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Starcraft 2 legacy of the void salvation walkthrough

Last update: Wednesday, May 11, 2016 Next Epilogue - Into the Void Mission 1 - Into the Void Prev Campaign - Legacy of the Void Mission 18 - The Host Location: Aiur Main objectives: Defend the keystone until it is fully loaded.Side objectives: Reward for completing main objectives: Reward for completing side objectives: A defensive mission. You must protect the keystone [1] until it reaches 100% combat ready. In practice it means that you must defend it for 30 minutes and few seconds. Until then you can lose most of your base, all units and all allies. If the keystone survives, you will win no matter the situation on the map. Especially since the enemies will almost surely ignore your main base and focus their efforts on destroying the artifact. Your main base [2] is located next to the keystone. On the left from it you can build another one [3]. In addition to that, you will find few of your pylons and photon cannons around the artifact. There will be three bases of your allies as well. Each of them will protect one of the three roads leading to the keystone (base [A1] will protect the point [A2] from the enemies from [A3] and so on). The allies will be creating units and placing defense buildings, but their bases will not be upgraded, even when the enemy will start increasing the size of forces sent at them. Without your help, allied bases will be destroyed sooner or later, so your main task is to support them in the defense. Be prepared for the fact that allied heroes will die during first few attacks. The AI doesn't know how to control them and it will not notice that a hero is at the verge of dying. Vorazun from [A2] will survive the longest, but only because she will be invisible for enemies. You can complete this mission in two ways. The first one is repeating the tactic from the Last Stand mission - building turrets in points [A2][B2][C2]. In difference to the other mission, each road to the base will have at least light defense and you will not have to worry about an aerial strikes near the keystone. Blocking the paths to the artifact should be enough. However, this tactic has two serious disadvantages. First of all, very quickly the enemy will start sending large groups of enemies at you, including siege units. So, you will either have to build khaydarin monolith or send against them few of your own units. Secondly, from time to time from [4] and [5] some protoss units will fly, including carriers and tempests. They will be flying straight towards the keystone, so there is a chance that they will be moving outside the range of your turrets. In theory you can build plenty of turrets and surround the keystone from all sides, but sooner or later you will discover that the enemy is attacking from too many places for the buildings alone to be able to stop him. Enemy fleets will also attack from points [A3][B3][C3], but in that case your allies will be able to take care of them. Because of that, it is better to use a mixed tactic. Place few photon cannons, khaydarin monoliths and shield batteries in points [A2][B2][C2]. Build a wall of them, but leave a small passage for units. Pylons of your allies cannot be used by you, so you will have to build everything from scratch. Enforce the defense with more than a dozen of land units. It would be good if at least some of them will be able to attack land and aerial targets. Gather all newly created units in [1], this will allow you to quickly send them to most endangered positions. The game will inform you about the most dangerous attacks, so you will always know beforehand where to send the army. If you are using the warp gates and other buildings that use the warp technology, immediately teleport the military to the weakly protected positions. Additionally, gather your fleet in point [B1]. This fleet will be tasked with eliminating enemy ships flying from points [4] and [5]. You will be informed before they will appear. The fleet should consist only of ships used for destroying other ships. But if you don't want to constantly move it, you can immediately split it and send to most endangered positions. If you want to build ships used for attacking land targets - void rays, carriers and so on - send them with the rest of your forces to point [1] or teleport them to the fortification line, let them help in defending the paths to the keystone. Keep rebuilding the destroyed turrets and add new ones. Upgrade weapon and armor of your units as well. You have access only to two resource sources, so saving is not an option. Don't worry when you or your ally will be losing buildings and units, instead replenish the losses immediately. It will be important later in the mission, when the enemy will attack from two or even three directions at once. Due to the battle taking place on the orbit, you will be regularly losing access to active abilities. Both passive ones will be constantly available. You will lose the first ability around tenth minute of the game, second about 15 minute, another about 20 minute and finally the last after the 26 minute. You will not be able to regain them, which will become especially painful at the end of the mission. Don't counterattack. The enemy has production buildings in [A3][B3][C3], but even without them he will be constantly attacking you with large groups of units. Additionally, these buildings are protected by turrets, and in [C3] there is a brutalisk which has great probability of destroying all units that are attacking him. Later in the game the enemy will be attacking so frequently and with so large forces that you will not have neither time nor possibility to response with an attack. Enemy attacks will become stronger as the misson progress. Zealots and zergling will be quickly joined by better units, including ultralisk and reavers. From the sky not only phoenixes will attack, but carriers, tempests, and at the end motherships as well. You must prepare not only for strong, but also for very large attacks, consisting of 50 and more units. Your allies will definitely not be able to repel them on their own. They will be creating new units, but definitely too slow and too little. All positions of allies will have their weaknesses. Alarak base from [B1] is the most advanced one of them all. If the defense in point [B2] gets destroyed, then Alarak's base will probably not survive too long. On the other side, the enemy will first focus on it and only then he will move at the keystone, giving you some time to prepare the defenses. Two other bases [A1][C1] are positioned remotely, which means that after breaking the line of defense in [A2] and [C2] the enemy will immediately attack the keystone. So if you have to choose, most of all defend the defense lines of Vorazun and Karax. Next Epilogue - Into the Void Mission 1 - Into the Void Prev Campaign - Legacy of the Void Mission 18 - The Host Starcraft 2 - Legacy of the Void Mission 19 - SALVATIONdifficulty: BrutalGame Settings; 1080p, MidPC: Core I7 2600k + GeForce 780tiStarcraft, Starcraft 2, LOTV, Legacy of the Void, Brutal, Campaign, Artanis, Last Mission, Salvation, Amon, Protoss, Ending Scene, Ending, Cinematic, Salvation is the last of the Aiur Missions, and is found towards the end of the game. This mission is a strictly defending one, where you must protect the Keystone until it's charged. advertisementWhat makes this mission tough, is the inability for your allies to properly defend. You will constantly need to reinforce them, and with three different pathways, this means you're going to be stretched thin. Start by building up your base, while amassing a small group of Stalkers and Zealots. Use these to aid your allies for now, and make sure to use your leader powers a lot as well. As you get more money, you can begin reinforcing your allies with defensive structures, not just troops. Set up a few Pylons, and give each ally a small group of Cannons, Shield Batteries and Monoliths. This will aid in the defense, and help alleviate the need for you to be everywhere at once. As the mission goes on, it will get harder to defend, so ensure you are researching upgrades, and constantly reinforcing and building up your army. Once the Keystone is in the last few percent, there will be a massive push for the Keystone. It's likely that much of your defense will get overrun at this point, so pull everything back to the keystone and simply defend it. This article is a stub. You can help Liquipedia by expanding it. Salvation is a mission in the Legacy of the Void Campaign. Primary Objectives[edit] Guide[edit] You'll start with Karax on the right, Vorazun on the left, and Alarak on the central path. Make as many probes as possible, and make many Warp Gates, along with warp Robotic Facilities and Warp Stargates. Make many Dragons and position them at Vorazun's path. Use solar flare to destroy the Zerg that arrive on Alarak's path, and positon as many Sentinels as possible to Karax's path. Build a Fleet Beacon and create as many Carriers as possible to aid all three paths. The Arbiter is not recommended, since there are detectors in the enemy forces, nor is the Dark Templar. Destroyers can help a lot, since they can attack multiple enemies at once, combined with the Havoc and the energizer's boosts. There will unfortunately be no special abilities with the Keystone for this mission, and there will be Zerg and Protoss units trying to attack you, and with that, your Spear of Adun abilities (Not the passive abilities) will be lost one by one. All you have to do is reinforce every path until they can defend themselves. If you succeed with them, you could get 4 colossi or more defending the Purifier path, a Tal'Darim mothership, and a bunch of Nerazim units. After this, it's pretty easy then. Just reinforce any part that needs some help, and sit back while the ending takes place. Matrix Overload, Corsairs, and Dark Templars[edit] This strategy is a good way to win the brutal mission, and can also be used to win the Fully Khalabrated achievement. There are three entrances where the allies' units are there to defend against enemies. Make sure the Spear of Adun has a Matrix Overload passive ability, and put a few Pylons on every entrance. This can help the allies' units to gain their attack and movement speed. Train many Corsairs and Dark Templars to every entrance. Use some Corsairs or the Spear of Adun to destroy Golden Armada ships. Probes can be used to build Photon Cannons, Khaydarin Monoliths, Shield Batteries, and Pylons on these entrances throughout the mission. Simple Defensive Strategy for Hard[edit] This strategy will work on Hard (not certain if applicable on Brutal) and require minimal micro skills although it does leave a lot of unallocated solarate. Firstly, understand that throughout the mission, the Spear of Adun will progressively become disabled, limiting the active abilities that you can use. This means Deploy Pylons, Solar Lance, and so on... will not be available for use as the mission progresses. Passive abilities, however will continue to work, so it is a good idea to choose passive abilities over active abilities where applicable. The first Spear of Adun ability used will be Chrono Surge. This is solely for saturating the main base and the one expansion you get as soon as possible and then using it to get 1 or 2 upgrades quickly. You won't have the chance to use it more than 3 times. This is considered favorable compared to the other two alternatives considering the lasting benefits of getting the economy up and going quickly vs. a few reinforcements and a few free pylons. Aside from that, the other critical ability to use is Nexus Overload, as these are vital for defenses. Due to large shield and health pool, a single Nexus at every entrance early on (with shield batteries behind it and Photon Cannons around them) will suffice. The enemies will concentrate on attacking the Nexuses and hardly any will fall. As the mission progresses and there is surplus of minerals, 2 additional Nexuses should be added to entrance which will completely wall them off and make them impenetrable. If you choose the repair ability from the Spear of Adun, hardly any Nexuses should fall until the end, after which you can simply build replacements. This comes at the cost of Auto-Assimilators, but there is no pressing need to acquire much gas early on and the entire strategy is not that gas hungry aside from the Void Rays. Minimal ground units need to be built at all although a few Collosi standing on the overhangs flanking each entrance is a nice addition (though not necessary). It is entirely possible to get by the mission only training a few Stalkers/Dragons to get past the first 2 waves of air attacks and then ceasing production of ground units. What is important is that Photon Cannons, Monoliths and supporting Shield Batteries be placed on those overhangs as the Golden Armada fleets will often approach over them (sometimes with Warp Prisms that warp in ground units). Because of the Nexus wall blocking the ground path in, these overhangs are unreachable and the Monoliths will fry any ground units attacking your Nexuses. The most important overhang to not overlook is the one just immediately northwest of your expansion as the enemy will attack it with air forces (incl. Motherships, Warp Prisms) towards the end and bypass your main defenses. If defenses are set up there early, there is the additional benefit of it being able to attack any ground forces approaching the main defense, whittling down anything that approaches the western wall (Nezarim base). The only units that really need to be trained are Void Rays (16 to eventually 20+) of them, which will act as a mobile force that you can send around the base, reinforcing defenses where necessary, and taking out the pesky Motherships, Carriers and Golden Armada forces that your defenses will be weak against. These Void Rays can also be used to hunt down the Brutalisk midway through the mission. Aside from that, other recommended abilities are Solar Lance (there are limited uses to it, but it is helpful early on), Time Stop or Purification Beam, etc. Achievements[edit] Salvation Complete the "Salvation" mission in the Legacy of the Void campaign. 10 Daelaams to the Slaughter Use the Spear of Adun to damage or disable 20 Golden Armada ships in the "Salvation" mission. 10 Fully Khalabrated Don't lose any allied Protoss Nexuses in the "Salvation" mission on Normal difficulty. 10 Creep Sea Fishing Kill the Brutalisk in the "Salvation" mission on Hard difficulty. 10 Brutal Guide for All Achievements Creep Sea Fishing Guide Big Spear Diplomacy Complete the "Salvation" mission without using the Spear of Adun on Normal difficulty. 10

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