



StarCraft 2 Guide

by [Mark Ryan Sallee](#)

Success in StarCraft amounts to how well can you manage and exploit your resources. Consider this guide one of your resources. Packed with unit stats in sortable charts, campaign mission walkthroughs, zerg and protoss research collectibles and a host of StarCraft 2 secrets (including God Mode), these pages are as valuable as the minerals and vespene gas you mine. Exploit them.

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StarCraft 2 Basics & Units

Basic Tips

Important Hotkeys

Unit Stats

Below are Ten Tips © you'll want to take to heart before you jump into StarCraft 2's daunting campaign.

1

Busy Your SCV Fleet

The first thing you should do in most missions is get your SCV fleet working. Immediately get them mining for minerals, building a refinery and gathering vespene gas. If the mission requires lots of building, it's also a good idea to build plenty of extra SCVs (your command center can build them). Build SCVs early to augment your mineral and vespene supplies as quickly as possible. You'll want plenty of SCVs so that you can deploy one or two to build supply depots and such without severely hampering your resource collection.

2

Leave Units to Patrol Your Base

For most missions, you'll need to build up a sizable force and take that force across the map to fulfill the various goals of the mission. But don't let the main goals distract you from protecting your own base. You should always leave behind a small contingent of units to guard the base, using the *patrol* command to give them an area to watch over. If the units aren't patrolling, they'll often ignore attacks on your base that are just outside their range of detection.

3

Medics Heal Trained Units, SCVs Repair Machines

A medical staff is an important part of any army, but they can't do everything. If your crew consists of only human units like marines, marauders, and reapers, medics are all you'll need for keeping the lot in tip-top shape. However, if you're using vehicle units like hellions, siege tanks, and vikings, be sure to accompany your company with a few SCVs that'll carry out the required repairs.

4

Learn to Multi-Task

If you're new to real-time strategy games, this is a difficult skill to pick up but completely vital. Learn to multi-task. Get used to issuing commands and letting your units carry them out without your constant supervision. If you've got an attack crew on the prowl, be sure to issue them commands to keep them busy while you switch back to base to issue building commands. Similarly, while you're overseeing a raid on an enemy base, be sure that your base is kept busy. A lot of StarCraft is getting your ducks in a row and allowing—to some extent, at least—things to play out automatically. Part of this skill includes...

5

Automatically Deploy Trained/Built Units

If you do nothing but instruct a barracks, command depot or factory to build units, the complete units will roll out and stand idly by. However, you can make them automatically go to work by selecting the building that's creating the unit and right-clicking on a target. Building SCVs? Select the command center and right-click on the mineral deposits to automatically send completed SCV units to mineral mining. Need more marines in your bunkers or want to add a medic to your patrol? With the barracks selected, right-click on a bunker or a patrolling unit to automatically send trained units to join the fun.

6

Bind Unit Groups to Numbers

Vital! If you're not already binding groups of units to your number keys (e.g. 1, 2, 3, 4, 5, 6, 7, 8, 9, 0), you need to start. Select a group of units and press SHIFT + 1 to bind them to the 1 key. Whenever you'd like to select that exact same group of units, you can simply press the 1 key. This'll let you quickly and easily order multiple groups of units to carry out different commands. Tell group 1 to attack an enemy base, make group 2 patrol the western entrance of your own base and group 3 patrol the eastern entrance. A single unit can belong to multiple groups, so you can create a big mass of units bound to key 1 but also assign that group's SCVs to key 2 to issue unique orders to the SCVs specifically.

7

Bind Buildings to Numbers

In addition to binding units to numbers, you should also bind frequently-accessed buildings to your keys. Bind your barracks to the 0 key and you can quickly see its progress and issue it new training commands while you're away from base. Say you're currently observing an army you've amassed as it steamrolls an enemy base. Without having to move the camera back to your base, you can press the 0 key to select your barracks and see that it has room in the training queue for more units. Issue the training instructions or change the destination of trained units (by right-clicking with the barracks selected) without having to leave the action.

8

Difference Between *Move* and *Attack-Move*

There are two main commands for moving units around. The basic *move* command can be executed by simply right-clicking an area with your units selected. The *move* command send the units to the designated area, but they won't do anything until they get there—if they're attacked on the way, your units will simply ignore their attackers until they reach the destination. The *attack* command can be used to move your units around, similar to the *move* command, by simply *attack*-commanding the units to an area instead of an enemy unit. The difference, however, is that the *attack* command lets your units stop to defend themselves if they get attacked.

9

Hold SHIFT to Queue Commands

Want to issue a series of commands to the same unit or group of units? You should. Queuing up commands is new to StarCraft 2 and lets you do things like, say, order an SCV to build five supply depots before returning to work mining for minerals. Simply hold the SHIFT key while issuing commands and the commands will be carried out in the order you issue them. You can also use this to move your units along a personally-chosen path to a destination by holding SHIFT and right-clicking the

path you want, rather than allowing the units to find their own path to the destination.

10

Use Keyboard Shortcuts

Above all else, in StarCraft 2 you need to be fast and efficient. To issue commands with the utmost quickness, you'll want to learn a handful of keyboard shortcuts, or hotkeys. Hotkeys allow you to replace time-sucking menu selections with quick key presses. Memorizing the hotkeys on the following page will surely boost your APM (actions per minute).

Ten Tips © Colin Null Moriarty, all rights surrendered.

[Basic Tips](#)

[Important Hotkeys](#)

[Unit Stats](#)

Common Hotkeys

Command	Hotkey	Use
Alert Recall	SPACE	If you get an alert, such as "base is under attack" or "structure complete," press the SPACE bar to quickly move the camera to highlight the event.
Select All Like Units	Double-Click	Double-click a unit to select all nearby units of the same type. Example: Double-click an SCV unit to automatically select all SCVs in the area.
Bind Group to Number	CTRL + [#]	Using CTRL + [#] binds all selected units to the number you press, overwriting any existing binding settings to that number.
Add to Binded Group	SHIFT + [#]	Using SHIFT + [#] adds selected units to an already-binded group.
Recall Binded Group	[#]	Simply press the number key that you've binded units to in order to automatically select those units.
Idle Worker	F1	Automatically selects an SCV unit that is doing nothing. Good for finding an SCV to repair a building or machine unit, or to simply make sure no one is being lazy.
Cycle Between Subgroups	TAB / SHIFT + TAB	If you have a group of mixed units selected, pressing TAB cycles between sub-groups that are automatically determined by similar unit types. Want to command all marines in your large group to use stimpacks? Press TAB to select the marines within the group.
Town Camera	BACKSPACE	Tapping the BACKSPACE key quickly moves your

camera back to your home command center.

Unit Hotkeys

Command	Hotkey	Use
Attack	A	With a unit selected, pressing the A key allows you to issue an <i>attack</i> command by left-clicking on an area/object. This is important.
Patrol	P	With a unit selected, press the P key and you can assign a patrol path by left-clicking a destination.

SCV Hotkeys

Command	Hotkey	Use
Build Supply Depot	B, S	With an SCV selected, tap B to access the build menu and then tap S to build a supply depot with your next left-click. This is key for quickly building supply depots on demand.
Build Refinery	B, R	With an SCV selected, tap B to access the build menu and then tap R to build a refinery with your next left-click. You'll usually do this quickly at the start of each mission.
Build Bunker	B, U	With an SCV selected, tap B to access the build menu and then tap U to build a bunker with your next left-click.
Build Barracks	B, B	With an SCV selected, tap B to access the build menu and then tap B to build new barracks with your next left-click.

Have we neglected hotkeys? The hotkeys listed above are the ones we use most, but if you've got a tip for using other hotkeys we'd love to hear your case. [Hit us up via e-mail](#) to share your tip and if it's good we'll post it here with your name in sparkling, glowing font. Minus the sparkling, glowing part.

[Basic Tips](#)[Important Hotkeys](#)[Unit Stats](#)[Terran Units](#)[Protoss Units](#)[Zerg Units](#)

- **Dark numbers** represent starting stats.
- **Light numbers** represent max ratings.

Terran								
Unit	Health	Armor	Energy	Built From	Time	Mineral	Vesp.	Supply
SCV	45	0 3	--	Command Center	17	50	--	1
Marine	45	0 3	--	Barracks	25	50	--	1
Marauder	125	1 4	--	Barracks	30	100	25	2
Reaper	50	0 3	--	Barracks	40	50	50	1
Ghost	100	0 3	50 200	Barracks	40	150	150	2
Hellion	90	0 3	--	Factory	30	100	--	2
Siege Tank	160	1 4	--	Factory	45	150	125	3
Thor	400	1 4	50 200	Factory	60	300	200	6
Viking	125	0 3	--	Starport	42	150	75	2
Medivac	150	1 4	50 200	Starport	42	100	100	2
Raven	140	1 4	50 200	Starport	60	100	200	2

Banshee	140	0 3	50 200	Starport	60	150	100	3
Battlecruiser	550	3 6	50 200	Starport	90	400	300	6

Source: Battle.net

	Basic Tips	Important Hotkeys	Unit Stats	
	Terran Units	Protoss Units	Zerg Units	

- **Dark numbers** represent starting stats.
- **Light numbers** represent max ratings.

Protoss								
Unit	Health	Armor	Energy	Built From	Time	Mineral	Vesp.	Supply
Probe	20	0 3	--	Nexus	17	50	--	1
Zealot	100	1 4	--	Gateway	33	100	--	2
Stalker	80	1 4	--	Gateway	42	125	50	2
Sentry	40	1 4	50 200	Gateway	42	50	100	2
Observer	40	0 3	--	Robotics Facility	40	50	100	1
Immortal	200	1 4	--	Robotics Facility	55	250	100	4
Warp Prism	100	0 3	--	Robotics Facility	50	200	--	2
Colossus	200	1 4	--	Robotics Facility	75	300	200	6

Phoenix	120	0 3	50 200	Stargate	45	150	100	2
Void Ray	150	0 3	--	Stargate	60	250	150	3
High Templar	40	0 3	50 200	Gateway	55	50	150	2
Dark Templar	40	1 4	--	Gateway	55	125	125	2
Archon	10	0 3	--	High Templar	12	--	--	--
Carrier	300	2 5	--	Stargate	120	350	250	6
Mothership	350	2 5	50 200	Nexus	160	400	400	8

Source: *Battle.net*

	Basic Tips	Important Hotkeys	Unit Stats	
	Terran Units	Protoss Units	Zerg Units	


- **Dark numbers** represent starting stats.
- **Light numbers** represent max ratings.

Zerg								
Unit	Health	Armor	Energy	Built From	Time	Mineral	Vesp.	Supply
Larva	25	10 10	--	--	--	--	--	--
Drone	40	0 3	--	Larva	17	50	--	1
Overlord	200	0 3	--	Larva	25	100	--	--

Zergling	35	0 3	--	Larva	24	50	--	1
Queen	175	1 4	25 200	Hatchery	50	150	--	2
Hydralisk	80	0 3	--	Larva	33	100	50	2
Baneling	30	0 3	--	Zergling	20	25	25	--
Overseer	200	1 4	50 200	Overlord	17	50	100	--
Roach	145	1 4	--	Larva	27	75	25	2
Infestor	90	0 3	50 200	Larva	50	100	150	2
Mutalisk	120	0 3	--	Larva	33	100	100	2
Corruptor	200	2 5	50 200	Larva	40	150	100	2
Nydus Worm	200	1 1	--	Nydus Network	20	100	100	--
Ultralisk	500	1 6	--	Larva	70	300	200	6
Brood Lord	225	1 4	--	Corruptor	34	150	150	2

Source: *Battle.net*

StarCraft 2 Campaign Walkthrough

	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
Mar Sara Missions »					
Liberation Day					
The Outlaws					
Zero Hour					
Colonist Missions »					
The Evacuation					
Outbreak					
Safe Haven					
Haven's Fall					
Covert Missions »					
The Devil's Playground					
Welcome to the Jungle					
Breakout					
Ghost of a Chance					
Rebellion Missions »					
The Great Train Robbery					
Cutthroat					
Engine of Destruction					
Media Blitz					
Piercing the Shroud SECRET MISSION					
"Piercing the Shroud" is a secret mission. See: How to Unlock "Piercing the Shroud"					

Artifact Missions



[Smash and Grab](#)

[The Dig](#)

[The Moebius Factor](#)

[Supernova](#)

[Maw of the Void](#)

Prophecy Missions



The Prophecy missions are accessible by clicking the glowing crystal in the Hyperion Laboratory.

[Whispers of Doom](#)

[A Sinister Truth](#)

[Echoes of the Future](#)

[In Utter Darkness](#)

Final Missions



[Gates of Hell](#)

[Belly of the Beast](#)

[Shatter the Sky](#)

[All In](#)

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
		Liberation Day	The Outlaws	Zero Hour	

Liberation Day

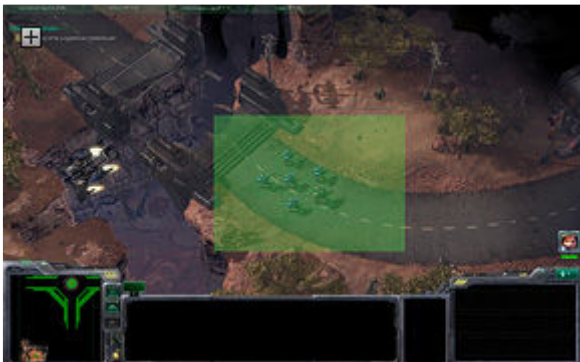
Destroy the Dominion outpost

Objectives

MAIN OBJECTIVE | Destroy the logistics headquarters

MAIN OBJECTIVE | Raynor must survive

Start the mission by selecting everyone in the crew and moving east. You'll get a prompt to check out some tutorials—if you're new to StarCraft, we suggest checking them out. Follow the road and you'll soon run into a pair of Dominion soldiers. Target the pair to kill them quickly, and then turn north with the road.



BONUS OBJECTIVE | Destroy Dominion holoboards (6)

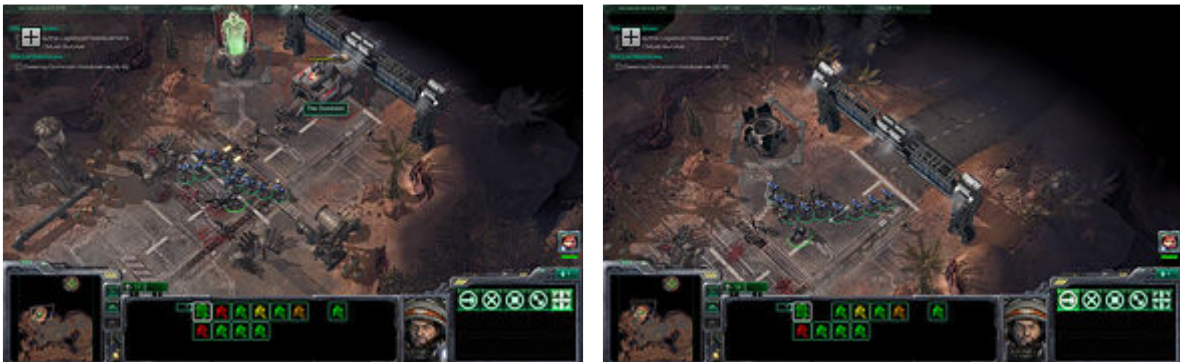
Just a bit ahead, you'll be interrupted by the introduction of the Dominion holoboard. Target the holoboard and destroy it to trigger a bonus objective, and then continue north to come behind another Dominion soldier with his back to you. He'll go down without much fight.



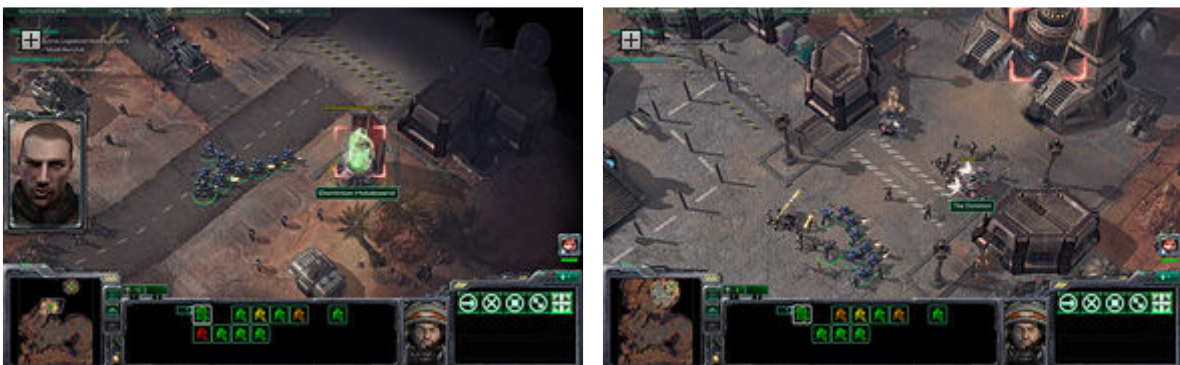
As your crew turns west into a large lot, you'll come to another holdout of Dominion soldiers. A couple of friendly drop pods land behind them and unload some help for you, but you still want to be quick about rushing the enemies and attacking them. If you delay, the Dominion will likely down a couple members of the support squad. When enemies are cleared out, add the new soldiers to your squad and target the Dominion holoboard in the center of the large lot. Two down, four to go.



A third holoboard can be found directly southeast of the last one we mentioned, and directly west of that holoboard you'll find a fourth. Go northwest a bit to trigger a quick cut scene that shows you a new batch of Dominion soldiers. Charge 'em to kill them, then move further ahead to destroy the Dominion vehicle. There's a fifth holoboard just outside the gates ahead. Destroy it and then continue northeast.



You'll cross by the sixth and final holoboard (destroy it) just before moving into the enemy base area. Expect a fair number of Dominion soldiers, but they've got nothing you can't easily handle. Lay waste to the soldiers and charge further northeast to help take on the Dominion vehicles. When all enemies are destroyed, target the Logistics Headquarters, the main building at the far northeast corner of the map. When it's destroyed, the mission ends.



After completing the first mission, you're brought to a bar that acts as a menu. You can talk to anyone around you, talk to yourself, watch the news, or launch the next mission by choosing the mission box on the left.



The Outlaws

Seize the Xel'Naga artifact

Objectives

MAIN OBJECTIVE | Destroy the Dominion base

First things first: Select the group of worker SCVs and order them to start harvesting the minerals behind your base. You'll get a message that suggests you build up a bigger crew of soldiers before marching out to battle. Use the barracks to build more marines. It's also a good idea to have your command center build a couple more SCVs.



You should also order one of the SCVs to build a refinery atop the vespene gas source to start collecting vespene. When you have enough of the gas, upgrade your barracks with the tech lab. The tech lab attachment will allow you to build medics.

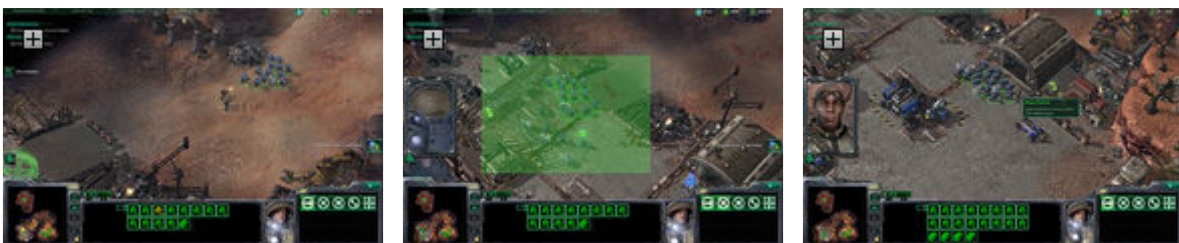


BONUS OBJECTIVE | Rescue the rebels

You'll soon get a peek at a small batch of Dominion rebels to the west that are getting hammered by some baddies. Put together a small militia and start following the road north so that you can double back and reach the rebels to the west. En route to the rebels, collect the resource caches found on the side of the road. There'll augment your resources and help you earn one of the mission's Achievements (there are nine caches total). As the road turns back to the southwest, look in the northeast corner for another resource cache before going to the next objective.



Watch for the red Dominion enemies on the way to the rebels that you'll need to kill off. Clear the area of red guys and you'll complete a bonus objective, plus get to add the rebels to your squad. You can also use their barracks to build more units, if you need 'em. Be sure to collect all of the resource caches in the area before leaving the compound and heading north.



There are a few more enemies en route to the Dominion base to the far north, including a couple of vehicles. Be sure to attack-target them to destroy them quickest. As you enter the Dominion base area, target all of the things that shoot at you first before going after the buildings. When all buildings are destroyed, the mission is completed.



You're brought back to the bar with a few new things to inspect. However, gameplay-wise there's nothing new here. When you're done clicking on things, go to the missions menu and blast into the next leg of the campaign.

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
		Liberation Day	The Outlaws	Zero Hour	

Zero Hour

Hold out until extraction

Objectives

MAIN OBJECTIVE | Hold out for evacuation

Get used to this advice: As soon as the mission starts, sick your SCVs on the minerals behind your command center and have one build a refinery on top of the vespene source. Use your early resources to quickly build a small group of marines—three should be good—and look for the marines already stationed at your base's two entrances. Select a group of marines and you can send them into the four bunkers in the base.



BONUS OBJECTIVE | Rescue the rebels (3)

Soon you'll get a call from a rebel group that needs rescuing. They're to the northeast and aren't surrounded by too many enemies. Put together a small group and send them to attack the area. Let 'em clear out the zerg as you move through. When you meet up with the rebel group, they'll be added to your posse. Collect the resource cache behind them and head back to base.



As the zerg attack your base, monitor the health statuses of your buildings. You can task SCVs with repairing the bunkers and air defense turrets, so keep them in tip-top shape. Keep training marines and medics in your barracks (you'll need to upgrade at least one of the barracks to build medics) to form two companies, each guarding one of the two entrances to your base. With a couple of small companies backing up the turrets and bunkers, you shouldn't have any trouble fending off the small zerg charges.



Eventually you'll get a call from a second rebel group to the far north. Be quick about getting to them and you won't have to fight off that many zerg before rescuing the lot and adding them to your army. Return to base to keep beefing up your defenses.



A third group of rebel forces will ask for your help. Head northwest to find them and bring 'em back. Again, if you're quick you won't have to fight off many (if any) zerg. At base, keep building two sizable companies near the base entrances and build a third in the center to support your air defense turrets. There's nothing else to do but hang back and prepare for the zerg. When time expires, the mission is completed.



An Achievement challenges you to destroy four of the zerg hatcheries in the stage, and that's not easy. The hatcheries are all heavily guarded so you'll need to send in a sizable army to get to them. When you enter a zerg base, target first the spine crawlers as they'll kill you fastest.



And if that isn't difficult enough for you, there's a secret to be found in the stage. If you can get to the very far north border of the age—way behind enemy lines—you'll find what looks to be a friendly unit that runs into a port-a-potty. Click on the port-a-potty a few times and it'll blast off, awarding you the secret. May be easiest to get to on Easy difficulty...



After completing the mission, a cut scene will leave you aboard the Hyperion. As with the previous bar scenes, you can talk to folks or click on things for some story information. You can also head to the Armory to spend credits on tech upgrades. Talk to Tychus to earn the "Nice Suit" Achievement. When you're ready to progress to the next mission, click on the star map from the Bridge.

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
		The Evacuation	Outbreak	Safe Haven	Haven's Fall

The Evacuation

Evacuate the Agria colony

Objectives

MAIN OBJECTIVE | Reach Dr. Hanson's Settlement

MAIN OBJECTIVE | Escort colonists to the colony ships (50)

A ship moves in and drops off four units for your control, including two firebats and two medics. Select the bunch and start marching them westward toward the colonists you're here to escort. You'll meet some small zerg resistance on the way so make sure your firebats are positioned in front of your medics. Fight the zerg in small groups before continuing to move further west.



When you reach the settlement you immediately gain control of its command center. The SCVs should already be gathering resources, though you'll need to instruct one to build a vespene refinery. We also suggest ordering up a couple more SCVs before tasking the barracks with building some marines.



Work toward a decent group of firebats, marines and medics (mostly marines), but hang tight for a while. You won't need to move your troops until the colonists board one of the slow-moving personnel carriers and start riding north to the ship. When one of the personnel carriers starts moving north outside the base, send your small group ahead of it and watch for incoming zerg attacks. The firebats will lay waste to the ground enemies while your marines are necessary for taking out the air baddies.

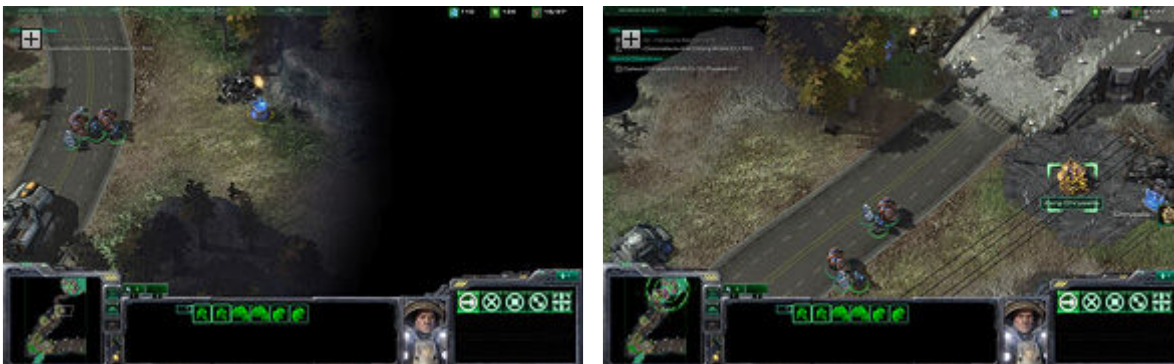


BONUS OBJECTIVE | Collect chrysalis DNA (3)

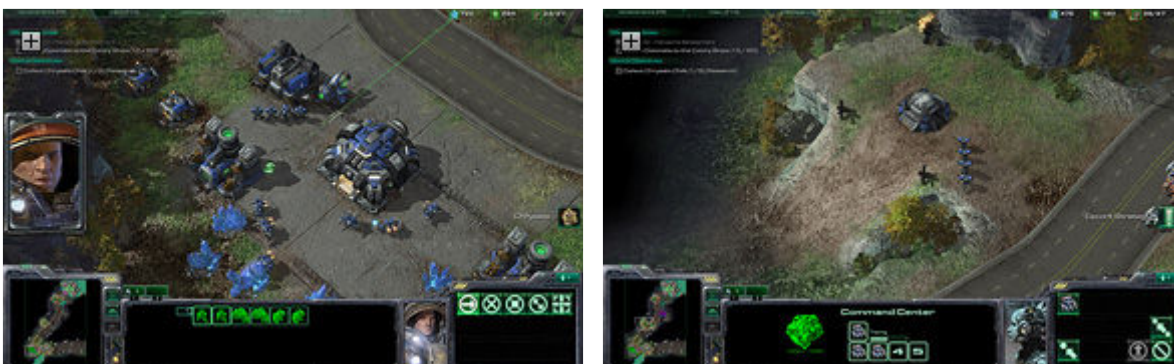
There're resource caches to collect along the way, so keep an eye out for them. The colonists' personnel carrier will eventually stop and unload its crew to make a run for the ship to the north. At this point, look for the first **zerg chrysalis** at the base of the

ZERG
RESEARCH

ramp leading to the ship. Destroy it and collect it for some zerg research.



Send your troops back to base and go back to building up your army. If you feel you've got four marines to spare, we suggest sending them up to the bunker that's just off the northern path back to the colonists' ship. Manning that bunker will help you in fighting off the zerg as you escort the colonists' subsequent convoys. It's not a necessity, but it'll help—just make sure you monitor the health of the bunker and repair it with SCV labor if it needs it.



Keep building. You don't have to worry about defending your base so put all your resources into an escort army and feel free to give them alternate tasks while the colonists load up their personnel carriers. Between escorts, be sure to look for the last **two zerg chrysalis** items in the level. One of them is found directly northwest of the bunker we advised you to fill earlier. The other is found east of the base but south of the main road. To get to it, you'll need to follow the main road northeast a bit before turning south down a beaten path that leads back to it. Naturally, expect to run into zerg when attempting to collect either chrysalis.





There's not much else to this mission. Each successive escort seems to generate more and more zerg resistance, but as your army should be constantly growing you shouldn't have a problem with them. Be sure to generate extra SCVs to build more supply depots and barracks. When you've rescued a total of 50 colonists, the mission will automatically end.



After completing the mission, you go back to the Hyperion and are introduced to the option of hiring mercenaries. You've already got the war pigs at your disposal, so the only option for now is to hire the devil dogs. You don't have to hire them if you'd rather spend your credits elsewhere. In fact, we don't really suggest hiring the devil dogs.

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
		The Evacuation	Outbreak	Safe Haven	Haven's Fall

Outbreak

Investigate the Meinhoff infestation

Objectives

MAIN OBJECTIVE | Clense the infestation

This mission isn't particularly difficult, but it can go on a long time if you don't plan correctly. The gist is this: During the day, you need to roam around the map and destroy all enemy buildings. There is very little in the

way of enemy defense, so it's basically a shooting gallery for your crew. But at night, the map is overrun by infested enemies that'll swarm to your base and require you to play a strict defense. Time cycles between day and night repeatedly—one of the Achievements challenges you to complete the mission before five days have passed.



When you start, focus first on building up two small combat groups to guard the two entrances to your base. Order an SCV to build a bunker or two near either base entrance and man the bunkers with marines. You've only got a couple of minutes before the first nightfall so don't worry about cleansing the infestation outside your base. Just defense up. And build more SCVs.



Playing D against the infested swarm at night isn't too tough as long as you've got a healthy balance of marauder, marine and medic support. Keep the marauders in front of the action, near your bunkers at a narrow point in the base entrance. Position marines behind the marauders and make sure your medics and monitor the health of both unit types. Keep your unit numbers solid, but you don't need a huge army to play defense. Be sure to spend resources on building out lots of SCVs—they'll be useful during the day.



Before the first night is over, a pod gifting you with a factory and a set of hellion units will drop into your base. Hellions are fast-moving vehicles that'll allow you to make the most of your limited daytime minutes. As soon as you can, start building out more hellions with the factory. When the sun rises and the infested folks are melted away, send out all of your hellions to methodically sweep over the map, destroying all infested buildings that you find.



You won't get much resistance at all. The only attackers you need to worry about are a few small zerg larva that pop out of some destroyed buildings and the occasional (but rare) spine crawlers. When you enter territory with a spine crawler, immediately attack-target it to destroy the threat before going about your building-killing fun.



To keep your hellions in top shape, you'll need to bring along SCVs. Medics can't repair the vehicles but SCVs can, which is why we suggested devoting plenty of resources to building a small group of them. They're not as fast-moving as the hellions, but that's okay. You can send your hellions to the next batch of infested structures to start the inferno and wait for the SCVs to catch up.



Watch the clock counting down the time to the next nightfall. When you're down to about 30 seconds of daylight remaining, send your units back to base and make sure your defensive units are in position. The infested advances don't get much more difficult than the first round of night but expect to lose some units and be prepared to replace them. There's a destructible barrier to the southwest of your base that enemies will eventually break through to form a third entrance inside, forcing you to form a third defensive group. Mostly, however, you'll want to build more hellions.



BONUS OBJECTIVE | Kill the infestors (2)

During the second night, you'll also get instructions for your bonus objective. There are **two infestors**, which are designated creatures that you need to kill. The catch?

They don't get near your base and they only appear at night. You'll see 'em show up on your map and if you want to kill them you'll have to venture outside the base after dark. Really, it's not that scary. Just send out a batch of hellions and don't waste time with fighting anything but the infestors. Find an infestor, kill it, then high-tail it back to base. Each of the **two infestors** gives you zerg research.

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And that's all there really is to this mission. The day-night cycle will repeat until all 144 infested structures are destroyed.



Mission completed? You'll go back to the Hyperion and now have access to the laboratory part of the ship. Go to the lab and you can use the protoss or zerg research items you've found to research augmentations for your army. We'll leave the decision-making up to you.

Navigation menu with tabs: Mar Sara Missions, Colonist Missions, Covert Missions, Rebellion Missions. Sub-menu under Colonist Missions: The Evacuation, Outbreak, Safe Haven, Haven's Fall.

Safe Haven

Protect the Haven colony

Select this mission and, after a cut scene we won't spoil, you have to choose between two sides in completing the mission. Choosing to protect the colony will give you the opportunity for zerg research while purifying the colony will net you protoss research. There may also be some moral dilemma here, but we're immune to that. We suggest making the choice that gives you the research you want. If you choose to protect the colony, follow with the walkthrough below. If you choose to purify the colony, go to the next page. See: [Haven's Fall walkthrough](#)

Objectives

MAIN OBJECTIVE | Destroy the protoss nexus (3)

Before we start, the gist: A protoss purifier mothership is threatening to wipeout a handful of small outposts (the white dots) on the map. Before you can attack the purifier, you need to destroy three protoss nexus stations spread around the map. The nexus stations appear on your map as markers, with one that's very close to your base to the east. As time passes, colonist outposts will be terrorized by small protoss fleets and the purifier will slowly move between outposts and blow 'em up. One of the Achievements challenges you to save three colonist outposts, which requires destroying the purifier fairly quickly.



Start quickly, training marines, medics and using your starport to build out viking units. A quick note on the vikings: While they're airborne, they will only attack air-based units. If you want them to attack grounded units, you have to land them on the ground (it's a command you can access when you have a viking selected). Unfortunately while they're grounded, vikings will not attack air units. Marines, naturally, will attack anything in range.



Be sure to also build out *loads* of SCVs and dedicate more than usual to collecting vespene gas. You'll need a lot of vespene to build out the vikings. After you've built a couple of vikings to add to your starting army, add a reactor to your starport, allowing you to build out two vikings at once. It'll be a while before your resource collecting is up to supporting this but it'll be important soon enough.



When you've got a sizable crew, collect the lot and head for the nexus that's just east of your base. As you approach it, allow your vikings to blast down the air enemies while your marines target the ground guys. When the air enemies are destroyed, be ready to command the vikings to drop to the ground and help out the marines. Shoot anything that fights back first before bothering with the nexus. When enemies are gone, destroy the nexus and then return to base. Order SCVs to repair your damaged vikings.



BONUS OBJECTIVE | Stop the first terror fleet

BONUS OBJECTIVE | Stop the second terror fleet

BONUS OBJECTIVE | Stop the third terror fleet

You should soon get a notice that the protoss are sending a terror fleet to rough up one of the colonist outposts. The targeted outpost will be marked on your map (be careful not to confuse the purifier for a targeted outpost [like we did]—you want to stay far, far away from the purifier). Grab all of your vikings, make sure they're flying, and send them to the targeted outpost to blast away the flying terror. When the terror fleet is destroyed, the outpost inhabitants will hop into a craft and fly off, leaving behind a host of resource caches that you should collect before returning to base.



Expect more terror fleets to show up (at least two more) as you make progress. Keep building up your army with a massive group of SCVs gathering goods, your barracks pumping out marines and medics, and your starport generating vikings as quickly as you can fund them. Always leave a handful of units at your base to play defense (building a couple of bunkers along the southern border of your base is a good idea) as scattered protoss units will show up on occasion to annoy you.



Naturally, you'll also want to work in the destruction of the other two nexus stations. The vast majority of the map is without any protoss presence, so you really only need to worry about getting into fights as you actually gear near the nexus stations. The bigger your army, the safer you'll be. When all three nexus stations are destroyed, the shields protecting the purifier mothership will disappear.



MAIN OBJECTIVE | Destroy the purifier mothership

Time to attack the purifier, but be careful! If the purifier is currently lording over an outpost, readying its attack, it's possible that your units will be caught in the attack. You can click on the purifier for a status meter that counts down to its blast. If you've got plenty of time, move your army to the purifier and open fire, otherwise wait it out. Almost immediately, the purifier will open a warp portal that holds your units for about ten seconds. When you emerge from the portal (it happens automatically), unload your arsenal. The purifier should be destroyed quite quickly with the help of a solid army.



Simply completing this mission earns you +3 zerg research.

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Haven's Fall

Objectives

MAIN OBJECTIVE | Destroy the zerg infestation

The map is home to a handful of colonies, four of which are already infested by the zerg. The goal is to wipe out the zerg infestations, but that's easier said than done when the zerg start infesting the non-infested colonies. Non-infested colonies don't show up on your radar until you discovered them, but we've got their locations in our map to the right (non-infested colonies are marked with white dots [and our arrows]; the gray dots are resource caches you can collect for free).



Periodically, you'll get warnings that the zerg are beginning to infest one of the clean colonies. The zerg infest a colony by setting up a virophage in the center. If you view a colony that they're attempting to infest, you'll see the virophage bubble on the ground with a meter filling up over it. When the meter is full, the colony is considered infested, but if you can destroy the bubble before the virophage is fully formed you'll save that colony. If you fail to save a colony, the number of infested colonies you have you clean increase, prolonging the mission.



As the mission starts, put your SCVs on mineral and vesperne collection duty, put the two small ground unit

groups on patrol duty protecting the two entrances to your base, and add a reactor to your starport. You're going to need the starport to churn out *myriad* vikings—virtually all you'll build are SCVs and vikings—so start by doubling its capacity. We also suggest training a couple of medics to keep your base guards in good shape so that you don't have to spend many resources on defending the base.



While things are getting started, you can use the three vikings you start with to clear out the nearest infested colony. It's directly northeast of you and doesn't have much in the way of defense. Roll onto the scene with your vikings in flight mode and target first the flying brood lords. The brood lords can't attack you while you're in the air, so it's free shooting. When the brood lords are toast, target anything else in the sky before landing your vikings on a clear spot on the ground near the burping virophage. Tell the vikings to *hold* position and they'll do a good job of fending off any small zerg that attack while also destroying the nearby buildings to clear the infestation. When all of the infestation is clear, you'll get confirmation via radio and the marker on your map will vanish.



The other infested colonies won't be so easy to clear. We suggest avoiding the northernmost colony until you have a large group of vikings, but you can start heading southeast once you've got eight or so viking units. Stay airborne at first and kill off the bat-like mutalisks. The mutalisks are the only air-based zerg units that can attack you while you're in the air, so you'll want to kill them off quickly before wiping out the flapping brood lords. As before, once the air space is cleared, drop the vikings down to ground level and put them on *hold* to simultaneously fend off small zerg attacks and wipe out the zerg-infested buildings. When all buildings are destroyed, fly the vikings back to base and let your SCVs repair them.



The reason we suggest avoiding the northern base (and as well the easternmost base) is because, in addition to a heavy air force, it's got a number of ground units and turrets that'll shoot your vikings out of the sky. Since your vikings can't hit ground units while in flight mode, you'll need to approach these bases with a seriously strong force so that you can keep six or more vikings on the ground. Micro-manage your grounded vikings so that they take out the ground zerg that are shooting at the flying vikings before your grounded vikings bother with the buildings.



If you're not keeping tabs on the non-infested colonies, however, you'll start getting more to worry about. When you get the warning that a clean colony is becoming infested, we suggest directing your attention to it at the soonest possible convenience. Even if it isn't convenient. Infestations-in-progress aren't too dissimilar from full-on infested colonies, but there will be many fewer buildings to destroy...and time is more of the essence. Clear the air, again attacking first the mutalisks before wiping out the brood lords, and then land on the ground with your vikings to immediately attack the virophage and destroy it. When all infested colonies are destroyed and all infestations-in-progress are halted, the mission ends.



Simply completing this mission earns you +3 protoss research.

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Mar Sara Missions

Colonist Missions

Covert Missions

Rebellion Missions



The Devil's Playground

Welcome to the Jungle

Breakout

Ghost of a Chance

The Devil's Playground

Exploit resources on Redstone

Objectives

MAIN OBJECTIVE | Gather 8,000 minerals

The goal in this mission is to accumulate 8,000 minerals. Everything you spend to upgrade your base and military will cut into the total minerals gathered, so you don't want to be constantly spending everything you earn. That said, you should start the mission with plenty of building in mind. Also note the timer counting down to an impending lava surge. Any of the areas that are *not* on elevated plateaus will be covered in lava when the timer runs out and any units you have left on the ground will be destroyed. The first lava comes quickly, so be ready to pull all of your units onto the plateau.



Let most of your SCVs gather the minerals just northwest of your command center and task one with building a vespene gas refinery. You can do without armed forces for a while, so get your barracks ready to build medics before generating a modest company to defend your assets. Mostly, you need SCVs for mining.



BONUS OBJECTIVE | Locate Tosh's miners

While you're working away, Tosh will send you a few reaper unit to work with. You can now build reapers through your barracks, and indeed they should be the main unit you focus on building (along with medics) because of quickly they move. Tosh will later ask you to locate his own mining crew that's stranded just northeast of you. Put together a few reapers and a medic as a group and head east and then north to reach them. There are a few zerg creatures to destroy, but not much separates you from the mining crew.



Meeting the mining crew gives you access to another batch of SCVs and a second command center. You can direct the command center to move south, telling it to land right next to another source of minerals. Have the new SCVs start mining the minerals and they should start adding to your total quickly, since the command center will be positioned so closely to the mineral source. Put together a small attack force and tell it to patrol between your main base and the new command center to help keep the small zerg attacks at bay.



Tosh will point out other mineral sources around the map, and the couple that are very near to your starting base (one just southeast, the other just southwest) should yield all the minerals you need to complete the mission. When you switch to a different mineral source area, be sure to relocate your command center so that it's close by. The closer the command center is to the minerals, the more quickly your SCVs can collect. Of course, positioning a command center on the lower levels of the stage makes it vulnerable to incoming lava flow. While you can easily send your SCVs to higher ground as the lava approacheth, you need only launch the command centers off of the ground (click a command center to get the launch command in the lower-right corner of the screen). The command centers can quietly hover over the lava, way out of harm's way and the touch of the nasty lava.



Meanwhile, there are more groups of Tosh's reaper army scattered around the map. Find them and you'll add 'em to your army. Even better, the stranded reapers are typically surrounded by loads of resource caches. The downside? They're also usually surrounded by a lot of zerg structures and some light zerg defenses. If you explore directly northeast of where you rescued the miners, you'll find the first batch of stranded reapers and a whole bunch of resource caches. From there, start exploring the outer perimeter of the map to find the rest. You need to find all of the stranded reapers to fulfill the requirements for the "Reaper Man" Achievement.



BONUS OBJECTIVE | Kill the brutalisk (research)

The very southwest corner of the map is home to a **brutalisk** unit and if you can manage to kill it you'll fulfill one of the stage's bonus objectives. Moreover, if you can kill the brutalisk *in a specific way* you'll earn the "Red Lobster" Achievement. Killing the brutalisk with gunfire isn't too tough as long as you've got a decent-sized group of reapers. Don't bother bringing medics, though, as the brutalisk will kill your units with one hit. Having just reapers in your attack group will help in going for the "Red Lobster" Achievement. You need to lure the brutalisk onto a lower level of the map where it'll be vulnerable to lava flow. The problem is that keeping the brutalisk away from his happy southwest corner is difficult—even if you lure the brutalisk away, it'll frequently turn around and head back without warning and you won't be able to stop it. The trick is to wait outside the brutalisk's layer until there are just 30 seconds before the lava comes. Get the brutalisk's attention and high tail it toward the low ground, stopping periodically to allow the brutalisk to catch up and attempt to attack you.

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So long as you keep a decent defense around your SCVs and command centers, and you move everyone to safe ground when lava comes, you shouldn't have any problem completing this mission. It's more of a grind than anything, but a bustling host of SCVs will get things done quickly.

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Devil's Playground	Welcome to the Jungle	Breakout	Ghost of a Chance	

Welcome to the Jungle

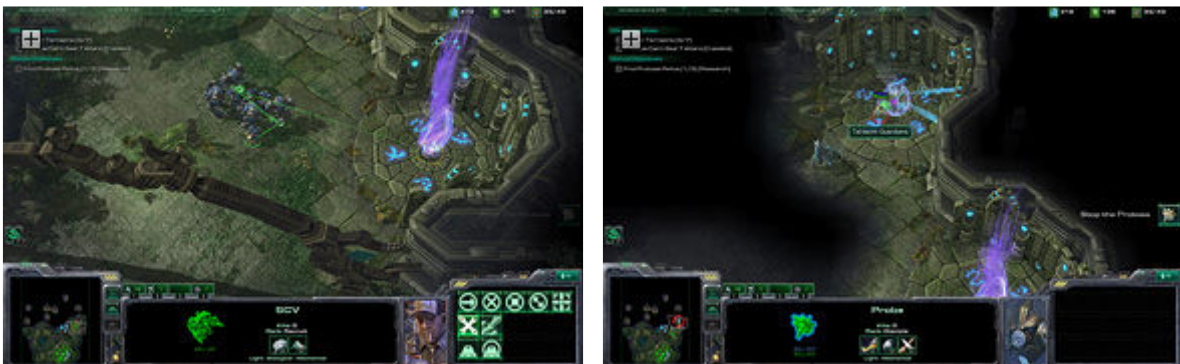
Secure terrazine gas on Bel'shir

Objectives

MAIN OBJECTIVE | Gather terrazine (7)

MAIN OBJECTIVE | Protoss can't seal 7 altars

Warning: This mission is pretty tough compared to the ones you've done previously. In this mission, you must collect seven terrazine gas samples. Only SCVs can collect the terrazine, and they can only do it at one of the many terrazine geysers in the area. What makes it hard is the ubiquitous protoss army and its constant attempts to seal off the terrazine geysers—it's basically a race to controlling seven geysers before the other side. Because it's essentially a race, you need to act quickly.



You should immediately train some new marines and medics in the barracks and order up a couple of SCVs. SCVs are particularly important in this mission not only because they need to collect the terrazine but also because you'll need them to repair the goliath units (medics can't repair them). You should also have access to training reapers, but they're not super useful on this stage as they can only attack grounded enemies and lots of the protoss army is air-based.



Quickly assemble a modest team of goliaths and marines and use them to escort an SCV to the terrazine geyser directly west of your base. It'll take the SCV a while to gather enough gas but if you're quick about it you might not get any protoss resistance—consider this one free. Once you've got the terrazine, move your small attack crew directly north to find two more terrazine geysers very close to each other. Position your crew between both of them and then employ *two* SCVs to gather the terrazine, one on each of the two geysers.



Radio transmissions warn against gathering terrazine from two sources at once, but these two are so close together that you can get away with it. Just be ready for protoss to roll in from the north. All the while, keep building more units back at base, adding to your attack army that's defending the SCV gatherers and also building out a second group to stay back at base and defend it as necessary. Protoss fliers will occasionally storm your base and you'll want some defense ready.



BONUS OBJECTIVE | Find protoss relics (3)

A bonus objective in the mission asks you to collect three protoss relics that'll contribute to your protoss research. The three units are spread out around the map, but the first one is close by. If you're following all of our advice up to this point, look directly east of where your two SCVs are siphoning terrazine. Almost directly north of your base is the nearest **protoss relic**. You simply need to walk one unit into the relic to collect it.

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Around this time, you'll start getting warnings that the protoss are sealing terrazine geysers. Similar to your terrazine collection, sealing a geyser takes the protoss time. There's a single, harmless protoss unit that does the sealing, but it's typically protected by a bunch of heavy firepower. When you see that a geyser is being sealed, you'll want to quickly get to the geyser and stop it. This is where a couple of reapers or hellion units will come in handy, as they can get around quickly to put an end to the sealing. Focus first on destroying the protoss probes (they're small, right by the geysers) before bothering with their muscle. Even if your units are destroyed by the muscle, as long as you kill the probe you'll have succeeded.



When going for more terrazine, we suggest you *avoid* the center of the map as best as possible. There are two geysers that are close together to the northeast of your base and we suggest you attack them two-at-a-time like we suggested earlier. Send two SCVs to siphon the terrazine simultaneously while defending the two with your (hopefully) ever-growing military. Be sure to bring along a couple of spare SCVs, as well, as they'll help keep your goliaths repaired and pick up the slack should one of your terrazine miners get blasted. One thing to be especially careful of is the route your SCVs use to return to base once they've filled up on terrazine. Often times they'll make a beeline for the base and traipse through enemy territory (i.e. the middle of the map). Watch the progress of an SCV and, when it's done mining the gas, be sure to direct it down a sensible path back to your base. If an SCV is destroyed en route back to base with the terrazine, it'll drop the terrazine canister which can then be collected by another SCV...provided you can get to it.



The other **two protoss relics** are found further north. They've naturally got some protoss defenses around them, but there's nothing super heavy. You'll find one of the relics in the far northeast corner of the map, and the other along the western edge of the map, just north of the second and third geysers we advised you to at the beginning of the mission. Be careful that you don't explore the far north end of the map—it's protoss land up thar.

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PROTOSS
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☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
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The Devil's Playground	Welcome to the Jungle	Breakout	Ghost of a Chance
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Breakout

Break open New Folsom Prison

Select this mission and you're given a choice to "help Tosh" or "help Nova." We're not gonna make the decision for you, but you can see the rewards for either choice listed at the bottom of the screen. If you choose to help Nova, you'll need to use the walkthrough for the "Ghost of a Chance" mission. See: [Ghost of a Chance walkthrough](#)

Objectives

MAIN OBJECTIVE | Destroy the main prison base

MAIN OBJECTIVE | Tosh must survive

You're only going to control one unit in this mission, and that unit is Tosh. You don't need to worry about resource gathering, building units, or any of that usual stuff, though you do get to play with Tosh's unique abilities. Tosh is a spectre, and as you progress through the mission you'll learn about his skills. Start by marching northeast until you run into a batch of enemies and kill them. They can't see you so you don't have to worry about any counter attack.



Further northwest you run into a handful of guards outside a passage and you're told how to use the mindblast technique. The mindblast not only hits a radius of enemies for damage, but it also temporarily stuns them. Using mindblast consumes your energy (it refills slowly with time) so you should only be using it when necessary. Honestly, this situation with the guards isn't necessary so we suggest just blasting them with your gun and following the path northwest.



The mounted turret ahead is capable of detecting you if you walk within its range (the range is displayed via the circular outline on the ground). While you're within its detection range, all enemies nearby will attack you. We suggest using mindblast to simultaneously damage the turret as well as stun the enemies near it. Immediately attack-target the turret to rush in and finish it off before the marines come to and attack you. With the turret destroyed, you can finish the marines without fear of a counter attack.



The next enemy set you run into is set up similarly, though the presence of a siege tank makes things more dangerous. To deal with it, use the new psi shield ability to throw up a defense while Tosh moves in to destroy the turret behind the tank. With the turret destroyed, the tank becomes defenseless, letting you blast it away. A bit further northeast you'll move to a choke point that's defended by the enemies. Follow the ramp on the left to a platform overlooking the enemy territory and start taking out some enemies from beyond the detection range of the turrets.



Around this time, you'll start getting backup from the rebel forces pushing from the south. As you progress further through the mission, you'll effectively be clearing a path for the rebels, but you don't have to concern yourself with their well-being. The rebels are useful for drawing fire away from Tosh while you move in to destroy turrets. As well, it is key that you use rebel medics to refill Tosh's health.



BONUS OBJECTIVE | Kill guards at cell block A

The path through the stage is very linear, though after turning southwest you're an optional bonus objective that'll net you 25,000 credits. There's a guarded area northwest of the main path with a handful of Dominion enemies. You should be able to kill the foot soldiers from outside the detection radius of the turret—position Tosh just outside the ring and order him to *hold* position. You can't use this to destroy the siege tank behind the fence, so you'll need to use the psi shield ability to guard Tosh while he rushes in to destroy the turret. Destroy all units in the area to fulfill the bonus objective.



Return to the main route and start heading south. There's another choke point with lots of Dominion resistance, and on the left is a ramp you can take to a platform overlooking the Dominion stronghold. Watch for the roving detection zone that's created by the floating raven unit. Wait for the raven to float away before moving close to the platform's ledge where Tosh can destroy the siege tank below (along with any other enemies). With the nearby enemies destroyed, you can allow Tosh to be detected by the raven while you shoot it down.



Go back down the ramp to join the rebel attempt to get past the choke point. There's a turret on the right that's still preventing you from moving around un-detected but there should be few enough enemies that you can use your psi shield to move in and destroy the turret, or stand outside of range and use mindblast from afar to weaken targets. Or just hang back and let the rebels do the work. If you run low on energy, use Tosh's consumption technique on a nearby ally. Preferably one with lots of health, and one that is near a medic so that you don't feel bad about weakening him.



BONUS OBJECTIVE | Kill guards at cell block B

After pushing through this enemy base and turning north, you'll get word of a second cell block filled with rebel marines that you can liberate, optionally, for another 25,000 credits. Wait for the patrolling raven to float north before entering the cell block B area and proceed to the southern corner. Each time the raven patrols north, move north with it (still behind its detection radius) to slowly whittle away at the enemy forces (start by killing the medic). With this technique, you can kill off all of the attack units before wiping out the raven and completing the bonus objective.



Rejoin the main offensive and push north. You'll learn about another of Tosh's abilities, the tactical nuke strike. Unlike Tosh's other skills, the tactical nuke does not consume Tosh's energy. Rather, it comes with a set number of uses—in this case five—and since we're near the end of the stage, there's no sense in being stingy. Use a tactical nuke on the enemy forces just ahead, being sure to hit the turret and knock it out of commission. Pass northwest through the narrow gate and into the large area ahead that's packed with massive enemies. Plant a tactical nuke in the center of everything, making sure its blast radius catches the two turrets on either side of the massive mechs.



Clear the area and head up the ramp to the east where you can use another nuke to blast another turret and a whole mess of Dominion units. There are two more turrets in the massive yard, one at either corner (northeast and southwest), backed up by plenty of defense. There's no reason not to use your nukes so unload. Help the rebel squad clear the yard of enemies and the mission will end.



☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Devil's Playground	Welcome to the Jungle	Breakout	Ghost of a Chance	

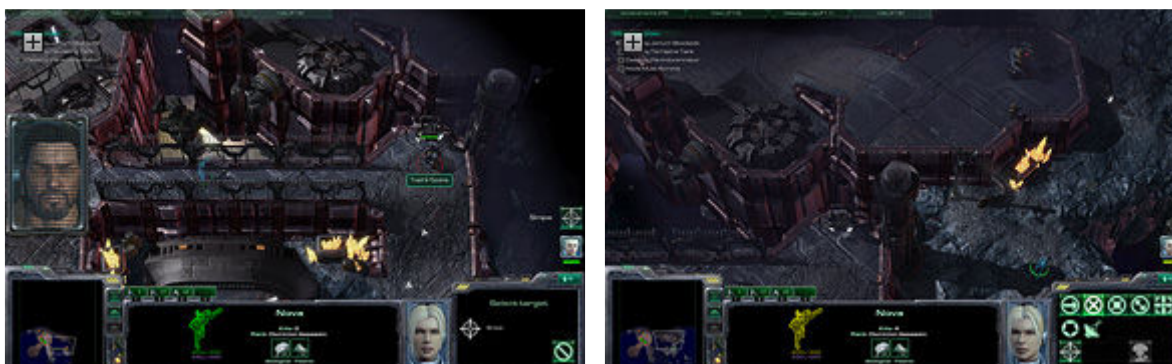
Ghost of a Chance

Objectives

MAIN OBJECTIVE | Destroy jorium stockpile

MAIN OBJECTIVE | Nova must survive

This mission is split into three parts, each part dedicated to one of the mission's three main objectives. The first part starts with your main unit, Nova, being separated from a batch of marines and medics. Move Nova east and you'll run into a few enemies. But since Nova is perpetually invisible, the enemies won't fire back. Wipe 'em out with Nova's snipe skill and then note the the circular outline around the enemy turret on an adjacent platform. If Nova steps into that ring she'll lose her invisibility (turrets and raven units have the ability to detect Nova).



Switch to controlling the group of marines and medics, bringing them east to take out a bunker before turning southeast to run up a ramp to the platform where the aforementioned turret is. Kill all enemies and destroy the turret to allow Nova to pass by and take out the large generator to the north, opening a gate and allowing you to join Nova with your other forces.



Follow the path northward, exploiting Nova's invisibility to take out enemies without them being able to react. As the path turns northeast, be careful. There's a turret at the top that'll spot Nova, though you can only view the detection ring once you have Nova at the same elevation as the turret. Gather your whole crew and rush up the ramp, targeting the few enemies to the north before taking out the turrets.



Just to the west, you'll get a chance to use Nova's other unique skill, domination. Use domination on the siege tank positioned just outside the detection ring and the tank will become controllable by you. Allow it to blast away the enemies in the area before moving Nova in to take out the floating raven that's creating the detection ring. You can then order the siege tank to destroy the two turrets on an elevated platform to the northwest. If they're out of range, you can move the siege tank (you'll need to transform it).

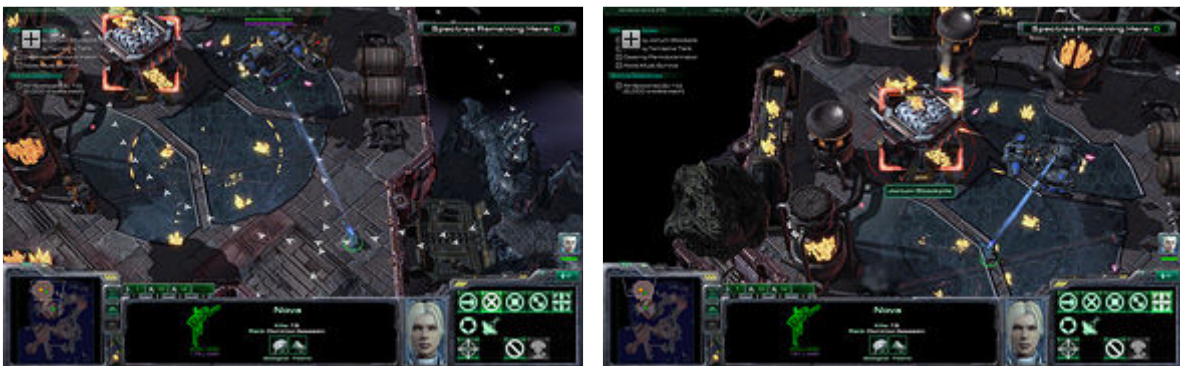


BONUS OBJECTIVE | Kill spectres (10)

With the area clear, send Nova ahead along the path to the west and you'll get the mission's only bonus objective: kill the ten spectres in the stage. The first **two spectres** are in this immediate area. Simply target each with a sniper shot to take them out quickly. Head north and command your units to destroy the siege tank you're controlling to free up the domination ability for another enemy unit.



In the area to the north is the jorium stockpile you need to destroy, along with a battlecruiser. Use domination on the battlecruiser and it'll take out the enemy units in the area before targeting the jorium stockpile and wrecking it. Objective complete, on to the next.



MAIN OBJECTIVE | Destroy terrazine tank

Send Nova west a bit but immediately turn back to the nuke sign on the ground behind you as the enemies from the west start coming down the path. Use snipe to take out each of the ground enemies before moving under the raven to take it out. If you don't destroy the raven quickly enough, it'll retreat to the south where a couple of enemy vikings are. Destroy the raven and you can wipe out the vikings without resistance, clearing a landing zone for a batch of friendly units. Watch also for a pair of enemy marines to the northwest.



When your support lands, move Nova to the northern edge of the platform to stretch your view to a turret mounted across a chasm. Position one of the siege tanks near the edge of the platform next to Nova and put it in siege mode. Siege mode gives the tank the range to destroy the turret across the chasm, and that'll be very helpful for later in the mission. After destroying the siege tank, select all of the reaper units and send them west over the wall to destroy the generator that's holding a gate closed. Also take out the tank and soldiers around it.



Now all of your units can continue northwest, but watch for an enemy bunker and turret in your path. The siege tank, in siege mode, can destroy both from afar without putting your units in danger. The path leads to an open dirt area to the north of which is an enemy siege tank. Before moving all units into the dirt area, send Nova to dominate the siege tank.



Move Nova around to widen the view and allow the dominated siege tank to blow away enemies in the area, including the turret to the west *and* a turret that's hidden to the north. That turret to the north is protecting a lone **spectre** on a secluded platform. With the turret dead, you can safely send your raven north to take out the spectre with its seeker missile. When the siege tank has cleared the area, move Nova east to play cleanup, but watch for a nuclear strike one of Tosh's men calls.



Keep using Nova to scout ahead and one of your siege tanks to blast away obstacles from afar. There's another spying turret mounted on the wall surrounding the enemy compound to the northeast and you'll want to take it out before sending Nova in to clean shop (including killing another **spectre** at the compound entrance).



Clear a path to the upper walkway to the northwest to gain access to the nuclear reactor. This gives Nova a nuke that you can use to drop on the terrazine tank to the northeast, simultaneously wiping out a fourth **spectre** and sending you to the next section of the mission.



MAIN OBJECTIVE | Destroy psi-indoctrinator

Start the third section of the mission by moving Nova northeast to dominate a siege tank and take out the enemy marines on either side of it. You'll want to use and abuse this siege tank, so do your best to keep it safe. Right away, allow the siege tank to take out the enemies just east of its position, especially the turret and the bunker. When they're destroyed, move your flying units to the same area and let them blast down the hovering raven to allow Nova stealth movement below.



Move Nova back southwest and down a ramp to the dirt area below. You need to use Nova to take out an enemy siege tank to the east—it's stationed on a lone platform across a small chasm and severely stifles the rest of your progress—without stepping into the detection rings of the turrets mounted behind it. From the aforementioned ramp, move in a straight line toward the siege tank, stepping just close enough that the tank is within Nova's range. Let her slowly destroy the tank and you'll have an easier time progressing through the stage. You can then send your flying units to clear the platform to the west and move your siege tank in to destroy the turrets from afar.



In addition to clearing the western platform, you'll also want to send Nova to the northern platform where there's a nuclear reactor. Before capturing the reactor for yourself, allow Nova to destroy all enemy turrets and units around it. If you capture the reactor before destroying the enemies, the enemies will destroy your reactor. From the reactor, there's a path that leads eastward to the psi-indoctrinator you're to destroy, but we don't suggest approaching it from this angle.



Instead, use the southern paths, using the siege tank to destroy turrets in your way and allow Nova to creep forward. Watch the southern edge of the path and you'll cross a gated area with a giant zerg mutalisk fenced in. Use Nova to destroy the gate and the mutalisk will charge out, rampaging northeastward and taking out a host of enemy turrets and marines along the way. When the mutalisk stops, move Nova behind it so that she shoots it and eggs it further forward, taking out as much enemy equipment as possible.



Allow Nova to destroy the stolen thor unit along the path before moving your siege tank behind Nova. Combine Nova's sighting with the siege tank's firepower to clear the path leading to the southern side of the enemy area. You can use the combo to gain easy access to a **spectre** on the southern platform, and another **spectre** on the north platform. Just watch for the enemy nukes called in on the dirt area between them.



Finally, use the nuke you've got to blow up the psi-indoctrinator and everything else in the area to the northeast. The last **two spectres** will be wiped out with the blast and the mission will end.



☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Great Train Robbery	Cutthroat	Engine of Destruction	Media Blitz	Piercing the Shroud

The Great Train Robbery

Your base is located at about the center of the map. Periodically, trains will come onto the scene via one of a small handful of tracks, starting from the west and making their way east. You need to attack the as hard as you can to destroy it before it reaches the eastern border and leaves your map.



BONUS OBJECTIVE | Locate diamondbacks (6)

You start the mission with a factory capable of building diamondback units, which should be the main unit you focus on building. Diamondbacks are vehicles of fairly average speed, but what makes them unique is their ability to shoot while moving—a feature that'll be especially useful in chasing down trains. In fact, there are six abandoned diamondback units that you can find in the area, three of which are marked on your map for you. Use your marines to find them and they'll be added to your army for free. Do this immediately.



Before long, you'll get a warning that the first train is about to pass through the map. Gather all of your attack units and run toward the train. As soon as you spot the train, attack-command your units to start unloading. If you've got the handful of marines you start with along with the three easy-to-find diamondbacks, you should be able to destroy the first train before it gets away.



BONUS OBJECTIVE | Collect defiler bone samples (3)

With the train destroyed, go back to building up your army. You can also use this down time to collect the rest of the abandoned diamondbacks, as well as the defiler bone samples that'll net you zerg research. One of the **defiler bone samples** is found just north of your base, between two of the abandoned diamondbacks that first appeared on your map. Directly south of your base, behind a tall wall of rubble, is a second **defiler bone sample**.

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The third **defiler bone sample** is further south of the base, on the eastern side of a ravine that divides the southern part of the map from the southwestern. The three diamondbacks that are *not* marked on your map are found in locations similar to the first three. Look for spots on elevated plateaus with dirt ramps leading up to them. You'll also find resource caches surrounding the diamondbacks so they're worth seeking.

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The second train that comes won't be as simple to kill as the first as it comes with a military escort that you need to fight off. When you see the next train coming, send your units toward its location, but *don't* venture too deep into enemy territory. The source points of the trains are somewhat heavily guarded, and there's no real reason to venture into the enemy strongholds. Just park your units outside the gate and tell them to hold position until the train and its escorts near you. Destroy the escorts first and then wreck the train.



After you've destroyed a few trains, you'll get a warning that the next train is super souped-up. It's faster than normal, but as long as you've got a growing army of diamondbacks you shouldn't have a problem destroying it. The only real curveball in this mission is the host of marauders the Dominion crew sends out to scour the landscape. The marauders will *never* go to your base, so you can always avoid them by staying in the center of the map. However, avoiding them could be costly later if they're patrolling near one of the trains you need to destroy. If you choose to take on the marauders head-on, be prepared for some casualties. Marauders are weak to marines, so if it'll help if you have a good number of them in your crew.



Otherwise, there's not much else to the mission. After destroying each train, return your diamondbacks to base and let your SCVs repair them. We didn't mention it before, but you'll want to set up some minor defense at your base to fend off the few Dominion attacks. A bunker at each entrance to your base and a small patrol of marines and medics should suffice. When you've destroyed eight trains, the mission ends.



After the mission, when you return to the Hyperion bridge, talk to Matt Horner to earn the "Dead Man's Hand" Achievement.

☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Great Train Robbery	Cutthroat	Engine of Destruction	Media Blitz	Piercing the Shroud

Cutthroat

Meet with Colonel Orlan

Objectives

MAIN OBJECTIVE | Buy merc contract before Orlan

The goal here is to collect 6,000 minerals before the opposing contractor, Orlan, beats you to the count. Whatever resources you spend on building will eat into your collection, but you should still start the mission with rapid expansion on the mind. Add a tech lab to your barracks so you can train medics and a modest army of marines, and add a reactor to the factory but don't build anything with it yet. You'll soon get a new unit type that you'll want to build rapidly (hence the reactor), but for now leave the factory empty. Instead, use your starting marines to wander around the base area and collect the few scrap minerals (they're cubes of goodness) and build more SCVs.

PROTOSS
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BONUS OBJECTIVE | Find protoss relic contraband (3)

You can wander outside the base with your marines via the southern path and note the heap of scrap in front of a glowing **protoss relic**. Blast the heap apart and you can collect some scrap, in addition to the first of three

protoss relics. Don't venture too much further away from base with this meager crew. Wait back at base and you'll soon get a few freebie vulture units to add to your army and gain the ability to build vultures at your factory (start building, fast). Use the vultures to set mines on either passage that leads to your base.

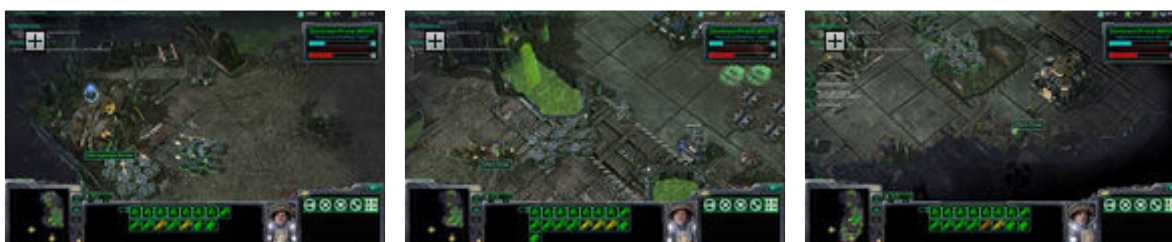


With the vultures, a handful of marines and a medic or two, you should be ready to start attacking Orlan's command centers. Doing so will not only net you some extra minerals to add to your supply, but it'll also greatly slow down Orlan's collection. From your base, head northwest, collecting any mineral scrap you find on the way (there's lots of it). Attack-move to any enemy soldiers you spot. You'll find one of Orlan's command centers just north of your base and it's not terribly well protected. Kill off any defenders first before turning your guns to the command center.



Before fleeing the scene, look for another scrap pile to the north that you can destroy to get access to a second **protoss relic**. Return to base and pick up any new units that have been built, taking your crew south toward another Orlan base. Just south of your base is a ramp that leads up to the platform where you'll find the base. Again, attack fighting units first before worrying about destroying structures. Work to clear the area, but keep an eye on your own base as Orlan will occasionally send small batches of units in to attack. It's a good idea to leave behind a small crew to play defense, or even build a bunker or two filled with marines.

PROTOS
RESEARCH



Once you've completely destroyed Orlan's southeastern base, move northwest, down a ramp to dirt level and look for another scrap pile you can destroy to reveal the third **protoss relic**. If you spot a pink army to the west, ignore it—that's the merc army you're trying to hire. Due west is another of Orlan's command centers that you'll want to destroy in the same fashion as the others. Just watch out for his goliaths, marauders and other heavy firepower. Make slow progress to ensure you don't get yourself into anything too deep.

PROTOS
RESEARCH



Uhh, by now (or likely well before now) you've no doubt started hearing warnings that the mineral sources your SCVs are mining are being exhausted. This is normal. You're expected to pack up and move your base on occasion—realistically, you should only need to once. When your SCVs are slowed down by the exhaustion of your mineral supplies, tell your command center, barracks and factory to lift off (they won't lift off if they're busy building units). Once the buildings are lifted off, you can guide them to the nearest un-exhausted supply of minerals. We chose the area due south of your base, taking over for Orlan's crew that you destroyed earlier. Move all of your defense units with the bases, tear down the bunkers for scrap, and re-establish yourself in the new location.



MAIN OBJECTIVE | Destroy Orlan's mercenary fortress

Before long, you should easily eclipse Orlan's mineral supply and beat him to the 6,000 mark. Bravo, mission complete, right? Not quite. You get the mercenary contract you were after, but Orlan still needs to be dealt with. Time to wipe out his remaining forces, though taking out his northern base will be easier said than done. The good news is that you now have access to the mercenary army whose contract you just won. Amass your forces and head north to wipe out Orlan's fortress. There, mission complete.





☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Great Train Robbery	Cutthroat	Engine of Destruction	Media Blitz	Piercing the Shroud

Engine of Destruction

Steal the Odin

Objectives

MAIN OBJECTIVE | Escort Tychus to the Odin

MAIN OBJECTIVE | Tychus must survive

BONUS OBJECTIVE | Find devourer tissue samples (3)

The mission starts simply, with the uncontrollable Tychus hopping aboard the impressive Odin. Select the other units and follow Tychus around, helping him fight off the enemy ground units. Right away, you should find the first of three **devourer tissue samples** along the northwestern wall. Stay close enough to Tychus that your medics can keep him healed, but let him stay out front to absorb the brunt of the enemy damage. Before long, a quick cut scene takes over.

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MAIN OBJECTIVE | Destroy all Dominion bases

You've now got access to a typical base and the objective changes. There are five enemy bases around the area and you need to help Tychus destroy them all, but for now you've got some time to first set up shop. Tychus operates on his own schedule so you'll need to keep track of him like a child, but the good news is that he's got mega armor (displayed on the meter that's on-screen). For now, put your SCVs to work (and train more!), and put up a decent defense on your base's northern entrance as it's the only place where enemies will occasionally (rarely) attack. Fill the bunker and patrol some marines and medics.



You're soon introduced to a new unit type, the wraith. Wraiths will be your primary unit in this mission so use your starport to build as many as you can muster. Tychus and the Odin are more or less capable of destroying everything in your way...except air-based enemies. The Odin has weak defenses to flying units, which is where your wraiths come in handy. They've even got a nifty cloaking feature (press C when you have wraiths selected) that consumes energy but will let you hop in and out of melees without losing any units. Wraiths aren't great at attacking ground units, but they can manage. Still, we suggest also building some vultures. If you add a reactor to your factory, you can pump out vultures with the quickness.



Soon enough, Tychus gets ants in his pants and wanders into the first of five enemy bases on his own. *Do nothing*. Tychus doesn't need your help taking out the first and second bases. You should instead focus on building out your army of wraiths. After Tychus has wiped out the first Dominion base, he'll park up just outside your base and relax for a bit. This gives you plenty of time to employ the help of three or four SCVs to perform repairs on the Odin before Tychus rushes off again.

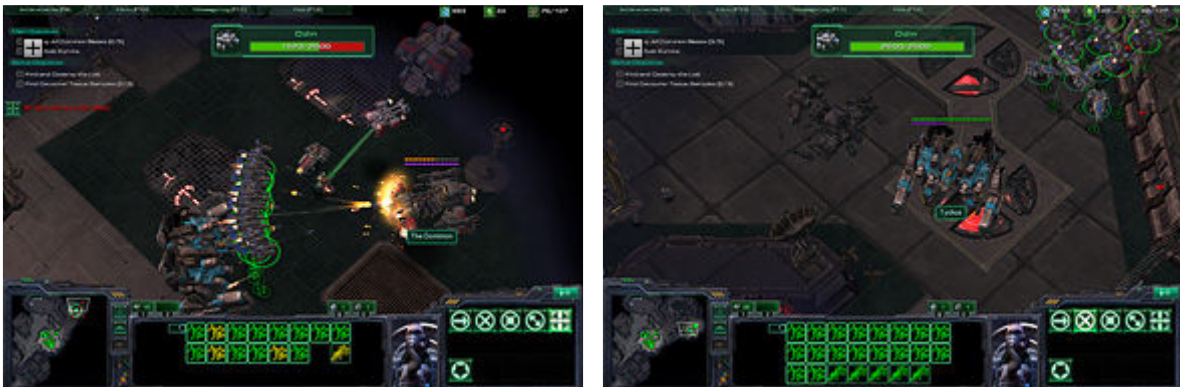


After Tychus has cleared out the second base, again send some SCVs to repair the Odin but also use some ground units to explore the former-enemy territory directly north of your base. The second **devourer tissue sample** can be found along the northern wall. Expect to get a few enemy units attacking your base from the northeast and be ready to take 'em out.

ZERG
RESEARCH



Follow behind Tychus as he stomps into the third base. Hang back behind him and watch for incoming air units to fight off with your wraith fleet. After destroying air units, move your wraiths behind Tychus to let him clean up shop. Feel free to intervene even with ground units if Tychus gets surrounded and starts losing health at an alarming rate, but otherwise Tychus should be fine. Again, use SCVs to repair Tychus when the enemies are cleared out, but be mindful of the path they take to get to Tychus. The most direct route will go through uncleared enemy territory, so be sure to laydown waypoints guiding them through safe corridors.



BONUS OBJECTIVE | Find and destroy the Loki

Follow Tychus as he moves toward the fourth base and watch the western wall for the third and final **devourer tissue sample**. Give Tychus the same support you've been giving and, when the area is clear of enemies (but before Tychus has destroyed all buildings), examine the area directly north of the fourth base, at the top of a large upward ramp. You'll find the enemy Loki docked on the ground. As it tries to take off, lay waste to the Loki with your airborne wraiths.

ZERG
RESEARCH



The fifth and final Dominion base doesn't bring any surprises, and as long as you healed the Odin before letting Tychus wander in you shouldn't have a problem keeping the Odin kicking by taking out just the air units. Tychus will use a nuke to take out the final base and end the mission.



	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Great Train Robbery	Cutthroat	Engine of Destruction	Media Blitz	Piercing the Shroud

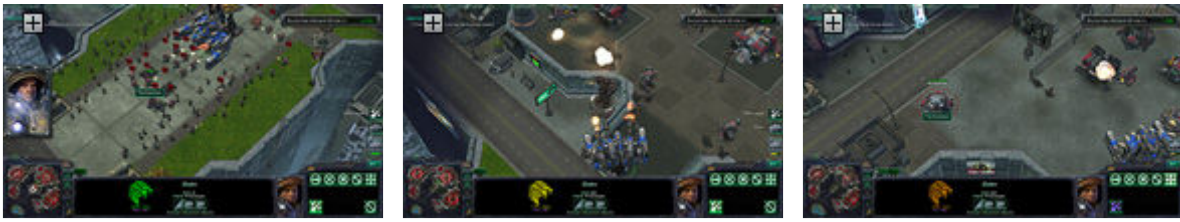
Media Blitz

Capture the UNN studios

Objectives

MAIN OBJECTIVE | Destroy Dominion during surprise attack

As the mission starts, you have control of Odin, which is planted in the center of the city. There's no particular rush, but you want to open fire on the enemies surrounding you. We suggest ordering a barrage on the units behind Odin and then standing ground to kill off the rest that come at you. A countdown timer appears on the screen, showing the shrinking window for your surprise attack. Note the three clusters of enemies on your radar—they're three different Dominion bases and now is your chance to weaken them before the real mission starts. Move between the bases and wipe out not only the enemies but also the barracks and factories that generate new enemies. Odin is slow so you likely won't make a ton of progress, but anything you do will help.



MAIN OBJECTIVE | Access broadcast tower 1

When the timer runs down, Odin will be moved to your new base in the southwest corner of the map. Immediately put your SCVs to work gathering goods, and make special efforts to boost your vespene supplies—you'll be building units that devour vespene. There's no particular rush to act, though every second you waste is another second for the opposition to build up its defenses. We suggest building a bunker on the northeast border of your base and manning it with the supplied marines. Also, order an SCV to repair Odin while you're waiting around.



Hang around a bit and before long you'll get a freebie thor unit. Thors look like Odin but they're small, and you can now build them from your factory. You can get through this mission by building, exclusively, SCVs and thors and we suggest doing just that. Leave one thor to play defense near your bunker, but send all the rest on the conquest mission with Odin. When you've got three or four thors in your crew, head northwest from your base.



Wipe out any attack units you run into and then destroy any barracks or factories that could generate more units. You want to push to the enemy base in the northwest corner of the map (it's marked with the number "1"). When you've taken out all of the units and factories in the area, stand one of your units in the green circle near the broadcast tower to gradually capture the tower.



A counter on the upper-right corner of the screen measures your capture progress, and while it goes up you'll be attacked by new batches of enemies that try to stop you. Try to set up a perimeter and use a throwaway unit like an SCV to capture the point behind the defense of your thors. Keep in mind Odin's barrage attack and your thors' cannon shots. When the area is captured, head back to base to let your SCVs heal you up.



MAIN OBJECTIVE | Access broadcast tower 3

Keep augmenting your thor supply. If you're up for a bit of a distraction, take your thor posse and check out the very southeast corner of the map, directly south of the next enemy base. There's a lone building that's labeled "Korhal civilians" but appears red, like an enemy holdout. Use the attack command to blow the building up and you'll reveal **secret documents**. Collect them to unlock a secret mission that you can access from the star map later. After grabbing that, head for the base marked with the number "3" to capture a second broadcast tower.

SECRET DOCUMENTS



The operation is basically the same as before, but you'll find this tower more heavily defended. Moreover, moving around a gaggle of thors through the narrow paths can create choke points behind which your units will get stuck and won't be able to help in fighting. Try to move all of your units through choke points before stopping to attack. You'll take some fire on the way in, but it'll help spread out the damage and ensure that no one thor gets pounded too hard. Again, look for reasons to use the Odin's barrage to take out large groupings of enemy units and buildings to gain access to the broadcast tower.



MAIN OBJECTIVE | Access broadcast tower 2

Capturing the third broadcast tower, the one marked "2" at the northeast corner of the map, shouldn't give you any more trouble than the others unless you've been hemorrhaging thor units. You'll likely begin running low on minerals and vespene gas back at base so keep your thors healthy. Once you've captured the third broadcast

tower, the mission ends.



☰	Mar Sara Missions	Colonist Missions	Covert Missions	Rebellion Missions	»
	The Great Train Robbery	Cutthroat	Engine of Destruction	Media Blitz	Piercing the Shroud

Piercing the Shroud

Investigate the Dominion lab

This is a secret mission. To unlock this secret mission on the star map, you'll need to have first collected the secret documents from the mission "Media Blitz." They're hidden, but we describe the secret location in our walkthrough. See: [Media Blitz walkthrough](#)

Objectives

MAIN OBJECTIVE |

MAIN OBJECTIVE | Investigate the Dominion lab

MAIN OBJECTIVE | Raynor must survive

Here's another mission without a command center or SCVs, just Raynor and a group of medics and marines. Use Raynor's breaching charge on the closed gate to the east to blow it away and continue into a room with light Dominion resistance. Step into the glowing green circle to access the computer terminal and you get a CCTV view of some enemies ahead and the option to pick between activating the left or right turrets. The turrets on the right will kill more enemies for you.



Wait for the enemies to destroy the turrets before moving in to finish up the Dominion killing. Continue northwest into the next room with a bunch of scientists and, after a quick cut scene, expect a host of zerg to rush through the northwest passage. Position your units in front of the passage and order them to hold in front. They'll automatically kill zerg as they crawl in while gradually destroying the passage to stop the flow. You can also take out a shackled ultralisk in the room—it won't be able to attack back, and killing it now might help later. Or just make you a bad person.



Set another breaching charge on a closed gate that'll let you eastward. At the bottom of the ramp, expect some Dominion along with some **grenade ammo**. Raynor can toss these limited grenades to take out groups of enemies. Use them sparingly, but don't be afraid to use them. You'll get more. After clearing out another batch of Dominion up the ramp to the east, step onto a glowing ring to access another computer terminal. This time you choose between unleashing three different batches of enemies. Any of the three batches will kill all of the dominion, but you should choose to unleash the zerglings because they're easiest to kill off when their usefulness is exhausted.



MAIN OBJECTIVE | Destroy the fusion reactor

BONUS OBJECTIVE | Find protoss relics (2)

Move into the cleared room and command your units to attack and destroy the structured entrance on the right. Doing so reveals the first **protoss relic** to collect. Go northwest into the next room and use another of Raynor's breaching charges on the northeast gate to gain access to the powerful **plasma ammo**. Afterward, you'll have to tear through a few Dominion forces before reaching another computer terminal.

PROTOS
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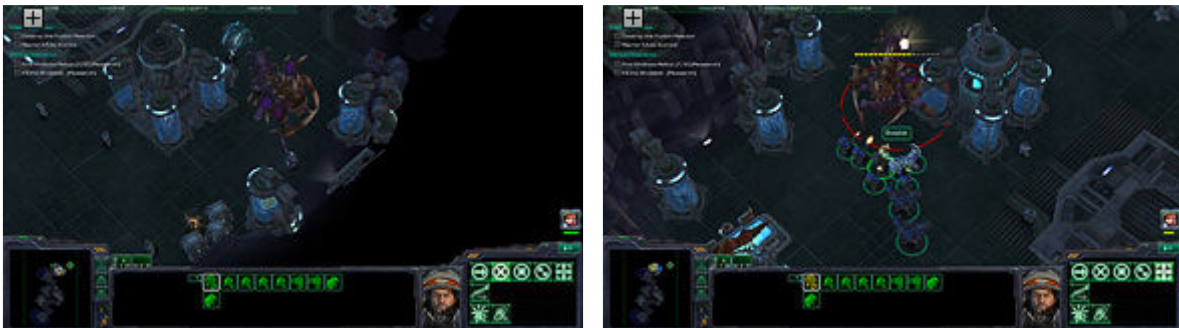
This time you get to pick weapons for a special A.R.E.S. unit that you get control of temporarily. We suggest either the anti-armor missiles or the all-purpose cannons. Send the A.R.E.S. unit into the room northeast of your location ahead of your main units and let it fight off the big vehicle enemies while your crew comes in behind to wipe out the smaller troops. The orange barrels explode, so be careful around them. Nab the **grenade ammo** before turning northwest to fight a few more enemies.



BONUS OBJECTIVE | Kill the brutalisk

This fourth computer terminal lets you enlist help from your choice of unit types. You can't really go wrong with any of the choices, though the option of firebats is probably the worst. We suggest the marauders or the marines. Take the crew into the room to the northeast, clear out the nearest enemies, and make a bee-line for the computer terminal and **plasma ammo** to the north. You have the option of releasing a brutalisk in the center of the room and you get **zerg research (x3)** for killing. Let it run around the room fighting any Dominion soldiers around before you step in to finish it off. Use plasma shots to stun it and avoid taking damage.

ZERG
RESEARCH



With the brutalisk killed, find the second **protoss relic** on the southern end of the room (some **grenade ammo**, too). There's another gate to the east that needs a breaching charge to open. Expect a few more Dominion soldiers, destroy another shackled 'lisk, and then blow away the fusion reactor in the southeast corner of the room. When the reactor is destroyed, the facility gets wrecked and the mission becomes significantly more difficult.

PROTOSS
RESEARCH



MAIN OBJECTIVE | Escape from the facility

Head northwest and grab another batch of **plasma ammo** before going into the next room with more enemies. In addition to enemies, you'll also find the **chrono rift ammo** to the left. The chrono rift shots create a large radius effect that slows down enemies within it—it'll be hugely helpful when the hybrid creature starts chasing you. Attack-target the rubble in the way to the southwest and continue to the next room.



You'll spot the hybrid trying to break through some rubble nearby and get the warning to hurry up. Continue southward (grab the **grenade ammo**) to clear out some zerglings and follow the path as it turns southwest, away from the hybrid. When the hybrid does break through, the mission becomes all about running. In the next room, be sure to activate the computer terminal to enable another A.R.E.S. bot that'll automatically distract the hybrid for you.



BONUS OBJECTIVE | Find protoss relics (2)

With the hybrid distracted, continue south. Destroy the rubble-wall to the southeast to gain access to another **chrono rift ammo** before turning southwest to destroy another wall. We suggest using a grenade to blow away the wall quickly. If the hybrid gets too close, tag it with a chrono rift shot to slow it down.

PROTOS
RESEARCH



As the path turns southeast ahead, charge through the enemies (they're fighting each other) and look in the northwest corner for another **protoss relic**. We suggest ignoring the enemies as best you can, especially since they'll slow down the hybrid for you. Turn southeast and use grenades to clear away the rubble (and the enemies) in quick fashion before the hybrid gets too close behind. There's another **chrono rift ammo** to find in the northeast corner of the hall, but going after it now is suicide.



After blasting away some rubble with a grenade, you'll find the path splits in two directions. Take the western path and run through the protoss zealots to grab the final **protoss relic**. Continue charging through the last hall, not even stopping to fight unless necessary. If you get surrounded and stuck by enemies, toss a grenade to clear 'em out. Soon enough, you'll round a corner and the hybrid will simply disappear, letting you gather the remaining ammo packs in the area that you may have flown by while being chased.

PROTOS RESEARCH



The large room ahead has a bunch of zerg creatures. If you stick around too long, an ultralisk will show up, so we recommend booking it through the southwest passage as quickly as possible. Grab another **chrono rift ammo** and the hybrid will appear behind you again. Tag it with a chrono rift shot and go back to rushing southeastward. There are a lot of enemies in the way, so quickly toss out grenades to clear a path to the escape ship.



«	Artifact Missions	Prophecy Missions	Final Missions	
Smash and Grab	The Dig	The Moebius Factor	Supernova	Maw of the Void

Smash and Grab

Seize the Xel'Naga artifact

Objectives

MAIN OBJECTIVE | Get to the artifact

This mission is short and sweet if you can get moving quickly. Put the SCVs to work collecting minerals and vespene (but mostly minerals). We suggest also building a bunker at the northwest corner of your base, near the ramp that leads down to the road below, as it'll be the only place where you get occasional attackers. In fact, almost right away you're warned that some protoss units are gathering down the road. Ignore them for now and build up your squad. You'll get a few marauder units for free, and you should instantly begin training more.



BONUS OBJECTIVE | Find protoss relics (4)

With a few marauders and a medic, you shouldn't have a problem fending off the incoming attack from the protoss. When they're killed, venture just north of your base to find the first **protoss relic** in the stage. Grab it and head back to base to continue to beef up. You want a majority of your army to be marauders and medics, but marines will help too. Consider building a second barracks with a reactor just for pumping out expendable marines.

PROTOS
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There's a second protoss relic nearby, but to get to it you'll want a healthy supply of marauders. Take your crew to the path north of base and turn *west*, into the zerg. At the top of the ramp, immediately target the zerg spine crawler to kill it first. Your marauders won't be able to help against the zerg mutalisks which is why you want some marines in your crew. Hug the southwest edge of the path (*avoid* venturing north) and the road will turn east where you can find the **protoss relic**.

PROTOSS
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Head back toward base and start exploring the eastern portion of the map to start wiping out the meager protoss resistance. If you run into a protoss pylon before an enemy or turret defense, blast it away. The pylons provide power to the photon cannon turrets—if the pylons are destroyed, the turrets become useless. You'll naturally run into more resistance than just pylons and photon cannons, but as long as you move forward slowly—keeping the number of simultaneous protoss attackers to a minimum—you shouldn't have a problem when you've got marauders and medics.



After crossing the glowing bridge to the east and clearing out the platform beyond it, look for an adjacent platform to the southwest. Behind a pylon and photon cannon combo you can find the third **protoss relic**. Further east, you'll head up a ramp to another large area that's filled with protoss. Clear it out and look for a narrow path to the southeast, at the end of which is the fourth and final **protoss relic**.

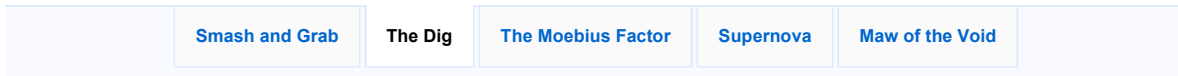
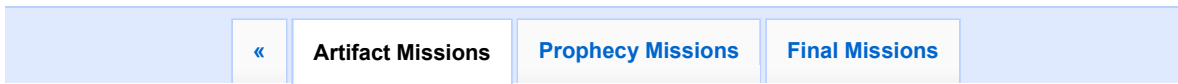
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If you follow the main path northeast, you'll see it leads to a glowing waypoint in front of the artifact you're after. Make sure all of your units are together (and that you have a lot of them) and march them onto the waypoint. The three large statues surrounding the artifact will come to life and attack. If you've got a sizable army and a healthy number of medics (four should be plenty), you can order the crew to *hold* position and fend off the

three statues without losing units. When all three statue enemies are defeated, the mission ends.



The Dig

Recover the Xel'Naga artifact

Objectives

MAIN OBJECTIVE | Recover the laser drill

Drag your units southward and be ready to engage a few protoss stalkers. As you near a corner ahead, you'll get a freebie drop with a couple of siege tanks. Wait for the siege tanks to clear the path, then put them into drive mode and take all units westward. You'll get a chance to test out siege mode again before heading up a hill to a friendly base, where the real action begins.



MAIN OBJECTIVE | Destroy the Xel'Naga temple door

MAIN OBJECTIVE | The laser drill must survive

This is essentially a defense mission. While the laser drill slowly whittles away at the temple door, you'll be attacked from the north and southeast. You merely need to keep the laser drill alive through the mission to complete the main objective. Immediately put the SCVs to work (and train more), build bunkers near either entrance to your base and man the bunkers with marines. More important in your defense, however, will be your placement of siege tanks. Place your first tanks near the entrances to your base and set them in siege mode so that their attack ranges go well beyond the boundaries of the base.



In fact, most of your early efforts should be put to creating more siege tanks, though you shouldn't forsake ground troops (read: marauders and medics). The siege tanks are a bit helpless one an enemy unit gets close up, but if you have enough siege tanks guarding an entrance, virtually no enemies will make it through the barrage alive. Naturally, you won't have that level of siege tank defense for a while, so make sure your marauders are up to snuff and keep a constant eye on your surroundings. You can spot enemies well before they get near your base, allowing you to move your troops to plan for them accordingly.



Pretty early on, you'll gain the ability to control the laser drill and use it to wipe out enemies from anywhere on the screen. First, a few of notes on the laser drill: 1) While you're attacking enemies with the drill, you're not making progress on the temple door; 2) The laser drill kills any enemy in a single shot; 3) The laser drill moves very slowly. Take these points into consideration and it should be clear that the laser drill is most helpful against the bigger, badder protoss enemies in the stage—don't waste its power on the lesser folk. You'll especially want to use the laser drill against protoss colossi and templars. Set the laser drill to a hotkey and make frequent camera sweeps of the landscape and use the laser drill to queue up attacks on the colossi and templars that pop up.



Occasionally protoss air raids will descend upon your base. The units we've told you to focus on, marauders and siege tanks, are incapable of attacking air targets so you'll need to rely on the laser drill and/or manned bunkers and turrets. Be sure to clear out any warp prisms that set up outside your base as they'll warp in ground troops.



BONUS OBJECTIVE | Find protoss relics (3)

The laser drill will also help you collect three protoss relics for more research. Directly

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southeast and northwest of your base are three protoss shrines that the laser drill can destroy. The only problem is that the laser drill doesn't have a clear view of the shrines. When the landscape seems otherwise clear, send a group of marauders and medics toward the shrines. There are weak pylon and photon cannon defenses, but not much else to worry about. Get near the shrines so that the laser drill can take 'em out and collect the **three protoss relics** that the destroyed shrines leave behind.



And that's really all there is to the mission. The main points are setting up plenty of siege tanks to bat away any attackers and using the laser drill to effectively eliminate the heavier protoss enemies before they even start marching toward your base. Make frequent camera passes over the landscape to see what enemies are gathering and take 'em out early.



«	Artifact Missions	Prophecy Missions	Final Missions		
	Smash and Grab	The Dig	The Moebius Factor	Supernova	Maw of the Void

The Moebius Factor

Evacuate the Moebius Foundation

Objectives

MAIN OBJECTIVE | Destroy the data cores (3)

MAIN OBJECTIVE | Kerrigan must not access a data core

There are three buildings on the map that you need to get to and destroy before Kerrigan can get to them. She'll target one after the other and as she's en route to the data center building, you get a helpful timer that lets you know how much time you've got to stop her. Your base will see period enemy attacks, so some defense is necessary but there's no need to overdo it. Just focus on mining (minerals are way more useful than vespene gas in this mission) and add a reactor to your barracks. You need nothin' but marines.



Mostly marines, that is. You'll soon get a handful of freebie medivac units. The medivacs are vital to the mission because they can pick up units and move them over water and other obstacles, in addition to providing medical services for your crew. As soon as you get your crew, a handful of survivors will join you. Help them defeat the zerg rushing after you, heal up, and start marching south down the ramp. Target the spine crawler at the base of the ramp to destroy it first. There's a group of survivors across the water way just southwest of your location. Use a medivac to fly over, load 'em up, and drop them off with the rest of your crew.



Take the crew northwestward and watch for another spine crawler (*always* target the spine crawler first) and another batch of survivors you can add to your crew. Pick them up with a medivac to carry them off the top of the building where they're currently stuck. Gather up all of your units into the medivacs and drop them off on the rooftop where you got the first batch of survivors. They'll begin attacking the first data center building and fend off any zerg that come at you. Be certain to target any flying enemies like mutalisks first as the mutalisks can quickly kill your medivacs.



Back at base, you should be pumping out marines as quickly as you can, as well as building more medivacs. We suggest leaving a healthy crew of marines with a couple of medivacs near the base's southwestern entrance to play defense. Occasionally, zerg nydus worms will crop up at the base of the ramp that leads out of your base, spawning all sorts of zerg. Move your crew down to destroy the nydus worm and then back to the top of the ramp for continued defense. A batch of 15-20 marines with a couple of medivacs should be virtually self-sufficient. The rest of the marines you create should go to your roaming army. Build enough medivacs to carry all of the marines and keep a few spare.



The second data center building shows up just northwest of your base but you can't just roll your medivacs nearby, offload the troops and get to work. Most of the rest of the map is loaded with anti-air measures that'll destroy your medivacs in a heartbeat, taking out any units loaded inside. Instead, what you want to do is offload your troops outside the action and march the marines well ahead of your medivacs. Marines are good all-purpose attackers and they'll take out both air-based enemies as well as spore crawlers, both of which threaten your medivacs. Take out the anti-air units first so that you can safely move the medivacs in to heal up your marines.



Land your troops on the road south of the data center and locate another batch of survivors that you can add to your crew. From here, head northeast and you can make a clear run at the second data center from the clearing east of it and avoid getting into the nitty gritty thick of the zerg defense around it.



BONUS OBJECTIVE | Kill the brutalisk

You'll earn **zerg research (x3)** for killing the brutalisk on the stage. The brutalisk is stuck on a virtual island in the middle of the map, facing southwest. Amass a healthy crew of marines packed inside your medivacs and offload the army onto the northeast end of the island. The brutalisk (and the anti-air defenses on the island) shouldn't attack you until you've offloaded everyone and start your offensive. Aim all guns at the brutalisk and it should go down quite quickly.

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There are two more sets of survivors that you can rescue and add to your army. Strategically, they're not very vital but you will need to grab them if you want to earn the mission's "Alive Inside!" Achievement. One group of marines are hiding inside a room on a rooftop just northeast of the third data center. On the rooftop directly across from that rooftop is where you'll find the final group.



Finally, we'll tackle the third and final data center which appears at the far west end of the map. Load up your medivacs and offload your army onto a clearing east of the data center, north of the water (pictured in the screenshots below). From here you can start making your final offensive. Implement the same strategy as before, moving your marines in front to take out air units and spore crawlers first so that your medivacs can safely heal the team. Pay special attention to the brood lords as they'll wipe out your marines quickly. Clear a way to the data center, set your units to *hold* so they catch the enemies that come from the nydus worm, and destroy the data center to end the mission.





« **Artifact Missions** **Prophecy Missions** **Final Missions**

Smash and Grab **The Dig** **The Moebius Factor** **Supernova** **Maw of the Void**

Supernova

Seize the Xel'Naga artifact

Objectives

MAIN OBJECTIVE | Clear the landing zone

At the start of the mission, you're put in charge of four banshee units. Banshees are effective against ground units but can't fight air units. The best part? They've got cloaking abilities. Use the group to move eastward, cloaking when you near enemies to ensure you don't lose any of your new ships. Unfortunately your units will be spotted by enemy photon cannons, so destroy them quickly to go back to being incognito. You'll reach a suitable base area soon. Simply clear it out and you'll get a real base for playing.



MAIN OBJECTIVE | Destroy the artifact vault

BONUS OBJECTIVE | Find the protoss relics (4)

Immediately go to work pumping out more banshees, marines and a few medics. We suggest adding a reactor to your barracks so you can generate marines quickly. After quickly putting together a decent crew of marines and banshees, take your army just east of your base. There are a few protoss enemies to take out and, behind them, the first **protoss relic** on a circular stone pad.

PROTOSS
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From the first protoss relic, head south to fight through yet more protoss units. A narrow path leads you to another potential base location (shouldn't be necessary to use) and another **protoss relic** on another stone pad. Grab the relic and head back to base. Your base may get attacked by weak protoss units, but they're typically nothing to worry about. Just move your army back to base to clean 'em up.

PROTOS
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Continue to augment your ranks as quickly as possible. The fire from the supernova is coming toward you, but it's not very fast and you should have plenty of warning before you need to move your base. Instead, focus on clearing out the area to the east to make for an easy base move when it *is* necessary. The main path leads east and north a bit and you can no doubt expect to run into protoss stalkers and photon cannons. Watch the northern corners of the path for another circular stone pad with the mission's third **protoss relic**. Just a bit further east of the relic is a major protoss base. Move your crew into the base, targeting first attacking enemies (watch especially for the colossus), second protoss warp prisms that spawn new enemies, and then finally buildings. The goal is to clear the area completely.

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Around this time, you should start hearing that the resources at your first base are drying up. When you've cleared a suitable space to the east, move your SCVs and launch your important buildings—command center, barracks, star port—to send them to the new location. Note that buildings cannot be launched if they are busy building or training new units. Either let your buildings finish their ordered tasks, or cancel queued task to allow them to move. When you land in the new location, be sure to re-build your barracks' reactor and add a tech lab

to the star port so you can keep building banshees. Back to building your army of banshees, marines and medics. SCVs move faster than buildings so put them to work early, repairing banshees and erecting a refinery to be ready when the command center lands.



If you're quick about your progress, that should be the only base move that's necessary. Directly south of your base is a path and a clearing with some protoss units that are worth destroying to prevent obnoxious attacks on your base while you make real progress to the east. There's another heavily-fortified protoss base to the east and your strategy should be essentially the same as before. If you're low on units or otherwise concerned about decimation, consider attacking photon cannons first so that you can send your banshees into cloak mode and wreak havoc for free.



The fourth and final **protoss relic** is located just east of this protoss base, so look for it on a circular stone pad after you've cleared out all threats. Due north is the last major protoss base you've got to take out. Make sure you've got plenty of units and that they're in good shape (SCVs can repair your banshees). We were able to sack the final base with just 35 units and without using any fancy tactics. When you've cleared this area of enemies, look for the artifact vault to the east. Lay waste to the structure to end the mission.

PROTOSS
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«	Artifact Missions	Prophecy Missions	Final Missions
	Smash and Grab	The Dig	The Moebius Factor
			Supernova
			Maw of the Void

Maw of the Void

Recover the Xel'Naga artifact

Objectives

MAIN OBJECTIVE | Clear the landing zone

You get three battlecruisers to start the mission. Guide them westward toward the first of what will become many rip fields in the mission. There are other enemies surrounding the rip field generator but we suggest targeting the generator first. Attack the generator and unload Yamato cannon shots to destroy it quickly and clear away the rip field. Now clear out all of the enemies to clear a suitable landing spot for your base.



MAIN OBJECTIVE | Destroy the Xel'Naga vault

The goal of the mission is to destroy an artifact vault that's way, way west. Naturally, it's guarded by myriad protoss units but it's also behind multiple layers of rip fields. You need to build up an army of battlecruisers and eliminate the rip field generators one at a time. The good news is that time isn't of the essence. There's no real reason to rush into battle, so kick back and start building up. You'll need lots of vespene to build your battlecruisers. You can collect some freebie resources on a lower platform southwest of your base. Send your battlecruisers around the perimeter of your "island" to destroy all enemies, then use a trained reaper to collect all of the resource caches. A reaper will be required to collect some other resources later, and we don't really recommend training anything more than one or two.



When you've put together a group of four or five battlecruisers, take the fleet westward to take out the nearest

rip field generator. You'll be warned about some photon cannons but, like before, we suggest ignoring all attackers and going straight for the rip field generator. As you battlecruisers slowly drift toward the target, start queuing up Yamato cannon shots by alternate hitting the hotkey (default is Y) and clicking on the rip field generator. This'll order all of your cruisers to ready the Yamato cannon (rather than just one), making short work of the generator. Immediately after destroying the generator, start focus-firing on the surrounding enemies to stop bleeding hit points.



BONUS OBJECTIVE | Rescue protoss prisoners (4)

Around this time, you'll be shown one of four protoss prison cells. If your cruisers are in decent shape, send them south to destroy the first **tal'darim prison**, freeing the three dark templars within. You can now control the dark templars, which should provide all of the ground force you need. The dark templars have a permanent cloak that makes them invisible to all but protoss photon cannons, and they appear to be immune to the rip fields.

PROTOSS RESEARCH



The other **three tal'darim prisons** appear on your map. Send your first group of dark templars to the second-nearest prison and you can free the rest of the prisoners with the battlecruisers as you clear out the rip field generators. You can use the dark templars to clear out protoss buildings and ground units, or set them to patrol a defensive line near base.

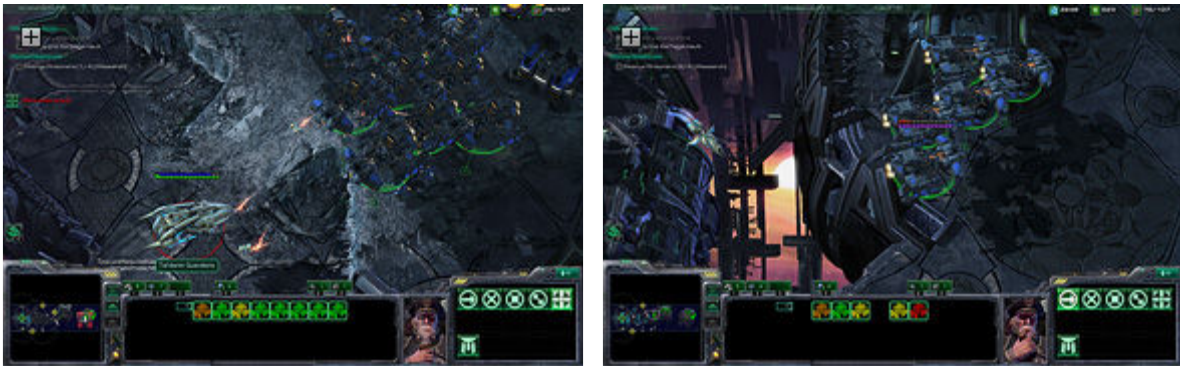
PROTOSS RESEARCH

PROTOSS RESEARCH

PROTOSS RESEARCH



Protoss enemies will occasionally make raids on your base, and while they typically consist of ground units early on, later they will comprise air units that you'll need to destroy with the battlecruisers. Keep an eye on base and make frequent trips back with your cruisers, both for defense and, especially for repairs. Between each rip field generator attack, we suggest heading back to base with the cruisers to let your SCVs repair them completely. The cruisers are expensive and take time to build, so it's essential that you maintain them properly.



You'll find early that your starting base runs out of resources quickly. Fortunately, there's a suitable area for a new base on the island just west of you. Make sure it's completely clear of enemies before launching your command center and starport to relocate them near the fresh resources. You can load some of your SCVs into the command center before launching, but the command center isn't the most efficient way of transporting the rest. For this reason, we suggest building a medivac to not only transport your SCVs but to also heal up your dark templars and reapers. The resources north of your new base can be collected by reapers.



Keep making progress against the rip field generators with your ever-increasing fleet of battlecruisers. As you get nearer to the Xel'Naga vault, a protoss mothership emerges. Fortunately, a massive fleet of battlecruisers will handily take out a mothership but you'll want to make use of the Yamato cannons to blast it away as quickly as possible. The mothership will typically warp itself away before going down in a blaze of infamy. If you're slow to attack it, the mothership will likely wrap your battlecruisers in a portal that leaves any non-warped cruisers more vulnerable, but it's certainly not the end of the world.



You don't need to destroy each every one of the rip field generators to get to the Xel'Naga vault. When you've got a decent shot at the vault, rush in with your cruisers to wipe it out. Destroying the vault ends the mission,

even if you're surrounded by myriad protoss units attacking you.



«	Artifact Missions	Prophecy Missions	Final Missions
Whispers of Doom	A Sinister Truth	Echoes of the Future	In Utter Darkness

Whispers of Doom

Investigate the Xel'Naga shrines on Ulaan

Objectives

MAIN OBJECTIVE | Bing Zertaul to each Xel'Naga shrine (3)

MAIN OBJECTIVE | Zeratul must survive

Through this mission you'll be controlling Zeratul and the protoss. Zeratul's got some unique abilities that'll come in handy, such as his never-ending cloak. As long as there's no spore crawler or overseer nearby, Zeratul is invisible to the enemies and can hack 'em away without fear. Try it out on the first batch of zerg just ahead, and then use Zeratul's blink ability to warp across the chasm ahead and continue north.



Be prepared to blink across another chasm and attack a pile of rubble to destroy it and clear your path (alternately, Zeratul can blink through the rubble). As you turn south, watch for a spore crawler that'll detect Zeratul and allow the zerg enemies to attack him. Target the spore crawler with the void prison from afar and Zeratul will automatically rush at the target to stun it. Attack the crawler while it's stunned to destroy it and then clean up the rest of the enemies.



A bit further ahead, you'll come to another spore crawler with an ultralisk as backup. As before, target the spore crawler with void prison from afar to stun the crawler and destroy it. With the spore crawler killed, you should have no problem taking out the ultralisk. Further north, you'll have to combine Zeratul's skills. Hit the spore crawler across the chasm with void prison and then blink to the other side of the gap to destroy the spore crawler before void prison wears off.



The next obstacle is an overseer which, like a spore crawler, will ruin your cloaking. Hit the overseer with void prison and blink across the chasm, but afterward you'll want to target the zerg hydralisk units and kill *them* before void prison wears off since Zeratul has no anti-air attacks. Step into the glowing circle in front of the **Xel'Naga shrine** ahead to get some research and open the path to the north.

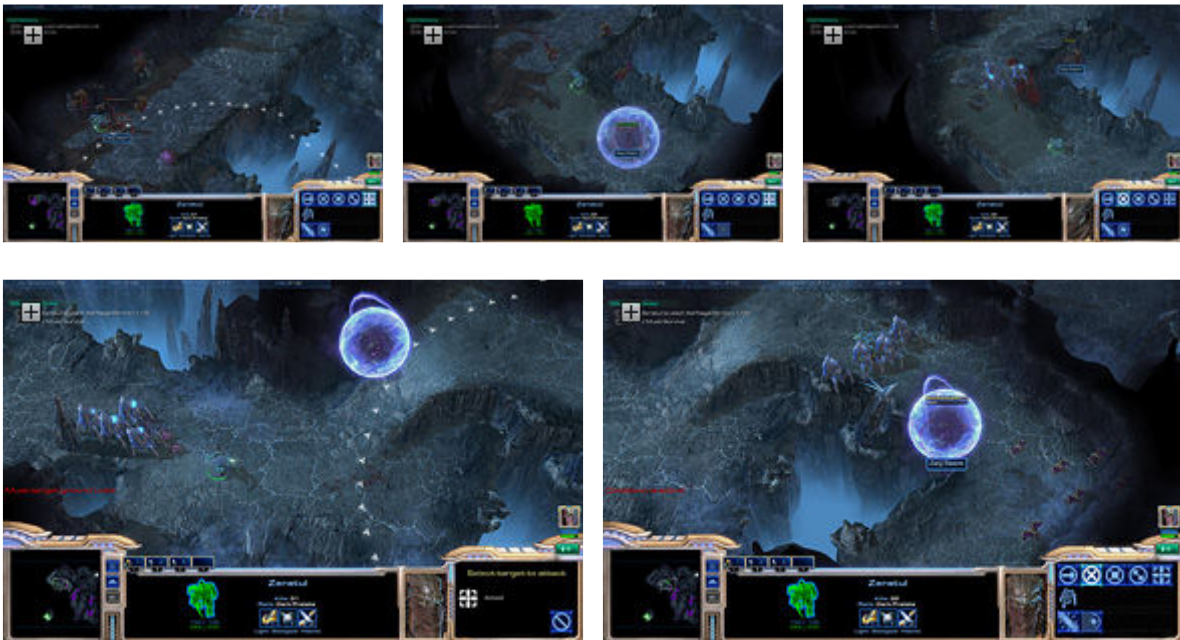
PROTOSS
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When you run into the next overseer you'll get a handful of protoss stalkers added to your posse. Hit the overseer with void prison to keep Zeratul from getting hurt and order the stalkers to shoot down the mutalisks. Blink your crew across the chasm to the west and use the stalkers to take out the overseer and hydralisks ahead.



After turning southwest, you'll want Zeratul to take out the spine crawler before moving your stalkers in close. Use blink to get behind the spine crawler without having to cross into the detection radius of the spore crawler further south. After that you can move your stalkers in to shoot down the flying zerg. Further down the path you'll run into some brood lords. Use Zeratul's void prison to hold once brood lord at a time while the stalkers shoot it down.



BONUS OBJECTIVE | Destroy zerg hatcheries (3)

After warping across another couple of chasms, you'll have to defend against an air raid. Tag the overseer with void prison to keep Zeratul from getting hit and allow the stalkers to take out the mutalisks. A couple of new stalkers will warp in to replace any you've lost. Take the lot south and you'll soon run into the first of three zerg hatcheries in the stage. Move Zeratul in close when the overseer moves away to blink down and destroy the spine crawlers. With the spine crawlers destroyed, move the stalkers in to shoot down the overseer and then allow Zeratul to take out the **zerg hatchery** by himself. Once destroyed, the hatchery releases a bunch of zerg broodlings that Zeratul can kill off without taking damage.

ZERG RESEARCH



The next **Xel'Naga shrine** is just ahead to the west and stepping into it should restore all of your units' health. After rounding a corner ahead, you can move Zeratul in as the overseer moves away to take out the spine crawlers. With the spine crawlers wasted, move the stalkers in just close enough to get the attention of one mutalisk at a time. Using this tactic you should be able to clear the skies without taking much damage.

PROTOSS RESEARCH



The camera will cut away to show some zerg banelings scurrying toward you. You need to act quickly to avoid losing lots of stalkers, so before the camera even pans back to your units move them to the centralized ledge so your stalkers can shoot down the banelings as they circle the walkway around them. If the banelings still get close to you, you can blink the stalkers across the chasm for some breathing room. Don't sweat the spore crawler that can detect Zeratul. There's no threat.



The main path leads north, but turn south instead. There's a chasm you can blink across and beyond it is a second **zerg hatchery**. Send Zeratul in to hit the spine crawler with void prison and destroy it. You'll want the stalkers to take out the overseer for you but be ready to fight off an ultralisk that crops up first. As before, move the stalkers away while Zeratul takes out the hatchery so that the spawning zerg broodlings don't chew away at your health.

ZERG
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Backtrack and head north, ready to attack the batch of walking spine crawlers before they burrow into the ground. You can't kill 'em all, but you should be able to leave just a couple that Zeratul can take out without stepping into the overseer's detection ring. Not much further ahead, you'll meet up with more protoss forces. You're still limited to controlling your core crew.



We suggest using void prison on the ultralisk that challenges the protoss right away. The spine crawlers further west will mostly be concerned with the other protoss dudes so you can attack them safely, though save your stalkers' attention for the flying mutalisks. When the choke point is clear, send your stalkers to the ledge overlooking the open area to the west. They'll help clear out the nydus worms that appear.



Don't step into the glowing circle in front of the last shrine just yet. It'll kick off an unstoppable sequence that won't allow you to get the final zerg hatchery. Instead, gather your troops near the now-cleared choke point and blink up to the platform above. You'll have to blink again across a chasm to the south where you'll find the **zerg hatchery**. Move Zeratul in and hit the spine crawler with void prison so you can kill it. Retreat to let the stalkers shoot down the roaches before taking out the overseer to allow Zeratul to finish off the hatchery without getting attacked.

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MAIN OBJECTIVE | Escape to the void seeker

You'll have to blink back down to the main ground level to continue north to the **Xel'Naga shrine**. Reaching the shrine triggers an event during which you must *run*. Do not stop to fight anything, and do not worry about your stalkers. You need to get Zeratul through this. Follow the main path and use your crew to destroy the first obstacles in your way. Things get increasingly hectic near the end of your run. Hit the chasing ultralisk with a void prison and use blink to warp through the last obstacle, rather than waiting to destroy it. (If you're going for the "Stalker Delight" Achievement, don't blink through the last obstacle, but you risk more damage to Zeratul.)

PROTOSS
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« [Artifact Missions](#) [Prophecy Missions](#) [Final Missions](#)

[Whispers of Doom](#) [A Sinister Truth](#) [Echoes of the Future](#) [In Utter Darkness](#)

A Sinister Truth

Consult the preservers on Zhakul

Objectives

MAIN OBJECTIVE | Power up the abandoned base

Now you get to play as the protoss kinda fo' real. You're in charge of a handful of probes (the protoss equivalent of terran SCVs) and your first task is to power up the abandoned base. Use the probes to warp in two pylon structures, one atop each of the target markers the game lays down for you. These two pylons will power all of the six building in the base, allowing you to put the probes to work gathering minerals and warping in an assimilator structure onto one of the vespene geysers.



MAIN OBJECTIVE | Free the preservers (3)

BONUS OBJECTIVE | Power up abandoned structures (3)

Order the nexus (equivalent of terran command center) to warp in some more probes and send one of the probes to power up the **two abandoned structures** nearby early.

PROTOSS
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Simply warp in one pylon next to each of the structures to power 'em up and turn them to your side. When the robotics facility to the southwest is powered, you're gifted an immortal unit and can use the robotics facility to construct more. The dark shrine to the east gifts you two cloaked dark templars.



With all of the nearby buildings brought up to speed, it's time to start building up your forces. Use the gateway at the end of your base to warp in stalkers and the robotics facility to build more immortals. We also suggest employing one of your probes to build a couple more photon cannons for defense. You may get a small base attack or two while you're building up, but it's nothing to worry about compared to...



...The hybrid Maar will show up early and make frequent attacks on your base. Gather all of your units around the base and near your photon cannons so that the cannons can help in the defense against Maar. Maar isn't some super unit to fear, but he can take a while to kill off. And he comes back. Maar will continually reappear at the preservers location in the southeast corner of the map, and he even eventually gets stronger as he respawns. You'll want to be fairly quick about building up your army so that you can end the mission soon.



When you've got a sizable group of stalkers and immortals with enough to leave some defending your base, take your army (and a single probe) southeastward,

aiming for the third and final abandoned structure. This third structure is surrounded by enemy structures and units, so you'll have to fight your way in. Use the probe to warp in a pylon near the last **abandoned structure** and wait for it to power up. For your troubles, you'll get a high templar added to your crew.

PROTOSS
RESEARCH



Finally, it should be time to make a run on the preservers. Head for the southeast corner of the map and expect plenty of resistance. You shouldn't have too much problem as long as you order your units to attack all things that move. You'll likely find the hybrid Maar regenerating in between the three stone structures that are imprisoning the preservers. As quick as you can, destroy the stone structures to earn **zerg research (x3)** and end the mission.

ZERG
RESEARCH



Echoes of the Future

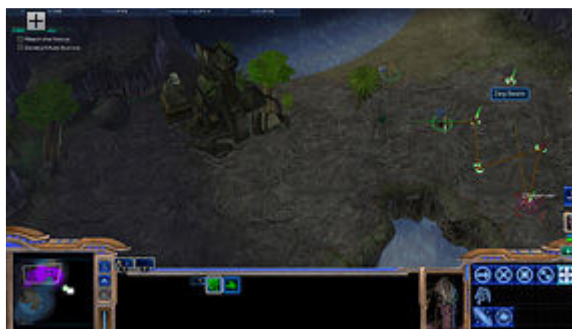
Seek out the overmind on Aiur

Objectives

MAIN OBJECTIVE | Reach the nexus

MAIN OBJECTIVE | Zeratul must survive

You start the mission with just Zeratul to command. Lead him north to take out some grounded zerg before finding the observer unit hovering overhead. The observer is able to spot zerg units buried underground, and you can immediately see buried enemies you didn't see before. Take the observer with you and continue east and then southeast to the nexus to activate your base.



MAIN OBJECTIVE | Bring Zeratul to the overmind tendrils (4)

Let the resource gathering begin. While you've got a handful of probes gathering minerals and vespene, order one to strategically place a few pylons to power your surrounding buildings and photon cannon defenses. You'll inherit a pair of colossus units to add to your army. They're especially good at clearing swarms of small zerg units—as you'll soon find out—and so we actually recommend leaving them at base to play defense. With your base powered up, build another warp gate and start pumping out nothing but stalkers.



While your stalkers germinate, you can do some early recon with Zeratul. Move with an observer to the plateau just east of your base and let Zeratul start clearing out the buried protoss. When you've got some stalkers and all of the attacking units are killed off, move the stalkers to the plateau to shoot down the floating overseers. Step Zeratul into the glowing ring near the first **overmind tendril**.

ZERG
RESEARCH



BONUS OBJECTIVE | Power the obelisks

You can then order a probe up to the plateau to warp in a pylon near the warp gate and **protoss obelisk**. The obelisk nets you research while the warp gate gives you a handful of free units. Your base is soon attacked by zerg coming from either end of the path that goes through the east end. Be ready to fight them off and target the nydus worms to stop 'em up quickly. These attacks come periodically (a countdown timer in the upper-right corner of the screen warns you) so it's good to leave some defense at base. As we suggested earlier, the pair of colossus units are good for defense.

PROTOS
RESEARCH



Take Zeratul, an observer and some stalkers northeast from your base. You can use the cloaked Zeratul to kill some enemies and collect some resource caches before moving the stalkers in to help with the units that are within a detection ring that spoils Zeratul's stealth. There's an abandoned robotics factory that you can power with a pylon for use, but we don't think it's necessary and it's in a bit of a bad spot anyway. However, further north is another warp gate and **protoss obelisk**. After you've cleared out enemies, send a probe in to set up a pylon and power 'em up.

PROTOS
RESEARCH



Further north is deep into enemy territory. Send Zeratul ahead to stealthily take out a spine crawler and an ultralisk. But before running to the next-nearest **overmind tendril**, call in your stalkers to help take down the flying mutalisks and other assorted baddies. Each overmind tendril you reach will restore Zeratul's health.

ZERG
RESEARCH



The last **two overmind tendrils** are similarly surrounded by zerg forces. Just keep warping in more and more stalkers to aid the cause, leaving some with the colossus units to play defense but otherwise amassing a sizable army for storming the eastern end of the map. Clear paths to each of the overmind tendrils (they're marked on your map so it's not a matter of finding them) and, when you've activated the last one, the mission will instantly end.

ZERG
RESEARCH

ZERG
RESEARCH



«	Artifact Missions	Prophecy Missions	Final Missions
Whispers of Doom	A Sinister Truth	Echoes of the Future	In Utter Darkness

In Utter Darkness

Witness the coming apocalypse

Objectives

MAIN OBJECTIVE | Kill 1,500 enemy forces

MAIN OBJECTIVE | Defending until the last protoss falls

The goal of this mission is to simply survive and defend the massive protoss base, long enough that you can rack up at least 1,500 zerg kills and earn **zerg research (x3)**. You start with a sizable army and a host of photon cannon defenses, and naturally you can build more. Beef up your supply of probes to rapidly collect minerals, and use the already-powered stargates, gateways and robotics facilities to generate units simultaneously.

ZERG
RESEARCH



PROTOS
RESEARCH

While you're amassing a massive army, you'll hear about the protoss archive, which is in the center of the northeastern sector of your base (i.e. where the dookie hits the fan). You'll earn **protoss research (x3)** for simply protecting the archive for twenty-five minutes, but that's easier said than done. As you'll soon find out, zerg will rush your base from all directions (well, all directions except the southwest). Generally they'll come in through the three main entrances, but flying zerg units will also creep in between the entrances. Typically, zerg will come from just one entrance at a time but be prepared to defend all entrances quickly. Later in the mission, nydus worms will creep up throughout the base. Be ready to eliminate them immediately.



We can't stress enough the importance of your photon cannon defenses. Keep at least one probe near the combat zone, always ready to rebuild lost pylons and replace destroyed photon cannons. In fact, you should fortify the defenses with more photon cannons than you start with. Photon cannons generate quite quickly (versus warping in new units) and you can use them to block off your entrances, holding enemy ground units back and stopping them at choke points where your army can more easily kill 'em off.



Periodically, protoss reinforcements will roll in to help you out. As these units join your army, you'll usually gain new unit options with your gateways and stargates. Once you gain the option to warp in void rays we suggest bringing in as many as you can afford. Void ray units are flyers that can fight both ground units and air units, a big plus. One problem with having a lot of ground units in a small space is that they block each other. However, air units can move around freely, allowing you to move many units to the same place without sacrificing firepower.



There's not much more to the battle. Things get increasingly crazy, and all you need to do is survive it long enough. Don't bother venturing outside your base, there's nothing but hurt beyond the walls. The mission won't end until all of your units are destroyed, so you can keep playing long after you've beaten the mission. There's an Achievement you can earn by taking down 1,750 units, so don't throw in the towel until you've earned that.



«	Artifact Missions	Prophecy Missions	Final Missions	
	Gates of Hell	Belly of the Beast	Shatter the Sky	All In

Gates of Hell

Invade Char

Objectives

MAIN OBJECTIVE | Gather a large army (100)

At the start of the mission, your goal is to simply amass a sizable army. You'll be attacked occasionally as you build, but you've got plenty of time to focus on recruiting. Add a reactor to your barracks so you can pump out marines and medics and we also suggest building a second barracks so you can add a tech lab and train marauders. Man the already-established turrets with marines and consider building more turrets for simple defense. There are some supply caches within the base that you should collect to build up your resources early.



Soon, you'll get word of a friendly drop pod crash landing nearby. If you can get to the stranded marines before the zerg do, you'll add them to your ranks and also get access to some supply caches that came down with whatever ship they crashed in. Take a healthy group of units north to save the lot, then return to base. There are ten drop pods that'll land throughout the mission. Be ready with a sizable force that you can move around while also leaving some defenders at the base. The drop pods will be marked on your map as long as the stranded units are still alive. Be quick about saving them 'cause they won't last long.



The third drop pod will net you a trio of vulture cycles and access to a factory. Don't leave the factory there! Launch it into the air and land the factory in the middle of your base. If you allow the factory to remain stranded, it'll soon be overwhelmed by zerg. Later, you'll get the chance to rescue some aerial vehicles and an accompanying starport to the southwest. Again, if you like the idea of the starport sticking around you'll want to launch it from its resting place and move it into your base.



MAIN OBJECTIVE | Destroy the nydus worms (3)

Things get a bit crazier when you reach the required army size. You get introduced to an ally base at the far east end of the map. It's got three nydus worms outside that you need to destroy, but getting there will require much work. From your base, take a massive crew (still leaving some behind to play defense) southeastward. The path to the nydus worms winds through some heavily-infested zerg territory so make sure you're armed with plenty of medics to keep your crew alive. Honestly, we found aerial units a bit helpless. An army made of marines, marauders and medics seems best for tearing through the lot. Target dangerous enemies like spine crawlers and brood lords first before bothering with lesser enemies.



An Achievement for the mission, "The Big Bang Cannon," challenges you to destroy all six spore cannons in the mission. You likely won't run into all of the spore cannons—stationary, spewing gross things—by chance so we've got screenshots below showing each of their locations. Note the mini-map marker that indicates where on the map the view in each shot takes place.



All three of the nydus worms are in close proximity to each other. Destroy all three to end the mission.



Belly of the Beast

Sabotage the zerg defenses

Select this mission and you'll be given a choice between two missions. Choose to "sabotage tunnels" and you'll play the "Belly of the Beast" mission and prevent nydus worms from appearing in the final mission of the game. If you choose to "attack platform" you'll play the mission "Shatter the Sky" and instead prevent mutalisks and brood lords from appearing in the final mission. For what it's worth, we chose to "attack platform." See: [Shatter the Sky walkthrough](#)

Objectives

MAIN OBJECTIVE | Plant seismic charges at each fissure (3)

In this unique mission, you start with control of just four units, but they're all important characters. If one of these folks goes down, you won't lose him permanently. Instead, an incapacitated unit goes down for a set period time. We suppose losing all units at once will end the mission, but we never had that much trouble. Grab the crew and head south to learn of Raynor's awesome penetrator round. Use it to target any of the zerg lot ahead and the single shot will lay waste to the row of villains. Raynor, Tychus and Swann each have unique abilities, so we suggest assigning each to a unique hotkey for quick activation.



After tearing through another group of zerg and heading further west, you get to test out Tychus' shredder grenades. Target the highlighted group with a grenade and then clean up with the rest of the crew. There's another opportunity for exploiting the shredder grenades ahead. At the next enemy encounter, use Swann's flaming Betty turret where the game calls for it and watch it crisp up some zerg.



You'll tear through a few more zerg batches before coming to a group of stranded friendly units. Use your newfound skills to tear through the zerg (Raynor's penetrator round will help nicely) to get to the stranded units and add them to your ranks. You'll have to shoot through a rock barrier to the southeast to continue on to more zerg.



Ahead, watch for a batch of nydus worms that crop up. Do your best to kill 'em quickly or they'll keep pouring out new units to rush you. Beyond the nydus worms is the first of three fissures where your crew will plant a charge. Step onto the green pad and get ready to play defense for a couple of minutes. Throw up one of Swann's flaming Betty's in the middle of all the spots offered to you and be prepared to re-deploy it when it eventually goes away. Destroy any nydus worms that appear. When time runs out, you'll move on to the next area.



Second verse, same as the first? Not quite. Once again, you've gotta get to the fissure to set a charge but the zerg forces are much greater. You'll spot the enemies ahead in massive numbers. Start every battle by throwing down a flaming Betty and then clearing out a chunk of enemies with a shredder grenade.



Before long, you'll find another set of stranded friendlies. Once again, you'll want to rip through the enemies as quickly as possible to get to the new units before the zerg do. Save a big shot for the nydus worm (Raynor's penetrator will take it out in one blast) and then add the firebats to your crew.



The firebats join you none too soon as you're next faced with a seemingly endless stream of zerglings pouring out of a handful of nydus worms further down the narrow path. You can hold position fairly easily but making forward progress—in order to kill the worms—requires some coordination. Clear out some of the incoming zerglings with a shredder grenade, penetrator round or flaming Betty and then quickly move your units forward as much as possible. Try to keep your guys bunched up so that they can all be healed while clearing out the nydus worms.



The second fissure is just ahead, and as before you'll have to play defense after stepping into the lighted circle and setting up a seismic charge. Make sure you've always got a flaming Betty deployed and make ample use of the shredder grenades. Nydus worms will pop up and appear on your radar map. Fortunately, they go down to a single penetrator round from Raynor's gun. Defend for two and a half minutes and you'll progress to the next area.



Head north, using your team's tools to clear through the zerg. However, make sure all of your special abilities are at the ready as you near the northwest corner of this map. An omegalisk unit appears and begins to go after the last batch of stranded friendlies. Throw everything you've got at it to bring down the omegalisk and add the units to your crew. The third and final fissure is southeast.





Instead playing simple defense for this final fissure bombing, you'll have to fight off the zerg queen. She pops up and starts to pop open batches of eggs, sending zerglings pouring at you and your charges. Attack the queen with all you've got. She retreats after taking a beating but always pops back up, usually somewhere else on the map around your waiting charges. When you've killed the queen, you'll have completed this last part of the main objective.



MAIN OBJECTIVE | Run to the extraction point

Finally, you must make a mad dash for the exit before lava creeps up and consumes your units. Don't waste time killing everything. Be quick about clearing a path for your units and make constant progress for the northeast corner of the map. Reach the end to complete the mission.



«	Artifact Missions	Prophecy Missions	Final Missions	
	Gates of Hell	Belly of the Beast	Shatter the Sky	All In

Shatter the Sky

Objectives

MAIN OBJECTIVE | Destroy the coolant towers (4)

There are four coolant towers spread throughout the base and you need to destroy them all. The bad news? Each is buried behind myriad zerg forces and getting to them requires a lot of patience and time. Fortunately, time is on your side. Start the mission by first establishing some defense, setting up bunkers near each of the two entrances to your base, manning them with marines. Add a reactor to your barracks so you can pump out marines and medics like no one's business.



You'll occasionally get attacked from a handful of zerg at a time, usually a few fliers with the occasional ultralisk in tow. A couple of filled bunkers, turrets, a repairing SCV and a host of patrolling marines and medics will generally provide self-sufficient defense. When you've got your base well defended, put together a mobile crew of flying units. We focused on banshees and, later, battlecruisers because of how quickly the banshees can lay waste to ground units. Try 'em out early to take over the enemy base directly south of the east corner of your base.



Once your base is up to speed, you'll want to quickly start expanding as the resources will run out fairly quickly. Order an SCV to build a second command center at your original base and, when it's finished, launch the new command center and land it in front of the minerals in the southeastern base you just took over. Once you're established there, build bunkers and turrets at the new base's western entrance to set up your defense on that front. Any defense you'd previously set at the northern base's southeast entrance is now a bit useless, so move your marines elsewhere.



With your two bases set up and, hopefully, tons of resources coming in, you should now focus on destroying the nearest coolant tower. Move all of your attacking units to your southeastern base and move them westward toward the coolant tower. If you attack from the north you'll have to cut through way more zerg enemies, but this eastern front provides relatively little resistance. Rush the coolant tower, blow it up and get away. The entire platform will suffer a catastrophic explosion that takes out all of the zerg on it...and any of your units if you leave 'em hanging around.



You should move your attention next to the coolant tower in the northwest corner of the map. It's got a lot of ground defenses but surprisingly few defenses against air units. You can take on the entire operation with nothing but a host of banshees, shortcutting onto the zerg-infested platform from southeast of the coolant tower. Destroy first any belching spore crawlers you see, as they're the only thing that'll be able to attack your banshees. Again, make a bee-line for the coolant tower, blow it away, and then vacate the premises while stuff explodes.



Upon destroy this second coolant tower, a massive zerg enemy, the leviathan, roams onto the scene. The leviathan will patrol the southwest-central section of the map, but he won't bother your two bases. While he roams about, build up a sizable force of marines and medics. Your air units will be mostly useless. When you've got a heavy crew (think 50-60 units), intercept the leviathan as he patrols over the center platform, away from any other zerg enemies. Attack the beast head-on, grit your teeth, and relentlessly chew away its health.



We suggest next going for the coolant tower in the southwest corner of the map. You can make a good go at it with a crew of mostly banshees, along with a few battlecruisers for air defense. The easiest way to the coolant tower is also the most obvious and direct; just approach it from the northeast.



The final coolant tower, in the southeast corner of the map, is the toughest to get to with an air fleet. However, having cleared the southwestern platform you've now got a good front for waging battle. Heal up all of your banshees and battlecruisers and move to the last coolant tower from the southwest. You won't have to fight through too many mutalisks and spore crawlers to get close enough to the tower to take it down and end the mission.



All In

Protect the artifact

This mission varies slightly, depending on the choice you made for the previous mission. If you chose to "sabotage tunnels" you'll have to deal with flying mutalisks in this final "All In" mission, or if you chose to "attack platform" you'll have to deal with myriad nydus worms. This walkthrough is written assuming you chose to "attack platform," 'cause that's what we did. Still, some of the same strategies apply.

Objectives

MAIN OBJECTIVE | Defend the artifact

Hey you! This is the last mission in the game. If you've got any protoss or zerg research credits left over, put 'em to use and do some research. For the final research bonuses, we strongly recommend the protoss **tech reactor** and the zerg **hive mind emulator**. Also be sure to beef up your units in the armory with whatever credits you've got left. For this mission, we're focusing primarily on bunkers, siege tanks and banshees.



You've got to defend the artifact, neatly located atop a platform at the north end of your base. This mission is all about throwing up a massive defense and hunkering down while the on-screen meter fills up to end the mission. Start by putting your SCVs to work and building additional bunkers near the two main entrances of your base—there's a northeast entrance and a western entrance you'll have to defend. Quickly add a reactor to your barracks to start pumping out marines to fill the bunkers, and add a tech lab (or *tech reactor* if you've got the upgrade) to your factory so you can also produce siege tanks rapidly.



You want to set up myriad siege tanks just behind your bunkers on the borders of your base. Also send siege

tanks onto the upper platform where the artifact is—from that platform, they can overlook the main paths leading into your base and tag incoming zerg way early. Make sure to leave SCVs near your tanks and bunkers to perform repairs 'cause they'll need them constantly.



Add a tech reactor to your starport as well and pump out banshees. Keep a pack of banshees bound to a hotkey so that you can send them around for focused fire when necessary. Like when fighting nydus worms. Very quickly, you'll get warnings of incoming nydus worms and they'll pop up all over the map. Nydus worm locations are marked on your map as long as the worms are still alive and you should use your banshees for making a sweep of the map to clear 'em all out. With most nydus worm croppings, one worm will appear within your base, usually between the artifact platform and your command center. For this reason, we suggest setting up a bunker in the same area, ready to drill away the nydus worm before it can unleash any zerg inside your base.



Listen to the warnings about seismic activity. Typically they announce more nydus worms, but occasionally they'll announce the arrival of Kerrigan. Kerrigan will appear on your map as a gnarly evil icon. Watch her movement and be prepared to intercept her at whichever of your base entrances she tries to invade. Attack her with banshees before she can get close enough to wipe out your bunkers. Kerrigan's got the power to take out bunkers quickly and they're difficult to replace (more difficult than banshees). Focus all your mobile firepower on knocking Kerrigan away and she'll soon retreat. Don't worry, she'll attack you again later in the same pattern.



So long as you keep your bunkers and siege tanks healthy, you should get through this mission relatively easily. When things get hairy, don't forget to utilize the energy nova, which you can trigger any time (provided you have a charge) by clicking the button that's always on-screen. If you're playing the version without nydus worms but *with* flying zerg, replace our recommended siege tanks with anti-air turrets. If you've got the hive mind emulator research upgrade, place the towers near the borders of your base and take control of mutalisks and brood lords alike to turn the tides. Either way you go, proper preparation and fast work in the beginning of the mission is the key to success. G'luck, soldier.



StarCraft 2 Secrets

Unlockables & Cheats

Zerg & Protoss Research Collectibles

by [Nick Kolan](#)

How to Unlock StarCraft 2's Secret Mission

Some of you out there may be blowing through StarCraft 2's excellent campaign mode, and some of you may have even completed it, only to find that your mission log reads 25/26 missions completed. Wondering where that last mission is? Wonder no more, because we have the answer.

Spoiler Alert

Access to this mission takes place about 75% of the way through the game, so, although we'll do our best not to reveal anything story-wise, there are potential spoilers associated with this. If you don't want a single thing about SC2's campaign spoiled, stop reading now.

In the mission called "[Media Blitz](#)," you're in control of the massive war machine Odin. You can either perform this during the opening few minutes, or if you're careful and can keep Odin alive, use it once your base is established. Send Odin past the first little Dominion-controlled base on the bottom right, and turn right before you reach the first communication tower.

Following that road, you'll eventually come across an odd-looking building labeled as being under the control of "Korhal Citizens," although your mini-map indicates it is enemy-controlled. Send your units to "attack" the building (right-clicking won't do). It crumbles and reveals a glowing item called "Secret Documents." When you collect this, it unlocks a secret mission that plays a lot like the hero missions of Warcraft III. It is also awesome.

You need to do this before you go to Char, or before you complete the campaign, because you need access to the Star Map in order to access the unlocked mission.

See: [Piercing the Shroud walkthrough](#)

StarCraft 2 Cheats

To enter one of the following cheats, press the ENTER key during gameplay and type the cheat into the box that appears. Press ENTER again to commit to the cheat. Note that activating a cheat—any cheat—will forever taint your game and prevent you from earning Achievements.

God Mode

terribleterribledamage

Units Don't Cost Resources

moredotsmoredots

Want more? Check out our [StarCraft 2 cheats](#).

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[Zerg & Protoss Research Collectibles](#)

Zerg Research Collectible Locations

Zerg Chrysalis	THE EVACUATION
Zerg Chrysalis	THE EVACUATION
Zerg Chrysalis	THE EVACUATION
Zerg Infestor	OUTBREAK
Zerg Infestor	OUTBREAK
Zerg Research (x3)	SAFE HAVEN
Zerg Brutalisk	THE DEVIL'S PLAYGROUND
Defiler Bone Sample	THE GREAT TRAIN ROBBERY
Defiler Bone Sample	THE GREAT TRAIN ROBBERY
Defiler Bone Sample	THE GREAT TRAIN ROBBERY
Devourer Tissue Sample	ENGINE OF DESTRUCTION
Devourer Tissue Sample	ENGINE OF DESTRUCTION
Devourer Tissue Sample	ENGINE OF DESTRUCTION
	PIERCING THE SHROUD

Zerg Research (x3)	
Zerg Research (x3)	THE MOEBIUS FACTOR
Zerg Hatchery	WHISPERS OF DOOM
Zerg Hatchery	WHISPERS OF DOOM
Zerg Hatchery	WHISPERS OF DOOM
Zerg Research (x3)	A SINISTER TRUTH
Overmind Tendril	ECHOES OF THE FUTURE
Overmind Tendril	ECHOES OF THE FUTURE
Overmind Tendril	ECHOES OF THE FUTURE
Overmind Tendril	ECHOES OF THE FUTURE
Zerg Research (x3)	IN UTTER DARKNESS

Protoss Research Collectible Locations

Protoss Research (x3)	HAVEN'S FALL
Protoss Relic	WELCOME TO THE JUNGLE
Protoss Relic	WELCOME TO THE JUNGLE
Protoss Relic	WELCOME TO THE JUNGLE
Protoss Relic	CUTTHROAT
Protoss Relic	CUTTHROAT
Protoss Relic	CUTTHROAT
Protoss Relic	PIERCING THE SHROUD
Protoss Relic	PIERCING THE SHROUD
Protoss Relic	PIERCING THE SHROUD
Protoss Relic	PIERCING THE SHROUD
Protoss Relic	SMASH AND GRAB
Protoss Relic	SMASH AND GRAB
Protoss Relic	SMASH AND GRAB
	SMASH AND GRAB

Protoss Relic	
Protoss Relic	THE DIG
Protoss Relic	THE DIG
Protoss Relic	THE DIG
Protoss Relic	SUPERNOVA
Protoss Relic	SUPERNOVA
Protoss Relic	SUPERNOVA
Protoss Relic	SUPERNOVA
Tal'Darim Prison	MAW OF THE VOID
Tal'Darim Prison	MAW OF THE VOID
Tal'Darim Prison	MAW OF THE VOID
Tal'Darim Prison	MAW OF THE VOID
Xel'Naga Shrine	WHISPERS OF DOOM
Xel'Naga Shrine	WHISPERS OF DOOM
Xel'Naga Shrine	WHISPERS OF DOOM
Abandoned Structure	A SINISTER TRUTH
Abandoned Structure	A SINISTER TRUTH
Abandoned Structure	A SINISTER TRUTH
Protoss Obelisk	ECHOES OF THE FUTURE
Protoss Obelisk	ECHOES OF THE FUTURE
Protoss Research (x3)	IN UTTER DARKNESS

StarCraft 2 Achievements

Mar Sara Missions Achievements	
Liberation Day	15 ↓
Complete all mission objectives in the "Liberation Day" mission.	
WE SAY... All mission objectives are covered in our walkthrough. See: Liberation Day walkthrough	
Raynor's Back	10 ↓
Kill 5 enemy units in the "Liberation Day" mission with Raynor no normal difficulty.	
REKEY SAYS... Easy, just ensure that Raynor's leading the troops and you will get this before you get your reinforcements.	
Down with the Mengsk	10 ↓
Kill every enemy unit in the "Liberation Day" mission on hard difficulty.	
KITKAT SAYS... Most of the enemies are on the way but there are a few of them hidden from the main road. The first group is right after you get your reinforcements. Just go down from there and take a slight right, and then you will see a small corner—they are in there. The second group is to the top-left of the headquarters. Kill that group before you destroy the headquarters and finish you mission.	
The Outlaws	15 ↓
Complete all mission objectives in "The Outlaws" mission.	
WE SAY... All mission objectives are covered in our walkthrough. See: The Outlaws walkthrough	
Cash Reward	10 ↓
Collect all Mineral and Gas Pallet pickups in "The Outlaws" mission on normal difficulty.	

WE SAY...

All mineral and gas caches are covered in our walkthrough. See: [The Outlaws walkthrough](#)

Be Quick or Be Dead

10 ↓

Complete "The Outlaws" mission on hard difficulty in less than 10 minutes.

DEVIN SAYS...

Make sure you have a decent amount of marines and medics, at around a 2:1 ratio; I'd say 10 marines and four medics going to the rebel base. Ignore the tempting three minerals up with the four marines guarding them, this wastes your time and your marines.

As you make your way through the map, order all of your marines to attack one target at a time. This gets rid of all of your enemy units fastest and saves you some casualties.

Have at least 15 marines and seven medics as you head for the enemy base. Kill one target at a time, move close to the bunker so you can kill it with all of your marines at once instead of them running behind each other due to the small gap.

Once you get to the base, kill the units and then kill the barracks and factory before anything else (and any SCVs trying to repair them). Then take out the command center; after that the supply depots should be taken out one at a time.

If all goes well, you should have an Achievement. If you find yourself stuck at the base and all your marines are dying, bring up the menu and load the last save from the mission. It will put you back at the moment you reach the rebel base.

I finished the mission with 24 seconds to spare. Follow these tips and you might do better than me.

Zero Hour

15 ↓

Complete all mission objectives in the "Zero Hour" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Zero Hour walkthrough](#)

Hold the Line

10 ↓

Complete the "Zero Hour" mission on normal difficulty without losing or salvaging a structure.

REKEY SAYS...

Build at least two barracks, one tech lab and two cloning labs. For every four marines build one medic. Push forward early and get to the white buildings. If you don't keep the creep from there, you won't get any one out of your base.

KITKAT SAYS...

This mission is actually quite easy. All you have to do is make sure that you do not let the enemy

destroy your bunkers and turrets. I recommend making at least three bunkers on each side and put at least one SCV near each for repairs. The turrets are the same, just make sure that you make a few more than the two they give you at the beginning of the mission and put at least one SCV to repair each turret.

The Best Defense...

10 ↓

Destroy 4 Zerg Hatcheries in the "Zero Hour" mission on hard difficulty.

SEAN SAYS...

This is a tough one, and I'll not lie, the first time I did it I finished with one command center flying away from the ruins of my base while the timer ticked down the last seconds. Everything here assumes that you know how to make a base defense fast, and that you know how to maintain it. Otherwise, you'll struggle just to complete this mission on hard difficulty.

The easiest way to perform this Achievement is to kill one base twice. The least defended zerg base is in the top-left corner.

Hit the base early, but bring a solid group, at least 10 marines and four medics, though I'd say double that to be sure. Stay close to the cliff on the right side going in so that you don't have to fight all the defense at once. Don't rush in, just hold there until you have nothing left to shoot and move forward. Notice there are two hatcheries here. Kill them, then return to defending your base.

Nearing the end of the mission (for me it was with a minute and a half to go that I noticed it), the base you trashed will start respawning two new hatcheries, but no defenses. Park some boys up there (safe from the waves of zerg funny enough) and just wait until the hatcheries finish morphing, then blast 'em.

This Achievement doesn't require you to beat the mission, so if you can kill the hatcheries but your base is getting trashed, just nail the hatcheries and reload.

KITKAT SAYS...

The first thing you need to do is make a strong defense for your base. Start pumping out marines and medics as soon as you can. You can make a third barracks if you want. I would recommend rescuing the three terran groups isolated outside of your base, simply because they are free troops and will help you in completing this mission. After you have about 20 marines and 10 medics, start making your way to the left side of the map. There are three hatcheries there. When you attack, focus firing on the spine crawlers because they are the most dangerous for your marines and then just pick out other attack enemies. After that, just clean up the base and move to the top-left corner. There are two hatcheries there and you only need to destroy one to finish the Achievement. For now, your base should be making more marines and medics, so let them join the fight if you can and do the same thing as with the left base. Focus on spine crawlers when you get in range and then other enemies. After you destroy that hatchery, just come back and defend your base. Nydus worm should start popping in your base soon, if they haven't already.

Mar Sara Mastery

20 ↓

Complete all the Mar Sara mission Achievements.

Colonist Missions Achievements

The Evacuation

15 ↓

Complete all mission objectives in "The Evacuation" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [The Evacuation walkthrough](#)

Handled with Care

10 ↓

Complete "The Evacuation" mission on normal difficulty without losing a transport truck.

KITKAT SAYS...

Just make sure you make your troops follow the transport trucks at all time during the mission. You can put troops in bunkers but simply following the trucks will do the trick.

Sacrifice Nothing

10 ↓

Complete "The Evacuation" mission on hard difficulty without losing or salvaging a structure.

KITKAT SAYS...

Most important thing is that you put marines and firebats into the bunkers as soon as possible, and put an SCV near the bunker to repair it. Go with the bunker at the top first because it will be attacked by the zerg during the second transport. If you want to be safe, put at least two bunkers and two SCVs at each entrance, bottom, center, and top.

Outbreak

15 ↓

Complete all mission objectives in the "Outbreak" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Outbreak walkthrough](#)

28 Minutes Later

10 ↓

Complete the "Outbreak" mission on normal difficulty before the 5th night.

KITKAT SAYS...

Pump out hellions at your base during the night and destroy the buildings at day. When night is about to fall, get your hellions back to your base for repair and reinforcements. You should be able to finish this with no problem. Make sure you have a strong base defense throughout the mission.

Army of Darkness

10 ↓

Destroy 15 Infested structures at nighttime in the "Outbreak" mission on hard difficulty.

SEAN SAYS...

First off, don't try to fight your way out of your base at night. To pull this one off, you'll need a strong, durable force. Unless you have left the colonist missions until the very last, you'll probably be limited to infantry or hellions. Take infantry. Medics will make them twice as durable as the hellions.

Stack the group with marauders for blasting buildings and firebats for keeping the infected goons away. Plenty of healers and some cheap marines if you have them to spare.

During daylight, park this group near a nest of infected buildings (don't go with the proper zerg buildings, they have defenses the infected ones don't). If you want to stack the deck in your favor, cautiously grind down the health points of the buildings without destroying them. Don't forget that if they catch fire they will lose health even without you shooting them.

Now wait for night and the second it ticks over to night start blasting. If your group is solid enough you should manage the Achievement without heavy loses and be able to rush them back to base.

Safe Haven

15 ↓

Complete all mission objectives in the "Safe Haven" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Safe Haven walkthrough](#)

You Shall Not Pass

10 ↓

Save 3 colonist outposts in the "Safe Haven" mission on normal difficulty.

JOHN SAYS...

My strategy was to scout out all of the colonist areas using hellions or predators, and then park a battle cruiser with a science vessel on all of the uninfected colonies, avoiding all sorts of infantry and vehicular fighting forces. I then systematically rolled through the zerg bases with a mass grouping of battle cruisers, occasionally sending one or two extra as support for my defensive groups. I protected

my base with a combination of perdition/missile turrets to cut down on population cost.

My Precious!

10 ↓

Save 2 colonist outposts in the "Safe Haven" mission on hard difficulty.

JOHN SAYS...

My strategy was to scout out all of the colonist areas using hellions or predators, and then park a battle cruiser with a science vessel on all of the uninfected colonies, avoiding all sorts of infantry and vehicular fighting forces. I then systematically rolled through the zerg bases with a mass grouping of battle cruisers, occasionally sending one or two extra as support for my defensive groups. I protected my base with a combination of perdition/missile turrets to cut down on population cost.

Haven's Fall

15 ↓

Complete all mission objectives in the "Haven's Fall" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Haven's Fall walkthrough](#)

Outpatient

10 ↓

Complete the "Haven's Fall" mission with 3 settlements protected on normal difficulty.

KILLJOY SAYS...

The key to this mission is to build as many vikings as possible, and fast. Having purchased the science vessel from the protoss tech tree will make things a lot easier for you since they can heal your vikings quite fast—three to four can hold about 15-plus vikings. Your base needs moderate defences: a couple of bunkers and anti-air turrets will do the trick just fine. When clearing out zerg bases, always keep two to three vikings flying while the rest are going ground to clear out any mutalisks and overlords. When you get a bulletin that says a colonist base is being attacked, you have to get there ASAP. Stop destroying the base, put vikings on flying mode and head to the base under attack. There is nothing that can hit you while flying so clear up the skies and land your vikings among the zerg to clear them out. And that's about it.

House Call

10 ↓

Complete the "Haven's Fall" mission with 5 settlements protected on hard difficulty.

KILLJOY SAYS...

The tactic is the same as normal difficulty only a bit harder due to more mutalisks and ground zerg forces being at the colonist bases under attack. Be sure to have at least five vikings and two science vessels (if you don't have those, just get more vikings) when attempting to clear out a colonist base under attack. Bunkers and anti-air turrets for base defense and vikings for attack. Lots of vikings. When going for big zerg bases, three to four flying vikings, the rest should be walking. And use the mercs—

they help a lot.

Colonist Mastery

20 ↓

Complete all the Colonist mission Achievements.

Covert Missions Achievements

The Devil's Playground

15 ↓

Complete all mission objectives in "The Devil's Playground" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [The Devil's Playground walkthrough](#)

Red Lobster

10 ↓

Kill the brutalisk with lava in "The Devil's Playground" mission on normal difficulty.

ELI SAYS...

Send some marines and reapers to the brutalisk and attack it only when there're 20 seconds to the lava rise and take it to the low ground on the right. Keep the brutalisk there until the lava rises. You can then abort the mission.

KURT SAYS...

First, clear out the units in front of the brutalisk. Then, at around 0:20 until the lava rises, take one reaper and pull the brutalisk down to lower ground. Jump the reaper to higher ground before the lava rises. If done correctly the brutalisk won't be able to make it back to higher ground and will be killed by the lava.

Reaper Man

10 ↓

Locate all of Tosh's crew in "The Devil's Playground" mission on hard difficulty.

Welcome to the Jungle

15 ↓

Complete all mission objectives in the "Welcome to the Jungle" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Welcome to the Jungle walkthrough](#)

Appetite for Destruction

Prevent the protoss from killing an SCV in the "Welcome to the Jungle" mission on normal difficulty.

It's So Easy

10 ↓

Prevent the protoss from capping a tal'darim altar in the "Welcome to the Jungle" mission on hard difficulty.

RODRIGO SAYS...

The easy way to get this Achievement is to make two armies. At the mission start, make a large army before starting the terrazine gathering. When you get the army, start advancing and neutralize all protoss bases around the map, except for the base at the top of the map (it's very hard to destroy) while and stopping the terrazine locking.

After this, send an SCV to collect terrazine and all your troops will follow him and protect him. Don't forget to protect your main base; make some soldiers to stay there just in case.

JOHN SAYS...

Use small units, like mass marines, rather than goliaths, because both would fair relatively the same against stalker and scouts, a large part of the enemy force. The difference however, is that medics can heal marines, and marines are by far more capable of handling void rays than are goliaths since void rays are designed for larger targets.

KITKAT SAYS...

This Achievement is very easy if you have troops that are fast and able to kill probes easily. Hellions are the choice here. Dedicate at least three to five hellions to sniping the probes and then run back to your base. This method helps you avoid a costly fight every single time the protoss are sealing off an altar. Proceed as normal with your main army and SCV to harvest the gas.

Breakout

15 ↓

Complete all mission objectives in the "Breakout" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Breakout walkthrough](#)

Cool Hand Tosh

10 ↓

Complete the "Breakout" mission without Tosh going below 100 life on normal difficulty.

Jailhouse Rock	10	↓
Complete the "Breakout" mission on hard difficulty in less than 25 minutes.		
Ghost of a Chance	15	↓
Complete all mission objectives in the "Ghost of a Chance" mission.		
WE SAY... All mission objectives are covered in our walkthrough. See: Ghost of a Chance walkthrough		
Dominate Tricks	10	↓
Complete the "Ghost of a Chance" mission using dominated units to kill at least 15 enemy troops on normal difficulty.		
Total Protronic Reversal	10	↓
Kill every enemy unit in the "Ghost of a Chance" mission on hard difficulty.		
JARURI SAYS... Just a note, this Achievement doesn't require you to kill all the missile turrets inconveniently placed far away.		
Covert Mastery	20	↓
Complete all the Covert mission Achievements.		
Rebellion Missions Achievements		
The Great Train Robbery	15	↓
Complete all mission objectives in "The Great Train Robbery" mission.		
WE SAY... All mission objectives are covered in our walkthrough. See: The Great Train Robbery walkthrough		

Bully the Bullies

10 ↓

Kill the marauder kill team in "The Great Train Robbery" mission on normal difficulty.

SCYTHE SAYS...

Build four siege tanks, move them to the western plateau of the base and set them on siege mode. Marauders are done the next time they walk by with *no* casualties to your squad.

These tanks are also useful in siege mode along the tracks when the trains come by.

SCIPIO SAYS...

I usually just stick about four to five bunkers stuffed with marines clustered together along the circular route the marauders take.

Silver Streak

10 ↓

Complete "The Great Train Robbery" mission without letting a train pass by on hard difficulty.

ALEX SAYS...

When the Dominion start sending heavy escorts and setting up bunkers to guard the trains, place a force of about 15-20 marines right outside your base on the track with your diamondbacks. They should be able to take out any bunkers and just camp there. When a train comes by (even the ones with the speed enhancer), your diamondbacks and marines combined should be enough to deal with all of the train's escort and damage the train enough to where your diamondbacks shouldn't have much trouble chasing it down to destroy it. Repeat the process for all the trains and you shouldn't miss one of them,

Cutthroat

15 ↓

Complete all mission objectives in the "Cutthroat" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Cutthroat walkthrough](#)

Minesweeper

10 ↓

Kill 25 total units with vulture spider mines in the "Cutthroat" mission on normal difficulty.

Solitaire

10 ↓

Don't train additional SCVs before purchasing Han's contract in the "Cutthroat" mission on hard difficulty.

Engine of Destruction

15 ↓

Complete all mission objectives in the "Engine of Destruction" mission.

WE SAY...

All mission objectives are covered in our walkthrough. See: [Engine of Destruction walkthrough](#)

Kicking Asgard

10 ↓

Destroy the loki in the "Engine of Destruction" mission on normal difficulty.

SEAN SAYS...

It is located just north of the second-to-last base the Odin trashes. Once Tychus stops for a breather, north of where he stops there is an opening that will take you to the little cubby hole the in which Loki is tucked away.

Half a dozen goliaths can waste it fairly easily, especially if you bring a few SCVs to keep them alive.

Ragnarok & Roll

10 ↓

Don't let the Odin drop below 30% of its total life in the "Engine of Destruction" mission on hard difficulty.

SEAN SAYS...

The Odin can deal with most of the bases by itself with a little healing from you. Tell off off SCVs and just right-click on the Odin with them selected. They will follow the Odin around and keep it nice and topped up without much trouble. Don't worry about the SCVs dying, they will stay behind the Odin and, so long as they do, the enemy will ignore them (nice of them huh?).

Once the Odin starts to attack the second-to-last base (the one that is down and right from your base), you will need to send some troops to help out, as he can get overwhelmed at this point.

If you back him up with a decent force from here on in and leave the SCVs to repair him, you should land this one without too much effort.

Media Blitz

15 ↓

Complete all mission objectives in the "Media Blitz" mission.

SERGIO SAYS...

This one is tough but after some experimenting I managed to get it. Okay, as soon as the mission starts you have the chance to take out one of the three bases during the surprise attack. This is the most important part of the mission as your choice will greatly impact the difficulty of it. As you may have noticed, each base focuses on a specific unit type. The base on the left has air power, the base on the right side of the map has light armor and infantry, and the largest base on the opposite side of yours has heavy armor.

During the surprise attack phase (lasts four minutes), you have to take out the base that produces the heavy armor. Do it quickly using the Odin's artillery ability (you don't have to wipe the entire base out, just take out the production buildings) and then you should have enough time left to destroy some more buildings. Go to the light armor base (righthand side of the map) and take out as much as you can from that base.

When the mission starts and you get control of your base, quickly repair the Odin and build at least three barracks. At this point, your base only needs heavy air defenses since only the airport base remains intact. Use the Odin and the thor that you get to take out what's left of the light armor base, but don't take out the news towers yet (they will hit you hard once you do, with off map reinforcements).

After you're done with that, focus on taking out the air base. Build a couple of thors to support the Odin, but not too many since they're expensive and you need the resources to build a strike force. Now here's the tricky part: The only way you're going to finish the mission in less than 20 minutes is if you hit two of the towers at the same time. By now you should have a large infantry force (if you completed some of the artifact missions before and have the siege tank, it's even easier but I did it without). Use the Odin and a couple of thors to hit the base to the north, and use a reasonably large force to hit the base to the west (air base).

Once those towers are done, use what's left from the strike forces to hit the last base. Make sure you bring some air defenses as they will use battle cruisers for this one. You can also build some air defense towers if you have the resources and time—this helped me a lot. Do this and you should complete the mission in about 17-19 minutes. Good luck!

Seek & Destroy

10 ↓

Destroy an enemy barracks, factory, and starport in the "Media Blitz" mission during the sneak attack on normal difficulty.

SEAN SAYS...

Use the Odin's barrage ability on the guys standing behind you at the start, and then head for the north base (top left)—it has everything you need to kill. Be careful though, as all the flyers will take their toll on the Odin.

This is another Achievement that doesn't require completing the mission to gain it. Kill the necessary buildings, then do what you want from there.

Blitzkrieg

10 ↓

Complete the "Media Blitz" mission on hard difficulty in less than 20 minutes.

SEAN SAYS...

The key here is trusting the Odin. With 4 SCVs healing this thing it is all but invincible.

During the opening bit, use the Odin to wipe out the southern (bottom right) base. Now, once you get control of your base get to work on the vehicle improvements at the armory right away.

Tell 4 SCVs to heal the Odin and send him straight off to the base in the top right. Have him go through the base you have already wiped out to pick off any leftovers.

Back at your base, get goliaths and siege tanks building (if you don't have these yet, do the missions to get them and come back, as they make this Achievement much easier). You can also produce a few thors. Use these to protect your base while the Odin finishes off the second base. The barrage ability really speeds up wiping out those tightly packed factories.

Now, have the Odin hold position on top of the green symbol. Park the SCVs behind him, and let him wipe out the response team single-handedly.

Remember to get your armory working on those level two vehicle improvements.

Once the response team is cooked and the broadcast is complete, attack-move the Odin straight at the green symbol in the top left base. You can leave him alone now until he gets there.

Now, take your base defense forces—which should be at least two siege tanks—several goliaths and one or two thors up to the green symbol in the bottom right base. Don't jump on the symbol yet. Set up the siege tanks in siegemode on either side of the symbol and get your thors and goliaths to the top of the ramp. Now grab all those SCVs you have resource collecting and zoom them up to the symbol. Have one hold position on top of the symbol and leave the others to repair your force when the response team shows up.

Depending on your timing the Odin should have cleared to the final green symbol by now. Same as last time, hold position on top of it with the SCVs behind you. The Odin can do the rest.

Piercing the Shroud

15 ↓

Complete all mission objectives in the "Piercing the Shroud" mission.

Not So Brutalisk

10 ↓

Kill the brutalisk in the "Piercing the Shroud" mission without losing a unit to the brutalisk on normal difficulty.

DEVIN SAYS...

Don't activate the A.R.E.S. until you release the brutalisk and lure the brutalisk back to the defense bot and activate it. Along with this Achievement, if the A.R.E.S. kills the brutalisk you'll unlock a hidden Achievement under the "Feats of Strength" section (the "Feats of Strength" Achievement is also required to be on normal difficulty so don't worry about not getting both).

Lock and Load

10 ↓

Locate all 13 weapon pickups in the "Piercing the Shroud" mission on hard difficulty.

MAX SAYS...

Here is a list of all of the weapons and ammo locations:

1. **Grenade:** In the hallway after the zerg are first released on you.
2. **Plasma:** In a closed room, which you need to detonate to get into, after the room where you either release zerglings, zealots, or ultralisks. Near the restoration charge.
3. **Plasma:** In the room behind the very first viking you fight.
4. **Grenade:** In the cargo bay.
5. **Grenade:** In the brutalisk room.
6. **Plasma:** In the brutalisk room.
7. **Plasma:** In the hybrid chambers, after the hybrid is released.
8. **Chrono:** In the room following the hybrid chamber, where the firebats and zealots are fighting.
9. **Grenade:** Brutalisk room, after the hybrid is released.
10. **Chrono:** In the cargo bay, behind some destructible debris, where the marines are located.

11. **Chrono:** In a small room, located at the end of a hallway after you release the second A.R.E.S. and go up the ramp.
12. **Grenade:** In the room right up the ramp after the hybrid disappears.
13. **Chrono:** In the hallway down the ramp after the pygalisk room.

Rebellion Mastery

20 ↓

Complete all the Rebellion mission Achievements.

Artifact Missions Achievements

Smash and Grab

15 ↓

Complete all mission objectives in the "Smash and Grab" mission.

Rock Solid

10 ↓

Complete the "Smash and Grab" mission on normal difficulty without losing a unit to a protoss stone guardian.

Hit & Run

10 ↓

Complete the "Smash and Grab" mission on hard difficulty in less than 15 minutes.

The Dig

15 ↓

Complete all mission objectives in "The Dig" mission.

Drill Hard

10 ↓

Kill 20 enemy units with the laser drill in "The Dig" mission on normal difficulty.

Yippee-ki-yay...

10 ↓

Destroy 50 protoss structures in "The Dig" mission on hard difficulty.

JOSH SAYS...

During my first couple of tries on this mission, I realized I had a basic problem: the protoss have the high ground, and I couldn't get enough firepower into their base area quickly enough to avoid getting slaughtered on my way in. It didn't help that I did this mission early in the campaign, and I had nothing in the way of air support to help me gain an advantage.

There is, however, a way around this. Even if you have access to zero air units, terran buildings can take to the skies and provide the vantage point you need to bring the laser drill to bear. An airborne command center will give you the line of sight that you need to let the laser drill do its work. Your command center will take some occasional damage, but a little patience and some judicious game-saving should see you through to gaining this Achievement.

Here are a few additional tips:

1. Spend the first half of the mission building your base defense. You'll need multiple bunkers, six or more siege tanks, and a decent number of missile turrets on each side to keep your base safe without needing constant attention from you.
2. Use a force of eight to 12 siege tanks (along with four or more SCVs) to create a staging area closer to your point of attack. There are two temples containing protoss artifacts close to your base (one to the south and one to the northwest); you can make your staging area close to one of these locations. Whenever your command center takes significant damage, retreat to this area for some quick repairs by the SCVs.
3. Shift-click, to issue a series of commands in order, is invaluable when wielding the laser drill. As long as your targets are in the command center's line of sight, the laser drill will vaporize them in a matter of seconds.
4. Give priority to taking out air units which threaten your command center. You may have queued up six buildings in a row for demolition by the laser drill, only to have a pesky protoss air unit start inflicting the hurt on your command center. Redirect the laser drill to taking out the air unit, and then resume your demolition.
5. Don't wait too long to begin the destruction. The more you use the laser drill to destroy buildings and units, the longer the mission will last, but the temple holding the artifact piece isn't going to last forever. Make sure that you are targeting the protoss bases somewhere between 40% to 33% of health left on the temple doors.
6. Keep an eye on the mini-map. Archons and eventually colossi are going to be coming toward your base regularly, and even with a good defense in place, they may manage to take out a few bunkers or tanks. Don't be afraid to bring the laser drill to bear on these more powerful units—it will slow down your demolition, but will help you win the Achievement and complete the mission.

JACOB SAYS...

Overbuild some extra factories / barracks / command centers and slowly inch them toward the west base. As soon as a structure comes into sight, use the drakken laser drill on it. If you get voidrays as a problem, use the drill on them as a priority target. The more structures you fly off at once, the higher the chance of success.

The Moebius Factor

15 ↓

Complete all mission objectives in "The Moebius Factor" mission.

Alive Inside!

10 ↓

Locate all the moebius survivors in the "The Moebius Factor" mission on normal difficulty.

Hard Core

10 ↓

Complete "The Moebius Factor" mission before Kerrigan destroys 6 abandoned structures on hard difficulty.

SEAN SAYS...

This mission is much easier if you have unlocked the giant terran transport via the zerg research tree.

Destroy the first moebius data core as soon as possible and recover the mercenaries there (this should be easy because you are given the two medivacs and marines at the start).

Build up your base defenses whilst simultaneously developing an armory, starport (with tech lab) and fusion core. Research as many ship armor upgrades as you can, followed by vehicle damage and then vehicle armor. Also build an engineering bay and max out the infantry armor and weapons research.

Following the destruction of the first data core, pack as many infantry, medics, siege tanks and mercenaries as you can fit into the first of your large dropships. Fit any leftovers into the second dropship, but don't fill it too full—this transport will be used to absorb fire from the anti-air units on the way, and you don't want to risk your valuable units if it gets destroyed.

Before you begin your attack, queue up another of the giant transports in case you lose one. Now simply fly your two transports over in the direction of the second data core (stopping off to recover two groups of nearby mercenaries), drop your troops near the core and watch them take it down. Rather than simply focusing your fire on the data core, order your troops to attack-move at a nearby location. This will cause them to kill any nearby enemy units and minimize the damage your precious force will sustain.

Pack all of your troops up and return them to base, quickly grab a handful of SCVs and get them to repair your transports and any mechanical units in them. Now simply repeat the earlier procedure, transport and unload all of your troops near the third and final data core and watch them destroy it. Using this method I completed the "Hard Core" Achievement with Kerrigan destroying five empty buildings.

Supernova

15 ↓

Complete all mission objectives in the "Supernova" mission.

Cool Running

15 ↓

Complete the "Supernova" mission normal difficulty without losing a unit to the wall of fire.

Shock 'n' Awe

10 ↓

Kill 75 enemy units or structures with cloaked banshees in the "Supernova" mission on hard difficulty.

Maw of the Void

15 ↓

Complete all mission objectives in the "Maw of the Void" mission.

I Have the Power

10 ↓

Destroy all rip-field generators in the "Maw of the Void" mission on normal difficulty.

10 ↓

Master of the Universe

Complete the "Maw of the Void" mission without losing a unit inside the rip-field on hard difficulty.

Artifact Mastery

20 ↓

Complete all the Artifact mission Achievements.

Prophecy Missions Achievements

Whispers of Doom

15 ↓

Complete all mission objectives in the "Whispers of Doom" mission.

Stalker Delight

10 ↓

Complete the "Whispers of Doom" mission on normal difficulty with 3 or more stalkers.

Merely a Flesh Wound

10 ↓

Complete the "Whispers of Doom" mission on hard difficulty without Zeratul suffering life damage.

BRENT SAYS...

The "Merely A Flesh Wound" Achievement is appropriately hard to get. The first part of the mission will go very slowly, and then you will truly be making a mad dash for the finish at the end.

From the start of the mission, you need to play extremely cautiously with Zeratul. While taking out the enemies is usually no real challenge until about halfway through the mission, making sure Zeratul only takes shield damage is harder than you'd think. Here's the fight-by-fight guide for succeeding.

1. The first group of zerg don't even have a detector handy, just a few zerglings, a hydralisk, and a spine crawler. Kill whatever doesn't burrow and move forward using your newfound blink.
2. The second "fight" is even more of a joke than the first. Roach, hydralisk, spore tumor, then blink forward once more.
3. After blinking past or destroying the rocks, you come across the first use of void prison. Just command Zeratul to use void prison on the spore crawler and go to town, he will only take one or two shots from the hydralisks.
4. The fourth fight is trickier because you meet Zeratul's first ultralisk for this mission. The beast is accompanied by two burrowed zerglings for an added surprise. The safest way to do this is to void prison the spore crawler and then kill the hydralisk, zerglings, and run back out. Then use void prison one more time on the ultralisk to kill it. This tactic may be overly cautious this early, but is the kind of thinking you need later.
5. On the fifth fight, it is actually safe to simply use void prison on the spore crawler and blink across as long as you kill the roach first. To stay in the mindset, though, kill the spore crawler first.
6. The sixth fight is easy once more. Void prison the vverseer, blink across, and kill the four hydralisks.

7. After retrieving the first fragment of the prophecy, continue moving Zeratul forward and prepare void prison for use. Do **not** use it on the overseer, use it on one of the mutalisks. Zeratul will not fall below half shielding, so use the stalkers to mop up.
8. Move forward but remain out of range for the eighth fight. Ignore the uppity stalker's advice, and use the tactic you've used before. Void prison the overseer and immediately blink Zeratul into the hydralisks. He will dispatch them in plenty of time, and your valuable stalkers will retain their own shields and hit points as well. Kill the overseer and move forward.
9. Fight nine is the real training for future fights. The mutalisks fall out of sync in their patrolling, so be patient. Use void prison when you are able to have a single flyer alone and away from the spine crawlers, then use the stalkers to take it out. Even if you accidentally pull the other mutalisks, you will be fine as long as the spine crawler is out of range. Once all shields are at maximum again, it's time to pull a different maneuver than before: stand Zeratul at the edge of the spore crawler's detection radius, blink towards the detector, and void prison. You must be fast to make sure Zeratul doesn't do something suicidal. With the detector out of the picture, it is now cake to use Zeratul to destroy the spine crawler and ultralisk at no risk.
10. Save the game. Seriously. If you are unlucky, the coming pair of brood lords will spoil your Achievement, or at least make it much harder to move forward by killing a stalker or three. Before moving forward, save the game, and then proceed carefully. The moment a single brood lord attacks, retreat and draw it away so your stalkers are standing at the stalagmites. Use Zeratul to void prison the brood lord and vaporize it with the stalkers. Wait for shields again, then move to the top of the ramp so your stalkers shoot at the overseer. If you do get the second brood lord, immediately fall back the same way and repeat the first kill. Otherwise, just take out the overseer and fall back with the stalkers. Take down whichever of the three fliers remains, then repeat the Zeratul-void-prison-the-spore-crawler-and-lay-waste-with-impunity trick.
11. Move forward with all units again, but make sure the stalkers are leading. When Zeratul announces the aerial attack, just keep everyone in place. Save your void prison for the ultralisk, and the worst you will end up with is one or two stalkers going to the yellow. This is another excellent save point.
12. Pick up the fifth stalker across the chasm and move so you are standing **just** at the top of the ramp. Carefully repeat the tactic of drawing out the brood lord by attacking the nearest overseer. Pull back, void prison, and you are able to take down the brood lord, first overseer, and mutalisks without life damage. Now that there is only one patrolling overseer, Zeratul is free to blink on down and carefully dispatch spine crawlers when undetected. Use the *hold position* command after each kill to ensure safety. Once the spine crawlers are down, take out the overseer and have Zeratul dispatch the hatchery alone. If the stalkers are nearby, they will take heavy damage from the broodlings.
13. You are now free to claim the second fragment of the prophecy and claim your sixth stalker. The following fight seems like a rerun, but the terrain and patrol pattern necessitate a different strategy. For number thirteen, destroy the rocks blocking the path but keep the stalkers well out of range of enemies. Move Zeratul south when the overseer patrols west, and hold position south of the spine crawlers. Zeratul is able to dispatch them both when the overseer is westerly, then rejoin the stalkers at yet another gap. But wait! Before engaging the flyers, take out another ultralisk. Kerrigan planted this one in the ground, and the best way to draw it out is to carefully move a stalker forward when none of the attack flyers are northerly. Let it take a potshot at the rising ultralisk, then blink back to its companions. One void prison later, you are free to take out the fliers when you are able to void prison the brood lord.
14. Your fourteenth encounter requires exact placement of the stalkers and use of blink, because here comes the Explody Patrol's newest recruits. Leave Zeratul at the bottom of the ramp and use *hold position* after you save the game. Move the stalkers so they occupy the northwesternmost space on your side of the chasm from the little buggers, and allow them to have a freeshoot. As soon as one of the annoyances comes around the bend and starts moving northward towards your stalkers, blink them directly southwest across the chasm. Move them as far southwest as they can go without blinking and wait for the patrol. It will come dangerously close again right as blink is back. Hop back to their original position and pick of the remainder from safety.
15. The next fight is at first glance a single overseer. Don't be fooled, because there are two hydralisks and over eight zerglings burrowed there. Use a single stalker to move forward until zerg start popping up, then blink back to your companions. If a hydralisk comes, use void prison. Repeat until no more zerg pop up, then kill the overseer. Save the game (yes, again).
16. Move forward up the ramp, but keep the void prison ability queued while doing so. Hit a forward spine crawler with it and then use the attack command to individually kill other crawlers with everything you've got. This will allow you to kill three if not four of the things before forging ahead. If you have done this properly, you are able to use the ridge to travel north above the

creep, void prison a spine crawler, and have your stalkers blast it to smithereens. Even if you only killed three or, heaven forbid, two crawlers, it is still possible to move forward safely using this tactic. Void prison a spinecrawler your stalkers can attack without being attacked by another spine crawler, then kill it. Remove the spore crawler once it is safe to do so from the north. Repeat this until they are all dead, then annihilate the overseer.

17. The next event is really three fights chained together, because of your new allies. Pick up the two fresh stalkers that warp in, and move forward a safe distance behind the zealots. Void prison the ultralisk, and then support the karass exactly as he asks you to: have the stalkers take out the fliers, using void prison on a brood lord. Then get to the high ground and let the stalkers rain death on the tunneling zerg, using void prison once more on whichever nydus worm is convenient. Since you're such a wonderful person, you should get to void prison another ultralisk too!
18. Stalker casualties are likely by this point, but you should have at least five remaining. Select Zeratul and all the stalkers, and retrieve the third piece of the prophecy. With Zeratul leading, you are now racing for the finish line. Do not attack for anything. Using only the move command, keep all controllable units moving forward. Each stalker is a decoy target for the zerg to attack, but they spawn behind you with lightning speed. This means trying to have any or all stalkers fight is suicidal for Zeratul. Use void prison if you can on a detector near the end to keep Zeratul from being targeted. As you near the final platform, there will be two rock formations blocking your path. Destroy the first one, blink past the second, and use move again to get everyone to the void stalker beacon. If you fail, simply retry the race from that last autosave until you succeed.

A Sinister Turn	15	↓
Complete all mission objectives in the "A Sinister Turn" mission.		
Out for Justice	10	↓
Kill all protoss in the "A Sinister Turn" mission on normal difficulty.		
Maar-ked for Death	10	↓
Complete the "A Sinister Turn" mission on hard difficulty in less than 25 minutes.		
Echoes of the Future	15	↓
Complete all mission objectives in the "Echoes of the Future" mission.		
Army of One	10	↓
Complete the "Echoes of the Future" mission with Zeratul killing 50 zerg units on normal difficulty.		
Overmind Dead Body	10	↓
Complete the "Echoes of the Future" mission on hard difficulty in less than 20 minutes.		

In Utter Darkness	15 ↓
Complete all mission objectives in the "In Utter Darkness" mission.	
Semi-Glorious	10 ↓
Kill 250 additional zerg units in the "In Utter Darkness" mission on normal difficulty.	
Blaze of Glory	10 ↓
Kill 750 additional zerg units in the "In Utter Darkness" mission on normal difficulty.	
<p>EVAN SAYS...</p> <p>Play the game like it's a castle. Defend all your entrances and split your forces evenly. Build photon cannons whenever possible. While you're doing this, construct gateways and transform them into warp gates and upgrade all your troops with every upgrade for attack, defense and shields.</p> <p>After the kill limit has reached 1,000, retreat all your forces up the ramps. Start warping in dark templars and form a dark templar wall on the ramps. Have some air forces ready for overseers so they can reduce your dark templar losses and replenish any that have been killed. Keep doing this until you get the Achievement, and then you may let them pass and finish the mission knowing you have left the galaxy in a "Blaze of Glory."</p>	
Prophecy Mastery	20 ↓
Complete all the Prophecy mission Achievements.	
Final Missions Achievements	
Gates of Hell	15 ↓
Complete all mission objectives in the "Gates of Hell" mission.	
The Big Bang Cannon	10 ↓
Destroy all the spore cannons in the "Gates of Hell" mission on normal difficulty.	
Dominion Roundup	10 ↓
Rescue 10 drop-pods of Dominion troops in the "Gates of Hell" mission on hard difficulty.	

HARRAD SAYS...

The key to safely and quickly blasting through to all drop-pods lies in quickly assembling a large and versatile force. This is where recruiting all those mercenary groups will pay off. Summoning all of them, you will have quite a potent strike force at your disposal.

While waiting for them to become available, group your starting forces and use them to rescue the first pods. It is advisable to reinforce your base defenses a bit. Research unit upgrades as you see fit. Make sure to gather sufficient minerals and gas.

Deploy all your mercenaries as they become available, group them with the rest of your forces and go for the pods as they arrive.

Belly of the Beast

15 ↓

Complete all mission objectives in the "Belly of the Beast" mission.

Unbreakable

10 ↓

Complete the "Belly of the Beast" mission without letting a hero fall incapacitated on normal difficulty.

MAKEY SAYS...

Do not worry about the stun which "incapacitates," this has nothing to do with the Achievement. Make sure your heroes do not die because this is what the game treats as being "incapacitated" (for unknown reasons). You can use Flaming Betty and the rescued units to tank her. Use your cooldowns to kill her faster.

One Shot, Fifty Kills!

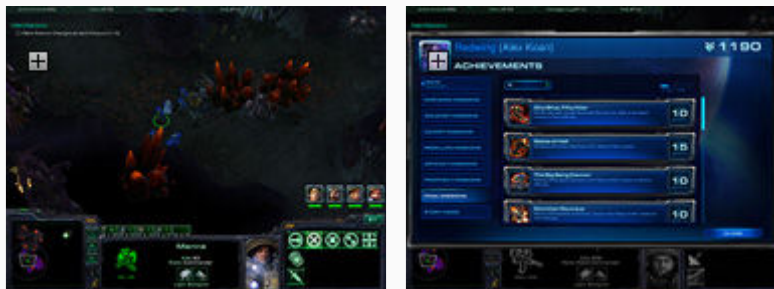
10 ↓

Kill 50 units with a single penetrator round in the "Belly of the Beast" mission on hard difficulty.

ALEX SAYS...

This was not totally easy. Some experts out there might have done it without much trouble, but not for me. It took me awhile to get it right, so I'm sharing here for those who needs help.

The place I got it was during the planting of the second bomb, where we encounter infested colonists and marines. I tried many times at the first batch encounter, but was never able to do it. In the second encounter, which is around the middle of the map, that is where I did it with this setup:



I then commanded the marine I selected in the picture up there, stimed it, and lured the infested to my setup. I then let the marine go through the gap between my setup, and had him standing behind.

The setup will efficiently kill off close-by enemies, but that's okay. There will also be a few (like three) infested marines blocking the infested colonists' way too, but not totally, and the colonists will get around them. Eventually, wait until you have enough colonists in front of Jim Raynor who is at the very front. Then *bam!* You'll get the Achievement in a trial or two. The first time I got 48 kills because I didn't wait long enough. The second time I got over 50 units with no trouble.

Shatter the Sky

15 ↓

Complete all mission objectives in the "Shatter the Sky" mission.

Demolition Man

10 ↓

Complete the "Shatter the Sky" mission without losing a unit to a platform explosion on normal difficulty.

Speed Too!

10 ↓

Complete the "Shatter the Sky" mission on hard difficulty in less than 25 minutes.

MURAT SAYS...

The first thing I did after the mission is to build a tech reactor for the starport. If you didn't research tech reactor, I suggest to build a second starport. Build the second refinery as soon as you can. Build a bunker and a missile turret, and place a siege tank at every entrance for defensive purposes (if you have a psi disrupter, build it, too). You may also want to build two battlecruisers to deal with the aerial attacks. Place at least two SCVs for repairing.

Attack the nearest coolant tower with your battlecruisers given to you. Use their Yamato cannon and defensive matrix abilities if you can, and destroy the tower. Your battlecruisers will be destroyed after that, but I thought it was worth it. Start pumping out battlecruisers from now on. Also, build an armory and upgrade ship weapons and armor. After you have three to four battlecruisers, build two science vessels and attack the small enemy bases. When you are clearing them, build more battlecruisers, two to three banshees and vikings. If you have mercenaries, use them, because they are cost effective. After you have cleared out the small bases, you should have five to six battlecruisers, two science vessels, banshees and vikings.

Attack the northwestern base. Destroy the coolant tower and leave. With the help of science vessels and a little micro, you should not lose any unit. After that tower is destroyed, the leviathan will appear and start patrolling. Do not engage it. Add the battlecruisers you recently built to your army, move your army to the south of the southeastern base. Move your army between the two enemy bases and you will have no problem.

After that, attack the southeastern coolant tower, destroy it and leave. Without wasting any time, attack the last coolant tower. Use your defensive matrix first (if you don't have that upgrade, I strongly suggest to research it from Swann's armory). Use your Yamato cannons and the mission is finished. I finished the mission in 24:38 with this strategy.

All In

15 ↓

Complete all mission objectives in the "All In" mission.

Burn and Turn	10	↓
Kill 150 zerg units with the Artifact in the "All In" mission on normal difficulty.		
Aces High	10	↓
Use the Artifact only once in the "All In" mission on hard difficulty.		
<p>HARRAD SAYS...</p> <p>Order all of your starting SCVs to cover the base entrances with bunkers, about eight or more on every side to be safe. Keep some SCVs around to have the bunkers repaired if need be. At the same time, start building about five barracks, hotkey them, get the reactor add-on, and set rally points to fill empty bunkers. If researched, set up a psi disruptor or two on both sides to keep larger waves from your bunkers. Perdition turrets might also come in handy. Immediately replace destroyed bunkers and keep them filled. Back up with a siege tank or two. Intercept Kerrigan quickly when she appears, before she can wreak too much havoc, and keep some mobile forces around to deal with nydus worms, mutalisks and brood lords.</p>		
Final Mastery	20	↓
Complete all the Final mission Achievements.		
Story Mode Achievements		
Nice Suit	10	↓
Find out why Tychus Findlay is always in a marine suit.		
<p>WE SAY...</p> <p>Talk to Tychus the first time you're brought to the Hyperion bridge, after completing the mission "Zero Hour."</p>		
Mar Sara Missions	10	↓
Complete the Mar Sara missions in the Wings of Liberty campaign.		
Dr. Ariel Hanson Missions	10	↓
Complete the Dr. Hanson storyline in the Wings of Liberty campaign.		
	10	↓

Gabriel Tosh Missions		
Complete the Tosh storyline in the Wings of Liberty campaign.		
Matt Horner Missions	10	↓
Complete the Horner storyline in the Wings of Liberty campaign.		
Zeratul Missions	10	↓
Complete the Zeratul storyline in the Wings of Liberty campaign.		
Ihan Crystal	10	↓
Acquire an ihan crystal.		
The Artifact	10	↓
Collect all 5 xel'naga artifacts.		
Wings of Liberty	10	↓
Complete the Wings of Liberty campaign.		
Stay Awhile and Listen	10	↓
Start a conversation with all the main characters.		
Couch Surfer	10	↓
View 10 television news broadcasts.		
Dead Man's Hand	10	↓
Find out what Matt Horner won playing poker.		
WE SAY...		
After the mission "The Great Train Robbery," when you return to the Hyperion bridge, talk to Matt		

Horner to earn the Achievement.		
Terra-tron Terrorized!	10	↓
Beat the Terra-tron on the Lost Viking arcade machine.		
Lost Viking: Bronze	10	↓
Score 125,000 points on the Lost Viking arcade machine.		
Base Tech Master	10	↓
Purchase 8 base upgrades from the armory console.		
Infantry Tech Master	10	↓
Purchase 10 infantry upgrades from the armory console.		
Vehicle Tech Master	10	↓
Purchase 10 vehicle upgrades from the armory console.		
Starship Tech Master	10	↓
Purchase 10 starship upgrades from the armory console.		
Dominion Tech Master	10	↓
Purchase 4 Dominion upgrades from the armory console.		
Band of Legends	10	↓
Purchase all mercenary contracts.		
Zerg Xenobiology	10	↓
Complete 5 zerg research console projects.		
	10	↓

Protoss Xenobiology	
Complete 5 protoss research console projects.	
Wings of Liberty: Hard 56	10 ↓
Complete 5 missions in the Wings of Liberty campaign on hard difficulty.	
Wings of Liberty: Brutal 5	10 ↓
Complete 5 missions in the Wings of Liberty campaign on brutal difficulty.	
Liberty Completionist: Normal	15 ↓
Complete all 29 Wings of Liberty campaign missions on normal difficulty.	
Liberty Completionist: Hard	15 ↓
Complete all 29 Wings of Liberty campaign missions on hard difficulty.	
Liberty Completionist: Brutal	15 ↓
Complete all 29 Wings of Liberty campaign missions on brutal difficulty.	
Hurry Up: It's Raid Night	10 ↓
Complete the Wings of Liberty campaign under 8 hours of total played mission time on normal difficulty.	
<p>DEVIN SAYS...</p> <p>Don't do any of the Zeratul missions or Tosh missions. As soon as Char is up on the map, go there.</p> <p>If you aren't quick enough on some missions, go to your mission logs and retry them to get quicker times.</p>	
Master Mechanic	20 ↓
Complete the armory console upgrade Achievements.	
<p>JADON SAYS...</p>	

Start a new campaign on casual or whatever difficulty you like (I prefer casual for getting this Achievement) and play through the whole campaign until you unlock all units. When you do that, spend all of your credits on a branch (example: infantry). The trick is that you don't spend any credits up to that point.

Master Technician

20 ↓

Complete the research console upgrade Achievements.

StarCraft 2 Questions & Answers

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common Questions & Answers

How do I play Versus mode against the computer? ↓

When you first turn on the game and log in, select "Single Player" from the top-left corner of the screen and you'll have access to the "Versus A.I." mode on the right.

Do I have to be online and signed into Battle.net to play the game? ↓

You do not have to sign into Battle.net to play the single player campaign as long as you have previously verified your game key by connecting to Battle.net in the past. It seems that if you update the game with a new patch, you will have to re-verify your key by connecting to Battle.net. If you are disconnected from the Internet when you start the game, you will get a prompt that says you can't play online multiplayer and you will not earn single player Achievements.

Is there a way to play all of the missions? I'm totally OCD and have to play the *entire* game. ↓

There are three missions in the game that give you choices, allowing you to side with one character or another to play an entirely different mission. After you've made a choice, you can always go back to the missions archives and play the alternate version. *However*, you will not get the research or units that you would normally gain from these missions if you already got the research and units from the alternate you already played.

I beat the game but have only 25/26 missions completed—where's the last one? ↓

It's a secret! But you can read about it in our [StarCraft 2 Secrets](#) section. See: [How to Unlock StarCraft 2's Secret Mission](#)

Can I replay missions to earn the credit rewards again?



Sadly, no.

Is there a God Mode cheat?



You bet there is! During gameplay, hit the ENTER key and type in the following cheat:

terribleterribledamage

Note that enabling the cheat will prevent you from earning the game's Achievements...*forever*. If you enable the cheat, you'll have to start a completely new game to go back to Achievement earning.

How do I change the game speed for the single-player campaign?



You can only change the speed once you're actually on a mission. Press F10 to bring up the menu, select "Gameplay" from the list on the right and then adjust the slider in the bottom-right corner of the menu.

How do I start a new campaign to play the game again?



When you first turn on the game and log into your Battle.net account, click on "Single Player" in the upper-left corner. You get a new screen that gives you the option for a "New Campaign."

Other Helpful Links

[StarCraft 2 Cheats](#)

[StarCraft 2 Achievements Tips](#)

Need More Answers?

[E-mails us your question](#)