

**Civilian:** Can vote each day.

**Marine:** Can shoot each night.

**Marauder:** Can shoot each night and goes through armored units. Is armored.

**Ghost:** Can cast one spell: Snipe (25 energy, 1 KP), EMP (75 energy, removes armor from armored units and removes 100 energy from spellcasters), Cloak (25 energy, immune from anything for one night), or Nuke (once per game, destroys all units of the type that you target because SC2's pathing clumps everything together). Can choose not to cast a spell. Starts with 50 energy, regenerates 25 per night.

**Siege Tank:** Passively destroys anyone that comes close at night, including allies. Immune to sniping. Is armored.

**Medivac:** Either restores armor to a unit or protects a unit. CAN DO BOTH. Immune to sniping. Is armored.

**Zergling:** Adds .5 to the KP of the Zerg. Can burrow but while burrowed does not add KP to the Mafia.

**Queen:** Can cast one spell: Spawn Larva (25 energy, Adds .5 to the Zerg KP for a night), Spawn Creep Tumor (25 energy, Creates a creep tumor which adds .25 to the Zerg KP each night. Players are informed of the creep tumor in the day post and can destroy it to stop its spread, but after a creep tumor spreads another one, it becomes cloaked and one can never kill it), or Transusion (50 energy, either restores armor to a unit or a protects a unit. CAN DO BOTH.) Can choose not to cast a spell. Starts with 25 energy, regenerates 25 per night. Can burrow but while burrowed cannot use abilities.

**Roach:** Adds 0.5 to the KP of the Zerg. Is armored. Can burrow but while burrowed does not add KP to the Mafia.

**Hydralisk:** Adds 1 to the KP of the Zerg. Can burrow but while burrowed does not add KP to the Mafia.

**Infestor:** Can cast one spell: Infested Terran (25 energy, Adds .25 KP to the Zerg KP for a night), Fungal Growth (75 energy, Destroys one unit and goes through any healing, armor, or cloak) , or Neural Parasite (100 energy, wait until night 3 to use, you control that players vote for the next day **and** their ability the next night.) Can choose not to cast a spell. Starts with 50 energy, regenerates 25 per night. Is armored. Can burrow but while burrowed cannot use Fungal Growth or Neural Parasite.

**Mutalisk:** Adds 0.5 to the KP of the Zerg, and can take out the armor of one unit per night.

**Burrowing protects from Marines, Marauders and Snipe. Zerg players choose whether they want to be burrowed for each night.**