

MAXIMUM AND MINIMUM COMBAT VALUES

	Zerg	Max Min	Max Min	# of Tech	Terran	Max Min	Max Min	# of Tech	Protoss.	Max Min	Max Min	# of Tech
Zergling		6 4	6 4	2	Marine	6 5	6 4	2	Zealot	7 5	7 5	1
Hydralisk		7 5	6 5	1	Firebat	6 5	6 4	2	Dragon	8 6	7 6	1
Ultralisk		8 7	9 8	1	Ghost	6 5	6 4	3	High Templar	Assist		3
Queen		Assist		4	Vulture	7 5	7 6	1	Reaver	9 7	8 7	1
Defiler		Assist		3	Goliath	7 6	8 7	1	Archon	9 8	9 8	0
Scourge		8 7	6 5	0	Siege Tank	8 7	8 7	1	Scout	8 7	8 7	0
	Sacrifice											
Mutalisk		8 7	8 6	0	Wraith	8 6	7 7	1	Arbiter	Assist		3
Guardian		8 7	8 7	1	Science Vessel	Assist		3	Carrier	9 7	9 8	1
	Detector											
Devourer		8 7	9 8	1	Battlecruiser	8 7	9 8	1	Dark Archon	Assist		3
Lurker		8 6	7 6	0	Medic	Assist		3	Dark Templar	8 7	7 6	0
	Cloaking											
Infested Terran		8 7	6 5	0	Valkyrie	9 6	7 6	0	Corsair	8 7	7 6	1
	Sacrifice											