

# Rise of Empire: Ice & Fire Hero Development Guide

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## **Disclaimer:**

I'm a player of this game just like you, I do not work for IM30 nor am I affiliated with them in any way. If this ever changes, I will disclose it.

The purpose of this guide is to help elevate the level of play. I will try whenever possible to provide information from a neutral stand point, so that you can make informed decisions on your own.

Information provided has been gathered by my personal R&D efforts and collective knowledge from alliance members.

Take everything with a grain of salt.

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Hello, my name is Priam.

Recently, my LSS guides, videos and tips have been shared in ROE and by popular demand, I've been requested to modify my hero guide for your game. So here it is...

Please keep in mind that I played Last Shelter Survival and this guide was originally written for LSS. However, given the two games share many similarities, I'm adapting the guide to better help ROE players.

Forgive me if certain sections of the guide don't read well. I didn't write this guide from the ground up for ROE, it is simply an adaptation. I basically just changed the hero and troop names.

Kind Regards,

Priam

## Introduction

I apologize for my brutal honesty but as I'm sure you've realized by now, there is no skill component in this game. No amount of grinding will give you skills over another player with a credit card. This game is P2W (Pay To Win), pure and simple. That said, the late-to-end game factor for winning is based on the heroes you get and how you use them.

Once you've maxed out your buildings, tech, APC parts, alliance tech, VIP store, etc., the only RNG (Random Number Generator) factor remaining is heroes. This game at its core is based on a **Cardinal Scale**: the higher your attributes, the better chances you have at winning.

This is why it's common for most people to think "there's always someone stronger than me" because unless you are fully maxed out, chances are this is true. Fortunately, even among the maxed out players, there is no god mode. APC composition and Hero Synergy will still be the determining factor for winning, *ceteris paribus*.

That said, this guide is meant to help make your choice of heroes easier based on what you already have. Please do not get bogged down on trying to get the "best heroes" if you don't have them. Make the best APC composition based on the heroes that you have, not what you want.

Throughout this guide, I will provide several reference charts to outline, showcase and summarize the hero skills.

## Unit Choice

The heroes you have determine your unit choice as well as the purpose of your APC formations. In this game, there are 3 units: Footmens, Archers and Cavalries. There is no single "best unit", each have their own good, bad and intended use; it is like a game of Rock-Paper-Scissors.

- Footmens have the highest defense, hp and destruction power. Best for defense and for use in Doomsday.
- Archers have the highest damage. Best used for offense and for countering cavalries.
- Cavalries are balanced, have the fastest march speed and highest load. Good for gathering and raiding.

For the purposes of comparison and because this game is based on a Cardinal Scale, this guide assumes you have everything maxed out. All reference charts will assume skill level 10 as well, it's just easier to compare skills this way.

With all 3 units at T9, if you have the money to spare and you are trying to get that extra edge over someone. You should be enhancing your troops, it will make the difference especially if your opponent has enhanced T9's and you don't.

## Hero Attributes

Before I get started on Hero Attributes, I just want to say that you will go insane trying to figure out the math behind damage calculation. Unless you have access to the developer code behind the war engine, there is no point trying to optimize your attributes. Without the exact formula of how it all comes together, there are too many unknown factors. Therefore, it's just easier to have more.

With everything maxed out, you'll have your base attributes. From this, the only additional attributes you'll gain is from having specific heroes in their respective rows to boost your squad and formation attributes. Squad and formation are the keywords the game uses, hero's squad is for that specific row in your APC whereas hero's formation is the entire APC. For the purposes of discussion, the attributes that I'm referring to are:

- **Troop Amount**
  - Used to sustain hits to avoid losing morale as well as calculating damage.
  - Skill 1 and 6
- **Might**
  - Affects the damage dealt by basic/normal attacks
  - Skill 4, 6 and 7\*
- **Resistance**
  - Affects the damage taken from basic/normal attacks
  - Skill 3, 6 and 7\*
- **Tactical Might**
  - Affects the damage dealt by skills
- **Tactical Resistance**
  - Affects the damage taken from skills
- **HP**
  - Determines how many hits you can take before dying
  - Skill 6\* and 7\*
- **Combat Speed**
  - Determines who attacks first
  - Skill 6\* and 7\*

*\*Hero specific, not all heroes give the same buffs.*

As mentioned earlier, there is a distinction between a hero's squad and a hero's formation.

- Hero's Squad (that specific row) is affected by Skill 3, 4 and 6
- Hero's Formation (entire APC) is affected by Skill 7

Also, worth noting, Skill 6 (Awaken), has varying amounts of Might and Resistance buffs. In addition, most people miss the fact that it also includes an extra buff for Might, Resistance, HP, Speed, Damage and Demolition Power.

Generally speaking, S heroes have better attributes than normal orange heroes.

However, even among S heroes, there are a few hero's worth highlighting as well:

- Jade Eagle (S4)'s Skill 4: +60% Might, +20% Damage Dealt, +20% Damage Taken
- Rozen Blade (S3) Skill 6: +180 Cavalry Speed
- The Pacer (S1), Lion Heart (S1) and Iron Hand (S1)
  - Each of these heroes have very unique Skill 7's which can be activated
    - Once activated: 15 Hour Cooldown, lasts for 20 minutes: +100 March, +100% Might. Passive: +30% Might
- Yamaraja's Skill 6 has the highest Might buff of 35% (10% + 25%)

You'll notice Skill 1 and Dictator is the same for all heroes, so every APC will have the same amount of troops. Therefore, the only difference between APC formations is based on attributes and ultimately, combat skills.

Lastly, the game doesn't specify an "extra buff" for Dual Blades, Hurricane and Heaven's Justice so I split the might and resistance buffs of skill 6 to make them easier to compare. You'll see what I mean when you scroll to the bottom of this chart.

Here is the first of four reference charts, summarizing the hero attributes:

- M = Might, R = Resistance, S = Speed, D = Damage
- DD = Damage Dealt, DT = Damage Taken
- Dictator is the name of Skill 1

Hero	Unit	Skill 1	Skill 3	Skill 4	Skill 6 (Awaken)				Skill 7
			Resist	Might	Might	Resist	Dictator	Extra	
Wind Walker (SX)	Cavalleries	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Hunk (SX)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Sakura Blossum (SX)	Archers	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Dragon's Avatar (SX)	Footmens	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Elk (SX)	Archers	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Cicero (SX)	Footmens	23,100	50%	50%	20%	20%	250%	20 S	40% Might

Hero	Unit	Skill 1	Skill 3	Skill 4	Skill 6 (Awaken)				Skill 7
			Resist	Might	Might	Resist	Dictator	Extra	
Divine Arrow (S4)	Archers	23,100	50%	50%	20%	20%	250%	40 S	40% Resist
Immortal Guardian (S4)	Archers	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
Jade Eagle (S4)	Archers	23,100	50%	60% M, 20% DD & 20% DT	15%	15%	250%	15% D	40% Resist
The Brave (S4)	Cavalries	23,100	50%	50%	15%	15%	250%	100 S	40% Might
Soaring Hawk (S4)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Desert Storm (S4)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Living Saint (S3)	Cavalries	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Roku Boshuten (S3)	Cavalries	23,100	50%	50%	15%	15%	250%	15% D	40% Might
War Lord (S3)	Cavalries	23,100	50%	50%	20%	20%	250%	120 S	40% Might
Sky Breaker (S3)	Archers	23,100	50%	50%	20%	20%	250%	40 S	40% Resist
Rozen Blade (S3)	Cavalries	23,100	50%	50%	20%	20%	250%	180 S	40% Might
Bleeding Steel (S3)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Beast Queen (S2)	Cavalries	23,100	50%	50%	15%	15%	250%	100 S	40% Might
Inquisitor (S2)	Archers	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Peace Bringer (S2)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
The Immortal (S2)	Cavalries	23,100	50%	50%	15%	15%	250%	100 S	40% Might
Witch Hunter (S2)	Archers	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Jade Rakshasa (S2)	Footmens	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Cincinnatus (S1)	Archers	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
The Pacer (S1)	Archers	23,100	50%	50%	15%	15%	250%	15% D	30% Might*
The Volunteer (S1)	Archers	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Ebony Knight (S1)	Cavalries	23,100	50%	50%	15%	15%	250%	100 S	40% Might
Lion Heart (S1)	Cavalries	23,100	50%	50%	15%	15%	250%	100 S	30% Might*
Bulwark (S1)	Cavalries	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Chungmugong (S1)	Footmens	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
Iron Hand (S1)	Footmens	23,100	50%	50%	15%	15%	250%	15% D	30% Might*
The Judge (S1)	Footmens	23,100	50%	50%	20%	20%	250%	20 S	40% Might

Hero	Unit	Skill 1	Skill 3	Skill 4	Skill 6 (Awaken)				Skill 7
			Resist	Might	Might	Resist	Dictator	Extra	
Rogue	Cavalries	23,100	35%	35%	15%	15%	250%	30 S	35% Might
Demon Spear	Footmens	23,100	35%	35%	15%	15%	250%	30 S	35% Resist
El Zorro	Archers	23,100	35%	35%	10%	10%	250%	10% D	35% Might
Yamaraja	Any	23,100	30%	30%	10%	10%	250%	25% M	30% Might
Dual Blades	Any	23,100	30%	30%	10%	10%	250%	10% R	30% Resist
North's Rage	Any	23,100	30%	30%	10%	10%	250%	7% HP	15% HP
Hurricane	Any	23,100	30%	30%	10%	10%	250%	10% M	30% Might
Orochi	Any	23,100	30%	30%	10%	10%	250%	7% HP	15% HP
Heaven's Justice	Any	23,100	30%	30%	10%	10%	250%	10% M	30% Might
Rough Rider	Any	23,100	30%	30%	10%	10%	250%	7% HP	30% Resist

## Hero Skills

Now that I've covered Hero Attributes, let's move onto the main reason why you're reading this guide. Hero Skills are undoubtedly the ultimate weapon in your APC formation. The right combination of heroes and skills can overpower a stronger APC with the wrong combination of heroes.

APC Composition and Hero Synergy is very important in the late game. However, as I mentioned earlier, you should only work with what you have, not what you want. If you don't have the heroes or the duplicate medals to unlock their skills, there's nothing you can do.

The first thing you need to understand is there are 4 types of **Hero Skills**:

- **Prep:**
  - Majority of Prep Skills have "First X Turns..." where a buff, ability or damage will trigger during those turns
  - The remainder Prep Skills will trigger during battle or on specified turns or rounds
- **Status:**
  - Status Skills will buff the hero's squad. Skill range is usually 0 or 1, which makes sense since the buff is for the hero's squad
    - Living Saint's status skill has a skill range of 4 because it also does damage to an enemy squad
- **Combat:**
  - Combat Skills have probabilities associated with them, ranging from 30% up to 100% chance of triggering
  - Some combat skills require 1-2 Turn Prep, this is known as **channeling**
    - Desert Storm is the only hero that can interrupt channeling skills
- **Passive:**
  - Triggers after basic attacks
  - These have probabilities associated with them as well, however, no prep is necessary

Over the next few pages, I have typed out every hero skill from SX heroes down to normal orange heroes: Skill 2, 5 and 8 are the focus here. This is the second of four reference charts and will likely be the most used chart in this guide. Each skill lists the type, range as well as the number of targets.

For the purposes of comparison later, I've modified the targets to reflect the number of enemy squads that the skill targets. All modifications are highlighted and typos are corrected in red as well. In addition, all hero abilities are bolded to bring attention to these abilities and skills.

The description of the skills are word-for-word from the game, to the best of my ability, including the bad grammar from the developers. I had to turn off auto-correct in word and in my brain when I typed these up...

### Season X Hero Combat Skills (Eden S1)

Hero	Specialty	Skill 2	Skill 5	Skill 8
Wind Walker (SX)	Cavalries	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the <b>First-Aid</b> status will be entered, recover troops each turn (20% <b>recovery</b> rate), Lasts 2 turns, the first-aid status can stack 8 times	Combat, Range 3, 2 Enemy 60% chance to deal 331% damage to 2 enemy squads within range, and deal 331% damage to self squad	Combat, Range 4, 2 Enemy 50% chance to taunt 2 random enemy squads within range, lasting 2 turns, and make the squad enter <b>counter-attack</b> status, and return 150% damage when basic attacked, increase 100% resistance, lasts 2 turns
Hunk (SX)	Footmens	Status, Range 1, 1 Friend When the squad takes damage, 25% chance to <b>evade</b> and <b>immune</b> this damage, 50% chance each turn to increase squad damage by 50%	Combat, Range 4, 2 Enemy 30% chance to make 2 random enemy squads within range to enter <b>confuse</b> and <b>flammable</b> status, skill and basic attacks target random targets, Take 50% additional burning damage, lasts 2 turns	Prep, Range 4, <b>2 Enemy / 3 Friend</b> First 6 turns, all friendly squads have 37 increased combat speed, 50% of the damage taken will be tallied on turn 7, Pre battle round deal 469% damage to 2 random enemy squads
Sakura Blossum (SX)	Archers	Prep, Range 4, <b>2 Enemy</b> / 2 Friend First 2 turns, 2 random squads will move first, on the second turn, deal 687% damage to 2 random enemy squads	Prep, Range 4, 2 Enemy First 3 turns, 2 random enemy squads take 50% additional damage	Prep, Range 2, 2 Friend First 3 turns, 2 random friendly archer squads deal 50% damage
Dragon's Avatar (SX)	Footmens	Status, Range 1, 1 Friend 50% Increased damage for the squad. When the current troop is halved, Gain 100% additional Might and Resistance	Passive, Range 2, 1 Enemy After Basic Attacks, 100% chance to deal 247% damage to an enemy squad within range	Status, Range 1, 1 Friend When current troop power is halved, 100% chance to basic attack twice, When the squad is defeated or has broken morale, the Hero will fight on for one more turn
Elk (SX)	Archers	Prep, Range 2, 1 Friend First 3 turns, the front row Archer squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked	Combat, Range 5, 3 Enemy 1 turn prep, 35% chance to deal 306% damage to 3 random enemy squads within range, lower their Might, Resistance, Tactical Might, Tactical Resistance by -38%, lasting 1 turns	Prep, Range 2, 2 Friend The first three turns, 2 random friendly squads have 70% chance to be <b>sober</b> , immune to Silence, Disarm, Suppress, Confuse, and 55% increased might

Cicero (SX)	Footmens	Passive, Range 3, 2 Enemy After basic attacks, 30% chance to deal 310% damage to 2 random enemy squads within range, making them take 20% additional damage for 2 turns	Combat, Range 3, 2 Enemy 60% Chance to have 2 random enemy squads enter the <b>armor break</b> status, Lower -200% defense, Lasting 2 turns	Combat, Range 2, 1 Friend 50% chance to have the front row to have 100% chance of <b>evasion</b> on the next 3 damage taken, lasting 1 turns
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### Season 4 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Divine Arrow (S4)	Archers	Combat, Range 4, 2 Enemy 25% Chance to deal 218% Damage to two random enemy squads within range, <b>disarming</b> them for 1 turns	Combat, Range 4, 2 Enemy 30% Chance to <b>link</b> 2 random enemy squads within range, when one squad takes damage, the other will also take 25% damage as well, lasting 2 turns	Prep, Range 2, 3 Friend In battle, all friendly squads have <b>splash</b> status, basic attacking can also deal 40% damage to 2 back row enemy squads
Immortal Guardian (S4)	Archers	Status, Range 0, 1 Friend Hero's Squad Damage taken -30%	Prep, Range 5, 2 Enemy In Battle, When 2 Random Enemy Squads within range cast combat skills or basic attack, deal -5% damage to them, this effect stacks a maximum of 8 times	Prep, Range 2, 3 Friend First 3 Turns, All Friendly Units damage taken -20%, 50% chance to recover units when taking damage (45% <b>Recovery Rate</b> )
Jade Eagle (S4)	Archers	Combat, Range 5, 2 Enemy 40% Chance to attack twice, Each attack randomly selects 2 enemy squads and deal 142% damage	Combat, Range 5, 3 Enemy 1 Turn Prep, 30% Chance to deal 310% damage to all enemy squads, making enemy Footmens <b>cannot recover</b> units, enemy Cavalry Combat Skill damage -50%, Enemy Archers are <b>disarmed</b> , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% <b>Massive Damage</b> to 2 random enemy squads within range
The Brave (S4)	Cavalries	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to <b>disarm</b> 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to <b>silence</b> 2 random enemy squads within range, lasting 2 turns	Prep, Range 3, 3 Enemy In Battle, Enemy Squads Might -60%, Resistance -60%, Combat Speed -100, Damage Taken 5%, Damage Dealing -5%
Soaring Hawk (S4)	Footmens	Combat, Range 3, 2 Enemy 40% Chance to deal 179% Damage to 2 random enemy squads within range, making their Might -38%, Lasting 2 Turns	Status, Range 0, 1 Friend Heroes squad have 100% chance to <b>counter attack</b> when basic attacked, dealing 120% damage to attacking source	Prep, Range 2, 3 Friend First two turns, All friendly squads take -30% Damage, after turn 3, Heroes Squad <b>recover</b> 30% units when dealing damage
Desert Storm (S4)	Footmens	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter <b>Cursed, Burning</b> and <b>Poisoned</b> , and dealing 24%, 29% and 34% damage on corresponding turns, lasting till end of the battle	Prep, Range 3, 2 Friend On the Beginning of turn 5, 2 random friendly squads will recover units each turn (84% <b>recovery</b> rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, <b>interrupting channeling</b> skills

### Season 3 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Living Saint (S3)	Cavalries	Combat, Range 5, 3 Enemy 1 Turn prep, 35% chance to deal 334.5% damage to all enemy squads within range	Combat, Range 5, 3 Enemy 30% Chance to deal 255% damage to all enemy squads within range, making them <b>unable to recover</b> units, Lasting 2 Turns	Status, Range 4, <b>1 Enemy</b> / 1 Friend During battle, Hero's Squad cannot basic attack, has 35% increased skill damage, and also deal 301% skill damage to a random enemy squad within range
Roku Boshuten (S3)	Cavalries	Combat, Range 4, 2 Enemy 40% Chance to deal 255% Damage to two random enemy squads within range, making their Might and Resistance -55%, lasting 2 turns	Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to enter the state of <b>clarity</b> , immune to Silence, Disarm, Suppression and Confusion, Lasting 2 turns, After Casting a combat skill, 100% Chance to increase the Might and Resistance by 100% to two random friendly squads, Lasting 2 turns	Combat, Range 5, 3 Enemy 1 Turn prep, 40% Chance to deal 196.5% Damage to all enemy squads within range, <b>silencing</b> them, making them unable to use combat skills, lasting 1 turn
War Lord (S3)	Cavalries	Prep, Range 3, 3 Friend During Battle, all friendly Cavalry squads has -20% basic attack damage, 45% increase combat skill damage	Status, Range 0, 1 Friend On the first 2 turns, whenever the hero's squad takes damage, 70% to evade and avoid this damage	Prep, Range 2, 1 Friend On Turn 1, 3, 5, 7, 100% Chance to increase the chance of casting for 1 random friendly squad final combat skill to 100%, If the skill requires prepping, 60% chance to skip 1 turn of prepping
Sky Breaker (S3)	Archers	Combat, Range 3, 2 Enemy 1 Turn prep, 40% chance to deal 486% damage to 2 random enemy squads within range, Making their Resistance -47%, Lasting 2 turns	Prep, Range 4, 3 Enemy First 2 Turns, <b>Disarm</b> 2 random enemy squads, making them unable to basic attack, on the 2 <sup>nd</sup> turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / <b>2 Friend</b> 1 Turn Prep, 35% chance to deal 343% damage to 2 random enemy squads within range, and heal self and a random friendly squad (97% <b>Recovery Rate</b> ), Lasts (4) Turns
Rozen Blade (S3)	Cavalries	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Cavalries and Archers (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn <b>suppression</b> , lasting 1 turns	Prep, Range 3, 3 Friend First 3 Turns, increase battle speed of all friendly squads by 100 and has 70% chance to deal 2 basic attacks each turn	Prep, Range 4, 2 Enemy During Battle, Whenever 2 Random Enemy Squads take damage, they take 12% Extra Damage, Maximum 5 stacks
Bleeding Steel (S3)	Footmens	Prep, Range 2, 2 Friend First 3 turns, 2 friendly squads have 60% bonus damage	Combat, Range 4, 2 Enemy 1 Turn Prep, 50% Chance to <b>confuse</b> 2 Random Enemy Squads within range, Skills and Basic Attack targets become random, lasting 2 turns	Prep, Range 2, 3 Friend During Battle, When all friendly squads receive damage, 50% Chance to recover some units ( <b>Recovery Rate</b> 33%)

## Season 2 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Beast Queen (S2)	Cavalries	Prep, Range 2, 3 Friend In the first round, all our squad's normal attack and passive skill damage increased by 80%, the effect reduced by ¼ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random cavalry squads have 70% chance to enter the <b>Sputtering</b> state, normal attack deal 160% damage to 2 enemies behind the target	Prep, Range 2, 1 Friend First 3 turn of the battle, the front row Cavalry squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked
Inquisitor (S2)	Archers	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the <b>disarm</b> status to the enemy squad, enemy unable to perform a normal attack, last for 2 turn	Prep, Range 4, 3 Enemy For the first 3 turns, increase damage caused from archers by 50% to all enemy squads	Combat, Range 4, 2 Enemy 35% chance to deal 315% damage to 2 random squads within the range, If the target is in <b>Flammable</b> status, there is 50% chance put it into <b>Suppress</b> states, <b>unable to take actions for 2 turns</b>
Peace Bringer (S2)	Footmens	Status, Range 0, 1 Friend Hero's Squad has 50% chance to be buffed every turn, taking -50% fewer damage these turns, hero's squad has a 35% chance to <b>counterattack</b> when basic attacked, dealing 190% damage to the damage source	Prep, Range 5, 3 Friend The first three turns reduce damage dealt by -45% for all squads, Our entire squad reduce damage taken by -20%, starting at the fourth turn, increase our combat skill damage by 20%, until the end of the battle	Combat, Range 4, 3 Enemy 30% chance to deal 203% damage to the enemy squad within the range and give <b>Vulnerable</b> status to the squad, each time enemy is being attacked, causing extra 20% damage, last 1 rounds
The Immortal (S2)	Cavalries	Passive, Range 5, 1 Enemy After a normal attack, there is 40% chance to cause attacks on a random enemy squad within the range, each attack causing 348% damage, each attack is an independent calculation	Passive, Range 5, 1 Enemy After a normal attack, there is 34% chance do 465% damage to 1 random enemy squad within the range and give the <b>silence</b> status to the Enemy squad, unable use combat skill for 1 turn	Status, Range 0, 1 Friend Increase 80% damage for the squad the hero is in
Witch Hunter (S2)	Archers	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the <b>ignite</b> status to the enemy squad, inflict 50% ignite damage, last for 2 turn	Prep, Range 5, 2 Enemy For the first three turns, reduce 2 enemy squad damage for -75%, also have 90% chance to put the enemy to ( <b>silence</b> ) state, unable to use combat skills	Combat, Range 5, 3 Enemy 35% Chance to attack all squad for 135% damage within the range and give the <b>ignite</b> status to the squad, receive 142% damage, last for 2 turn
Jade Rakshasa (S2)	Footmens	Combat, Range 5, 1 Enemy 1 Turn Prep, 40% chance to attack 6 times, each time randomly selects an enemy squad within range dealing 162% Damage	Status, Range 0, 1 Friend The squad with hero increase 10% damage, this effect stack once every turn	Combat, Range 5, 2 Enemy 40% chance to deal 160% damage to 2 random squads within the effective range and give the <b>Curse</b> status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns

## Season 1 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
The Cincinnatus (S1)	Archers	Prep, Range 2, 3 Friend Each squad of friendly APC will be in <b>dodge</b> status in the first attack, for the first 4 turns, every turn has 70% chance to obtain -40% skill damage for enemy troops	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range, and reduce the damage taken from cavalries by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of archers, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
The Pacer (S1)	Archers	Combat, Range 4, 1 Enemy 40% chance to deal 558% damage to single enemy target	Combat, Range 5, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 2 turns	Combat, Range 5, 3 Enemy 45% chance to deal 486% to 3 random enemy squads within range on turn 2, 5 and 7
The Volunteer (S1)	Archers	Combat, Range 2, 1 Enemy 30% chance to deal 646% damage to single enemy target	Combat, Range 2, 1 Enemy / <b>3 Friend</b> 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus archer to cavalry countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of archers, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
Ebony Knight (S1)	Cavalries	Combat, Range 2, 1 Friend For the first 4 turns, every turn squad with the least soldiers will receive -50% damage, also let 1 random squad have 70% chance of getting <b>dodge</b> status	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range and reduce the damage taken from footmens by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of cavalries, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
Lion Heart (S1)	Cavalries	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns	Combat, Range 5, 3 Enemy 30% chance to deal 256.5% damage to 3 enemy squads in range	Combat, Range 5, 2 Enemy 1 turns prep, 50% chance to deal 427% damage to 2 enemy squads within range
Bulwark (S1)	Cavalries	Combat, Range 2, 1 Enemy 40% chance to deal 490% damage to single enemy target	Combat, Range 2, 1 Enemy / <b>3 Friend</b> 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus cavalry to footmen countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of cavalries, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
Chungmugong (S1)	Footmens	Combat, Range 3, 1 Enemy 100% chance to deal 136% damage to a random squad within the effective range, absorb 15% damage attribute and added to 1 random squad in my squad for 1 turn	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range and reduce the damage taken from archers by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of footmens, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn

Iron Hand (S1)	Footmens	Combat, Range 5, 1 Enemy 45% chance to deal 505% damage to single enemy target	Combat, Range 4, 1 Enemy 30% Chance to deal 503% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range
The Judge (S1)	Footmens	Combat, Range 2, 1 Enemy 60% chance to deal 334% damage to single enemy target	Combat, Range 2, 1 Enemy / <b>3 Friend</b> 40% chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus footmen to archer countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of footmens, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn

### Regular Orange Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Rogue	Cavalries	Combat, Range 4, 2 Enemy 30% Chance to deal 251.5% damage to two random enemy squads within range, making them take 21% more skill damage, lasting 1 turns	Prep, Range 4, 2 Enemy First 4 turns of the battle, 2 random enemy squads deal -35% less Combat Skill damage	Combat, Range 3, <b>2 Enemy</b> 1 Turn Prep, 40% Chance to attack 2 Times, each attack randomly selects an enemy squad within range dealing 369% Damage
Demon Spear	Footmens	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% <b>Ferocious Damage</b> to two random enemy squads within range, Heros' squad has -80% Might decrease for 2 turns	Combat, Range 2, 2 Friend 30% Chance to make 2 friendly squads take -35% less damage, lasting 2 turns	Combat, Range 4, 2 Enemy On turn 4,5,6, 70% chance to <b>Silence</b> 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
El Zorro	Archers	Combat, Range 5, 1 Enemy 1 turn prep, 50% chance to deal 641% damage to the enemy squad with the least amount of units within range	Combat, Range 4, 2 Enemy / <b>1 Friend</b> 50% Chance to deal 136% damage to 2 random enemy squads within range, 30% bonus damage to own squad, lasting 2 turns	Combat, Range 5, 1 Enemy 40% Chance to deal 394% damage to the enemy squad with the least unit count within range, making them take 18% more damage, lasting 2 turns
Yamaraja	Any	Combat, Range 2, 1 Enemy 55% chance to deal 357.5% damage to single enemy target	Combat, Range 3, 2 Enemy 40% chance to deal 241% damage to multiple enemy targets	Combat, Range 5, 3 Enemy 1 turns prep, 40% chance to deal 282% damage to 3 enemy squads within range
Dual Blades	Any	Combat, Range 3, 2 Enemy 50% chance to deal 224% damage to multiple enemy targets	Combat, Range 3, 2 Enemy 1 turns prep, 50% chance to deal 354% damage to 2 enemy squads within range	Combat, Range 3, 1 Enemy 30% Chance to deal 400% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turn

North's Rage	Any	Combat, Range 2, 1 Enemy 40% chance to deal 525% damage to single enemy target	Combat, Range 3, 1 Enemy 1 turns prep, 60% chance to deal 646% damage to an enemy squad within range	Combat, Range 2, 1 Enemy 30% Chance to deal 441% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turns
Hurricane	Any	Combat, Range 4, 2 Enemy 40% chance to deal 249% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 80% chance to deal 130% damage to multiple targets	Combat, Range 5, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range
Orochi	Any	Combat, Range 2, 1 Enemy 40% chance to deal 405% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns	Combat, Range 3, 1 Enemy 25% Chance to deal 540% damage to an enemy squad within range, causing <b>silenced</b> effect, unable to use skills for 2 turns	Combat, Range 2, 1 Enemy 30% chance to deal 644% damage to single enemy target
Heaven's Justice	Any	Combat, Range 5, 1 Enemy 45% chance to deal 450% damage to single enemy target	Combat, Range 5, 3 Enemy 1 turns prep, 35% chance to deal 200% damage to 3 enemy squads within range, causing <b>pierced armor</b> effect, lowering 30% resistance for 2 turns	Combat, Range 5, 2 Enemy 55% chance to deal 506% damage to multiple enemy targets on turns 3, 5 and 8
Rough Rider	Any	Combat, Range 3, 1 Enemy 1 turns prep, 55% chance to deal 634% damage to an enemy squad within range	Combat, Range 2, 1 Enemy 35% Chance to deal 540% damage to an enemy squad within range, causing the <b>blunt blade</b> effect, Lowering 30% Might for 2 turns	Combat, Range 3, 1 Enemy 35% chance to deal 420% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns

### Skill Ranges and Targets

**Hero Skill Ranges** affect the possible targets for that skill:

- Range is counted based on number of rows in front of it
- To maximize the effectiveness of hero skills, you want to have the following skill ranges in:
  - Row 1: Range 3 to have the possibility of hitting all 3 enemy rows
  - Row 2: Range 4 to have the possibility of hitting all 3 enemy rows
  - Row 3: Range 5 to have the possibility of hitting all 3 enemy rows
- Range is irrelevant for hero skills that affect friendly squads

In addition to the effective hero range, another factor to consider, is how many enemy targets will the skill hit. Just because a hero has the range doesn't mean it's capable of hitting all targets within that range. This is what makes some heroes more powerful than others.

This is where it all comes together: hero attributes, skill range and targets will affect how you build your APC composition. Thus, providing the third of four reference charts. This will give you an overview of basic hero comparison (offense vs support heroes) and selection.

## Hero Attributes, Combat Skill Range and Targets

Hero	Unit	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6 (Awaken)				Skill 7	Skill 8
				Resist	Might		Might	Resist	Dictator	Extra		
Wind Walker (SX)	Cavalries	23,100	Range 1 1 F	50%	50%	Range 3 2 Enemy	20%	20%	250%	20 S	40% Might	Range 4 2 Enemy
Hunk (SX)	Footmens	23,100	Range 1 1 F	50%	50%	Range 4 2 Enemy	15%	15%	250%	15% HP	40% Resistance	Range 4 2 Enemy
Sakura Blossum (SX)	Archers	23,100	Range 4 2 Enemy	50%	50%	Range 4 2 Enemy	15%	15%	250%	15% D	40% Might	Range 2 2 F
Dragon's Avatar (SX)	Footmens	23,100	Range 1 1 F	50%	50%	Range 2 1 Enemy	15%	15%	250%	15% D	40% Might	Range 1 1 F
Elk (SX)	Archers	23,100	Range 2 1 F	50%	50%	Range 5 3 Enemy	15%	15%	250%	15% D	40% Might	Range 2 2 F
Cicero (SX)	Footmens	23,100	Range 3 2 Enemy	50%	50%	Range 3 2 Enemy	20%	20%	250%	20 S	40% Might	Range 2 1 F
Divine Arrow (S4)	Archers	23,100	Range 4 2 Enemy	50%	50%	Range 4 2 Enemy	20%	20%	250%	40 S	40% Resistance	Range 2 3 F
Immortal Guardian (S4)	Archers	23,100	Range 0 1 F	50%	50%	Range 5 2 Enemy	15%	15%	250%	15% HP	40% Might	Range 2 3 F
Humming bird (S4)	Archers	23,100	Range 5 2 Enemy	50%	60% M, 20% DD / DT	Range 5 3 Enemy	15%	15%	250%	15% D	40% Resistance	Range 5 2 Enemy
The Brave (S4)	Cavalries	23,100	Range 4 2 Enemy	50%	50%	Range 5 2 Enemy	15%	15%	250%	100 S	40% Might	Range 3 3 Enemy
Soaring Hawk (S4)	Footmens	23,100	Range 3 2 Enemy	50%	50%	Range 0 1 F	15%	15%	250%	15% HP	40% Resistance	Range 2 3 F
Desert Storm (S4)	Footmens	23,100	Range 5 3 Enemy	50%	50%	Range 3 2 F	15%	15%	250%	15% HP	40% Resistance	Range 5 1 Enemy

Hero	Unit	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6 (Awaken)				Skill 7	Skill 8
				Resist	Might		Might	Resist	Dictator	Extra		
Living Saint (S3)	Cavalries	23,100	Range 5 3 Enemy	50%	50%	Range 5 3 Enemy	15%	15%	250%	15% D	40% Might	Range 4 1 Enemy
Roku Boshuten (S3)	Cavalries	23,100	Range 4 2 Enemy	50%	50%	Range 1 2 F	15%	15%	250%	15% D	40% Might	Range 5 3 Enemy
War Lord (S3)	Cavalries	23,100	Range 3 3 F	50%	50%	Range 0 1 Friend	20%	20%	250%	120 S	40% Might	Range 2 1 F
Sky Breaker (S3)	Archers	23,100	Range 3 2 Enemy	50%	50%	Range 4 3 Enemy	20%	20%	250%	40 S	40% Resistance	Range 3 2 Enemy
Rozen Blade (S3)	Cavalries	23,100	Range 4 3 F	50%	50%	Range 3 3 F	20%	20%	250%	180 S	40% Might	Range 4 2 Enemy
Bleeding Steel (S3)	Footmens	23,100	Range 2 2 F	50%	50%	Range 4 2 Enemy	15%	15%	250%	15% HP	40% Resistance	Range 2 3 F
Beast Queen (S2)	Cavalries	23,100	Range 2 3 F	50%	50%	Range 2 2 F	15%	15%	250%	100 S	40% Might	Range 2 1 F
Inquisitor (S2)	Archers	23,100	Range 4 3 Enemy	50%	50%	Range 4 3 Enemy	15%	15%	250%	15% D	40% Might	Range 4 2 Enemy
Peace Bringer (S2)	Footmens	23,100	Range 0 1 F	50%	50%	Range 5 3 Friend	15%	15%	250%	15% HP	40% Might	Range 4 3 Enemy
The Immortal (S2)	Cavalries	23,100	Range 5 1 Enemy	50%	50%	Range 5 1 Enemy	15%	15%	250%	100 S	40% Might	Range 0 1 F
Witch Hunter (S2)	Archers	23,100	Range 5 3 Enemy	50%	50%	Range 5 2 Enemy	15%	15%	250%	15% D	40% Might	Range 5 3 Enemy
Jade Rakshasa (S2)	Footmens	23,100	Range 5 1 Enemy	50%	50%	Range 0 1 Friend	15%	15%	250%	15% D	40% Might	Range 5 2 Enemy

Hero	Unit	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6 (Awaken)				Skill 7	Skill 8
				Resist	Might		Might	Resist	Dictator	Extra		
The Cincinnatus (S1)	Archers	23,100	Range 2	50%	50%	Range 2	15%	15%	250%	15% HP	40% Resistance	Range 2
			3 F			1 Enemy						2 F
The Pacer (S1)	Archers	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	15% D	30% Might*	Range 5
			1 Enemy			1 Enemy						3 Enemy
The Volunteer (S1)	Archers	23,100	Range 2	50%	50%	Range 2	20%	20%	250%	20 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
Ebony Knight (S1)	Cavalries	23,100	Range 2	50%	50%	Range 2	15%	15%	250%	100 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
Lion Heart (S1)	Cavalries	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	100 S	30% Might*	Range 5
			1 Enemy			3 Enemy						2 Enemy
Bulwark (S1)	Cavalries	23,100	Range 2	50%	50%	Range 2	20%	20%	250%	20 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
Chungmugong (S1)	Footmens	23,100	Range 3	50%	50%	Range 2	15%	15%	250%	15% HP	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
Iron Hand (S1)	Footmens	23,100	Range 5	50%	50%	Range 4	15%	15%	250%	15% D	30% Might*	Range 5
			1 Enemy			1 Enemy						3 Enemy
The Judge (S1)	Footmens	23,100	Range 2	50%	50%	Range 2	20%	20%	250%	20 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F

Hero	Unit	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6 (Awaken)				Skill 7	Skill 8
				Resist	Might		Might	Resist	Dictator	Extra		
Rogue	Cavalries	23,100	Range 4 2 Enemy	35%	35%	Range 4 2 Enemy	15%	15%	250%	30 S	35% Might	Range 3 2 Enemy
Demon Spear	Footmens	23,100	Range 2 2 Enemy	35%	35%	Range 2 2 F	15%	15%	250%	30 S	35% Resistance	Range 4 2 Enemy
El Zorro	Archers	23,100	Range 5 1 Enemy	35%	35%	Range 4 2 Enemy	10%	10%	250%	10% D	35% Might	Range 5 1 Enemy
Yamaraja	Any	23,100	Range 2 1 Enemy	30%	30%	Range 3 2 Enemy	10%	10%	250%	25% M	30% Might	Range 5 3 Enemy
Dual Blades	Any	23,100	Range 3 2 Enemy	30%	30%	Range 3 2 Enemy	10%	10%	250%	10% R	30% Resistance	Range 3 1 Enemy
North's Rage	Any	23,100	Range 2 1 Enemy	30%	30%	Range 3 1 Enemy	10%	10%	250%	7% HP	15% HP	Range 2 1 Enemy
Hurricane	Any	23,100	Range 4 2 Enemy	30%	30%	Range 5 2 Enemy	10%	10%	250%	10% M	30% Might	Range 5 1 Enemy
Orochi	Any	23,100	Range 2 1 Enemy	30%	30%	Range 3 1 Enemy	10%	10%	250%	7% HP	15% HP	Range 2 1 Enemy
Heaven's Justice	Any	23,100	Range 5 1 Enemy	30%	30%	Range 5 3 Enemy	10%	10%	250%	10% M	30% Might	Range 5 2 Enemy
Rough Rider	Any	23,100	Range 3 1 Enemy	30%	30%	Range 2 1 Enemy	10%	10%	250%	7% HP	30% Resistance	Range 3 1 Enemy

The last factor to take into consideration is the **Triggering Frequency** of combat skills. The more turns you need to prep, the more susceptible you are to counters (silence & suppression) or interruption, thereby preventing you from using the combat skills at all.

I originally thought of including another chart to compare triggering frequencies but there aren't that many skills which require prep. So, I will just mention this as it comes up in the Hero Analysis section. However, before I get to that, let's go through all the Hero Abilities first.

## Hero Abilities

Some heroes buff, some heroes debuff, most heroes do damage. However, only a few select heroes possess hero abilities. These are the heroes you want to pay attention to. Most hero abilities will specify how many turns they are active for, some will trigger more often than others and a select few can stack as well.

### Enemy Targets

- **Blunt Blade**
  - Lowers 30% might for enemy target
  - Only Rough Rider has this ability
- **Burning / Flammable / Ignite**
  - Makes the enemy target take X% damage
  - Heroes with this ability: Hunk (SX), Desert Storm (S4) and Witch Hunter (S2)
- **Counter-Attack**
  - This will return X% damage when basic attacked, back to the attacking source
  - Heroes with this ability: Wind Walker (SX), Elk (SX), Soaring Hawk (S4), Beast Queen (S2) and Peace Bringer (S2)
- **Curse**
  - Makes the enemy target take X% damage whenever you cast combat skills
  - Heroes with this ability: Desert Storm (S4) and Jade Rakshasa (S2)
- **Dodge**
  - Every turn has X% chance to obtain -40% skill damage for enemy troops
  - Heroes with this ability: The Cincinnatus (S1) and Ebony Knight (S1)
- **Massive Damage / Ferocious Damage**
  - As the name implies, these abilities do a lot of damage to the enemy target
  - Heroes with this ability: Jade Eagle (S4) and Demon Spear
- **Pierced Armor**
  - Lowers 30% resistance for enemy target
  - Only Heaven's Justice has this ability
- **Poison**
  - Makes the enemy target take X% damage
  - Only Desert Storm (S4) has this ability
- **Splash / Sputtering**
  - Basic attacks can deal X% damage to 2 back row enemy squads, this is known as AOE (Area of Effect) damage
  - Heroes with this ability: Divine Arrow (S4) and Beast Queen (S2)
- **Weakened**
  - Enemy target has -20% damage
  - Heroes with this ability: Lion Heart (S1), Orochi and Rough Rider

## Friendly Targets

- **Evade / Evasion**
  - This ability allows you to avoid damage
  - Heroes with this ability: Hunk (SX), Cicero (SX) and War Lord (S3)
- **First-Aid / Recover**
  - This ability allows you to recover units, usually at some percentage between 20% up to 97% (up to 160% stacked)
  - Heroes with this ability: Wind Walker (SX), Immortal Guardian (S4), Soaring Hawk (S4), Desert Storm (S4), Sky Breaker (S3) and Bleeding Steel (S3)
  - Heroes that prevent recover: Jade Eagle (S4) and Living Saint (S3)

## Counters

- **Disarm**
  - This ability makes the enemy target unable to basic attack
    - This is the first of four counters in this game but this doesn't affect skills, they can still use Status, Prep, Combat and Passive skills
  - Heroes with this ability: Divine Arrow (S4), *Jade Eagle\** (S4), The Brave (S4), Sky Breaker (S3) and Inquisitor (S2)
- **Silence**
  - This ability makes the enemy target unable to cast combat skills
    - This is the second of four counters in this game but this only affects combat skills. It does not affect Status, Prep or Passive skills
  - Heroes with this ability: The Brave (S4), The Immortal (S2), Witch Hunter (S2), Demon Spear and Orochi
- **Suppression**
  - This ability makes the enemy target **unable to take actions** (new wording has been changed in every hero with suppression)
    - This is the third of four counters in this game and this is the best full counter. Since they can't take action: they can't basic attack nor will they be able cast any skills.
  - Heroes with this ability: Rozen Blade (S3), *Inquisitor\** (S2), The Pacer (S1), Iron Hand (S1), Dual Blades and North's Rage
- **Confuse / Confusion**
  - This ability makes the enemy target's skill and basic attacks target randomly
    - This is the last of four counters in this game and is a very interesting ability. All combat skills already target 'random' enemies. Therefore, the only logical conclusion is this makes the enemy target themselves as well.
  - Heroes with this ability: Hunk (SX) and Bleeding Steel (S3)
- **Clarity / Sober**
  - This makes you immune to Disarm, Silence, Suppress and Confuse
    - This is the ultimate protection to the four counters in this game
  - Heroes with this ability: Elk (SX) and Roku Boshuten (S3)

*\*Heroes with an asterisk require other conditions be met before triggering*

## Battle Dynamics

If you've ever played a Trading Card Game (TCG) like Magic The Gathering, Pokémon or Yu-Gi-Oh, you'll recognize that the battles in this game follow a similar format. Battles are move-based, going through various phases each turn.

The game doesn't explicitly state the various phases of each turn but essentially, you have the following:

- Pre-battle phase: prep and status skills trigger
- Battle Phase I: troops deal basic damage
- Battle Phase II: combat skills trigger
- Post-battle phase: passive, prep and status skills trigger

Why does this matter? For now, it's just something to keep in mind. However, if you've been following the trend of combat skills: you can see skills are becoming more and more multi-layered. There's only so many skills and abilities they can introduce before overwhelming players. The only way to add another dimension to the RNG factor is by triggering skills during different phases. Thereby altering the sequence of actions and reactions.

As I mention previously, without access to the developer code behind the war engine, this is all just conjecture. If and when the game expands on this in the future, I'll cover it in depth at that time. This will ultimately become the flow analysis of a battle which eventually leads to predictive solutions.

This mindset carries throughout the gaming world, not just limited to TCGs, it can be seen in Chess or even in the fighting world. Where one deciding factor, one move at the right time determines who wins and loses.

- Everyone plays to the best of their ability to win
- Good players calculate the risk & reward to limit losses while maximizing gains
- Master level players have the foresight and ability to see the end game

Will this game become that complicated? Can it? I don't know... For now, the only thing you need to understand is during each turn, actions occur in sequence, each action causes a reaction leading to a compounding effect.

In the following section of the Hero Analysis, I've added little tidbits of information labeled "**Food for Thought**" just to stimulate your mind as you're reading this guide.

## Hero Analysis

Everything up to this point has been objective and observational based on the game. Everything from this point onwards is subjective and are of my own personal opinion. So just keep that in mind while reading this analysis. Everyone has their own play styles, mindset and testing methods. You may find different results from your own tests compared to my analysis.

When building your APC composition, you should keep the following in mind:

- **Are my hero ranges optimal?**
  - Remember that range is irrelevant for hero skills that affect friendly squads
  - Just because a hero has range 5 doesn't mean it needs to be in the back row.
  - It's all relative, if you have multiple heroes with range 5, the one dealing the most damage would be placed in the back and the one dealing the least can be in the front.
  - Front row heroes will get hit the most and therefore, may not survive long whereas back row heroes will last longer so you want your highest damage dealing hero to survive longer.
- **How many targets will my heroes hit?**
  - You could build a high damage, focused APC that solely targets the enemy's front row or you could take the shotgun approach and use heroes that target multiple enemies throughout the battle.
- **How often will my hero's abilities trigger?**
  - No Prep, 1 Turn prep, 2 Turn prep affects how often they trigger during the round
- **Coin toss or guarantee?**
  - How are the percentages, if you have an APC filled with high damage skills with low probabilities, you need to be lucky in order to win
  - Versus having mid range damage skills with 100% trigger rates
- ***The Meta is always changing.***
  - Meta short for Metagame is a gaming terminology, it's basically the trending strategy. As new heroes are released, patches are applied, game functions updated. The meta can change as people try new combinations of what ifs to find out what works or not.
  - What worked yesterday may not work tomorrow, always be fluid and dynamic. Always account for variable change and adapt to the situation. That's the end game skill to develop, see what your opponent is using and preparing a counter for it.
- **A balanced APC composition would look like this:**
  - Front row has range 2-3, resistance buff, some type of counter or friendly skills
  - Middle row has range 4-5, might buff, mid damage hitting multiple targets with enemy debuffs
  - Back row has range 5, might buff, high damage focused skills
- **Lastly, complementary heroes**
  - Each hero has it's intended use as an offense or support hero. Thus, you need to complement it accordingly:
    - Full Offense APCs: All Offense Heroes
    - Full Defense APCs: All Support Heroes
    - Well Rounded APCs: Mix of Offense and Support Heroes
- The possibilities are endless... but remember, work with what you have, not what you want.

## Footmen Heroes

Hunk (SX)	Footmens	Status, Range 1, 1 Friend When the squad takes damage, 25% chance to <b>evade</b> and <b>immune</b> this damage, 50% chance each turn to increase squad damage by 50%	Combat, Range 4, 2 Enemy 30% chance to make 2 random enemy squads within range to enter <b>confuse</b> and <b>flammable</b> status, skill and basic attacks target random targets, Take 50% additional burning damage, lasts 2 turns	Prep, Range 4, <b>2 Enemy / 3 Friend</b> First 6 turns, all friendly squads have 37 increased combat speed, 50% of the damage taken will be tallied on turn 7, Pre battle round deal 469% damage to 2 random enemy squads
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- **Analysis:** Mid range hero with multiple buffs and debuffs
  - **Food for Thought:** Dev's have informed me that his Skill 8 will be reworded in the future and does not work as it reads.
    - Basically, all damage received during first 6 turns is reduced by 50% then he takes the tallied total of the other 50% on the 7<sup>th</sup> turn.
    - All this does is postpone the damage and the 469% is an independent calculation. Also, pre-battle round is before normal attacks and skill casting.
  - This helps clarify the intent of Skill 2's buffs and Skill 5's debuffs. It's all about redirecting and postponing damage until later.
- **Placement:** Middle Row
  - Given the clarification from dev's, I still like Hunk in the middle. Having him in the front would almost guarantee he doesn't survive past turn 7 given the constant hits of being in the front row and receiving a big hit on turn 7.
- **Complementary Heroes:** Support Heroes
  - Hunk is an offense hero with 2 direct damage skills

Dragon's Avatar (SX)	Footmens	Status, Range 1, 1 Friend 50% Increased damage for the squad. When the current troop is halved, Gain 100% additional Might and Resistance	Passive, Range 2, 1 Enemy After Basic Attacks, 100% chance to deal 247% damage to an enemy squad within range	Status, Range 1, 1 Friend When current troop power is halved, 100% chance to basic attack twice, When the squad is defeated or has broken morale, the Hero will fight on for one more turn
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- **Analysis:** Short range hero with the ability to come back to life for one more turn.
  - As his troops die, his squad is buffed with skill 2 and has the ability to attack twice with final skill
  - When the squad is defeated or has broken morale, the Hero will fight on for one more turn. I assume whatever little troops remain will fight as well, since the skill damage (from skill 5) is calculated from the troops in his squad.
  - **Food for thought:** In an APC with recover heroes, if enough troops are lost that morale is broken and Dragon's Avatar's revival ability is triggered. Can enough of his troops be recovered such that they keep fighting past the one turn then re-trigger the revival ability in a later turn again?
    - Dev's confirm this to be true.
- **Placement:** Front Row
  - With only one combat skill at range 2, which is passive as well so it can't be silenced. He needs to be in the front.
- **Complementary Heroes:** Offense Heroes
  - Dragon's Avatar is a support hero with only 1 direct damage skill

Cicero (SX)	Footmens	Passive, Range 3, 2 Enemy After basic attacks, 30% chance to deal 310% damage to 2 random enemy squads within range, making them take 20% additional damage for 2 turns	Combat, Range 3, 2 Enemy 60% Chance to have 2 random enemy squads enter the <b>armor break</b> status, Lower -200% defense, Lasting 2 turns	Combat, Range 2, 1 Friend 50% chance to have the front row to have 100% chance of <b>evasion</b> on the next 3 damage taken, lasting 1 turns
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- **Analysis:** Short range hero with enemy debuffs and evasion
  - Skill 2 and 5 gives the enemy debuffs
  - **Food for Thought:** His final skill is interesting because it gives the chance to evade the next 3 damage taken, lasting 1 turn. This is why his skill 6 has a buff of +20 Speed, you want Wanderer to go first if possible. If he goes after the enemy attacks, his evasion is useless.
- **Placement:** Front Row or Middle Row
  - He would only be placed in the middle row if you have another hero that must be placed in the front, otherwise, he's a front row hero
- **Complementary Heroes:** Offense Heroes
  - Cicero is a support hero with only 1 direct damage skill

Soaring Hawk (S4)	Footmens	Combat, Range 3, 2 Enemy 40% Chance to deal 179% Damage to 2 random enemy squads within range, making their Might -38%, Lasting 2 Turns	Status, Range 0, 1 Friend Heroes squad have 100% chance to <b>counter attack</b> when basic attacked, dealing 120% damage to attacking source	Prep, Range 2, 3 Friend First two turns, All friendly squads take -30% Damage, after turn 3, Heroes Squad <b>recover</b> 30% units when dealing damage
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- **Analysis:** Short range hero with debuff and recover
  - His final skill's recover only triggers after turn 3 when dealing damage
- **Placement:** Front or Middle Row
  - With only one skill targeting enemies, he should be placed in the front row but can be in the middle to protect his recover ability
- **Complementary Heroes:** Offense Heroes
  - Soaring Hawk is a support hero with only 1 direct damage skill

Desert Storm (S4)	Footmens	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter <b>Cursed, Burning</b> and <b>Poisoned</b> , and dealing 24%, 29% and 34% damage on corresponding turns, lasting till end of the battle	Prep, Range 3, 2 Friend On the Beginning of turn 5, 2 random friendly squads will recover units each turn (84% <b>recovery</b> rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, <b>interrupting channeling</b> skills
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- **Analysis:** Long range hero with debuff and late round recover
  - The wording is a bit odd but it sounds like his skill 2 has stackable states that last from turns 1, 3 and 5 until the end of the battle
    - Turn 1 onwards: all enemies are cursed and take 24% damage a turn
    - Turn 3 onwards: all enemies are cursed and burning, taking (24% + 29%) per turn
    - Turn 5 onwards: all enemies are cursed, burning and poisoned taking (24% + 29% + 34%) per turn
    - Curse triggers every time you cast combat skills (taken from Jade Rakshasa (S2)'s final skill description)
  - His recover triggers at the beginning of turn 5, with a 100% trigger rate and no qualifiers
  - His final skill is one of the few unique abilities in the game, allowing him to interrupt channeling skills (skills that require prep). This is a very targeted skill as not many hero skills require prep so consider this an added bonus rather a counter skill like silence or suppression.
- **Placement:** Middle or Back Row
  - His skills don't actually do that much damage but the abilities are very useful. Venom is a back row hero but you may opt to place a higher damage hero behind him.
- **Complementary Heroes:** Support Heroes
  - Desert Storm is an offense hero with 2 direct damage skills, recover, as well as skill interruption; making him a very effective hero for any offensive APC

Bleeding Steel (S3)	Footmens	Prep, Range 2, 2 Friend First 3 turns, 2 friendly squads have 60% bonus damage	Combat, Range 4, 2 Enemy 1 Turn Prep, 50% Chance to <b>confuse</b> 2 Random Enemy Squads within range, Skills and Basic Attack targets become random, lasting 2 turns	Prep, Range 2, 3 Friend During Battle, When all friendly squads receive damage, 50% Chance to recover some units ( <b>Recovery</b> Rate 33%)
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- **Analysis:** Support hero with buff, confuse and recover skills
  - Her recover is a prep skill with a situational qualifier rather than a sequential qualifier (first X turns), so it will apply for the whole round making it very effective in keep your troops alive.
  - **Food for Thought:** In the event that her skill 5's confuse causes the enemy to target themselves and the 3<sup>rd</sup> squad deals no damage. Her recover wouldn't trigger, no loss from damage but no gain in recover either, right?
- **Placement:** Front or Middle Row
  - No damage skills, skill 7 resistance buff and her recover will help her sustain hits while in the front row
  - However, given her 8<sup>th</sup> skill recover, she should be protected in the middle row
- **Complementary Heroes:** Offense Heroes
  - Bleeding Steel is a full support hero with no damage skills at all

Peace Bringer (S2)	Footmens	Status, Range 0, 1 Friend Hero's Squad has 50% chance to be buffed every turn, taking -50% fewer damage these turns, hero's squad has a 35% chance to <b>counterattack</b> when basic attacked, dealing 190% damage to the damage source	Prep, Range 5, 3 Friend The first three turns reduce damage dealt by -45% for all squads, Our entire squad reduce damage taken by -20%, starting at the fourth turn, increase our combat skill damage by 20%, until the end of the battle	Combat, Range 4, 3 Enemy 30% chance to deal 203% damage to the enemy squad within the range and give <b>Vulnerable</b> status to the squad, each time enemy is being attacked, causing extra 20% damage, last 1 rounds
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- **Analysis:** Mid range hero with damage buffs and debuffs
  - His buffs and debuffs mostly involve increasing damage dealt and a reduction in damage taken
- **Placement:** Front or Middle Row
  - While he does have mid range for his final skill, the damage is relatively low, so I like Peace Bringer as a front row hero.
  - His reduction of damage helps him survive in the front row
- **Complementary Heroes:** Offense Heroes
  - Peace Bringer is a support hero with only 1 direct damage skill

Jade Rakshasa (S2)	Footmens	Combat, Range 5, 1 Enemy 1 Turn Prep, 40% chance to attack 6 times, each time randomly selects an enemy squad within range dealing 162% Damage	Status, Range 0, 1 Friend The squad with hero increase 10% damage, this effect stack once every turn	Combat, Range 5, 2 Enemy 40% chance to deal 160% damage to 2 random squads within the effective range and give the <b>Curse</b> status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns
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- **Analysis:** Long range hero with stackable buff and curse
  - Skill 2 is very interesting, as it allows her to attack 6 random enemy targets
  - Skill 5 is a stackable buff which gives up to +80% damage by turn 8
  - Final skill gives the curse status, which can trigger every turn if you are lucky enough to cast combat skills every turn
    - **Food for Thought:** Pair with a hero that has 100% no prep combat skill like Desert Storm (S4), who also has a curse ability. So, would the two curse statuses stack? [Dev's confirm this to be true.](#)
- **Placement:** Middle or Back Row
  - The chances of skill 2 hitting the same target 6 times is  $(\frac{1}{3})^6$  = a low probability, so I wouldn't class this as a high damage skill. Thus, I'd prefer putting Jade Rakshasa in the middle and putting a hero worth protecting in the back, with higher damage.
- **Complementary Heroes:** Support Heroes
  - Jade Rakshasa is an offense hero with 2 direct damage skills

## Archer Heroes

Sakura Blossum (SX)	Archers	Prep, Range 4, 2 Enemy / 2 Friend First 2 turns, 2 random squads will move first, on the second turn, deal 687% damage to 2 random enemy squads	Prep, Range 4, 2 Enemy First 3 turns, 2 random enemy squads take 50% additional damage	Prep, Range 2, 2 Friend First 3 turns, 2 random friendly archer squads deal 50% damage
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- **Analysis:** Mid range prep hero, so silence won't work on her, she must be suppressed.
  - It's a good and bad thing to be full prep: All skills will trigger with 100% certainty (unless suppressed) during first X turns but in the later turns, she's only dealing basic damage.
  - That said, her final skill buffs 2 friendly squads and skill 5 will debuff 2 enemy squads, thereby increasing the damage dealt by her skill 2.
  - **Food for Thought:** Most battles are determined by the first few turns because the effects are compounding. Difference of troops/skill damage determine the sequence of damage dealt/taken to follow. Sakura Blossum fits into lethal high damage APCs that focus on early battle.
- **Placement:** Middle Row
  - Final skill range is irrelevant since it affects friendly squads, so looking at skill 2 and 5, she should be placed in the middle row.
- **Complementary Heroes:** Support Heroes
  - Sakura Blossum is a full offense hero with 3 direct damage skills but her skills trigger early

Elk (SX)	Archers	Prep, Range 2, 1 Friend First 3 turns, the front row Archer squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked	Combat, Range 5, 3 Enemy 1 turn prep, 35% chance to deal 306% damage to 3 random enemy squads within range, lower their Might, Resistance, Tactical Might, Tactical Resistance by -38%, lasting 1 turns	Prep, Range 2, 2 Friend The first three turns, 2 random friendly squads have 70% chance to be <b>sober</b> , immune to Silence, Disarm, Suppress, Confuse, and 55% increased might
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- **Analysis:** Long range hero with full spectrum debuff and ability to be sober
  - During first 3 turns, final skill gives two friendly squads can be sober
  - If his final skill targets his own squad, he'll be sober to trigger his skill 5
    - Patriot's Skill 5 is one of the few skills in this game that debuffs all 3 enemy targets
- **Placement:** Middle or Back Row
  - Patriot can be placed in the middle if you have a better long range hero with more damage to put in the back row
- **Complementary Heroes:** Offense Heroes
  - Elk is a support hero with only 1 direct damage skill

Divine Arrow (S4)	Archers	Combat, Range 4, 2 Enemy 25% Chance to deal 218% Damage to two random enemy squads within range, <b>disarming</b> them for 1 turns	Combat, Range 4, 2 Enemy 30% Chance to <b>link</b> 2 random enemy squads within range, when one squad takes damage, the other will also take 25% damage as well, lasting 2 turns	Prep, Range 2, 3 Friend In battle, all friendly squads have <b>splash</b> status, basic attacking can also deal 40% damage to 2 back row enemy squads
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- **Analysis:** Mid range hero with splash and link
  - His skill 2 is nice with disarm, not allowing the enemy to basic attack
  - His skill 5 and final skill give AOE damage
  - Very few heroes have AOE damage in this game, Divine Arrow is one of them. His final skill has passive splash damage with 100% trigger rate, which in my opinion, is better than heroes with active multi target skills with a low trigger probability
- **Placement:** Front or Middle Row
  - With his AOE skills, you may consider placing him in the front of an offense APC if you have 2 long range damage heroes behind him otherwise, he's preferably in the middle row
- **Complementary Heroes:** Support Heroes
  - Divine Arrow is a full offense hero with 1 direct damage skill and 2 AOE skills

Immortal Guardian (S4)	Archers	Status, Range 0, 1 Friend Hero's Squad Damage taken -30%	Prep, Range 5, 2 Enemy In Battle, When 2 Random Enemy Squads within range cast combat skills or basic attack, deal -5% damage to them, this effect stacks a maximum of 8 times	Prep, Range 2, 3 Friend First 3 Turns, All Friendly Units damage taken -20%, 50% chance to recover units when taking damage (45% <b>Recovery Rate</b> )
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- **Analysis:** Support hero with stackable debuffs as well as friendly buffs and recover
  - None of his skills do damage, so he's a full support hero.
- **Placement:** Front Row
  - With no damage skills at all, Deus is best placed in the front.
  - His skill 2 and final skill will help him sustain hits in the front.
  - His awaken skill helps with +15% HP as well.
- **Complementary Heroes:** Offense Heroes
  - Immortal Guardian is a full support hero with no damage skills at all

Jade Eagle (S4)	Archers	Combat, Range 5, 2 Enemy 40% Chance to attack twice, Each attack randomly selects 2 enemy squads and deal 142% damage	Combat, Range 5, 3 Enemy 1 Turn Prep, 30% Chance to deal 310% damage to all enemy squads, making enemy Footmens cannot <b>recover</b> units, enemy Cavalry Combat Skill damage -50%, Enemy Archers are <b>disarmed</b> , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% <b>Massive Damage</b> to 2 random enemy squads within range
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- **Analysis:** Long range hero with wide spectrum debuff and ability to deal massive damage
  - Skill 5 makes hummingbird a well rounded hero being able to take on multiple unit types
  - Her final skill requires a long channeling period of 2 turns though, so she would need immunity from a hero like Elk (SX)
- **Placement:** Back Row
  - Definitely a back row hero, she needs to be protected long enough to trigger her final skill.
  - As mentioned in the Hero Attribute section, her skill 4 has very unique buffs and her skill 7 resistance buff will help in protecting her as well
- **Complementary Heroes:** Support Heroes like Elk (SX)
  - Jade Eagle is a full offense hero with 3 direct damage skills

Sky Breaker (S3)	Archers	Combat, Range 3, 2 Enemy 1 Turn prep, 40% chance to deal 486% damage to 2 random enemy squads within range, Making their Resistance -47%, Lasting 2 turns	Prep, Range 4, 3 Enemy First 2 Turns, <b>Disarm</b> 2 random enemy squads, making them unable to basic attack, on the 2 <sup>nd</sup> turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / <b>2 Friend</b> 1 Turn Prep, 35% chance to deal 343% damage to 2 random enemy squads within range, and heal self and a random friendly squad (97% <b>Recovery Rate</b> ), Lasts (4) Turns
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- **Analysis:** Short range hero with debuff, counter and recover skills
  - Skill 2 debuffs the enemy's resistance while skill 5 disarms them
  - Then his final skill recovers his squad as well as another friendly squad's troops
  - He also has the highest non-stackable recover skill, at 97%
- **Placement:** Front or Middle Row
  - His short range damage skills in combination with his skill 7 resistance buff, enables him to withstand attacks in the front row
- **Complementary Heroes:** Support Heroes
  - Sky Breaker is a full offense hero with 3 direct damage skills as well as disarm and recover. Making him a formidable front row hero for offensive APCs.

Inquisitor (S2)	Archers	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the <b>disarm</b> status to the enemy squad, enemy unable to perform a normal attack, last for 2 turn	Prep, Range 4, 3 Enemy For the first 3 turns, increase damage caused from archers by 50% to all enemy squads	Combat, Range 4, 2 Enemy 35% chance to deal 315% damage to 2 random squads within the range, If the target is in <b>Flammable</b> status, there is 50% chance put it into <b>Suppress</b> states, <b>unable to take actions for 2 turns</b>
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- **Analysis:** Mid range hero with buff and multiple counter skills
  - Skill 2: ability to disarm all enemy squads for 2 turns
  - Skill 5: ability to suppress 2 enemy squads for 2 turns
    - Target needs to be in flammable status though and there is only one archer hero that does this: Witch Hunter will ignite the enemy squads.
    - **UPDATE: Developers have changed the wording of the final skill suppression to last for 2 turns (previously 2 rounds)**
- **Placement:** Middle Row
  - With his partner, Witch Hunter being a back row hero, this makes Inquisitor a middle row hero
- **Complementary Heroes:** Support Heroes and Witch Hunter
  - Inquisitor is an offense hero with 2 damage skills and 2 counters, one of which can last for 2 turns when combined with Witch Hunter

Witch Hunter (S2)	Archers	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the <b>ignite</b> status to the enemy squad, inflict 50% ignite damage, last for 2 turn	Prep, Range 5, 2 Enemy For the first three turns, reduce 2 enemy squad damage for -75%, also have 90% chance to put the enemy to <b>(silence)</b> state, unable to use combat skills	Combat, Range 5, 3 Enemy 35% Chance to attack all squad for 135% damage within the range and give the <b>ignite</b> status to the squad, receive 142% damage, last for 2 turn
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- **Analysis:** Long range hero with debuff, ignite and counter skills
  - Both his skill 2 and final skill hit all enemies and give them ignite, taking additional damage per turn.
    - Also, making them susceptible to Inquisitor's final skill to trigger suppression
  - His skill 5 debuffs the enemy with the chance to silence them in the first 3 turns
- **Placement:** Back Row
  - As mentioned earlier, this is a combo hero with Inquisitor, which is a middle row hero thereby placing Witch Hunter in the back
- **Complementary Heroes:** Support Heroes and Inquisitor
  - Witch Hunter is an offense hero with 2 direct damage skills, both giving ignite which triggers Inquisitor's final skill.

## Cavalry Heroes

Wind Walker (SX)	Cavalries	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the <b>First-Aid</b> status will be entered, recover troops each turn (20% <b>recovery</b> rate), Lasts 2 turns, the first-aid status can stack 8 times	Combat, Range 3, 2 Enemy 60% chance to deal 331% damage to 2 enemy squads within range, and deal 331% damage to self squad	Combat, Range 4, 2 Enemy 50% chance to taunt 2 random enemy squads within range, lasting 2 turns, and make the squad enter <b>counter-attack</b> status, and return 150% damage when basic attacked, increase 100% resistance, lasts 2 turns
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- **Analysis:** Mid range hero with a stackable recover ability but it's too good to be true.
  - **Food for Thought:** In order for its skill 2 to take full effect, Wind Walker's squad needs to be basic attacked every turn for it to stack 8 times.
  - In case you needed help getting attacked, his final skill has taunt, which isn't listed in the previous section of abilities but is self explanatory.
  - Skill 5 is a cause for concern though, which is why his recover ability was too good to be true. Skill 5 deals 331% damage to his own squad.
- **Placement:** Front or Middle Row
  - With his stackable recover ability and resistance buff from his final skill, I like Wind Walker in the front row. Even if you put him in the middle row, his taunt will make him a target anyways.
- **Complementary Heroes:** Offense Heroes
  - Wind Walker is a support hero with only 1 direct damage skill

The Brave (S4)	Cavalries	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to <b>disarm</b> 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to <b>silence</b> 2 random enemy squads within range, lasting 2 turns	Prep, Range 3, 3 Enemy In Battle, Enemy Squads Might -60%, Resistance -60%, Combat Speed -100, Damage Taken 5%, Damage Dealing -5%
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- **Analysis:** Support hero with full spectrum debuffs and 2 counter skills
  - Disarm, silence and debuffs? Yes please!
- **Placement:** Front Row
  - In order for his full spectrum debuff to be effective, he should be in the front to be able to target all 3 enemies
  - **Food for Thought:** Placing The Brave in front and Wind Walker behind him would draw attacks to Wind Walker with his taunt, allowing The Brave to survive longer.
- **Complementary Heroes:** Offense Heroes
  - The Brave is a full support hero with no damage skills at all

Living Saint (S3)	Cavalries	Combat, Range 5, 3 Enemy 1 Turn prep, 35% chance to deal 334.5% damage to all enemy squads within range	Combat, Range 5, 3 Enemy 30% Chance to deal 255% damage to all enemy squads within range, making them <b>unable to recover</b> units, Lasting 2 Turns	Status, Range 4, <b>1 Enemy</b> / 1 Friend During battle, Hero's Squad cannot basic attack, has 35% increased skill damage, and also deal 301% skill damage to a random enemy squad within range
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- **Analysis:** Long range hero with ability to counter recover
  - Her skill 2 and 5 both target 3 enemies.
  - Skill 5 is especially useful against APCs with recover
- **Placement:** Middle or Back Row
  - With her final skill being only range 4, she can be placed in the middle or back row.
  - Also, the beauty of her final skill is it's a status skill so it can't be silenced, it has to be suppressed.
- **Complementary Heroes:** Support Heroes
  - Living Saint is a full offense hero with 3 direct damage skills

Roku Boshuten (S3)	Cavalries	Combat, Range 4, 2 Enemy 40% Chance to deal 255% Damage to two random enemy squads within range, making their Might and Resistance -55%, lasting 2 turns	Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to enter the state of <b>clarity</b> , immune to Silence, Disarm, Suppression and Confusion, Lasting 2 turns,  After Casting a combat skill, 100% Chance to increase the Might and Resistance by 100% to two random friendly squads, Lasting 2 turns	Combat, Range 5, 3 Enemy 1 Turn prep, 40% Chance to deal 196.5% Damage to all enemy squads within range, <b>silencing</b> them, making them unable to use combat skills, lasting 1 turn
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- **Analysis:** Long range hero with buff, debuff and counter
  - Skill 2 debuffs 2 enemies and final skill deals damage while silencing all 3 enemies
  - Roku Boshuten's skill 5 is the longest description for a hero skill in the game, having two parts:
    - First part protects her final skill long enough to trigger.
    - After casting a skill, she'll buff 2 friendly squads
- **Placement:** Middle or Back Row
  - Since her skills don't do that much damage, she's best placed in the middle row. However, can be placed in the back row if you don't have any other damage heroes to put behind her.
- **Complementary Heroes:** Support Heroes
  - Roku Boshuten is an offense hero with 2 direct damage skills with ability to silence all enemies

War Lord (S3)	Cavalries	Prep, Range 3, 3 Friend During Battle, all friendly Cavalry squads has -20% basic attack damage, 45% increase combat skill damage	Status, Range 0, 1 Friend On the first 2 turns, whenever the hero's squad takes damage, 70% to evade and avoid this damage	Prep, Range 2, 1 Friend On Turn 1, 3, 5, 7, 100% Chance to increase the chance of casting for 1 random friendly squad final combat skill to 100%, If the skill requires prepping, 60% chance to skip 1 turn of prepping
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- **Analysis:** Support hero with buff and support abilities
  - **Food for Thought:** Her Skill 2 focuses on buffing combat skills and Skill 8 helps trigger combat skills. Make sure you pair her with offense heroes with combat skills. Putting her with support heroes would be a waste of her skills.
  - Her final skill is very good when paired with a hero who's final skill has a low probability and/or requires channeling
- **Placement:** Front Row
  - As her name implies, vanguard is best placed in the front row, which is suitable as well since she doesn't have any damage skills.
- **Complementary Heroes:** Offense Heroes
  - War Lord is a full support hero with no damage skills at all

Rozen Blade (S3)	Cavalries	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Cavalries and Archers (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn <b>suppression</b> , lasting 1 turns	Prep, Range 3, 3 Friend First 3 Turns, increase battle speed of all friendly squads by 100 and has 70% chance to deal 2 basic attacks each turn	Prep, Range 4, 2 Enemy During Battle, Whenever 2 Random Enemy Squads take damage, they take 12% Extra Damage, Maximum 5 stacks
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- **Analysis:** Support hero with buff, stackable debuff as well as counter skills
  - Rozen Blade is a very interesting hero because her skill 6 buffs her squad with +180 speed. This in combination with her skill 5, gives her a squad an extremely fast combat speed.
  - Additionally, all of her skills are buff or debuff related, focusing more on basic attacks as opposed to skill damage.
  - Her suppression buff on the other hand is very interesting in its execution, because it gives all friendly squads to ability to suppress during their basic attacks
- **Placement:** Front or Middle Row
  - With no damage skills, I'm inclined to place her in the front row. However, you may opt to place a short range hero with damage skills in the front row instead with Major Anastasia in the middle row.
- **Complementary Heroes:** Offense Heroes
  - Rozen Blade is a full support hero with no damage skills at all

Beast Queen (S2)	Cavalries	Prep, Range 2, 3 Friend In the first round, all our squad's normal attack and passive skill damage increased by 80%, the effect reduced by ¼ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random cavalry squads have 70% chance to enter the <b>Sputtering</b> state, normal attack deal 160% damage to 2 enemies behind the target	Prep, Range 2, 1 Friend First 3 turn of the battle, the front row Cavalry squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked
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- **Analysis:** Support hero with a decreasing buff and AOE damage
  - His skill 2 is a great multi-round buff, which seems to be a common theme with S2 heroes
    - Round 1: 80% buff
    - Round 2: 60% buff
    - Round 3: 40% buff
    - Round 4: 20% buff
    - Round 5: nothing
  - Both his skill 5's AOE and his final skill make use of the buff from skill 2
- **Placement:** Front Row
  - With no damage skills, Panther is definitely a front row hero. He will make use of his final skill as well since he's positioned in the front row
- **Complementary Heroes:** Offense Heroes
  - Beast Queen is a full support hero with 1 AOE skill

The Immortal (S2)	Cavalries	Passive, Range 5, 1 Enemy After a normal attack, there is 40% chance to cause attacks on a random enemy squad within the range, each attack causing 348% damage, each attack is an independent calculation	Passive, Range 5, 1 Enemy After a normal attack, there is 34% chance do 465% damage to 1 random enemy squad within the range and give the <b>silence</b> status to the Enemy squad, unable use combat skill for 1 turn	Status, Range 0, 1 Friend Increase 80% damage for the squad the hero is in
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- **Analysis:** Long range hero with passive skills, damage buff and counter skills
  - **Food for Thought:** His passive skills require him to normal attack first, thus, will only trigger if he isn't disarmed or suppressed.
  - In addition, his skill 5 can silence as well for 1 turn. If you're lucky enough to trigger this skill, it's possible for Ivanov to silence an enemy target every turn.
- **Placement:** Middle or Back Row
  - His passive skills do quite a bit of damage, so I don't mind him in the back row but if you have another hero that does more damage and needs to be protected then that can go behind Ivanov instead.
- **Complementary Heroes:** Support Heroes
  - The Immortal is an offense hero with 2 direct damage skills

**This concludes SX to S2 Hero Analysis, following pages are S1 and normal oranges**

The Pacer (S1)	Archers	Combat, Range 4, 1 Enemy 40% chance to deal 558% damage to single enemy target	Combat, Range 5, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 2 turns	Combat, Range 5, 3 Enemy 45% chance to deal 486% to 3 random enemy squads within range on turn 2, 5 and 7
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- **Analysis:** Long range hero with a counter skill
  - Out of the 3 heroes on this page, The Pacer's final skill does the most damage to all 3 enemy targets
- **Placement:** Back Row
  - All 3 combat skills have high damage, so I like him in the back row
- **Complementary Heroes:** Support Heroes
  - The Pacer is an offense hero with 3 direct damage skills and an active skill 7 buff

Lion Heart (S1)	Cavalries	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns	Combat, Range 5, 3 Enemy 30% chance to deal 256.5% damage to 3 enemy squads in range	Combat, Range 5, 2 Enemy 1 turns prep, 50% chance to deal 427% damage to 2 enemy squads within range
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- **Analysis:** Long range hero with a debuff skill
  - Out of the 3 heroes on this page, Lion Heart is the only hero with a combat skill that targets 2 enemies
- **Placement:** Middle or Back Row
  - All 3 combat skills have relatively high damage, so he's suitable for middle or back row
- **Complementary Heroes:** Support Heroes
  - Lion Heart is an offense hero with 3 direct damage skills and an active skill 7 buff

Iron Hand (S1)	Footmens	Combat, Range 5, 1 Enemy 45% chance to deal 505% damage to single enemy target	Combat, Range 4, 1 Enemy 30% Chance to deal 503% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range
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- **Analysis:** Long range hero with a counter skill
  - Out of the 3 heroes on this page, Iron Hand is the weakest and is one of the reason why footmens got OP (Over Powered) heroes with recover in later seasons. Before Doomsday came along, footmens were not a popular unit choice.
- **Placement:** Middle or Back Row
  - All 3 combat skills have relatively high damage, so he's suitable for middle or back row
- **Complementary Heroes:** Support Heroes
  - Iron Hand is an offense hero with 3 direct damage skills and an active skill 7 buff

The Cincinnatus (S1)	Archers	Prep, Range 2, 3 Friend Each squad of friendly APC will be in <b>dodge</b> status in the first attack, for the first 4 turns, every turn has 70% chance to obtain -40% skill damage for enemy troops	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range, and reduce the damage taken from cavalries by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of archers, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
Ebony Knight (S1)	Cavalries	Combat, Range 2, 1 Friend For the first 4 turns, every turn squad with the least soldiers will receive -50% damage, also let 1 random squad have 70% chance of getting <b>dodge</b> status	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range and reduce the damage taken from footmens by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of cavalries, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
Chungmugong (S1)	Footmens	Combat, Range 3, 1 Enemy 100% chance to deal 136% damage to a random squad within the effective range, absorb 15% damage attribute and added to 1 random squad in my squad for 1 turn	Combat, Range 2, 1 Enemy 30% chance to deal 549% damage to a random squad within the effective range and reduce the damage taken from archers by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of footmens, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn

You'll notice each of these heroes have similar skills, range and targets. So, they will be analyzed as a group.

- **Analysis:** These are all short range heroes with buffs that focus on the first half of the round
  - Generally speaking, not many players in the late game use these heroes
    - The Cincinnatus is the best among them because of his skill 7 resistance buff
    - Ebony Knight and Chungmugong are not popular choices but if this is all you have, then use them
- **Placement:** Front Row
  - Given their short range of 2, these are all front row heroes
- **Complementary Heroes:** Offense Heroes
  - These are all support heroes with only 1 direct damage skill

The Volunteer (S1)	Archers	Combat, Range 2, 1 Enemy 30% chance to deal 646% damage to single enemy target	Combat, Range 2, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus archer to cavalry countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of archers, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
Bulwark (S1)	Cavalries	Combat, Range 2, 1 Enemy 40% chance to deal 490% damage to single enemy target	Combat, Range 2, 1 Enemy / 3 Friend 40% Chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus cavalry to footmen countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of cavalries, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
The Judge (S1)	Footmens	Combat, Range 2, 1 Enemy 60% chance to deal 334% damage to single enemy target	Combat, Range 2, 1 Enemy / 3 Friend 40% chance to deal 305% damage to a random enemy squad within range, all friendly units receive buff of 50% bonus footmen to archer countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of footmens, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn

You'll notice each of these heroes have similar skills, range and targets. So, they will be analyzed as a group.

- **Analysis:** These are all short range heroes with buffs that focus on the second half of the round
  - The only difference between them is skill 2. However, a closer look reveals they are almost identical
    - The Volunteer:  $30\% \times 646\% =$  Expected damage of 193.8%
    - Bulwark:  $40\% \times 490\% =$  Expected damage of 196%
    - The Judge:  $60\% \times 334\% =$  Expected damage of 200.4%
    - Similar expected damages, with the same range and enemy targets
  - Between this group and the group on the previous page, these have better buffs and focus on the second half of the round. Thus, making them the better choice between the two groups.
- **Placement:** Front Row
  - Given their short range of 2, these are all front row heroes
- **Complementary Heroes:** Offense Heroes
  - These are all support heroes with only 1 direct damage skill

Rogue	Cavalries	Combat, Range 4, 2 Enemy 30% Chance to deal 251.5% damage to two random enemy squads within range, making them take 21% more skill damage, lasting 1 turns	Prep, Range 4, 2 Enemy First 4 turns of the battle, 2 random enemy squads deal -35% less Combat Skill damage	Combat, Range 3, <b>2 Enemy</b> 1 Turn Prep, 40% Chance to attack 2 Times, each attack randomly selects an enemy squad within range dealing 369% Damage
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- **Analysis:** Mid range hero with buff, debuff and skills that target 2 enemy squads
  - Rogue's final skill technically only targets 1 enemy at a time; however, it can attack twice, each time targeting a random enemy squad.
- **Placement:** Front or Middle Row
  - His final skill has range 3, so it's preferred to have him in the front. However, you can place shorter range heroes in front of him.
- **Complementary Heroes:** Support Heroes
  - Rogue is an offense hero with 2 direct damage skills

Demon Spear	Footmens	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% <b>Ferocious Damage</b> to two random enemy squads within range, Heros' squad has -80% Might decrease for 2 turns	Combat, Range 2, 2 Friend 30% Chance to make 2 friendly squads take -35% less damage, lasting 2 turns	Combat, Range 4, 2 Enemy On turn 4,5,6, 70% chance to <b>Silence</b> 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
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- **Analysis:** Short range hero with self-debuff, buff and counter skill
  - The only issue with Demon Spear is his skill 2's self-debuff of -80% Might but his final skill silence is nice
- **Placement:** Front Row
  - His short range, lack of damage skills and skill 7 resistance buff puts him in the front row.
- **Complementary Heroes:** Offense Heroes
  - Demon Spear is a support hero with only 1 direct damage skill

El Zorro	Archers	Combat, Range 5, 1 Enemy 1 turn prep, 50% chance to deal 641% damage to the enemy squad with the least amount of units within range	Combat, Range 4, 2 Enemy / <b>1 Friend</b> 50% Chance to deal 136% damage to 2 random enemy squads within range, 30% bonus damage to own squad, lasting 2 turns	Combat, Range 5, 1 Enemy 40% Chance to deal 394% damage to the enemy squad with the least unit count within range, making them take 18% more damage, lasting 2 turns
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- **Analysis:** Long range hero with skills that target weaker enemy squads
  - The purpose of El Zorro's skills is to cause your enemy squads to lose morale and flee
- **Placement:** Back Row
  - With his long range and high damage skills, he belongs in the back row.
- **Complementary Heroes:** Support Heroes
  - El Zorro is a full offense hero with 3 direct damage skills

Yamaraja	Any	Combat, Range 2, 1 Enemy 55% chance to deal 357.5% damage to single enemy target	Combat, Range 3, 2 Enemy 40% chance to deal 241% damage to multiple enemy targets	Combat, Range 5, 3 Enemy 1 turns prep, 40% chance to deal 282% damage to 3 enemy squads within range
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- **Analysis:** Short range hero that target increasing enemy targets. Skill 6 and 7 provide might buffs as well,
- **Placement:** Front Row
- **Complementary Heroes:** Support Heroes
  - Yamaraja is an offense hero with 3 direct damage skills

Dual Blades	Any	Combat, Range 3, 2 Enemy 50% chance to deal 224% damage to multiple enemy targets	Combat, Range 3, 2 Enemy 1 turns prep, 50% chance to deal 354% damage to 2 enemy squads within range	Combat, Range 3, 1 Enemy 30% Chance to deal 400% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turn
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- **Analysis:** Short range hero with suppression
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
  - Dual Blades is an offense hero with 3 direct damage skills

North's Rage	Any	Combat, Range 2, 1 Enemy 40% chance to deal 525% damage to single enemy target	Combat, Range 3, 1 Enemy 1 turns prep, 60% chance to deal 646% damage to an enemy squad within range	Combat, Range 2, 1 Enemy 30% Chance to deal 441% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turns
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- **Analysis:** Short range hero with suppression
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
  - North's Rage is an offense hero with 3 direct damage skills

Orochi	Any	Combat, Range 2, 1 Enemy 40% chance to deal 405% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns	Combat, Range 3, 1 Enemy 25% Chance to deal 540% damage to an enemy squad within range, causing <b>silenced</b> effect, unable to use skills for 2 turns	Combat, Range 2, 1 Enemy 30% chance to deal 644% damage to single enemy target
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- **Analysis:** Short range hero with weaken and silence
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
  - Orochi is an offense hero with 3 direct damage skills

Rough Rider	Any	Combat, Range 3, 1 Enemy 1 turns prep, 55% chance to deal 634% damage to an enemy squad within range	Combat, Range 2, 1 Enemy 35% Chance to deal 540% damage to an enemy squad within range, causing the <b>blunt blade</b> effect, Lowering 30% Might for 2 turns	Combat, Range 3, 1 Enemy 35% chance to deal 420% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns
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- **Analysis:** Short range hero with blunt blade and weaken
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
  - Rough Rider is an offense hero with 3 direct damage skills

Hurricane	Any	Combat, Range 4, 2 Enemy 40% chance to deal 249% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 80% chance to deal 130% damage to multiple targets	Combat, Range 5, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range
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- **Analysis:** Long range hero with high damage final skill
- **Placement:** Middle or Back Row
- **Complementary Heroes:** Support Heroes
  - Hurricane is an offense hero with 3 direct damage skills

Heaven's Justice	Any	Combat, Range 5, 1 Enemy 45% chance to deal 450% damage to single enemy target	Combat, Range 5, 3 Enemy 1 turns prep, 35% chance to deal 200% damage to 3 enemy squads within range, causing <b>pierced armor</b> effect, lowering 30% resistance for 2 turns	Combat, Range 5, 2 Enemy 55% chance to deal 506% damage to multiple enemy targets on turns 3, 5 and 8
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- **Analysis:** Long range hero with high damage hitting multiple targets
- **Placement:** Middle or Back Row
- **Complementary Heroes:** Support Heroes
  - Heaven's Justice is an offense hero with 3 direct damage skills

## Skill Priority

Seasonal Heroes are hard enough to get, let alone to get duplicate medals to unlock their skills. Most people won't use nor work on their seasonal heroes until they have at least 2 duplicates to unlock Skill 6 (Awaken) and 8.

- Skill 7 will always be your last skill to unlock, positioning will determine if you unlock skill 6 or 8 first.
- A maxed out orange hero will almost always beat a partial seasonal hero.
  - Only a few awakened seasonal heroes with exceptional 8<sup>th</sup> skills will overcome a maxed out orange.

Skill priority is dependent on the hero and its respective position in your APC:

- Front Row (Prioritize Skill 6): Primary Meat Shield / Tank and thus, should have as many troops as possible to avoid losing morale.
- Middle Row (Prioritize Skill 6 or 8): Secondary meat shield and damage dealer
- Back Row (Prioritize Skill 8): Primary damage dealer, which needs to be protected in the rear.

There are exceptions of course, where front heroes have 8<sup>th</sup> skills that are so good, they are worth unlocking first but being placed in the middle to use their skill. Your APC should have at least 2 awakened heroes otherwise you will likely lose morale and end the battle early.

Prioritizing your skills means you're not maxing out but I understand this is an important aspect on your journey to maxing out. This is a stand alone chart, as it goes against the prerogative of this guide of maxing out and looks different compared to the rest; focusing on skill 6, 7 and 8. For your consideration, here's my last reference chart: Hero Skill Priorities.

### Hero Skill Priorities

Hero	Role	Placement	Skill 6 (Awaken)	Skill 7	Skill 8	Notes
Wind Walker (SX)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Hunk (SX)	Offense	Middle	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Make sure your front row is awakened
Sakura Blossum (SX)	Offense	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Dragon's Avatar (SX)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Elk (SX)	Support	Middle	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Make sure your front row is awakened
Cicero (SX)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	

Hero	Role	Placement	Skill 6 (Awaken)	Skill 7	Skill 8	Notes
Divine Arrow (S4)	Offense	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Immortal Guardian (S4)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	You may opt to unlock skill 8 first and place in the middle
Humming bird (S4)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
The Brave (S4)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	You may opt to unlock skill 8 first and place in the middle
Soaring Hawk (S4)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	You may opt to unlock skill 8 first and place in the middle
Desert Storm (S4)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
Living Saint (S3)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
Roku Boshuten (S3)	Offense	Middle	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Make sure your front row is awakened
War Lord (S3)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Sky Breaker (S3)	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	You may opt to unlock skill 8 first and place in the middle
Rozen Blade (S3)	Support	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Bleeding Steel (S3)	Support	Middle	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Make sure your front row is awakened
Beast Queen (S2)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Inquisitor (S2)	Offense	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	Unlock skill 8 first if in the same APC with Witch Hunter
Peace Bringer (S2)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
The Immortal (S2)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
Witch Hunter (S2)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
Jade Rakshasa (S2)	Offense	Middle	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Make sure your front row is awakened
The Pacer (S1)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	Their skill 7's are the only active skills in the game but are very situational. The value of skill 7 is best used when completely maxed, not partial.
Lion Heart (S1)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
Iron Hand (S1)	Offense	Back	2 <sup>nd</sup>	3 <sup>rd</sup>	1 <sup>st</sup>	
The Cincinnatus (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Ebony Knight (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Chungmugong (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
The Volunteer (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Bulwark (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
The Judge (S1)	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Rogue	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	Normal Orange heroes only require a duplicate medal to be awakened, so that's your only skill to prioritize. You could, if you wanted to, unlock skill 7 and 8 before awakening it.
Demon Spear	Support	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
El Zorro	Offense	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Yamaraja	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	As you progress through the game, your orange heroes will eventually be replaced with seasonal heroes.
Dual Blades	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
North's Rage	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Orochi	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	A maxed out orange hero will almost always beat a partial seasonal hero. Only a few awakened seasonal heroes with exceptional 8th skills will overcome a maxed out orange.
Rough Rider	Offense	Front	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Hurricane	Offense	Middle	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	
Heaven's Justice	Offense	Back	1 <sup>st</sup>	3 <sup>rd</sup>	2 <sup>nd</sup>	

## Hero Synergy

With 43 heroes in this game and 3 rows of heroes per APC, there are a total of  ${}_{43}P_3$  permutations of APC compositions. The number of APC compositions is a permutation calculation because order matters.

- ${}_{43}P_3 = 74,046$  different permutations of APC compositions

However, not all 74,046 are useful, this is just the total number of permutations. This includes having range 5 heroes in the front row and range 3 heroes in the back row and so forth. Now that we've analyzed the hero attributes and their combat skills, the topic now shifts to Hero Synergy: The effectiveness of heroes when put together in the right order and combination.

The following hero combinations are based on my analysis. I've only included a few combinations out of the many possibilities. Further testing is required to prove the viability of these hero combinations:

### Footmens

- Soaring Hawk (S4), Bleeding Steel (S3), Desert Storm (S4)
- Bleeding Steel (S3), Jade Rakshasa (S2), Desert Storm (S4)
- Demon Spear, Jade Rakshasa (S2), Iron Hand (S1)
- Demon Spear, Hurricane, Heaven's Justice

### Archers

- Immortal Guardian (S4), Elk (SX), Jade Eagle (S4)
- Sky Breaker (S3), Inquisitor (S2), Witch Hunter (S2)
- Inquisitor (S2), Witch Hunter (S2), The Pacer (S1)
- Yamaraja, Hurricane, El Zorro

### Cavalries

- The Brave (S4), Wind Walker (SX), Lion Heart (S1)
- Panther (S2), Rozen Blade (S3), The Immortal (S2)
- War Lord (S3), Roku Boshuten (S3), Living Saint (S3)
- Rogue, Hurricane, Heaven's Justice

## Footmens

Soaring Hawk (S4), Bleeding Steel (S3), Desert Storm (S4)

Soaring Hawk (S4)	Footmens	Combat, Range 3, 2 Enemy 40% Chance to deal 179% Damage to 2 random enemy squads within range, making their Might -38%, Lasting 2 Turns	Status, Range 0, 1 Friend Heroes squad have 100% chance to <b>counter attack</b> when basic attacked, dealing 120% damage to attacking source	Prep, Range 2, 3 Friend First two turns, All friendly squads take -30% Damage, after turn 3, Heroes Squad <b>recover</b> 30% units when dealing damage
Bleeding Steel (S3)	Footmens	Prep, Range 2, 2 Friend First 3 turns, 2 friendly squads have 60% bonus damage	Combat, Range 4, 2 Enemy 1 Turn Prep, 50% Chance to <b>confuse</b> 2 Random Enemy Squads within range, Skills and Basic Attack targets become random, lasting 2 turns	Prep, Range 2, 3 Friend During Battle, When all friendly squads receive damage, 50% Chance to recover some units ( <b>Recovery Rate</b> 33%)
Desert Storm (S4)	Footmens	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter <b>Cursed, Burning</b> and <b>Poisoned</b> , and dealing 24%, 29% and 34% damage on corresponding turns, lasting till end of the battle	Prep, Range 3, 2 Friend On the Beginning of turn 5, 2 random friendly squads will recover units each turn (84% <b>recovery</b> rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, <b>interrupting channeling</b> skills

Bleeding Steel (S3), Jade Rakshasa (S2), Desert Storm (S4)

Bleeding Steel (S3)	Footmens	Prep, Range 2, 2 Friend First 3 turns, 2 friendly squads have 60% bonus damage	Combat, Range 4, 2 Enemy 1 Turn Prep, 50% Chance to <b>confuse</b> 2 Random Enemy Squads within range, Skills and Basic Attack targets become random, lasting 2 turns	Prep, Range 2, 3 Friend During Battle, When all friendly squads receive damage, 50% Chance to recover some units ( <b>Recovery Rate</b> 33%)
Jade Rakshasa (S2)	Footmens	Combat, Range 5, 1 Enemy 1 Turn Prep, 40% chance to attack 6 times, each time randomly selects an enemy squad within range dealing 162% Damage	Status, Range 0, 1 Friend The squad with hero increase 10% damage, this effect stack once every turn	Combat, Range 5, 2 Enemy 40% chance to deal 160% damage to 2 random squads within the effective range and give the <b>Curse</b> status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns
Desert Storm (S4)	Footmens	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter <b>Cursed, Burning</b> and <b>Poisoned</b> , and dealing 24%, 29% and 34% damage on corresponding turns, lasting till end of the battle	Prep, Range 3, 2 Friend On the Beginning of turn 5, 2 random friendly squads will <b>recover</b> units each turn (84% recovery rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, <b>interrupting channeling</b> skills

Demon Spear, Jade Rakshasa (S2), Iron Hand (S1)

Demon Spear	Footmens	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% <b>Ferocious Damage</b> to two random enemy squads within range, Heros' squad has -80% Might decrease for 2 turns	Combat, Range 2, 2 Friend 30% Chance to make 2 friendly squads take -35% less damage, lasting 2 turns	Combat, Range 4, 2 Enemy On turn 4,5,6, 70% chance to <b>Silence</b> 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
Jade Rakshasa (S2)	Footmens	Combat, Range 5, 1 Enemy 1 Turn Prep, 40% chance to attack 6 times, each time randomly selects an enemy squad within range dealing 162% Damage	Status, Range 0, 1 Friend The squad with hero increase 10% damage, this effect stack once every turn	Combat, Range 5, 2 Enemy 40% chance to deal 160% damage to 2 random squads within the effective range and give the <b>Curse</b> status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns
Iron Hand (S1)	Footmens	Combat, Range 5, 1 Enemy 45% chance to deal 505% damage to single enemy target	Combat, Range 4, 1 Enemy 30% Chance to deal 503% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range

Demon Spear, Hurricane, Heaven's Justice

Demon Spear	Footmens	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% <b>Ferocious Damage</b> to two random enemy squads within range, Heros' squad has -80% Might decrease for 2 turns	Combat, Range 2, 2 Friend 30% Chance to make 2 friendly squads take -35% less damage, lasting 2 turns	Combat, Range 4, 2 Enemy On turn 4,5,6, 70% chance to <b>Silence</b> 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
Hurricane	Any	Combat, Range 4, 2 Enemy 40% chance to deal 249% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 80% chance to deal 130% damage to multiple targets	Combat, Range 5, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range
Heaven's Justice	Any	Combat, Range 5, 1 Enemy 45% chance to deal 450% damage to single enemy target	Combat, Range 5, 3 Enemy 1 turns prep, 35% chance to deal 200% damage to 3 enemy squads within range, causing <b>pierced armor</b> effect, lowering 30% resistance for 2 turns	Combat, Range 5, 2 Enemy 55% chance to deal 506% damage to multiple enemy targets on turns 3, 5 and 8

## Archers

Immortal Guardian (S4), Elk (SX), Jade Eagle (S4)

Immortal Guardian (S4)	Archers	Status, Range 0, 1 Friend Hero's Squad Damage taken -30%	Prep, Range 5, 2 Enemy In Battle, When 2 Random Enemy Squads within range cast combat skills or basic attack, deal -5% damage to them, this effect stacks a maximum of 8 times	Prep, Range 2, 3 Friend First 3 Turns, All Friendly Units damage taken -20%, 50% chance to <b>recover</b> units when taking damage (45% Recovery Rate)
Elk (SX)	Archers	Prep, Range 2, 1 Friend First 3 turns, the front row Archer squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked	Combat, Range 5, 3 Enemy 1 turn prep, 35% chance to deal 306% damage to 3 random enemy squads within range, lower their Might, Resistance, Tactical Might, Tactical Resistance by -38%, lasting 1 turns	Prep, Range 2, 2 Friend The first three turns, 2 random friendly squads have 70% chance to be <b>sober</b> , immune to Silence, Disarm, Suppress, Confuse, and 55% increased might
Jade Eagle (S4)	Archers	Combat, Range 5, 2 Enemy 40% Chance to attack twice, Each attack randomly selects 2 enemy squads and deal 142% damage	Combat, Range 5, 3 Enemy 1 Turn Prep, 30% Chance to deal 310% damage to all enemy squads, making enemy Footmens <b>cannot recover</b> units, enemy Cavalry Combat Skill damage -50%, Enemy Archers are <b>disarmed</b> , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% <b>Massive Damage</b> to 2 random enemy squads within range

Sky Breaker (S3), Inquisitor (S2), Witch Hunter (S2)

Sky Breaker (S3)	Archers	Combat, Range 3, 2 Enemy 1 Turn prep, 40% chance to deal 486% damage to 2 random enemy squads within range, Making their Resistance -47%, Lasting 2 turns	Prep, Range 4, 3 Enemy First 2 Turns, <b>Disarm</b> 2 random enemy squads, making them unable to basic attack, on the 2 <sup>nd</sup> turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / <b>2 Friend</b> 1 Turn Prep, 35% chance to deal 343% damage to 2 random enemy squads within range, and heal self and a random friendly squad (97% <b>Recovery Rate</b> ), Lasts (4) Turns
Inquisitor (S2)	Archers	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the <b>disarm</b> status to the enemy squad, enemy unable to perform a normal attack, last for 2 turn	Prep, Range 4, 3 Enemy For the first 3 turns, increase damage caused from archers by 50% to all enemy squads	Combat, Range 4, 2 Enemy 35% chance to deal 315% damage to 2 random squads within the range, If the target is in <b>Flammable</b> status, there is 50% chance put it into <b>Suppress</b> states, <b>unable to take actions for 2 turns</b>
Witch Hunter (S2)	Archers	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the <b>ignite</b> status to the enemy squad, inflict 50% ignite damage, last for 2 turn	Prep, Range 5, 2 Enemy For the first three turns, reduce 2 enemy squad damage for -75%, also have 90% chance to put the enemy to ( <b>silence</b> ) state, unable to use combat skills	Combat, Range 5, 3 Enemy 35% Chance to attack all squad for 135% damage within the range and give the <b>ignite</b> status to the squad, receive 142% damage, last for 2 turn

Inquisitor (S2), Witch Hunter (S2), The Pacer (S1)

This combo actually comes from the Story on Inquisitor's page...

Inquisitor (S2)	Archers	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the <b>disarm</b> status to the enemy squad, enemy unable to perform a normal attack, last for 2 turn	Prep, Range 4, 3 Enemy For the first 3 turns, increase damage caused from archers by 50% to all enemy squads	Combat, Range 4, 2 Enemy 35% chance to deal 315% damage to 2 random squads within the range, If the target is in <b>Flammable</b> status, there is 50% chance put it into <b>Suppress</b> states, <b>unable to take actions for 2 turns</b>
Witch Hunter (S2)	Archers	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the <b>ignite</b> status to the enemy squad, inflict 50% ignite damage, last for 2 turn	Prep, Range 5, 2 Enemy For the first three turns, reduce 2 enemy squad damage for -75%, also have 90% chance to put the enemy to <b>(silence)</b> state, unable to use combat skills	Combat, Range 5, 3 Enemy 35% Chance to attack all squad for 135% damage within the range and give the <b>ignite</b> status to the squad, receive 142% damage, last for 2 turn
The Pacer (S1)	Archers	Combat, Range 4, 1 Enemy 40% chance to deal 558% damage to single enemy target	Combat, Range 5, 1 Enemy 1 Turn Prep, 30% chance to deal 566.5% damage to 1 enemy squad within range, and <b>suppress</b> them, <b>unable to take actions</b> for 2 turns	Combat, Range 5, 3 Enemy 45% chance to deal 486% to 3 random enemy squads within range on turn 2, 5 and 7

Yamaraja, Hurricane, El Zorro

Yamaraja	Any	Combat, Range 2, 1 Enemy 55% chance to deal 357.5% damage to single enemy target	Combat, Range 3, 2 Enemy 40% chance to deal 241% damage to multiple enemy targets	Combat, Range 5, 3 Enemy 1 turns prep, 40% chance to deal 282% damage to 3 enemy squads within range
Hurricane	Any	Combat, Range 4, 2 Enemy 40% chance to deal 249% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 80% chance to deal 130% damage to multiple targets	Combat, Range 5, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range
El Zorro	Archers	Combat, Range 5, 1 Enemy 1 turn prep, 50% chance to deal 641% damage to the enemy squad with the least amount of units within range	Combat, Range 4, 2 Enemy / <b>1 Friend</b> 50% Chance to deal 136% damage to 2 random enemy squads within range, 30% bonus damage to own squad, lasting 2 turns	Combat, Range 5, 1 Enemy 40% Chance to deal 394% damage to the enemy squad with the least unit count within range, making them take 18% more damage, lasting 2 turns

## Cavalries

The Brave (S4), Wind Walker (SX), Lion Heart (S1)

The Brave (S4)	Cavalries	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to <b>disarm</b> 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to <b>silence</b> 2 random enemy squads within range, lasting 2 turns	Prep, Range 3, 3 Enemy In Battle, Enemy Squads Might -60%, Resistance -60%, Combat Speed -100, Damage Taken 5%, Damage Dealing -5%
Wind Walker (SX)	Cavalries	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the <b>First-Aid</b> status will be entered, recover troops each turn (20% <b>recovery</b> rate), Lasts 2 turns, the first-aid status can stack 8 times	Combat, Range 3, 2 Enemy 60% chance to deal 331% damage to 2 enemy squads within range, and deal 331% damage to self squad	Combat, Range 4, 2 Enemy 50% chance to taunt 2 random enemy squads within range, lasting 2 turns, and make the squad enter <b>counter-attack</b> status, and return 150% damage when basic attacked, increase 100% resistance, lasts 2 turns
'Lion Heart (S1)	Cavalries	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing <b>Weakened</b> effect, -20% damage for 1 turns	Combat, Range 5, 3 Enemy 30% chance to deal 256.5% damage to 3 enemy squads in range	Combat, Range 5, 2 Enemy 1 turns prep, 50% chance to deal 427% damage to 2 enemy squads within range

Panther (S2), Rozen Blade (S3), The Immortal (S2)

Beast Queen (S2)	Cavalries	Prep, Range 2, 3 Friend In the first round, all our squad's normal attack and passive skill damage increased by 80%, the effect reduced by ¼ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random cavalry squads have 70% chance to enter the <b>Sputtering</b> state, normal attack deal 160% damage to 2 enemies behind the target	Prep, Range 2, 1 Friend First 3 turn of the battle, the front row Cavalry squad has 70% chance to enter <b>counterattack</b> state, which deals 250% return damage to the source when basic attacked
Rozen Blade (S3)	Cavalries	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Cavalries and Archers (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn <b>suppression</b> , lasting 1 turns	Prep, Range 3, 3 Friend First 3 Turns, increase battle speed of all friendly squads by 100 and has 70% chance to deal 2 basic attacks each turn	Prep, Range 4, 2 Enemy During Battle, Whenever 2 Random Enemy Squads take damage, they take 12% Extra Damage, Maximum 5 stacks
The Immortal (S2)	Cavalries	Passive, Range 5, 1 Enemy After a normal attack, there is 40% chance to cause attacks on a random enemy squad within the range, each attack causing 348% damage, each attack is an independent calculation	Passive, Range 5, 1 Enemy After a normal attack, there is 34% chance do 465% damage to 1 random enemy squad within the range and give the <b>silence</b> status to the Enemy squad, unable use combat skill for 1 turn	Status, Range 0, 1 Friend Increase 80% damage for the squad the hero is in

Rogue, Hurricane, Heaven's Justice

Rogue	Cavalries	Combat, Range 4, 2 Enemy 30% Chance to deal 251.5% damage to two random enemy squads within range, making them take 21% more skill damage, lasting 1 turns	Prep, Range 4, 2 Enemy First 4 turns of the battle, 2 random enemy squads deal -35% less Combat Skill damage	Combat, Range 3, <b>2 Enemy</b> 1 Turn Prep, 40% Chance to attack 2 Times, each attack randomly selects an enemy squad within range dealing 369% Damage
Hurricane	Any	Combat, Range 4, 2 Enemy 40% chance to deal 249% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 80% chance to deal 130% damage to multiple targets	Combat, Range 5, 1 Enemy 1 turns prep, 50% chance to deal 667% damage to an enemy squad within range
Heaven's Justice	Any	Combat, Range 5, 1 Enemy 45% chance to deal 450% damage to single enemy target	Combat, Range 5, 3 Enemy 1 turns prep, 35% chance to deal 200% damage to 3 enemy squads within range, causing <b>pierced armor</b> effect, lowering 30% resistance for 2 turns	Combat, Range 5, 2 Enemy 55% chance to deal 506% damage to multiple enemy targets on turns 3, 5 and 8

War Lord (S3), Roku Boshuten (S3), Living Saint (S3)

War Lord (S3)	Cavalries	Prep, Range 3, 3 Friend During Battle, all friendly Cavalry squads has -20% basic attack damage, 45% increase combat skill damage	Status, Range 0, 1 Friend On the first 2 turns, whenever the hero's squad takes damage, 70% to evade and avoid this damage	Prep, Range 2, 1 Friend On Turn 1, 3, 5, 7, 100% Chance to increase the chance of casting for 1 random friendly squad final combat skill to 100%, If the skill requires prepping, 60% chance to skip 1 turn of prepping
Roku Boshuten (S3)	Cavalries	Combat, Range 4, 2 Enemy 40% Chance to deal 255% Damage to two random enemy squads within range, making their Might and Resistance -55%, lasting 2 turns	Status, Range 1, 2 Friend During battle, whenever casting a skill that requires prepping, 100% chance to enter the state of <b>clarity</b> , immune to Silence, Disarm, Suppression and Confusion, Lasting 2 turns, After Casting a combat skill, 100% Chance to increase the Might and Resistance by 100% to two random friendly squads, Lasting 2 turns	Combat, Range 5, 3 Enemy 1 Turn prep, 40% Chance to deal 196.5% Damage to all enemy squads within range, <b>silencing</b> them, making them unable to use combat skills, lasting 1 turn
Living Saint (S3)	Cavalries	Combat, Range 5, 3 Enemy 1 Turn prep, 35% chance to deal 334.5% damage to all enemy squads within range	Combat, Range 5, 3 Enemy 30% Chance to deal 255% damage to all enemy squads within range, making them <b>unable to recover</b> units, Lasting 2 Turns	Status, Range 4, <b>1 Enemy</b> / 1 Friend During battle, Hero's Squad cannot basic attack, has 35% increased skill damage, and also deal 301% skill damage to a random enemy squad within range

## Conclusion and Resources

Congratulations on making it to the end of this guide!

This guide is not for everyone, it's probably too much for casual players. However, considering you've read this far, I think it's safe to say that you are not a casual player. You are hardcore and you strive to be better than the rest. That said, please do not withhold knowledge. I made this guide to educate players of the LSS community, knowledge should be shared with everyone. If you meet someone that needs help, help them, give them this guide or links to my website and YouTube channel:

<http://www.LSSTips.ca>

<https://www.youtube.com/c/PriamLastShelterTips>

Until next time, I wish you all the best in discovering your best APC composition!

Kind Regards,  
Priam