 of Soul). They can blind the enemies, so you will have a bit more time to win with a huge combo of sendings.
- **If you don't get Elemental:** As the last ones, you will have problems. In that case, replace the **messiahs** for any strong unit with good passive. Anyway, u won't hold very much... Basically, because your **celestians** and **encrypters** won't have enough energy to stack their passives as fast as u need (they depend of energy).

- **If you don't get Automaton:** Not so bad. Your front lane will be a bit weaker and your back lane won't have too much range, but u can survive a lot without them. Replace the **satellites** with **admirals** or a high ranged unit. In the place of **astromech** ("B" row) don't put anything.
- **If you don't get Ghost:** You can survive without them too. Put a high ranged unit in spite of the **mercurial/wraiths**. That's all.
- **If you don't get Mechanical:** Easy. Replace the spaces for **admirals** with **celestians**, **encrypters** or a high ranged unit if they are so far from the first lane.
- **If you don't get Celestial, Mechanical or Elemental:** In that case, you won't have a tank unit. If it happens, it would be your last problem (because u also won't have **celestians** or **messiahs**). You won't resist very much. Try to replace the **theos**, **fenix** or **doomsday machines** for other unit with high HP like **tree of life** (one of the upgrades of tier 6 of Nature), **dragon** (upgrade of tier 6 of Beast), **hades** (upgrade of tier 6 of Shadow), **gravekeeper** (upgrade of tier 5 of Ghost) or **crescendo** (merge of tier 5 and tier 6 of Sylphy). Tell your team that u will lose soon, and ask them to send a huge combo in wave 32-33.

7.2. Important tips for this builder

- You have to maximize your economy before wave 20 (31 workers, 5 speeds). If not, u won't have enough minerals in late game to complete it.
- In early game, you should avoid leaking and try to upgrade your economy as much as you can. Forget the final build, you can sell units in late and place the correct when u get the builders that u need.
- However, there are some "final units" that are nice in early too. For example, if u get Ghost, put the six **spectres** in I row (they're cheap and u can upgrade them later). With Ancient, it's nice to put the two **magnetospheres** and, if u can, the five **sentinels** too. Don't put the **encoders** (tier 2) till you have the others.
- Never put the tanks for late game (**theos**, **doomsdays** or **fenix**) before wave 20. They have no sense till late. In early-mid game, use other tanks. You can choose in the point "useful units of each builder", that we saw some pages before.
- After wave 15, only put units that u can use for your final build. U can also use others (like **soul of villan**, an upgrade of tier 2 of Ghost, or **stahrry**, an upgrade of tier 2 of Soul) only to help you for wave 20 bosses, but try not to do it.