
Subject: Re: Westwood lives on
Posted by [Dover](#) on Fri, 03 Sep 2010 01:52:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got the bonus objective and both achievements on Brutal by DT walling every entrance and pro-actively using my airforce to snipe overseers. They don't come in big numbers until Artanis shows up toward the end, and by then the archive has already been protected long enough, so it's pretty safe to fall back, so it should be easy enough. I had between 2 and 4 colossi behind the DT wall at every entrance, and a few cannons scattered around everywhere as well, since your mineral supply will climb to astronomical heights anyway. Weapon/armor upgrades are key. At +2 your colossi one-shot zerglings, at +3 they two-shot hydras. When you get voidrays and carriers unlocked, pick whichever you like better and mass those, but they both make very very good use of the weapon/armor upgrades, especially carriers. Because of the nature of their attacks, they're really bad with no upgrades and really good with lots of upgrades. The gold expansion off to the left presents interesting possibilities, but I've never found it necessary, since you're already swimming in minerals.

tl;dr -- DT wall/overseer-sniping + colossi + upgrades early, air unit of choice late, dump excess minerals into cannons.

It's one of the harder missions, for sure, so don't be too hard on yourself if you can't beat it on Brutal immediately.
