

Sentry (Legacy of the Void)

This article covers the current multiplayer version of this unit. For other versions see Sentry (Heart of the Swarm) (/starcraft2/Sentry_(Heart_of_the_Swarm)) and Sentry (Wings of Liberty) (/starcraft2/Sentry_(Wings_of_Liberty)).

[e (https://liquipedia.net/starcraft2/index.php?title=Sentry_(Legacy_of_the_Void)&action=edit§ion=0)][h (/starcraft2/Template:Infobox_unit)]



(/starcraft2/Protoss) Sentry







(/starcraft2/File:Sentry.png)

Unit Information

Description: Ground Unit




Built From: Gateway (/starcraft2/Gateway_(Legacy_of_the_Void))

Requirements: Cybernetics Core (/starcraft2/Cybernetics_Core)

Cost:  (/starcraft2/Minerals) 50  (/starcraft2/Gas) 100 
(/starcraft2/Game_Speed) 26  (/starcraft2/Supply) 2

Attributes: Light (/starcraft2/Light), Mechanical
(/starcraft2/Mechanical), Psionic (/starcraft2/Psionic)

Attack 1: Targets: Ground / Air
Damage: 6 (+1)
DPS (/starcraft2/Damage_Per_Second): 8.4 (+1.4)
Cooldown (/starcraft2/Cooldown): 0.71
Range (/starcraft2/Range): 5

Defence:  (/starcraft2/File:Icon_Hitpoints.png) 40 
(/starcraft2/Plasma_Shield) 40  (/starcraft2/Armor) 1
(+1)

Hotkey (/starcraft2/Hotkeys_per_Race):  **E**

Energy: 50 / 200

Sight: 10

Speed: 3.15

Cargo Size: 2

- Strong against:**
 - Zealot (/starcraft2/Zealot_(Legacy_of_the_Void))
 - Zergling (/starcraft2/Zergling_(Legacy_of_the_Void))
- Weak against:**
 - Stalker (/starcraft2/Stalker_(Legacy_of_the_Void))
 - Reaper (/starcraft2/Reaper_(Legacy_of_the_Void))
 - Hydralisk (/starcraft2/Hydralisk_(Legacy_of_the_Void))



Description

The **Sentry** is an unusual Protoss (/starcraft2/Protoss) spell-casting unit produced from the Gateway (/starcraft2/Gateway_(Legacy_of_the_Void)) after the Cybernetics Core (/starcraft2/Cybernetics_Core_(Legacy_of_the_Void)) has been built. The Sentry's spells are very powerful: Force Field (/starcraft2/Force_Field), Guardian Shield (/starcraft2/Guardian_Shield), and Hallucination (/starcraft2/Hallucination). These spells — Force Field in particular - are considered essential capabilities in almost all Protoss strategies.

In addition to their spells, Sentries have a primary attack that is capable of hitting both air and ground targets, although their damage output is rather weak; consequently, as with most spell-casters, it is usually considered a support unit and not a primary damage-dealer. The Sentry's spells are extremely useful throughout the game, despite its early position on the tech tree, making this unit an excellent complement to almost any army composition.

Spells

Force Field (/starcraft2/Force_Field)





Guardian Shield (/starcraft2/Guardian_Shield)



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effect.^[1] This spell costs 75 energy to cast, meaning that energy must be saved after the Sentry first warps in. Also, Guardian Shield does not reduce damage from the Oracle (/starcraft2/Oracle)'s Pulsar Beam.

Hallucination (/starcraft2/Hallucination)	
	Caster: Sentry (/starcraft2/Sentry)
	Range (/starcraft2/Range):
	Hotkey (/starcraft2/Hotkeys_per_Race):
	Creates hallucinations of Protoss units at the caster's location, that cannot use active abilities, cannot deal damage, and die more easily. Enemy detectors can reveal hallucinations.

The **Hallucination** spell creates a fake replica of a Protoss unit that appears like a real unit to opponents lacking a detector (/starcraft2/Detector). The hallucinated unit takes twice as much damage as a real unit and is incapable of dealing damage, but hallucinations prove useful in several ways. First, hallucinations are often used for scouting the opponent without risking the loss of any units. During battles, hallucinations can distract and absorb enemy fire. They can also be used early in the game (before detectors) to trick players into misinterpreting your strategy, or even leaving the game early if they feel terribly outmatched by the sheer number of (fake) units they see facing them.^[2] This ability previously required research at the Cybernetics Core. However, this requirement was removed with Heart of the Swarm.

Competitive Usage

The Sentry's Hallucination ability is very frequently used for scouting (/starcraft2/Scouting). The most common tactic is to create Hallucinated Phoenixes, sending them flying across the map to look at the enemy's base or locate the enemy's army. More uncommonly, Hallucinations are intended to create a distraction, fooling an opponent. Hallucinations associated with certain tech trees, such as High Templar (/starcraft2/High_Templar_(Legacy_of_the_Void)) or Immortals (/starcraft2/Immortal_(Legacy_of_the_Void)) can also be presented to the enemy to try instigate inappropriate reactionary counterplay.

Sentries also feature in several timing pushes (/starcraft2/Timing_push), where the Force Field ability is leveraged. For example, warping in a Sentry alongside Immortals in a Warp Prism (/starcraft2/Warp_Prism_(Legacy_of_the_Void)), while dropping them into the opponent's main base, the Force Field can keep the enemy army from defending by blocking the ramp. The high damage output of the Immortals can destroy key tech structures or kill several workers while the defenders are kept at bay by the Sentry.

Vs. 🦋 (/starcraft2/File:ProtossIcon.png) Protoss

Sentries are used often in Protoss mirror matches for holding off early rushes by placing a Force Field on the ramp, they also work offensively by pushing key units out of fighting range such as Immortals (/starcraft2/Immortal), and are a vital part of a mid-game army. Guardian Shield is effective in lowering damage from ranged Protoss units such as Stalkers (/starcraft2/Stalker) or Adepts (/starcraft2/Adept). With the energy cost reduction of Hallucination in Patch 4.7.1 (/starcraft2/Patch_4.7.1) Sentry openers have become more powerful, by being able to scout much earlier. This allows players to respond much earlier to their opponent's tech.

Vs. (/starcraft2/File:TerranIcon.png) Terran

Sentries can make a huge difference in PvT. Force Field can be used to block Terrans moving in to try to target key units such as Colossus (/starcraft2/Colossus_(Legacy_of_the_Void)). This is vital to ensure that the primary damage dealers of the Protoss army survive. Another important ability is Guardian Shield. Since Guardian Shield reduces the damage of each ranged attack by 2, units that attack quickly such as Marines (/starcraft2/Marine_(Legacy_of_the_Void)) are heavily affected by the ability. The Sentry can be used to block off the ramp from early rushes. The sentry is also extremely effective if a Protoss player attacks early game; Guardian Shield retains its obvious usefulness, but Force Field is also extremely important when a Terran player has units in bunkers to defend. A common Terran tactic will be to bring several SCVs to repair the bunkers as they are under fire. Force Fields can stop SCVs repairing if Force Field is cast such as to surround the bunkers. This will also trap units that come out of the bunker if it dies.

vs Marauders

Sentries, in combination with Zealots (/starcraft2/Zelot_(Legacy_of_the_Void)), can be used to trap Marauders (/starcraft2/Marauder_(Legacy_of_the_Void)) from moving back down the ramp, thus letting the Zealots kill off the Marauders more easily (negating the Concussive Shells (/starcraft2/Concussive_Shells) upgrade). You can either split the opponents army and move back once the trapped portion of it is dead or, if you judge your army strong enough, trap the entire army.

Vs. (/starcraft2/File:ZergIcon.png) Zerg

Against Zerg, Sentries are considered useful in both the early and midgame. Force Field is vital in helping to block early Zerg rushes, as one Force Field will help block attempts to breach a sim-city at the Protoss natural. An important use of Force Field in the mid-game is to effectively wall off your army from Zerg attackers. Placing Force Fields to reduce the effective surface area of your army makes the Zerg swarm easier to deal with and destroy. Be mindful of Ravagers (/starcraft2/Ravager) as Corrosive Bile can destroy Force Fields.

Aside from Force Field usage, Guardian Shield is extremely important in mid-game PvZ if a player opts for a style that utilizes Sentries. Guardian Shield greatly decreases the damage that Mutalisks (/starcraft2/Mutalisk_(Legacy_of_the_Void)) do against Protoss units, and also helps to mitigate the damage that Roaches (/starcraft2/Roach_(Legacy_of_the_Void)) and Hydralisks (/starcraft2/Hydralisk_(Legacy_of_the_Void)) do.

Sentries are a centerpiece of certain attacks such as the Immortal Sentry all-in that is also usually supported by Adepts (/starcraft2/Adepts) with or without Resonating Glaives. These pushes usually involve about 6 or so Sentries and rely on proper Force Field management to be effective.

Trivia

- The Sentry was the final form of a number of redesigns during the Wings of Liberty Beta: Star Relic (/starcraft2/Star_Rellic) -> Stasis Orb (/starcraft2/Stasis_Orb) -> Nullifier (/starcraft2/Nullifier) -> Disruptor (/starcraft2/Disruptor) -> **Sentry**.

Gallery

Sentry Evolution



(/starcraft2/File:StarRelic.jpg)(/starcraft2/File:StasisOrb.jpg)(/starcraft2/File:Nullifier_model.jpg)

Star Relic
(/starcraft2/Star_Rellic)



Star Relic
(/starcraft2/Star_Rellic) ->
Stasis Orb
(/starcraft2/Stasis_Orb) ->
Nullifier
(/starcraft2/Nullifier)

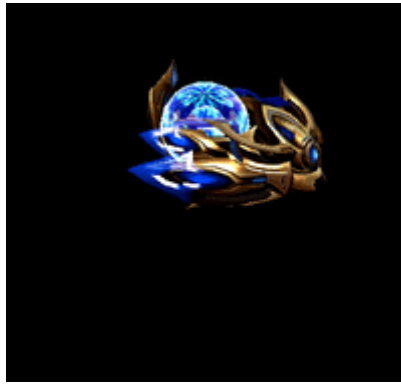


Nullifier
(/starcraft2/Nullifier) ->
Disruptor
(/starcraft2/Disruptor)



(/starcraft2/File:Sentry_model.jpg)

Disruptor
(/starcraft2/Disruptor) ->
Sentry (/starcraft2/Sentry)



(/starcraft2/File:Sentry.gif)

Finished Sentry Form

Quotes

- Sentry's sounds (video and sound) (<https://www.youtube.com/watch?v=t4CKJE-LBEw>) - YouTube video.

Patch Changes

Patch 4.7.1 ^[3][\[show\]](#)

References

1. https://tl.net/forum/viewmessage.php?topic_id=113700 (https://tl.net/forum/viewmessage.php?topic_id=113700) An analysis on the effectiveness of Sentries against Mutalisks
2. <https://www.youtube.com/watch?v=aZ4PCX2AYtY> (<https://www.youtube.com/watch?v=aZ4PCX2AYtY>) IdrA vs. HuK's Hallucinations @ MLG Dallas 2011
3. Blizzard Entertainment (20 November 2018). "STARCRAFT II 4.7.1 PATCH NOTES" (<https://starcraft2.com/news/22771167>). Battle.net.

Units (/starcraft2/Units_(Legacy_of_the_Void)) and Buildings (/starcraft2/Buildings_(Legacy_of_the_Void)) in Legacy of the Void (/starcraft2/Legacy_of_the_Void)

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Protoss (/starcraft2/Protoss)

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Units (/starcraft2/Protoss_Units)

Probe (/starcraft2/Probe_(Legacy_of_the_Void)) · Zealot (/starcraft2/Zealot_(Legacy_of_the_Void)) · Stalker (/starcraft2/Stalker_(Legacy_of_the_Void)) · Sentry · Adept (/starcraft2/Adept) · High Templar (/starcraft2/High_Templar_(Legacy_of_the_Void)) · Dark Templar (/starcraft2/Dark_Templar_(Legacy_of_the_Void)) · Archon (/starcraft2/Archon_(Legacy_of_the_Void)) · Observer (/starcraft2/Observer_(Legacy_of_the_Void)) · Warp Prism (/starcraft2/Warp_Prism_(Legacy_of_the_Void)) · Immortal (/starcraft2/Immortal_(Legacy_of_the_Void)) · Colossus (/starcraft2/Colossus_(Legacy_of_the_Void)) · Disruptor (/starcraft2/Disruptor) · Phoenix (/starcraft2/Phoenix_(Legacy_of_the_Void)) · Void Ray (/starcraft2/Void_Ray_(Legacy_of_the_Void)) · Oracle (/starcraft2/Oracle_(Legacy_of_the_Void)) · Tempest (/starcraft2/Tempest_(Legacy_of_the_Void)) · Carrier (/starcraft2/Carrier_(Legacy_of_the_Void)) · Interceptor (/starcraft2/Interceptor_(Legacy_of_the_Void)) · Mothership (/starcraft2/Mothership_(Legacy_of_the_Void)) · Mothership Core (/starcraft2/Mothership_Core_(Legacy_of_the_Void)) *(removed)*

Buildings

Nexus (/starcraft2/Nexus_(Legacy_of_the_Void)) · Pylon (/starcraft2/Pylon_(Legacy_of_the_Void)) · Assimilator (/starcraft2/Assimilator_(Legacy_of_the_Void)) · Gateway (/starcraft2/Gateway_(Legacy_of_the_Void)) · Warp Gate (/starcraft2/Warp_Gate_(Legacy_of_the_Void)) · Forge (/starcraft2/Forge_(Legacy_of_the_Void)) · Cybernetics Core (/starcraft2/Cybernetics_Core_(Legacy_of_the_Void)) · Photon Cannon (/starcraft2/Photon_Cannon_(Legacy_of_the_Void)) · Shield Battery (/starcraft2/Shield_Battery) · Robotics Facility (/starcraft2/Robotics_Facility_(Legacy_of_the_Void)) · Stargate (/starcraft2/Stargate_(Legacy_of_the_Void)) · Twilight Council (/starcraft2/Twilight_Council_(Legacy_of_the_Void)) · Robotics Bay (/starcraft2/Robotics_Bay_(Legacy_of_the_Void)) · Fleet Beacon (/starcraft2/Fleet_Beacon_(Legacy_of_the_Void)) · Templar Archives (/starcraft2/Templar_Archives_(Legacy_of_the_Void)) · Dark Shrine (/starcraft2/Dark_Shrine_(Legacy_of_the_Void)) · Stasis Ward (/starcraft2/Stasis_Ward)

Terran (/starcraft2/Terran)

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SCV (/starcraft2/SCV_(Legacy_of_the_Void)) · MULE (/starcraft2/MULE_(Legacy_of_the_Void)) · Marine (/starcraft2/Marine_(Legacy_of_the_Void)) · Reaper (/starcraft2/Reaper_(Legacy_of_the_Void)) · Marauder (/starcraft2/Marauder_(Legacy_of_the_Void)) · Ghost (/starcraft2/Ghost_(Legacy_of_the_Void)) · Hellion (/starcraft2/Hellion_(Legacy_of_the_Void)) · Hellbat (/starcraft2/Hellbat_(Legacy_of_the_Void)) · Widow Mine (/starcraft2/Widow_Mine_(Legacy_of_the_Void)) · Cyclone (/starcraft2/Cyclone) · Siege Tank (/starcraft2/Siege_Tank_(Legacy_of_the_Void)) · Thor (/starcraft2/Thor_(Legacy_of_the_Void)) · Viking (/starcraft2/Viking_(Legacy_of_the_Void)) · Medivac (/starcraft2/Medivac_(Legacy_of_the_Void)) · Liberator (/starcraft2/Liberator) · Raven (/starcraft2/Raven_(Legacy_of_the_Void)) · Banshee (/starcraft2/Banshee_(Legacy_of_the_Void)) · Battlecruiser (/starcraft2/Battlecruiser_(Legacy_of_the_Void))

Buildings

Command Center (/starcraft2/Command_Center_(Legacy_of_the_Void)) · Orbital Command (/starcraft2/Orbital_Command_(Legacy_of_the_Void)) · Planetary Fortress (/starcraft2/Planetary_Fortress_(Legacy_of_the_Void)) · Supply Depot (/starcraft2/Supply_Depot_(Legacy_of_the_Void)) · Refinery (/starcraft2/Refinery_(Legacy_of_the_Void)) · Barracks (/starcraft2/Barracks_(Legacy_of_the_Void)) · Engineering Bay (/starcraft2/Engineering_Bay_(Legacy_of_the_Void)) · Bunker (/starcraft2/Bunker_(Legacy_of_the_Void)) · Missile Turret (/starcraft2/Missile_Turret_(Legacy_of_the_Void)) · Sensor Tower (/starcraft2/Sensor_Tower_(Legacy_of_the_Void)) · Ghost Academy (/starcraft2/Ghost_Academy_(Legacy_of_the_Void)) · Factory (/starcraft2/Factory_(Legacy_of_the_Void)) · Starport (/starcraft2/Starport_(Legacy_of_the_Void)) · Armory (/starcraft2/Armory_(Legacy_of_the_Void)) · Fusion Core (/starcraft2/Fusion_Core_(Legacy_of_the_Void)) · Tech Lab (/starcraft2/Tech_Lab_(Legacy_of_the_Void)) · Reactor (/starcraft2/Reactor_(Legacy_of_the_Void)) · Point Defense Drone (/starcraft2/Point_Defense_Drone_(Legacy_of_the_Void)) (*removed*) · Auto-Turret (/starcraft2/Auto-Turret_(Legacy_of_the_Void))

Zerg (/starcraft2/Zerg)

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Units (/starcraft2/Zerg_Units)

Larva (/starcraft2/Larva_(Legacy_of_the_Void)) · Cocoon
 (/starcraft2/Cocoon) · Drone
 (/starcraft2/Drone_(Legacy_of_the_Void)) · Overlord
 (/starcraft2/Overlord_(Legacy_of_the_Void)) · Queen
 (/starcraft2/Queen_(Legacy_of_the_Void)) · Zergling
 (/starcraft2/Zergling_(Legacy_of_the_Void)) · Baneling
 (/starcraft2/Baneling_(Legacy_of_the_Void)) · Roach
 (/starcraft2/Roach_(Legacy_of_the_Void)) · Ravager
 (/starcraft2/Ravager) · Overseer
 (/starcraft2/Overseer_(Legacy_of_the_Void)) · Changeling
 (/starcraft2/Changeling_(Legacy_of_the_Void)) · Hydralisk
 (/starcraft2/Hydralisk_(Legacy_of_the_Void)) · Lurker
 (/starcraft2/Lurker_(Legacy_of_the_Void)) · Mutalisk
 (/starcraft2/Mutalisk_(Legacy_of_the_Void)) · Corruptor
 (/starcraft2/Corruptor_(Legacy_of_the_Void)) · Swarm Host
 (/starcraft2/Swarm_Host_(Legacy_of_the_Void)) · Locust
 (/starcraft2/Locust_(Legacy_of_the_Void)) · Infestor
 (/starcraft2/Infestor_(Legacy_of_the_Void)) · Infested Terran
 (/starcraft2/Infested_Terran_(Legacy_of_the_Void)) · Viper
 (/starcraft2/Viper_(Legacy_of_the_Void)) · Ultralisk
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 (/starcraft2/Extractor_(Legacy_of_the_Void)) · Spawning Pool
 (/starcraft2/Spawning_Pool_(Legacy_of_the_Void)) · Spine Crawler
 (/starcraft2/Spine_Crawler_(Legacy_of_the_Void)) · Spore Crawler
 (/starcraft2/Spore_Crawler_(Legacy_of_the_Void)) · Evolution
 Chamber (/starcraft2/Evolution_Chamber_(Legacy_of_the_Void)) ·
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