

<p>Zealot [2/0] Grn G/- +I.</p> <p>1- [2 5] [+] Gain +1 health 2- [5 6] [+] Shield Battery: +2 Health if base 3- [5 7] 4- [6 6] 5- [6 7] 6- [7 5]</p> <p>Leg Enhancement: Start of battle, destroy 1 ground unit with cost <= nb zealot.</p> <p>Protoss</p>	<p>Dragoon [2/1] Grn G/F +I</p> <p>1- [2 5] [+] Gain +1 health 2- [5 7] [+] Shield Battery: +2 Health if base 3- [5 7] [+] [o] Singularity Charge: +1 Attack 4- [6 6] +1 vs Flying [+] [o] Singularity Charge: +1 Attack 5- [7 7] +1 vs Flying 6- [8 7]</p> <p>Support Table 1-2-3- Nothing 4-5-6- [+] [o] Singularity Charge: +1 Attack</p> <p>Protoss</p>	<p>Dark Templar [1/2] Grn G/- +I</p> <p>1- [2 5] [+] Gain +1 health 2- [7 6] [+] Shield Battery: +2 health if base 3- [7 6] 4- [7 7] 5- [7 7] 6- [8 7]</p> <p>Cloaking</p> <p>Protoss</p>
<p>Dark Archon /1/2/ Grn -/- Ast.</p> <p>1- [0 3] [+] Gain +1 health 2- [0 4] [+] Shield Battery: +2 health if base 3- [0 4] [+] [o] Feedback: Opponent lose 1 assist unit. 4- [0 5] [+] [o] Feedback: Opponent lose 1 assist unit. 5- [0 5] [+] [o] 6- [0 6] [+] [o] Mind Control: opponent's front line unit</p> <p>Maelstrom: 50% to cancel mobilize order.</p> <p>Support Table 1-2-3- [+] [o] Feedback: Opponent lose 1 assist unit. 4- Nothing 5-6- [+] [o] Mind Control: opponent's front line unit</p> <p>Protoss</p>	<p>High Templar [0/1] Grn -/- Ast.</p> <p>1- [0 3] [+] Gain +1 health 2- [0 4] [+] Shield Battery: +2 health if base 3- [0 4] [+] [o] Hallucination: Reroll, 2,3,4 = 1 4- [0 5] [+] [o] Psionic Storm: +2 attack, detector, G/F Splash Damage 5- [0 5] [+] [o] Hallucination: Reroll, 2,3,4 = 1 6- [0 6] [+] [o] Psionic Storm: +2 attack, detector, G/F Splash Damage</p> <p>Support Table 1-2-3- [+] [o] Hallucination: Reroll, 2,3,4 = 1 4-5-6- [+] [o] Psionic Storm: +2 attack, detector, G/F Splash Damage</p> <p>Protoss</p>	<p>Archon /0/4/ Grn G/F +I</p> <p>1- [2 5] [+] Gain +1 health 2- [8 8] Ground Splash Damage, [+] Shield Battery: +2 Health if base 3- [8 8] Ground Splash Damage 4- [8 9] Ground/Flying Splash Damage 5- [9 8] Ground/Flying Splash Damage 6- [9 8] Ground/Flying Splash Damage</p> <p>Protoss</p>
<p>Corsair [2/1] Fly -/F +I</p> <p>1- [2 5] [+] Gain +1 health 2- [7 7] [+] Shield Battery: +2 Health if base 3- [7 7] [+] [o] Disruptive Web: Ennemy lose anti-air attck. 4- [8 6] 5- [8 6] [+] [o] Disruptive Web: Ennemy lose anti-air attck. 6- [8 8]</p> <p>Support Table 1-2-3- Nothing happens 4-5-6- [+] [o] Disruptive Web: Ennemy lose anti-air attack.</p> <p>Protoss</p>	<p>Reaver [2/2] Grn G/- +2</p> <p>1- [2 5] [+] Gain +1 health 2- [7 8] [+] Shield Battery: +2 Health if base 3- [7 8] Increased Reaver Capacity: [9 7] Ground Splash Damage, Collateral Damage 4- [7 7] Ground Splash Damage 5- [8 8] Increased Reaver Capacity: [10 9] Ground Splash Damage, Collateral Damage 6- [8 8] Ground Splash Damage</p> <p>Protoss</p>	<p>Scout [2/2] Fly G/F +I</p> <p>1- [2 5] [+] Gain +1 health 2- [7 8] [+] Shield Battery: +2 Health if base 3- [7 8] 4- [7 7] +1 vs flying 5- [7 8] +1 vs flying 6- [8 7]</p> <p>Protoss</p>

<p>Arbiter [O/2] Fly -/- Ast.</p> <p>1- [0 3] [+] Gain +1 health 2- [0 4] [+] [o] Statis Field: Both attack value drop to 0. 3- [0 4] [+] Shield Battery: +2 health if base 4- [0 5] [+] [o] Statis Field: Both attack value drop to 0. 5- [0 5] 6- [0 6]</p> <p>[o] Cloaking Field: All other unit in skirmish get cloaking. Recall: Move a unit from another planet.</p> <p>Support Table 1-2-3- Nothing Happens 4-5-6- [+] [o] Statis Field: Both attack value drop to 0.</p> <p>Protoss</p>	<p>Carrier [3/2] Fly G/F +2</p> <p>1- [2 5] [+] Gain +1 health 2- [7 8] [+] Shield Battery: +2 Health if base 3- [7 8] Increased Carrier Capacity: [9 8] 4- [8 9] 5- [8 9] Increased Carrier Capacity: [10 9] 6- [9 8]</p> <p>Support Table</p> <p>Protoss</p>	<p>Marine [I/O] Grn G/F +1</p> <p>1- [2 5] [+] +1 health 2- [5 5] Stim Pack: [7 4] 3- [5 4] +1 vs Flying, [+] [o] Bunker: +3 health if base 4- [5 5] +1 vs Flying 5- [6 4] Stim Pack: [7 3] 6- [6 6]</p> <p>Support Table</p> <p>Terran</p>
<p>Fire Bat [I/I] Grn G/- +1</p> <p>1- [2 5] [+] +1 health 2- [6 6] Stim Pack: [7 3] 3- [6 6] Stim Pack: [7 4] 4- [6 5] Limited Splash Damage [+] [o] Bunker: +3 health if base 5- [6 5] Limited Splash Damage 6- [6 6] Limited Splash Damage</p> <p>Support Table</p> <p>Terran</p>	<p>Medic [O/I] Grn -/- Ast.</p> <p>1- [0 3] [+] +1 health 2- [0 3] [+] [o] Optic Flare: If opponent is alone, his attack drop to 0 3- [0 4] [+] [o] Heal: Front line soldier gain +2 health 4- [0 4] [+] [o] Heal: Front line soldier gain +2 health 5- [0 5] 6- [0 6]</p> <p>Support Table 1-2-3- [+] [o] Heal: Front line soldier gain +2 health 4- Nothing happens 5-6- [+] [o] Optic Flare: If opponent alone, his attack = 0</p> <p>Terran</p>	<p>Ghost [O/2] Grn G/F +1</p> <p>1- [2 5] [+] +1 health 2- [5 6] Nuke: [0 6] if survive, destroy 2 units, [+] [o] Bunker: +3 health if base 3- [5 6] [+] [o] Lockdown: Mechanical units cannot attack. 4- [6 4] [+] [o] Cloaking Field: cloak wraith and ghost. 5- [5 4] +1 vs Flying [+] [o] Cloaking Field: Wraith and ghost ins skirmish gain cloaking. 6- [5 5] +1 vs Flying [+] [o] Lockdown: Mechanical units cannot attack.</p> <p>Support Table 1-2-3- [+] [o] Cloaking Field: cloak wraith and ghost 4-5-6- [+] [o] Lockdown: Mechanical units can't attack.</p> <p>Terran</p>
<p>Vultures [2/O] Grn G/- +1</p> <p>1- [2 5] [+] +1 health 2- [5 6] 3- [5 6] Spider Mines: [7 7] Ground Splash Damage if no detector 4- [6 5] Limited Splash Damage 5- [6 6] Spider Mines: [8 7] Ground Splash Damage if no detector 6- [7 7]</p> <p>Support Table</p> <p>Terran</p>	<p>Goliath [2/I] Grn G/F +1</p> <p>1- [2 5] [+] +1 health 2- [6 7] +1 vs Flying 3- [6 7] +1 vs Flying 4- [6 7] +2 vs Flying 5- [6 7] +2 vs Flying 6- [7 8]</p> <p>Charon Boosters: Start of battle, when defending, destroy 1 flying unit.</p> <p>Support Table</p> <p>Terran</p>	<p>Siege Tank [2/2] Grn G/- +2</p> <p>1- [2 5] [+] +1 health 2- [7 8] 3- [7 8] Siege Mode: [8 9] Ground Splash Damage, Collateral Damage 4- [7 8] Siege Mode: [9 8] Ground Splash Damage, Collateral Damage 5- [8 8] 6- [8 8]</p> <p>Support Table</p> <p>Terran</p>

<p>Wraith [2/1] Fly G/F +1</p> <p>1- [2 5] [+] +1 health 2- [6 7] 3- [6 7] [+] [o] Cloaking Field: Cloak Wraith & Ghost 4- [6 7] +1 vs. Flying 5- [7 7] [+] [o] Cloaking Field: Wraith & Ghost in the skirmish gain cloaking. 6- [7 8]</p> <p>Support Table 1-2-3- Nothing Happens 4-5-6- [+] [o] Cloaking Field: Cloak Wraith & Ghost</p> <p>Terran</p>	<p>Science Vessel [0/2] Fly -/- Ast.</p> <p>1-[0 3] 2-[0 3] [+] [o] Irradiate: +1 attack, G/F Bio Splash Dmg. 3-[0 4] [+] [o] Irradiate: +1 attack, G/F Bio Splash Dmg. 4-[0 4] [+] [o] EMP Shockwave: See Support Table 5-[0 5] [+] [o] EMP Shockwave: See Support Table 6-[0 5] [+] +1 health</p> <p>Detector Defense Matrix: Gain +1 health</p> <p>Support Table 1-2-3- [+] [o] Irradiate: +1 attack, G/F Bio Splash Dmg. 4-5-6- [+] [o] EMP Shockwave: Cancel reinforcement, +3 vs Archon, +1 vs protoss</p> <p>Terran</p>	<p>Valkyrie [1/2] Fly -/F +2</p> <p>1- [2 5] [+] +1 health 2- [7 7] 3- [7 7] 4- [8 7] Flying Splash Damage 5- [8 7] Flying Splash Damage 6- [9 6] Flying Splash Damage</p> <p>Terran</p>
<p>Battlecruiser [3/2] Fly G/F +2</p> <p>1- [2 5] [+] +1 health 2- [7 8] 3- [7 8] Yamato Gun: [9 9] 4- [8 8] Yamato Gun: [10 9] 5- [8 9] 6- [9 8]</p> <p>Terran</p>	<p>Zergling [1/0] Grn G/- +1</p> <p>1- [3 4] [+] +1 attack if have support 2- [4 5] [+] Sunken Colony: +2 attack if base 3- [5 4] Burrow: [0 6] Cloak Zergling, Hydralisk & Defiler 4- [5 5] [+] Improved Carapace: Gain +1 health 5- [5 6] 6- [6 3]</p> <p>Metabolic Boost: When attacking, if it can kill the front line unit, gain +2 health.</p> <p>Zerg</p>	<p>Hydralisk [1/1] Grn G/F +1</p> <p>1- [3 4] [+] +1 attack if have support 2- [5 5] Burrow: [0 6] Cloak Zergling, Hydralisk & Defiler 3- [5 5] [+] Improved Carapace: +1 health 4- [5 6] +1 vs flying, [+] Sunken Colony: +2 attack vs ground if base 5- [6 6] +1 vs flying 6- [7 6]</p> <p>Zerg</p>
<p>Lurker /2/2/ Grn G/- +1</p> <p>1- [3 4] [+] +1 attack if have support 2- [6 6] Grn. Spl. Dmg [+] Improved Carapace: +1 health 3- [6 6] Ground Splash Damage, [+] Sunken Colony: +2 attack if base 4- [7 7] Ground Splash Damage 5- [7 7] Ground Splash Damage 6- [8 7] Ground Splash Damage</p> <p>Cloaking</p> <p>Zerg</p>	<p>Ultralisk [2/2] Grn G/- +2</p> <p>1- [3 4] [+] +1 attack if have support 2- [7 8] [+] Sunken Colony: +2 attack if base 3- [7 8] Chitinous Plating [8 10] 4- [8 8] [+] Improved Carapace: gain +1 health 5- [8 8] Chitinous Plating [9 9] 6- [8 9]</p> <p>Zerg</p>	<p>Queen [0/1] Fly -/- Ast.</p> <p>1- [0 2] 2- [0 3] [+] [o] Ensnare: Detector, +1 health, support = 0 3- [0 4] [+] [o] Ensnare: Detector, +1 health, support = 0 4- [0 4] [+] [o] Spawn Brooding: See Support table 5- [0 5] [+] Improved Carapace: gain +1 health 6- [0 6] [+] [o] Spawn Brooding: See Support table</p> <p>Parasite: Detector Infest Command center: After battle, infest terran base.</p> <p>Support Table 1-2-3- [+] [o] Ensnare: Detector, +1 health, support = 0 4-5-6- [+] [o] Spawn Brooding: End Battle: Destroy 1 Ground unit except Archon, Dark Archon and Reaver.</p> <p>Zerg</p>

Infested Terran [I/O] Grn G/- Scr.f. 1- [3 4] [+] +1 attack if have support 2- [7 5] [+] Improved carapace: gain +1 health 3- [7 5] [+] Sunken Colony: gain +2 attack if base 4- [8 6] 5- [8 6] 6- [9 6]	Defiler [O/2] Grn -/- Ast. 1- [0 2] [o] Dark Swarm : Range unit lose ground attk. 2- [0 3] Burrow : [0 6] Cloak Defiler, Hydralisk & Zergling 3- [0 4] [o] Dark Swarm : Range unit lose ground attk. 4- [0 4] [o] Plague : Detector, Ground/Flying Auto Splash Damage 5- [0 5] [+] Improved Carapace : gain +1 health 6- [0 6] [o] Plague : Detector, Ground/Flying Auto Splash Damage	Scourge [O/2] Fly -/F Scr.f. 1- [3 4] [+] +1 attack if have support 2- [7 5] [+] Improved carapace : gain +1 health 3- [7 5] 4- [8 6] 5- [8 6] 6- [9 6]
Zerg	Support Table 1-2-3- [o] Dark Swarm : Range unit lose ground attk. 4-5-6- [o] Plague : Detector, Ground/Flying Auto Splash Damage	Zerg
Mutalisk [2/I] Fly G/F +I 1- [3 4] [+] +1 attack if have support 2- [7 6] [+] Sunken Colony : +2 attack vs ground if base 3- [7 6] [+] Improved Carapace : Gain +1 health 4- [7 7] Limited Splash Damage 5- [7 8] Limited Splash Damage 6- [8 7] Limited Splash Damage	Devourer /3/I/ Fly -/F +2 1- [3 4] [+] +1 attack if have support 2- [7 9] 3- [7 9] Improved Flyer Attack : [9 9] Flying Splash Damage 4- [8 8] Improved Flyer Attack : [9 8] Flying Splash Damage 5- [8 8] [+] Improved Carapace : Gain +1 health 6- [8 8]	Guardian /2/2/ Fly G/- +2 1- [3 4] [+] +1 attack if have support 2- [7 8] [+] Sunken Colony : +2 attack vs ground if base 3- [7 8] Improved Flyer Attacker [9 8] Collateral Damage 4- [8 7] [+] Improved Carapace : +1 health 5- [8 7] Improved Flyer Attacker [10 8] Collateral Damage 6- [8 8]
Zerg	Zerg	Zerg
Research Table 5,2,12- Gateway(A) 3,11- If Dragoon is available, then Robotic Facility(B) else Gateway(A) 4,10- If Dragoon is available, then Stargate(C) else Gateway(A) 6,8- Robotic Facility(B) 7- If Scout is available, then Robotic Facility(B) else Stargate(C) 9- If Scout is available, then Gateway(A) else Stargate(C)	Research Table 5- Barracks(A) 4,6- If Firebat is available, then Factory(B) else Barracks(A) 2,3,9,12- If Firebat is available, then Starport(C) else Barracks(A) 8,10- Factory(B) 11- Starport(C) 7- If Wraith is available, then Factory(B) else Starport(C)	Research Table 5- Spawning Pool(A) 7,6,12- If Hydralisk is available, then Spire(C) else Spawning Pool(A) 2,3,4- If Hydralisk is available, then Queen's nest(B) else Spawning Pool(A) 9,11- If Queen is available, then Spire(C) else Queen's nest(B) 8,10- Spire(C)
Permanent Ability Observer : 50% to get detector	Permanent Ability Scanner Sweep : 50% to get detector	Permanent Ability Pneumatized Carapace : May exceed the area unit limit by 3
Protoss	Terran	Zerg