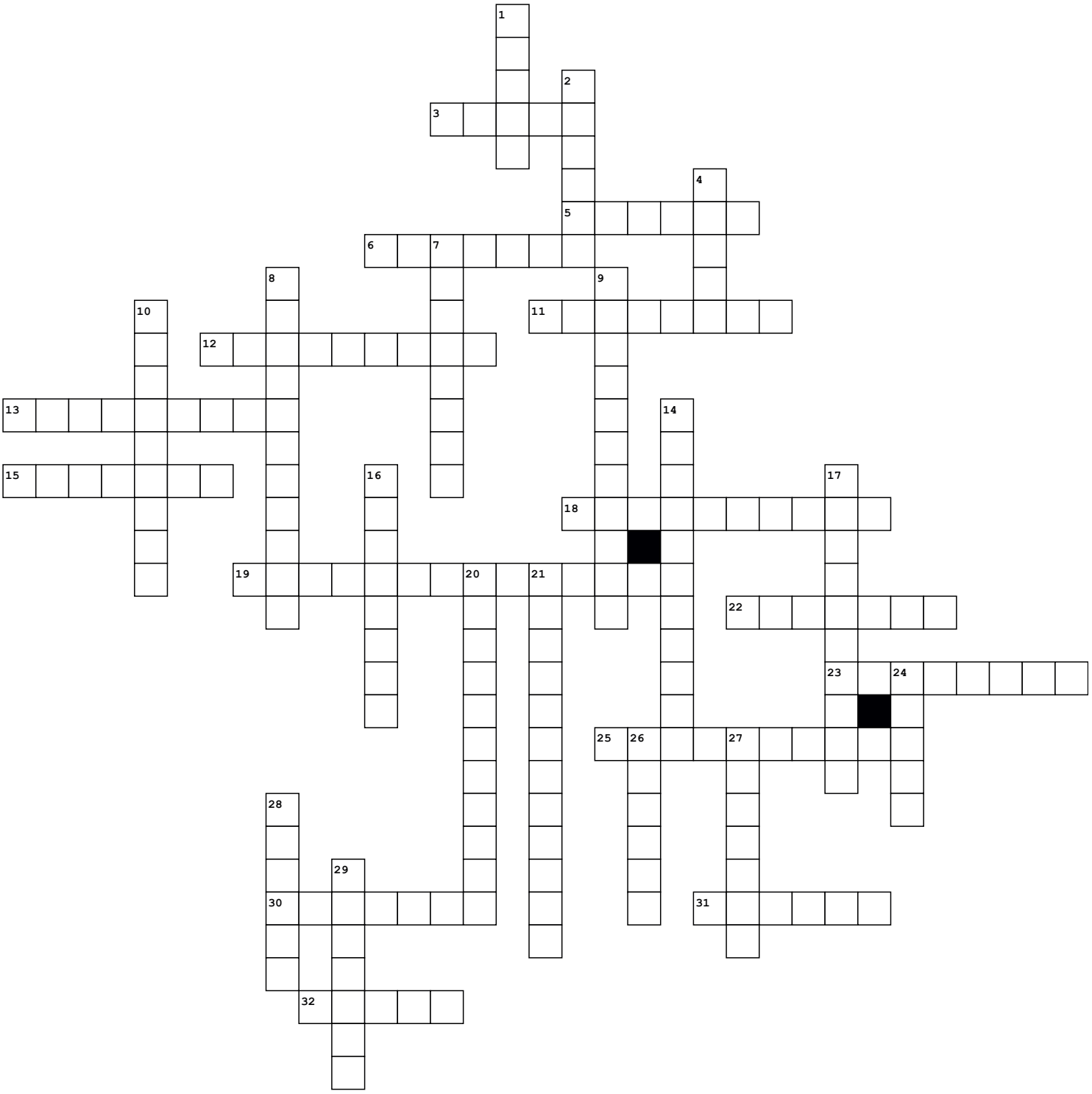
Starcraft 2 Protoss Only



Across

3. Protoss Builder

5. Heavy ground unit, shoots explosives that seek out enemies

Down

1. Gives supply, also powers nearby buildings

2. Ground support unit, can grant a barrier to reduce incoming ranged damage

4. Protoss Base

6. Heavy flying unit, attack becomes stronger the longer it hits a target

11. Heavy ground unit, cannot attack air, uses beams to hit multiple targets, can be targeted by anti air because of its height

12. Ground unit, cannot attack, can cast an explosive shell that travels a short distance before detonating for high damage

13. Flying transport, can be activated into a power field to warp in units

15. Fast flying unit, cannot attack ground, can use disruption to put ground units in a stasis

18. Ground unit, can attack both air and ground, can mind control units taking control of them permanently

19. Constructed from a nexus, has the ability to overcharge nearby Pylons to attack nearby enemies

22. Allows Zealots

23. Allows Void Rays

25. Allows Dark Templars from Gateways and Warp Gates

30. Massive flying unit, uses smaller fliers to attack enemies

31. Melee unit, uses two psi blades and charges the enemy

32. Upgrades for Ground units along with shields for all units

7. Heavy ground unit, cannot attack air, high single target damage, once hit activate a shield to block incoming damage

8. Allows Gas production

9. Allows Carriers to be built from Stargates

10. Can teleport units wherever there is power

14. Ground unit, cannot attack air, permanently cloaked

16. Fast flying unit, cloaked, can detect invisible and burrowed units

17. Massive flying unit, grants invisibility to all nearby units

20. Cannot attack, can use Psionic Storm to do aoe damage

21. Stationary defensive building, can detect cloaked along with attack nearby enemies

24. Ground unit, cannot attack air, can cast a clone of itself and after a short duration will teleport to the clone

26. Ranged unit, can attack both air and ground, requires two units to morph

27. Ranged unit, can attack both air and ground, can blink up and down ledges

28. Fast flying unit, requires energy to attack, cannot attack air

29. Ground unit, can attack ground and air, has very long range, but a slow rate of fire