Worm

high health

Base attack: red

Middle range

Low damage

Power up: shoot a projectile that costs one life and, if it hits, it adds the enemy as a companion (max 3)

Gameplay: needs to build up a consistent army for being able to deal some damage, but has to be careful with his aim to avoid losing too much health

https://www.hongkiat.com/blog/famous-malicious-computer-viruses/

Trojan

Low health

Base attack green-violet

Long range

High damage

Power up: disguise as an enemy for a short period, that makes you undetectectable.

Gameplay: shoots form distance, and has a stealth ability to reposition himself in case of danger.

Backdoor

Medium health

Base attack: blue?

Short range or melee

High damage

Powerup: can perform a small blink, that can teleport him through walls

Gameplay: try to progress as quickly as possible, avoiding bullets with his high mobility and assassinate them closing the gap between

Fisher

Medium health

Base attack: yellow

Middle range

Medium damage

Powerup: can place baits that will attract enemies

Gameplay: proceeds slowly using his powerup for tricky situations. Since is really powerful, it will have a long cd