


Trilla final fight guide

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The following bosses of Prev Bossa Bossa Taron Maliko on this page of our Guide to Star Wars Jedi: The Fallen Order describes the final duel with the second sister, which is the final battle of the whole story (not counting the confrontation with Darth Vader). The fight takes place in the final part of the sixth chapter of the game. Our description of this duel contains detailed information about all types of attacks used by the Second Sister. In addition, we suggest how to effectively expose Trill to Cal's attacks. The final battle with the Second Sister will take place during the infiltration of the Fortress of the Inquisitorium in Chapter 6. The main character needs to get into the interrogation chamber. Interacting with one of the interactive panels will lead to the sudden arrival of Trilla. Compared to previous fights with the Second Sister, this duel will not end prematurely. You have to deprive Trilla of all her health points (her health bar should drop to zero). The second sister uses a double lightsaber. She uses her light staff to perform various blows and a series of blows. Don't try to interrupt them with standard attacks. Use the same tactics as during a duel with Maliko - launch your attacks as soon as Trilla finishes his sequence of attacks. In addition, you can prematurely interrupt her attacks with the ability of Force Push. Trilla is not able to completely block your Force Push attacks because she is ready for them - keep in mind that she may lose fewer endurance points than if one of her attacks was interrupted. Trilla has the ability to move quickly around the arena. Even if it stands relatively far from Cal, it can appear next to it at any time at all. You should always be prepared to evade her attack (s) that will start immediately after she teleports to you - jump away from her or try to block/fend off the upcoming hit. Trilla has many unique attacks at her disposal. The most serious attack is an attempt to capture (capture) Cal. This comes after Trilla drops blinding flashbang grenades. If you get captured, you will lose a lot of health (example shown in screenshot 1). The only way to avoid this attack is to jump backwards or sides at the right moment (example shown in screenshot 2). Another red attack by Trilla is a shockwave. It moves pretty fast, so you have little time to make a double jump and avoid colliding with a wave. In addition, Trilla has more traditional punches and punches at her disposal. These are lightsaber blows, twisting the slash and hitting with a lightsaber. Combat tactics are quite obvious in such cases - do not try to block these attacks, but jump back or to the sides to avoid getting hit. The second sister, like Maliko, knows how to drop a lightsaber. The best reaction to this type of boss attack is Use your power to tap the force. This will immediately stop any such attack. So you don't have to worry about being hit hit flying lightsaber or worry about using the block at the right moment. The most effective method to gradually weaken the enemy is to activate Force Push every time it tries to launch an attack - then run towards it and launch a series of attacks using a lightsaber. Even if Trilla doesn't lose any health points at once, her endurance bar will be significantly exhausted. Other attempts of this kind will be more successful. Use standard attacks only if you have exhausted your Force bar. During the battle you may be forced to collide and fight with lightsabers - quickly press the specified button to win the sequence. After you win the duel with the second sister, Darth Vader will appear. You will not be able to take part in any full-fledged battle against him, but you still have to try to survive. The confrontation with Darth Vader was discussed in detail in our step-by-step leadership of the sixth chapter of the game. The following bosses Of Bounty Hunters Prev Boss Taron Malikos Star Wars Jedi: The Fallen Order is full of tough bosses, but no tougher than the big bad that closes the whole game. In case it's not yet clear from the title, this guide will deal with spoilers for the title so turn away now if you don't want to deal with them. You've already run into this boss before during the title, albeit in more limited opportunities, so consider this grudge rematch for the Force crown. Here's our Star Wars Jedi Fallen Order final boss step-by-step guide. So here we go with spoilers. The last boss of the Fallen Order is Trilla Suduri, the second sister. Cal has faced her before and honestly, lost the plot when he had to fight it for the first time, so you hope it was a chance for redemption. In fact, she's one twisted bully and you're going to have your head screwed to the right if you want to beat her. Here are some of our tips and tricks that we believe will save your butt in this final fight, if you're smart about positioning: Make sure you're expertly using the force to slowly keep tabs on your health, it's best to be safe rather than sorry Trilla has a very long combo, so wait out the first few to find out her moves once she's finished combo Get close to smash the damage When Trilla puts her saber away, prepare the dodge to go away when it starts to move towards you Parry probe droid attacks, then the force pull it to you and throw it at Trilla - it hurts to use Force Push as much as you can to help you get the opening trilla Suduri is definitely worthy of being the toughest fight in the game, so it's almost no surprise so that she is the Star Wars Jedi Fallen Order of the final boss. We won't get into what happens after the fight but you want to keep chipping on her health with the methods described above if you want to walk away victorious. Need a hand with any other Jedi-related tricks? Check Check Out Guides we've collected. In many cases throughout Star Wars Jedi: The Story of the Fallen Order, Cal and the Second Sister will come face to face. They will have several lightsaber collisions, but something will always break the party and Cal will manage to get away. That is, until the end, when the Second Sister (Trilla) has Holocron itself. Here's how to defeat the second sister in the final battle of the Jedi Order bosses. Beating the second sister in Jedi Fallen Order-Trilla will use a lot of the same moves and combos that you've seen in your previous skirmishes with her, but she's just as unforgiving and relentless if she notices a gap in your defense. The best way we have found to start this fight and give yourself a quick upper hand is to use your strength slowly as soon as possible. Move away from the Second Sister side and then use your double lightsabers (LB and XL1 and Square) to inflict a good chunk of damage. Force Slow is incredibly useful in the fight of the boss of the Second Sister, but more on that later. Home Attack Second Sister will try to take down his massive lightsaber combo. Just block or dodge it and wait for it to glow red and shoot an unblockable attack. These are the moments you are waiting to attack. Once she has finished one of these steps, dodge her and quickly get two or three lightsaber blows on her. Also, use Force Slow again to land overhead strikes (Y/triangle) or use a double lightsaber attack again. Keep in mind, however, that Trilla will dodge once she's been struck once during Force Slow, so don't try to get more hits in. First, it is the shockwave of the AOE attack. Trilla will do somersaults in place before slamming her hand into the ground. You will need to learn her to say for this step, since otherwise it will deal a bunch of damage, and knock you back, making you a sitting duck for the second sister's lightsaber combo. There's a chance that Trilla will also call a droid probe that will just light you up with a blaster. If she does this, ignore the droid for the most part and just focus on blocking the second sister's attacks. If you try to take care of the droids, the second sister will get close and deal a lot of damage. The best way to actually handle this is to use Pull Force on the droid probe and then force a push to send it back to Trilla. It's going to do a lot of damage. However, the most devastating attack that the Second Sister will use in this second stage is its drainage power. You will know when she is preparing to do so as she will put her lightsaber away and glow red for an unblockable attack. Not Now, wait until she's charging towards you. Do it too soon, and Trilla will continue to dash You and start draining your health before you throw you back the cause of even more damage. Once you've got Trilla up to a third of her health, you'll have to complete a quick time event as she and Cal clash lightsabers. Outside of this, there isn't much else you need to know to take down Trill in the last battle of the Boss of the Fallen Order. Don't that time, choose the moments to get attacked when she's vulnerable after a big combo or unblockable attack, and make sure you keep an eye on your health bar. Jedi Master and Grand Master of Difficulty Exclusive Hoes to look like if you play Star Wars Jedi: The Fallen Order of either the Jedi Master or the Jedi Grand Master of Difficulty, it's worth noting that Trilla will throw her lightsaber at you several times. You have to be prepared to be parried several times in a row, otherwise, it will drain your endurance sensor, or worse, deal damage. Eventually, you get the final kick on Trilla and cutscene will play. Congratulations, you beat the final boss and now just need to escape to Mantis. That's all you need to know about how to defeat the second sister in the Jedi Fallen Order. Go to our wiki guide for more tips, search for Twinfinitie, or check out more of our guides below. Below. jedi fallen order trilla final fight guide

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