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Wings of liberty brutal guide

My single-player campaign guide through Starcraft 2: Wings of Liberty includes speed-run videos that show all the missions performed on Brutal Difficulty, while showing you how to do all mission goals, bonus goals, and all achievements with language comments from me. I also include a picture/card for each mission that shows you where important items you need to pick up or do to complete all achievements/goals in each mission. Please note, through my videos I skip most Of The Story movies so I don't spoil any stories for you while playing. Also for all SC2: Heart of the Swarm specific strategy, Shockz has you covered. NOTE: This guide used to be called Joana's Starcraft 2 Guide, but I've since given up the character name Joana and now use my real player name (Furious Paul) for everything. So if you see something about the name Joana, that's the reason. Here we go. Mission 1 - Liberation Day Brutal Difficulties Video - Time done: 3:39 - Complete all mission goals and achievements on brutal. Complete Raynor's Back, which kills 5 enemy units with Raynor, and Down with Mengsk, killing each enemy unit on this mission. Mission 2 - The Outlaws The Outlaws Brutal Difficulty Video - Time Done: 7:12 - All Mission Goals and Achievements brutally completed, including the Be Quick or Be Dead achievement to get you to beat the mission under 10 minutes. Also completed Cash Reward performance, which has you to pick up all the resource palette pickups. Mission 3 - Zero Hour Brutal Difficulty Video - Time Done: 20:12 - I've done all the mission goals and I'll show you how to make 4 Zerg hatcheries for the best defense... Kills. Performance. NOTE: I couldn't do Hold the Line performance on Brutal that prevent you from killing one of your buildings. You want you to do this performance on normal difficulty, but if you follow the same procedures in this video, you should be able to achieve this performance without any problems on normal or hard difficulty. NOTE: After this mission, in ARMORY, I upgrade combat shield for Marines (Gives +10 hit points for Marines) and projectile accelerator for bunkers. Also note that by my guidance, you don't necessarily have to do the same as I do as far as upgrades and purchases, it's exactly what I feel is the best for me while playing. But I'm still going to write down what I'm buying through the single-player campaign. Mission 4 - Smash And Grab Smash And Grab Brutal Difficulty Video - Time ready: 14:46 - All mission goals and achievements completed on brutally, which includes beating this under 15 minutes for the hit & run performance. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: buy Hammer Securities. ARMORY: I am improving the Neosteel Bunker (increases the bunker capacity by 2). Mission 5 - The Evacuation The Evacuation Brutal Difficulty Video - Time Done: 22:36 - All Mission Goals Completed and on on brutal, which does not include losing any transport truck or building for the victims nothing and handled with care services, also collected all DNA chrysalis and resource pick-ups. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'll buy the Devil's Dogs. LABORATORY RESEARCH CONSOLE: I research Shrike Turrets (for Zerg Research). I think an automated tower for bunkers is better than just a bit more hit points. ARMORY: I am improving the Medpacks stabilizer for the Medics. Mission 6 - The Devil's Playground The Devil's Playground Brutal Difficulty Video - Time done: 22:38 - I've completed all mission goals and achievements on brutal, which includes killing Brutalisk in the lava for the Red Lobster achievement and finding all Tosh reapers for the Reaper Man achievement. Some TIPS for this mission: There are 4,600 mineral pickups worth 4,600 on this mission, which is more than half the mission's goal, which can help you complete this mission much faster! And don't worry about mining gas at all on this mission, you'll find enough gas with gas pallet pick-ups. NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'll Upgrade Advanced Medic Facilities. Mission 7 - Welcome to the Jungle Welcome to the Jungle Brutal Difficulty Video - Time done: 30:27 - This was the toughest Brutal Mission so far! I couldn't even get anywhere near the later 2 successes on Brutal, but I was able to do the first achievement (to achieve all mission goals). NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'm buying Spartan Company. LABORATORY RESEARCH CONSOLE: I am improving ultracapacitors for protoss research. ARMORY: I'm improving multi-lock weapon system (for Goliaths). Mission 8 - The Great Train Robbery The Great Train Robbery Brutal Difficulty Video - Time done: 20:52 - All achieved on brutal! If I've achieved all 3 achievements, I've killed the Marauder Kill Team for the Bully the Bullies achievement, won't let a move pass for the Silver Series, and met all mission goals. NOTE: After this mission, I'll make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I'm researching Planetary Fortress for Zerg research. ARMORY: I'm improving Shaped Hull (for diamond backs). Mission 9 - Cutthroat Cutthroat Brutal Difficulty Video - Time Done: 15:56 - All Mission Goals and Achievements completed on brutally. I killed more than 25 units of vulture mines for the Minesweeper achievement and did not train SCVs for the Solitaire achievement. NOTE: After this mission, I'll make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I research Orbital Depots (for Protoss research). ARMORY: I improve dual-fusion welders (for SCVs). 10 - Outbreak Outbreak Brutal difficulty Video - Time Completed: 29:32 - All Mission Goals and Achievements completed on brutally. I killed 15+ structures at night for the army of the And I completed the mission before the 5th night for the 28 minutes later performance! NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'm researching Stimpacks (for Marines) and Advanced Construction (for SCVs). Mission 11 - Breakout Breakout Brutal Difficulty Video - Time done: 21:50 - Complete all mission goals and achievements on brutal. I did the mission well under 25 minutes for the jailhouse rock performance, and Tosh never went under 100 health for the Cool Hand Tosh performance! NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'll upgrade the Ares-Class Targeting System for Goliaths. Mission 11b - Ghost of a Chance Ghost of a Chance Brutal Difficulty Video - Time Done: 11:38 - All Mission Goals and Achievements completed on brutally. I killed 15+ units with dominant units for the Dominant Tricks performance, and also killed each enemy unit on this mission for Total Protonic Reversal performance. NOTE: This is the alternative mission to breakout, and it can be skipped if you want. Tip: I beat the mission very quickly, so watch the video very closely, because there are many small details that I do everywhere! NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'll upgrade Psionic Lash for Spectres. Mission 12 - The Dig The Dig Brutal Difficulty Video - Time Completed: 43:54 - All Mission Goals and Achievements Completed on Brutally. I killed 20+ protoss units with the laser drill for the Drill Hard achievement and destroyed 50 protoss structures for the Yippee-ki-yay... Performance. NOTE: It's important that we do the Dig mission first before the Mission Engine of Destruction, as the Mission Engine of Destruction is very hard to do in brutal trouble, and The Dig is pretty easy on brutal. In this way, we will have Vikings, Science Ships, and other upgrades to be prepared later for the Motor of Destruction mission. The only bad part about it, it will be a bit more difficult to get the Yippee-ki-yay... to get success on The Dig Mission without Vikings, but with flying raxes it can be done, and it's not that hard, just watch the video and you'll see. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'm buying siege breakers. ARMORY: I buy Orbital Command (For Terran Buildings). Mission 13 - Whispers of Doom Whispers of Doom Brutal Difficulty Video - Time Done: 18:15 - All Mission Goals and Achievements completed on brutally. I made sure that Zeratul did not suffer any life-threatening damage to the achievement of only one flesh wound. And I overcame the mission with 3 or more stalkers for the Stalker Delight achievement, in fact I haven't lost any stalkers the whole mission! NOTE: After this I make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I research Hercules (for Zerg research), and I research automated refinery (for protoss research). Mission 14 - A Sinister Turn A A Turn Brutal Difficulty Video - Time Done: 24:42 - All Mission Goals and Achievements completed on brutally. I killed all the Protoss units and structures for the Out of Justice achievement, and I did this for less than 25 minutes for the Maar-ked for Death achievement. NOTE: After this mission, I make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I research regenerative bio-steel (for zerg research). Mission 15 - Echoes of the Future Echoes of the Future Brutal Difficulty Video - Time Done: 11:56 - All Mission Goals and Achievements completed on brutally. I killed 50 Zerg units for the Army of One achievement, and I beat this under 20 minutes for the Overmind Dead Body performance. Echoes of the Future Brutal Difficulty Speed Run Video - Time done: 3:53 - This is a speed run through this mission to brutal difficulty beating it ASAP (but skipping performances). NOTE: After this mission, I'll make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I research Science Vessel (for Protoss Research). The Science Vessel is awesome because it's like paramedics for your vehicle units, which is the main reason why I'm researching this as the raven. Mission 16 - In Utter Darkness Brutal Difficulty Video - Time done: 42:16 - All mission goals and achievements completed on brutally. I killed another 750 zerg units for the Semi-Glorious Achievement and the Blaze of Glory achievement. I actually killed 3,499 Zerg units on brutal! Can you do better? Here are some tips for this mission: There's a potential expansion base that you can get at the top left, but from my experience it's easier to just avoid everything together. It can be used to collect gas/minerals faster, but I find that the mission was simply easier to avoid expansion. It is important to always have 8-12 Phoenixes at any time, so you can use the gravitational ability to radiate the hybrids to make sure you do this constantly through the mission, this mission will make much easier. Remember, Zeratul has the Void Prism ability that can be used on wardens, ultralisks or even the hybrids to slow down the enemy. Use dark Templars for the first half of the mission! The Zerg usually becomes a warden later in the mission, and the dark Templar can do massive damage for a while without even being discovered. You should also get a good handful of colossus early with a few immortals. Once you are able to get carriers, just build them for the rest of the mission. Upgrade Protoss shields all the way, along with your air weapons and armor all the way. You don't have to worry so much about ground weapons and armor, as you'll be out for most of the mission with weapons. Keep in mind that your carriers have the automatic setup for their interceptors. For reference only, you can try this mission with the later half with Mass Void-Rays/Colossi, or Colossus/Phoenix Combo, but however Mass transporter that I could hold the longest to get the most kills with this strategy, and it is the one I recommend to do. NOTE: After this mission, I'll make the following upgrades and purchases: LABORATORY RESEARCH CONSOLE: I'm researching Psi Disrupter (for Zerg research). Mission 17 - Haven's Fall Haven's Fall Brutal Difficulty Video - Time done: 19:02 - All mission goals and achievements brutally completed. I made sure that all 5 settlements were protected to achieve both achievements: Outpatient and House Call. NOTE: To accomplish this mission, you must clean the colony when you see this screen. The reason I chose this over the other (Safe Haven) is that we get the last Protoss research points that are necessary to get the last protoss technology in the laboratory research console. Tip: When the settlements arise, just fly in a fleet of Vikings to kill all the air units around them, and then land to kill the ground units along with the structures, you'll see how I do that in the video. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'm buying Hele's Angel. LABORATORY RESEARCH CONSOLE: I research Tech Reactor (for protoss research). ARMORY: I buy maelstrom rounds (for siege tanks). Mission 17b - Safe Haven Brutal Difficulty Video - Time Done: 13:53 - All Mission Goals and Achievements brutally completed. I made sure that at least 3 colony outposts were protected to achieve both achievements: You shall not pass and My Precious! NOTE: To accomplish this mission, you must protect the colony when you see this screen. Safe Haven is the alternative mission to Haven's case. It is completely optional to do, and can be done by the BRIDGE console, but you won't get research credits or credit (if you've already done Haven's case). I will include it in my guide for reference. On this mission you can unlock the Dr. Ariel Hanson portrait. Tip: There are a total of 5 Colony Outposts, and you can have the Purifier MotherShip wipe out two Colony Outposts, but you'll have to try to save the rest of them (3) to achieve all the achievements at once. More SC2 Video Guides: By the way, if you want more Starcraft 2 videos, check out Shockz Starcraft 2 Video Guides: Mission 18 - Engine of Destruction Engine of Destruction Brutal Difficulty Video - Time Done: 22:40 - Complete all mission goals and achievements on brutal. I killed the Loki for the Kicking Asgard achievement, and I didn't drop the Odin under 30% of his overall health for the Ragnarok & run! achievement. Tip: Remember that you can lower MULEs to remove the Odin and Science Vessels can also repair it. NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'm buying Ripwave Missiles and Phobos-class weapon system (for Vikings). Mission 19 - Media Blitz Media Flash Brutal Difficulty Video - Time Completed: 19:31 - All Mission Goals and Achievements Completed on Completed I did the Seek & Destroy performance during the stealth attack that has killed you a barracks, factory and a star port. I did this even under 20 minutes for the Blitzkrieg performance, and doing it on brutally was not easy! And I'll also show you how to reveal the secret mission in this video! Tip: Keep dropping THE MULEs to repair the Odin. If you play brutally, the enemy will first target the MULEs, so you'll have to do it when you're out of action. NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'll buy Hellstorm batteries and titanium enclosures (for Missile towers). Mission 20 - Piercing The Shroud (Secret Mission) Piercing The Shroud Brutal Difficulty Video - Time Done: 9:29 - Speed Run! Complete all mission goals and achievements on brutal in less than ten minutes. I found and collected all 13 weapon pickups to get the Lock and Load achievement, and I killed the Brutalisk without losing a unit for the Not So Brutalisk Achievement. Tip: About the Warbot: Missiles - is good for killing armored vehicle units such as tanks and Vikings, but they are slow to kill light units like Marines/Medicine. When you choose missiles, simply use Focus Fire to kill the tanks/Vikings and ignore the Marines/Medicine/Marauder. Napalm - is good at killing the light units like Marines and paramedics, but is terrible for killing armored vehicles like tanks/vikings. I think napalm is the worst choice to choose. Cannons - is just as good at killing both the light units and armored vehicles and is what I recommend to choose for it. Just remember to throw a few grenades, one on the Marines/paramedics and one on the tanks/Vikings. NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'm buying Fire Suppression System for Terran Buildings. Mission 21 - The Moebius Factor The Moebius Factor Brutal Difficulty Video - Time Done: 12:16 - All Mission Goals and Achievements Completed on Brutally Completed. I localized all Moebius survivors for the achievement Alive Inside! and completed the mission before Kerrigan destroyed 6 abandoned structures for hard core achievement. Tip: If you follow the path I described in the figure above, you should be able to complete this mission quickly and securely while completing all the achievements. Tip: Using Hercules transports through the Medivacs works more efficiently in this mission. NOTE: After this mission, I'll make the following upgrades and purchases: ARMORY: I'm buying Shaped Blast for Siege Tanks. Mission 22 - Supernova Supernova Brutal Difficulty Video - Time done: 13:42 - Complete all mission goals and achievements on brutal. I left no unit the fire wall for the Cool Running achievement died, and I killed 75+ units/structures with camouflaged banshees for the Shock n' Awe achievement. Supernova Brutal Difficulty Run Video - Time done: 5:38 - This is a speed run through this mission to brutal difficulty beat it ASAP (but skip achievements). Tip: You can Beat this mission by simply going mass banshees, and Hel's angels from the mercenary building, along with a few science vessels in the mix for healing. Tip: To get the 4th relic, you can use a scanner sweeper to reveal the area, and then call a MULE to pick up the relic. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'm buying Dusk Wings. ARMORY: I buy Shockwave Missile Battery for Banshees. Mission 23 - Maw of the Void Maw of the Void Brutal Difficulty Video - Time Done: 24:10 - All Mission Goals and Achievements Brutally Completed. I destroyed all 8 rip-field generators for the achievement I have the power and finished the mission without losing a unit within the rip field for the achievement master of the universe. Here are some tips for this mission: Units within the Rip Field will slowly drain their lives, but units with many hit points (such as Battlecruisers) will have plenty of life to cope with the slow runoff. But small units like SCVs, Marines, or even like Vikings etc... will empty their lives much faster in the rip field. For the Achievement Master of the Universe, you will only lose units in the Rip field if the Rip Field itself takes the final blow against the Unit (rather than being killed by another enemy unit). Use your dark Templar to kill enemies within the rip field (dark Templars are not effected by the Rip field) while your battlecruisers are healed outside the rip field. You must pay attention to photon cannons. You can use my image to see where all photon cannons are located. Use a Viking to fly around and pick up all the resource pick-ups around the map. When you attack carriers, use focus fire and kill the carriers yourself, otherwise your battlecruisers will attack the interceptors (which is less efficient). When I play, I recommend having one control group only for your dark Templar, another for your battlecruisers, another for your battlecruisers and science ships, and another for a Viking who picks up all the resource pick-ups. Use the Yamato Cannon to kill carriers, voidrays, and photon cannons. If you see the mothership, try either to avoid it altogether or quickly yamato it so that it disappears, but do not try to attack it with your regular attacks, you will suffer too much damage. If it uses a vortex on your army, just let the rest of your army fly into it to be temporarily safe. You can use your dark Templar to kill the last rip-field generators on the left side of the map, just pay attention to photon cannons and observers. Try to Science vessels to stay out of the rip field (with the holding position) so that they save energy on healing. NOTE: After this mission, I'll make the following upgrades and purchases: MERCENARY: I'm buying Jackson's revenge. Mission 24 - The Gates of Hell The Gates of Hell Brutal Difficulty Video - Time Done: 16:59 - All Mission Goals and Achievements completed on brutally. I destroyed all 6 spare cannons for The Die Bang Cannon performance, and I saved all 10 drop pods from domination troops for the Dominion Roundup performance. Here are some tips for this mission: The easiest way to do this mission is to follow my image to see where each drop pod will land so you know exactly where you need to be during this mission. Once killed, each spare cannon drops a gas pallet to pick it up. To get the Dominion Roundup achievement, you can call MULEs on it to get the last drop pods coming down in pairs. Don't worry about expansion at the Southeast Expansion Site, you've got a lot of time/resources to do this mission without it. NOTE: After this mission, I'll make the following upgrades and purchases: Nothing to buy after this mission. Mission 25 - Belly of the Beast Belly of the Beast Brutal Difficulty Video - Time done: 18:59 - Speed Run - Completed all mission goals and achievements on brutal. I finished the mission without letting a hero go incapacitated for the Unbreakable Performance, and I got 52 kills with a Penetrator shot for the One Shot, Fifty Kills! achievement. NOTE: To accomplish this mission, you must select Sabotage Tunnel when you see this screen. This will begin Belly of the Beast and prompt the final mission (All In) to mostly airstrikes and hardly ground-trapped attacks. NOTE: After this mission, I'll make the following upgrades and purchases: Nothing to buy after this mission. Mission 25b - Shatter the Sky Shatter the Sky Brutal Difficulty Video - Time done: 13:59 - All mission goals and achievements brutally completed. I didn't let any unit die for the Demolition Man achievement, and I finished the mission well under 25 minutes for the Speed Tool achievement. NOTE: To accomplish this mission, you need to choose Attack Platform when you see this screen. This will launch Shatter The Sky and will result in the final mission (All In) mainly carrying out ground attacks and hardly any airstrikes. NOTE: After this mission, I'll make the following upgrades and purchases: Nothing to buy after this mission. Mission 26 - All In (not available now) Now!

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