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Starcraft 2 legacy of the void achievements guide

Edit Share Achievements Community content is available under CC-BY-SA unless otherwise noted. in: Achievements, Legacy of the Void missions, Into the Void missions Edit Share Emil Narud deadOuros freed Daelaam Zerg Swarm Terran Dominion Raynor's Raiders Shadows of the Void Native Void creatures Emil Narud† Defeat NarudAllied bases must survive Secure forward positions (4) Into the Void is the first mission in the Into the Void Epilogue campaign of Legacy of the Void. History[edit | edit source] An Unexpected Meeting[edit | edit source] "Amon's strength grows by the moment. He may not return during our lives... but he will return." After Amon's banishment into the Void on Aiur, Sarah Kerrigan started hearing a benevolent voice echo out of the Void. She contacted Hierarch Artanis and Commander Jim Raynor and told them that though Amon was defeated he was not dead. She wanted to use the void portal in Ulnar to send a fleet into the Void itself and kill Amon personally, to end the threat of him once and for all. The two agreed, and sent their fleets through the Ulnar portal.[1] Mission[edit | edit source] "I called to you in dire need. Now you have come to this realm. Here, I am prisoner. You must free me from his grasp..." - Ouros disguised as the ghost of Tassadar(src) The combined fleets entered the Void, but were assailed by shadows. They followed the strange benevolent voice through the darkness, and investigated. There they encountered the voice of Tassadar, who stated he was held prisoner and needed to be freed from the grasp of Emil Narud, who was revealed to be nearby and in his true xel'naga form. He sent void thrashers to engage the three factions. Together they fought through swaths of void corruption, cleansing the void and setting up forward positions closer and closer to Narud. Eventually, the three factions managed to assail Narud himself, and annihilated his defenses. Alexei Stukov personally slew Narud with a single corrosive bolt, finally getting revenge for the death and torture he suffered by Narud's hand.[2] Last Shepherd of the Cycle[edit | edit source] Artanis moved to communicate with Tassadar, who was still in his ghostly spirit form. Artanis was pleased to see his former master again, but the vision revealed himself to be a xel'naga named Ouros, who chose the form of Tassadar to inspire Dark Pretate Zeratul and Artanis to fight Amon. He revealed he was the one who had called to them, as Kerrigan was needed to absorb his essence and ascend as xel'naga. Only as xel'naga could Kerrigan fight Amon. Raynor protested, but Kerrigan stated this was the only way to make right the suffering she had caused.[3] Walkthrough[edit | edit source] At the start of the mission, the player fights their way through some initial corruption before establishing a base. After that, they must push with their allies to overcome the vast amount of structures spawning shadows of the void on the map. The player is given access to campaign upgrades and abilities, but is given preset choices and cannot change them. The units are sentinels, stalkers, havocs, high templar (and subsequently, archons), dark templar, annihilators, purifier colossi, phoenixes, destroyers, and carriers. The player is also given fixed Spear of Adun abilities as well. The two passive abilities are warp harmonization and reconstruction beam; the actives are deploy pylon, solar lance, shield overcharge, and time stop. When void thrashers spawn, annihilators and their active Shadow Cannon attack ability can melt them down fairly quickly, and even faster with havoc support. Try to destroy them before they push into the player's allies, as the shadows of the void will usually be more than enough to keep your allies at bay. The terrain is much rougher than usual so an all-air attack fleet has even more of an advantage than usual. Make use of destroyers and carriers to push into the heavily defended void rifts, but take care as the enemy will make ample use of ravens and their seeker missiles, which can very quickly evaporate a clumped air army of destroyers. Pure carriers is also fully viable and incredibly enduring since they have their campaign repair drones on top of the Spear of Adun's reconstruction beam, plus reinforcements can be warped to them at any time with Warp Harmonization and Deploy Pylon, and your initial base is only missing a Fleet Beacon to be able to make them. They will also generally out-damage Destroyer fleets of equal support levels especially against tough targets. As early as possible in the mission drop a Fleet Beacon to unlock them and a Forge to gain upgrades to their shields (a Cybernetics Core is already available for their armor and weapons), and start cranking them out. Allied forces will help you at multiple points on this map. Sarah Kerrigan can defend her own base and will occasionally attack the enemy, while Alexei Stukov will defend the Dominion base but does not attack himself. As a bonus objective, clearing out the indicated zones can help the push of the terran and zerg bases stronger. Clearing out the zones at the east allows the zerg to gain access to brood fords, mutalisks, and noxious ultralisks, and clearing out the western zones allow the terrans to gain access to medics, medivacs, thors and battlecruisers. On top of this, several locations if fully cleared will have your allies deploy a set of defensive structures intended to slow down/stop attacks along that path. When possible, expand to one of the mineral patches on the map that you gain as you push. Minerals at the initial base are not scarce, but if pushing begins to slow it is very easy to run out of resources while rebuilding an army.[2] Achievements[edit | edit source] Trivia[edit | edit source] References[edit | edit source] Community content is available under CC-BY-SA unless otherwise noted. Next Achievements - Into the Void Mission 2 - The Essence of Eternity Prev Achievements - Legacy of the Void Mission 19 - Salvation Into the Void. Requires you to complete the mission on any difficulty level. This House is Clean. Destroy all void corruptions. A rather simple task. Simply clean the whole map of enemy buildings and units before attacking Amon. Swift Execution. Complete the mission before the sixth void thrasher appears on the normal difficulty level. Assuming that the first part of the mission will take you about one and a half of minute, you will have to kill Narud before the thirtieth minute of the game. It means that you will have partially or completely ignore the side mission objective. Additionally, you won't be able to keep helping your allies all the time. You should help them only at the start, until they build one or two advanced outposts. Rest of the time you should focus on your part of the map and keep going ahead, destroying all enemy units and buildings on your way. It would be best if you reached Narud not later than in twentieth minute of the mission. Thanks to that, you will have enough time to defeat him before the sixth thrasher appears. Forward to Victory. You cannot destroy more than 3 void corruptions while playing on high difficulty level. This challenge is mostly time consuming. Construct the second stargate after building the base. Gather as much gas as possible. Don't build any units except for destroyers. Use them to defend your base and the bases of your allies which will be regularly attacked. Don't leave the starting area of these three bases, you won't have any reason to do it. You can place a line of photon cannons in your base for defensive purposes, you will have too many minerals anyway. You can also upgrade the weapon of aerial units, but it is not required. Defend yourself and create new destroyers until you deplete both refineries. Use all accumulated gas to build new ships. You should have around 20 of them. Gather the fleet and send them to the left side of the map. Stick to its left edge and send the fleet up. Ignore the enemy units in [6] and [7], even if they will attack you. Stop once you're above [7]. Now turn your fleet towards Narud [5]. When the first enemy units start attacking you, use time stop. Fly towards Narud and attack him with the fleet. Use solar lance and guardian shell to make the mission easier. You will lose some units, but if you have used all gas on creating destroyers, the fleet should be strong enough to kill Narud. Next Achievements - Into the Void Mission 2 - The Essence of Eternity Prev Achievements - Legacy of the Void Mission 19 - Salvation Page 2 Download Game Guide PDF, ePub & iBooks Free iOS App The Protoss race need your help! The guide to Starcraft II: Legacy of the Void most of all contains a very detailed walkthrough for the game. You will learn from it how to easily complete each mission and complete side objectives. The guide to Starcraft II: Legacy of the Void most of all contains a very detailed walkthrough for the game. You will learn from it how to easily complete each mission and complete side objectives. The "Achievements" chapter contains advices related to obtaining all achievements in specific missions. The guide was created based on the premiere edition of the game completed on normal difficulty level. It was created mostly for players who have basic knowledge of real time strategy games, but veterans should be satisfied with it as well. In achievement chapters, the challenges that require you to previously complete the campaign are listed at the end. The guide to Starcraft II: Legacy of the Void contains:General advices for players of different skills,Advices related to building the base and waging combat,Description of basic rules of the campaign including upgrades for units and the Spear of Adun,Walkthrough for all campaign missions that includes side objectives and achievements,Walkthrough for cooperative mode missions.In the chapter focusing on the achievements, the ones that require you to previously complete the game are always listed at the end. The game allows you to select units used during campaign missions. To make the guide more clear, only one name will be used, the default one (first of three versions of a specific unit). For example, if the zealot name will appear in the text, it can be related both to the zealot unit, and its other versions - centurion and sentinel. If completing a mission or obtaining an achievement will require you to create a specific version of the unit, like for example the mothership, it will be marked in the guide or the description will inform you about it. In other situations, you will either have a freedom to choose, or the game will force you to use unit types that are selected for you automatically. Lukasz "Salantor" Pilarski (www.gamepressure.com) Next Advices General advices Author : Lukasz "Salantor" Pilarski for gamepressure.com last update : May 5, 2016 Guide contains : 61 pages, 137 images. Use the comments below to submit your updates and corections to this guide. StarCraft II: Legacy of the Void Strategy Guide News 8 Article Videos 5 Files 4 Images 80 DOWNLOAD GUIDE Get e-book version of this Guide: JOIN FOR UPDATES Join the gaming community Facebook Youtube Guides Twitter You are not permitted to copy any image, text or info from this page. 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