

## Terran

Marine	Ghost	Marauder	Reaper
Alpha			
Omega			
X	Ranger	Heavy	Scout
SpecOps	X	X	Tracker
Grenadier	Sniper	X	X
Assault	Spy	Mech	X

For all above Omega:

- Marine – Stim Shot
  - Increase movement speed and damage
- Ghost – Perma-Cloak
  - Always cloaked except when near enemy units
- Marauder – Shield
  - Protoss shield
- Reaper – Hide
  - Temporarily hide in the ground to evade enemies and detectors

Classes: ↓↑

- SpecOps - ↓AFr↑SDR
  - Night Vision – reveals all hidden units in units sight for a given time
- Grenadier - ↓Fr↑D
  - Mines – SC vultures
- Assault - ↓Fr↑SDR
  - Grapple Hook – can slowly climb up and down cliffs
  - Grapple Hook – shoot into enemy to slow them down (or bring them closer)
- Ranger - ↓AD↑FrS
  - Sprint – increase speed for a certain amount of time (think Zealot’s dash, but longer duration and player induced)
- Sniper - ↓AFrS↑DRV
  - Headshot – kill one unit instantly, all players see this unit
- Spy - ↓AFrR↑SDVr
  - Knife – kill one unit instantly, cloak disappears for short amount of time
- Heavy - ↓RDSVr↑AFr
  - Force Field – temporarily create a shield in a given area around unit, speed slowed
- Mech - ↓RSFrVr↑AD
  - Rocket Launcher – Shoot forth a rocket to do high splash damage
- Scout - ↓RFr↑SDVr
  - Double Shotgun – shoot for twice the damage with splash
- Tracker - ↓RFr↑SDVr
  - Bug – apply a bug to an enemy unit to see what that unit sees