

2xDT -> Archon: one morphed, one destroyed (same frame)

2xHT -> Archon: one morphed, one destroyed (same frame)

Muta -> Guardian: morph to cocoon, morph to Guardian

Muta -> Devourer: morph to cocoon, morph to Devourer

Hydra -> Lurker: morph to lurker egg, morph to Lurker

CC -> Infested CC: morph + renegade (same frame in that order)

Larva -> Zergling: morph to egg, morph, create (15 frames from morph to create)

Larva -> Scourge: morph to egg, morph, create (15 frames from morph to create)

Geyser -> Extractor: destroy drone, morph + renegade geyser to extractor (same frame)

Cancel extractor: create drone, destroy extractor, create geyser (geyser +1 frame)

Destroy extractor after completion: same as cancel

Destroy extractor before completion: morph + renegade to geyser

Geyser -> Refinery/Assimilator: morph + renegade to refinery/assimilator

Cancel Refinery/Assimilator: destroy, create geyser (create +1 frame)

Destroy Refinery/Assimilator: destroy, create geyser (create +1 frame)