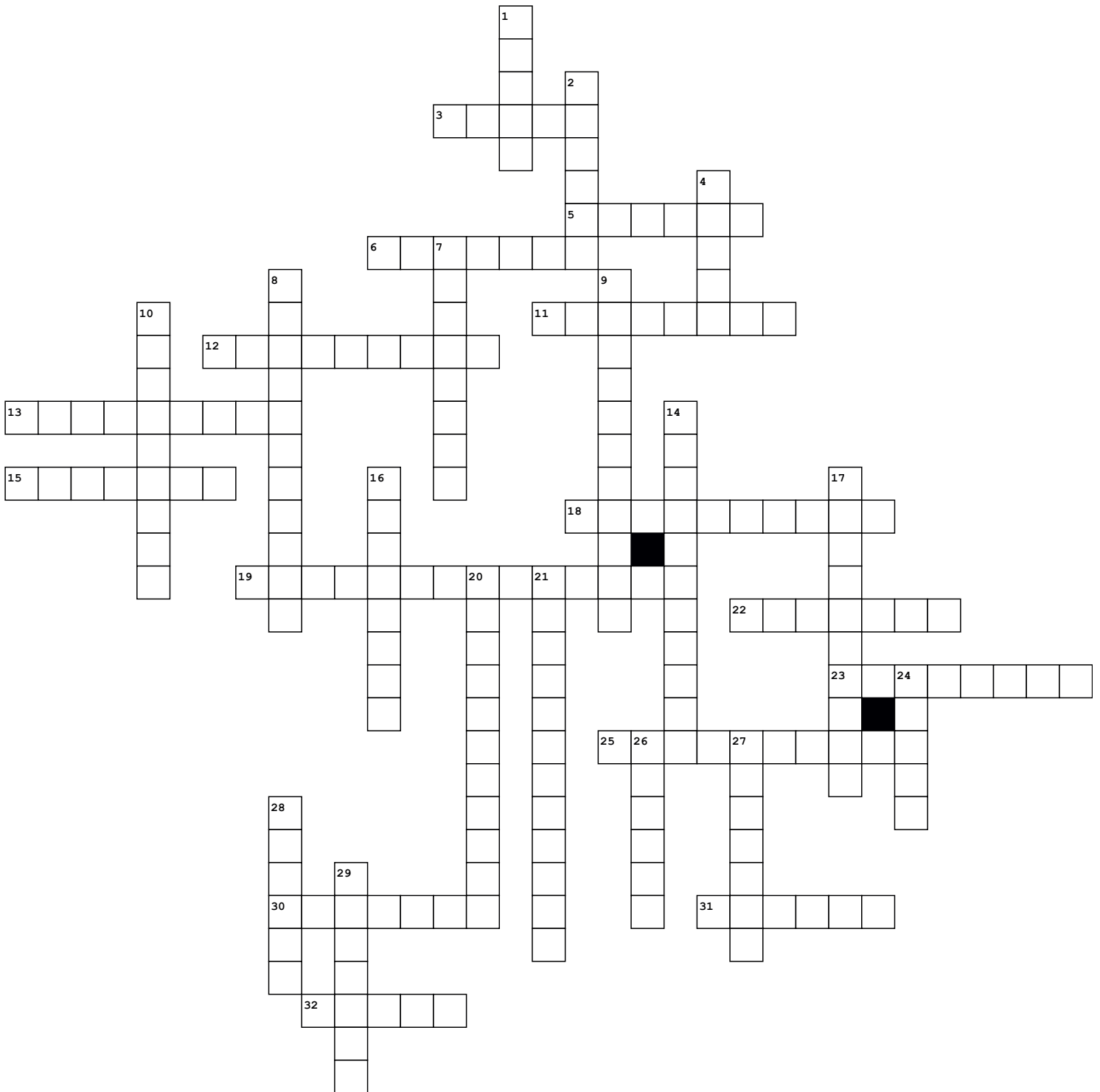


# Starcraft 2 Protoss Only



## 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