StarCraft GHOST™

# VEHICLES

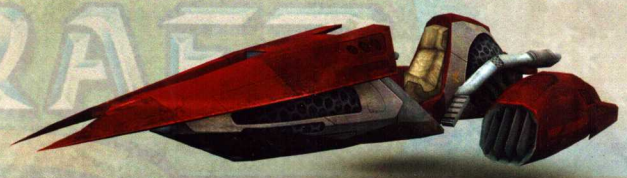
## STINGER

The rugged Stinger is outfitted to drive through the roughest of terrain. Equipped with a pintle-mounted cannon, the Stinger is deadliest when the driver is accompanied by a gunner.

***Available In: Mobile Conflict & Invasion***

Weapons: Mounted Gun: 35mm HE Cannon
Armor: Medium
Speed: Fast





## VULTURE

A fast hover bike used primarily for scouting and reconnaissance, the Vulture is a critical vehicle on the battlefield.

***Available In: Mobile Conflict & Invasion***

Weapons: APG-2 "Thumper" Grenade Launcher
Armor: Light
Speed: Fast

## SIEGE TANK

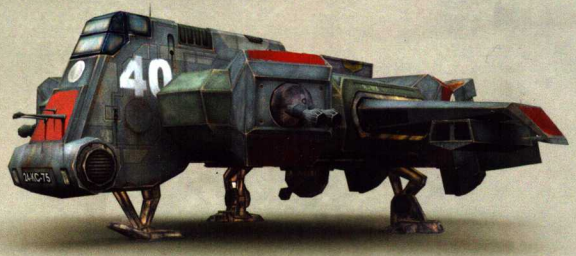
The Siege Tank is renowned for its cannons' unrelenting barrages of plasma-charged doom. When in siege mode, its devastating artillery cannon eradicates all enemies and vehicles in a wide area.

***Available In: Mobile Conflict***

Weapons:
- Tank Mode: PPG-7 Plasma Cannons
- Siege Mode: Mjolnir Artillery Cannon

Armor: Heavy
Speed: Slow





## GRIZZLY

A versatile air vehicle, the Grizzly is heavily armed and has the capability to transport several units at a time.

***Available In: Mobile Conflict***

Weapons:
- Pilot Seat: 20mm Gun Pods
- Belly Turret: Manticore Missile Turret
- Left/Right Gun Seats: Hellsworn 30mm Flak Cannons
- Bomber Seat: B2-C 75lb. Concussion Bombs

Armor: Medium
Speed: Fast

BLIZZCON

# TERRAN UNITS



## INFANTRY

The Infantry is versatile and efficient. He has the widest array of weapons at his disposal, can build turrets, and can pilot any vehicle.

### *Weapons and Abilities:*

**Submachine Gun** *Mid-powered rifle*
**Combat Shotgun** *Powerful at close range*
**Sticky Grenade**** *Stick it to anything & detonate*
**Decloaking Device**** *(Buildable) Decloaks invisible Ghosts*
**Automated Chain Gun**** *(Buildable) Short range & versatile*
**Gun Turret** *(Buildable) Long range & anti-vehicle*

## MARINE



The Marine is the mailed fist of the Terran force. He is equipped with powerful long-range weapons and outfitted with heavy armor.

### *Weapons and Abilities:*

**Marine Rifle** *Hi-powered rifle*
**Marine Pistol** *Explosive rounds deal splash damage*
**Grenade Launcher** *Hold to prime, release to fire*



## FIREBAT

The Firebat is lethal at close range due to his Perdition Flamethrowers. For long-range targets, he is equipped with Napalm Rockets. Like the Marine, the Firebat is heavily armored.

### *Weapons and Abilities:*

**Flamethrower** *Engulfs enemies over a wide area*
**Remote-Guided Napalm Rocket** *Guided from camera view*
**Laser-Guided Napalm Rocket** *Guided by laser targeting*

## GHOST



The Ghost has sophisticated weapons at her disposal. She can employ stealth, snipe from afar with one-shot precision, pilot vehicles, and lock down enemy weapons and vehicles.

### *Weapons and Abilities:*

**Sniper Rifle** *Single-shot head kills (except helmets)*
**Assault Rifle*** *Mid-powered rifle*
**Sticky Grenades** *Stick it to anything & detonate*
**Lockdown Device**** *Disables targeted vehicles & weaponry*
**Lockdown Grenades**** *Disables nearby vehicles & weaponry*
**Tactical Nuke Launcher*** *Portable nuclear device*
**Vision Mode** *See through walls*
**Personal Cloaking** *Become invisible*
**Vehicle Commandeer** *Steal vehicles away from enemies*

* Invasion Only
** Mobile Conflict Only

# StarCraft GHOST™

# ZERG UNITS

## ZERGLING



The Zergling is small but ferocious. Its sharp claws can tear apart an unwary foe in seconds. The Zergling can burrow in the ground to hide from its enemies and is especially deadly when moving in packs.

### *Weapons and Abilities:*

**Claw Attack** *Melee attack*
**Burrow Ability** *Hide underground (soft surfaces only)*
**Blood Lust** *Clustered Zerglings do more damage*
**Health Regeneration** *Health slowly regens automatically*

## HYDRALISK



The Hydralisk has large claws to attack opponents at close range and the ability to spray enemies with projectile spines from a distance. Like the Zergling, the Hydralisk has the ability to burrow.

### *Weapons and Abilities:*

**Projectile Spine Attack** *Long-range spine projectiles*
**Claw Attack** *Powerful melee attack*
**Burrow Ability** *Hide underground (soft surfaces only)*
**Health Regeneration** *Health slowly regens automatically*



## INFESTED MARINE

The Infested Marine's devastating suicide attack annihilates anything in the vicinity of the blast, while those who keep their distance will find themselves poisoned over time by its toxic weapon spray.

### *Weapons and Abilities:*

**Infested Gauss Rifle** *Toxic rounds deal damage over time*
**Suicide Explosion** *Massive damage to all nearby enemies*
**Health Regeneration** *Health slowly regens automatically*



## MUTALISK

The Mutalisk dominates the skies. Its bio-plasma projectile damages opponents from a distance. It can also snatch up enemies to absorb health and drop them to their deaths from high above.

### *Weapons and Abilities:*

**Bio-plasma Projectile** *Deals splash damage (hold to charge)*
**Bodysnatch Attack** *Grabs enemies and absorbs their life*

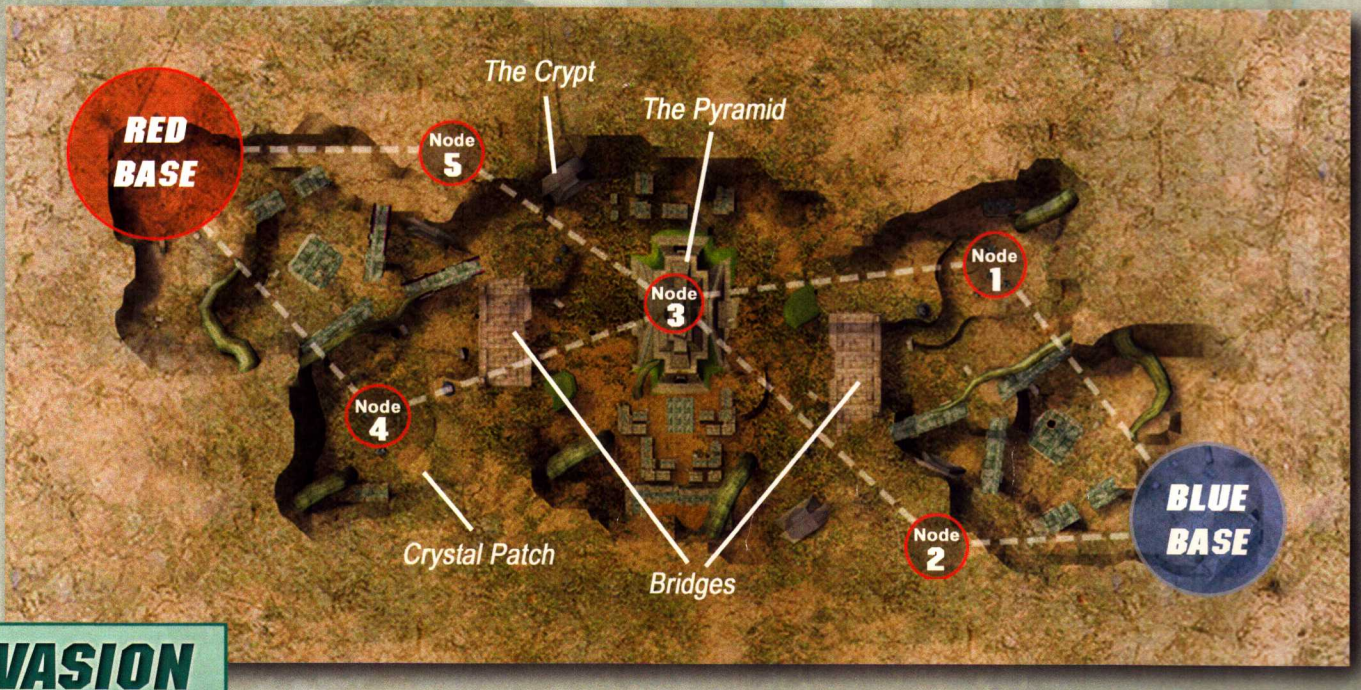
BLIZZCON

# GAME TYPES




## MOBILE CONFLICT

**Objective:** Two teams battle for control of a Mobile Factory and attempt to pilot it back to their base. The first team to successfully capture and hold the factory for a total of 6 minutes is victorious.




## INVASION

**Objective:** Each team attempts to gain control of a network of crystal resource nodes and open their opponent's base to attack. Players can upgrade to more powerful units as points are earned for capturing and linking nodes together and for dispatching enemies. Victory is attained when the enemy base has been destroyed.