

Last Shelter: Survival Hero Development Guide

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Fifth Edition: Released on July 5th, 2020

Disclaimer:

I don't play this game anymore; I don't 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 standpoint, 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.

Edition	Release Date	Revision Notes
5 th Edition	Jul 5 th , 2020	<ul style="list-style-type: none"> Added 2 New SX Heroes (Updated all sections)
4 th Edition	Mar 9 th , 2020	<ul style="list-style-type: none"> Added 2 New SX Heroes (Updated all sections) Did not add new basic Orange hero since majority of states cannot obtain her
3 rd Edition	Jan 1 st , 2020	<ul style="list-style-type: none"> Added 4 New SX Heroes (Updated all sections) Updated Definition of Suppression Answered some “Food for Thought”
2 nd Edition	Nov 24 th , 2019	<ul style="list-style-type: none"> Added 4 New SX Heroes (Updated all sections) Added Battle Dynamics Added Skill Priority Reference Chart
1 st Edition	Oct 5 th , 2019	<ul style="list-style-type: none"> Initial Release (Orange to First 6 SX Heroes)

Best Effort Accuracy

Following the release of each edition of my Hero Guide, the developers have changed various hero skills throughout the game (definitions, numbers, terminology, etc). It requires too much effort on my part to check every single hero skill to keep them updated. Thus, I cannot guarantee the accuracy of hero skills, hero skills will be updated on a best effort basis.

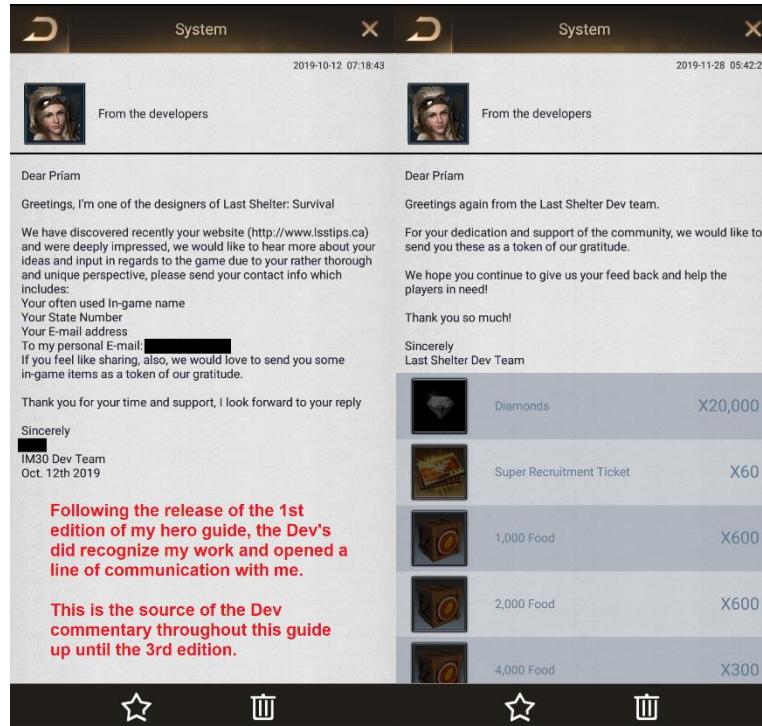
As of Jan 18th, 2020, I'm no longer playing this game actively so I'm not following the meta anymore.

**My distaste for this game remains. As time goes on, more and more friends have quit as well.
Chances of future edition updates are dependent on how many friends are still playing this game.**

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Hello Survivors, my name is Priam.



I played this game between Feb 2019 to Jan 2020, starting in State #286 but my dormant account currently resides in State #341.

This guide represents the culmination of my experience playing this game. My intent with this guide is to open your eyes to the intricacies and patterns of heroes.

At the time of writing this guide, there are over 1,000+ states in this game. So, there's a wide range of players with their own play styles and testing methods. As such, the first half of this guide will be purely objective and observational based on what the game provides. The second half will be subjective: containing my own personal analysis of the heroes and their intended use.

This is definitely an expert level guide for players at B25 and builds on information that I've provided in my earlier videos.

Without further ado, I present my Hero Development Guide.

PS: This guide is not the "final answer" to every question, it is only the first answer in a string of solutions for your situation.

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: Fighters, Shooters and Vehicles. There is no single "best unit", each have their own good, bad and intended use; it is like a game of Rock-Paper-Scissors.

- Fighters have the highest defense, hp and destruction power. Best for defense and for use in Doomsday.
- Shooters have the highest damage. Best used for offense and for countering vehicles.
- Vehicles 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.

5th Edition Comment: I'm aware there have been recent additions to the game such as Bane Blade, T10, Base Skin Buffs, etc. As I mentioned above, I don't play anymore so I can't comment on the current meta and how these additions affect the game play.

As with any game that evolves, it's just more attributes and features. The overall synergy remains the same, the only thing that's affected is the game flow and thought process behind moves. You have more things to process before reacting accordingly.

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:

- Death Rider (SX)'s Skill 6: +10% Damage, +300 Demolition Power
- Hummingbird (S4)'s Skill 4: +60% Might, +20% Damage Dealt, +20% Damage Taken
- Major Anastasia Nastya (S3) Skill 6: +180 Vehicle Speed
- The Professional (S1), The War Boss (S1) and The Dragon's Rage (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
- Reaper'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 Arsenal, Shoota Man and Dawn Guardian 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
- DP = Demolition Power
- 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	
Rose Noire (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Gluttony (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Canoness (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	35% Resist
Organic (SX)	Vehicles	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Lone Wolf (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Kamikaze (SX)	Vehicles	23,100	50%	50%	20%	20%	250%	120 S	40% Might
The Nomad (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Koschei (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Heaven's Redemption (SX)	Vehicles	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Death Rider (SX)	Vehicles	23,100	50%	50%	20%	20%	250%	10% D & 300 DP	40% Might
Iron Sentinel (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
The Betrayed (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Crusher (SX)	Vehicles	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Hunk (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Valkyrie (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Sven (SX)	Fighters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Patriot (SX)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Wanderer (SX)	Fighters	23,100	50%	50%	20%	20%	250%	20 S	40% Might

- DD = Damage Dealt, DT = Damage Taken

Hero	Unit	Skill 1	Skill 3	Skill 4	Skill 6 (Awaken)				Skill 7
			Resist	Might	Might	Resist	Dictator	Extra	
Commissar (S4)	Shooters	23,100	50%	50%	20%	20%	250%	40 S	40% Resist
Deus ex Machina (S4)	Shooters	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
Hummingbird (S4)	Shooters	23,100	50%	60% M, 20% DD & 20% DT	15%	15%	250%	15% D	40% Resist
Caesar (S4)	Vehicles	23,100	50%	50%	15%	15%	250%	100 S	40% Might
Juggernaut (S4)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Venom Walker (S4)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
Countdown (S3)	Vehicles	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Farseer (S3)	Vehicles	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Vanguard (S3)	Vehicles	23,100	50%	50%	20%	20%	250%	120 S	40% Might
Wings of Liberty (S3)	Shooters	23,100	50%	50%	20%	20%	250%	40 S	40% Resist
Major Anastasia Nastya (S3)	Vehicles	23,100	50%	50%	20%	20%	250%	180 S	40% Might
Tech Priestess (S3)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
The Panther (S2)	Vehicles	23,100	50%	50%	15%	15%	250%	100 S	40% Might
The Inquisitor (S2)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
Viscount (S2)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
Captain Ivanov (S2)	Vehicles	23,100	50%	50%	15%	15%	250%	100 S	40% Might
The Executioner (S2)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Knight (S2)	Fighters	23,100	50%	50%	15%	15%	250%	15% D	40% Might
The Cincinnatus (S1)	Shooters	23,100	50%	50%	15%	15%	250%	15% HP	40% Resist
The Professional (S1)	Shooters	23,100	50%	50%	15%	15%	250%	15% D	30% Might*
The Janissary (S1)	Shooters	23,100	50%	50%	20%	20%	250%	20 S	40% Might
The Flash (S1)	Vehicles	23,100	50%	50%	15%	15%	250%	100 S	40% Might
The War Boss (S1)	Vehicles	23,100	50%	50%	15%	15%	250%	100 S	30% Might*
The Falcon (S1)	Vehicles	23,100	50%	50%	20%	20%	250%	20 S	40% Might
Light of the Past (S1)	Fighters	23,100	50%	50%	15%	15%	250%	15% HP	40% Might
The Dragon's Rage (S1)	Fighters	23,100	50%	50%	15%	15%	250%	15% D	30% Might*
The Courageous (S1)	Fighters	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	
Razor	Vehicles	23,100	35%	35%	15%	15%	250%	30 S	35% Might
Militant	Fighters	23,100	35%	35%	15%	15%	250%	30 S	35% Resist
Iron Guard	Shooters	23,100	35%	35%	10%	10%	250%	10% D	35% Might
Reaper	Any	23,100	30%	30%	10%	10%	250%	25% M	30% Might
The Arsenal	Any	23,100	30%	30%	10%	10%	250%	10% R	30% Resist
Destroya	Any	23,100	30%	30%	10%	10%	250%	7% HP	15% HP
Shoota Man	Any	23,100	30%	30%	10%	10%	250%	10% M	30% Might
Forsaken One	Any	23,100	30%	30%	10%	10%	250%	7% HP	15% HP
Dawn Guardian	Any	23,100	30%	30%	10%	10%	250%	10% M	30% Might
War Hound	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
 - Countdown'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**
 - Venom Walker 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

Hero	Specialty	Skill 2	Skill 5	Skill 8
Rose Noire (SX)	Shooters	Combat, Range 5, 3 Enemy Rose Noire gains 1 Marks(s) of Pursuit for each normal attack by Friendly Shooter Squads. When Marks accumulate to 7, the entire enemy squad will receive an additional 400% in damage and remove all existing marks.	Combat, Range 1, 1 Friend 35% chance for the Hero's Squad to have 1 additional normal attack(s) each turn, lasting for 2 turns. Immune to Disarmed for the duration of the status.	Combat, Range 5, 1 Enemy Hero's Squad has a 35% chance to apply the following conditions to a random enemy squad after every 2 normal attacks: Disarmed, Silenced, Confused, Interrupted, or Troop Recovery Blocked . Probability is determined independently for each effect. All effects last 1 turn.
Gluttony (SX)	Fighters	Status, Range 0, 1 Friend 50% chance to counter-attack for 150% damage when hit by normal attacks. Also, a 50% chance for your own Squad to take -60% Skill Damage each turn, lasting 1 turns.	Passive, Range 5, 1 Enemy / 1 Friend Normal attacks have a 80% chance to apply Troop Recovery Block , lasting 1 turn. There's also a 70% chance to bestow Clear-Minded to your back row (immune to Silence, Disarmed, Suppressed, and Confused Statuses), lasting 1 turns.	Prep, Range 2, 2 Friend When the Hero is placed in the Squad's front row, during the initial 3 turns, the Squad's mid and back row reduces incoming damage by -20%. After this effect ends, 40% of damage dealt by the Squad's back row will be converted into recovering front row troops.

Season X Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Canoness (SX)	Fighters	Combat, Range 2, 2 Friend 50% chance to heal self and front-row squad (247% recovery rate), if already in front-row, double the heal	Combat, Range 3, 1 Enemy 70% chance to deal 260% damage to the furthest enemy squad within range, and suppress them for 1 turns	Prep, Range 2, 1 Friend On turn 5, remove friendly front-row debuffs, when it takes damage, 100% chance to dodge and be immune to this damage, lasting 2 turns
Organic (SX)	Vehicles	Combat, Range 5, 1 Enemy 40% Chance to attack 1 random enemy squad within range 2 times, each time dealing 348% damage, randomly target on every attack	Prep, Range 5, 3 Friend All friendly squads deal +70% damage to silenced, disarmed, suppressed, and confused enemy squads, Enemy squads have 30% chance to extend 1 turn duration when Silenced, Disarmed, Suppressed, and Confused.	Prep, Range 5, 2 Enemy On first 3 turns, 2 random enemy squads within range damage --30%, on turn 4, these squads become confused , attack and cast skills on random targets for 2 turns
The Lone Wolf (SX)	Fighters	Combat, Range 5, 1 Enemy / 1 Friend 100% chance to make self-squad unable to attack, 30% increased damage, for 2 turns, and deal 218% damage to 1 random enemy squad within range	Combat, Range 5, 3 Enemy 1 turns prep, 45% chance to deal 310% damage to 3 enemy squads within range	Status, Range 1, 1 Friend Self-squad countering to Fighters and Vehicles is increased by 30%, 70% chance each turn to ignore 50% of enemy squad's base resistance
Kamikaze (SX)	Vehicles	Status, Range 2, 2 Enemy When self squad is taking damage, 50% chance to deal 63% damage to 2 random squads within the range of 2.	Status, Range 3, 2 Friend Self squad and 1 randomly friendly squad recover troops each turn (Recovery rate 96.5%)	Combat, Range 3, 3 Friend 40% chance to reduce -30% damage taken for self squad, and take 30% damage from the enemies for the other 2 friendly squads for 2 turns

Season X Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
The Nomad (SX)	Shooters	Passive, Range 5, 1 Enemy 35% chance to attack again after basic attacks to the same target dealing 742% damage, making them unable to recover troops for 1 turns	Combat, Range 4, 1 Enemy / 1 Friend 40% chance to deal 455% damage to 1 random enemy squad within range, and increase 60% basic attack damage for self-squad for 1 turns	Status, Range 1, 1 Friend Self squad's basic attack damage is increased by 100%, when the enemy is tallying skill range, this squad is considered to be +1 range away
The Koschei (SX)	Shooters	Passive, Range 1, 1 Friend After basic attacks, 80% chance to decrease -20% damage taken for self squad, for 2 turns, status stack-able	Passive, Range 3, 1 Enemy / 1 Friend 50% chance to deal 310% damage to 1 random enemy squad within range after basic attacks, and recover some troops for the self-squad (67% recovery rate)	Combat, Range 3, 2 Friend 35% Chance to make 2 random friendly squads to attack twice, with 30% increased damage for 2 turns
Heaven's Redemption (SX)	Vehicles	Combat, Range 3, 2 Friend 55% chance to recover some troops for 2 random friendly squads within range (84% recovery rate), and remove debuffs (Cannot remove pre-battle debuffs)	Combat, Range 4, 2 Enemy 40% chance to silence 2 random enemy squads within range, and deal -20% lesser damage for 2 turns	Combat, Range 2, 3 Friend 30% chance to make all friendly squads have 60% chance of entering evasion status when taking the next 3 damages, and increases 47% Might and Resistance for 2 turns
Death Rider (SX)	Vehicles	Combat, Range 5, 2 Enemy 60% chance to deal 226% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 1 turn prep, 40% chance to deal 595% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to the enemy back row squad, making them suppressed and unable to take actions for 1 turns	Status, Range 1, 1 Friend In combat, self squad gains the clarity status, immune to Silence, Disarm, Suppression, Confusion, gain 60% Might increase, deal 30% additional damage
Iron Sentinel (SX)	Fighters	Combat, Range 4, 1 Enemy / 2 Friend 100% chance to make 1 random enemy squad within range to take 6% additional damage, 6% reduced damage dealt, -38 reduced combat speed, and make 2 random friendly squads take -6% lesser damage, Deal -6% additional damage, 38 increased combat speed for 1 turns	Prep, Range 5, 2 Enemy / 2 Friend Starting turn 4, each turn there's a 70% chance to make 2 random enemy squads within range not able to recover troops and reduce damage taken by 2 random friendly squads damage taken by -25%	Prep, Range 2, 2 Friend The first 3 turns, each turn give 2 random friendly squads 7% increased damage (Effect stackable), until the battle ends, starting turn 4, splash status is granted, basic attacks will deal 40% damage to 2 enemy squads in the back until the end of the battle
The Betrayed (SX)	Shooters	Combat, Range 4, 2 Enemy / 2 Friend 30% chance to deal 641% damage to 2 random enemy squads within range, and provide 40% additional might for self and back row squad on the next 2 attacks for 2 turns	Combat, Range 4, 2 Enemy 35% chance to deal 402% damage to 1 random enemy squad within range, and before the back row squad's next action, deal 403% damage to 1 random enemy squad within range of 4 from the back row squad .	Status, Range 1, 1 Friend During combat, the self squad has a chance to obtain one of the following random bonus: restore some troops (Recovery 100%), Might, Resistance, Tactical Might, Tactical Resistance Increase by 60%, damage taken decreased by -40%

Season X Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Crusher (SX)	Vehicles	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the First-Aid status will be entered, recover troops each turn (20% recovery 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 counter-attack status, and return 150% damage when basic attacked, increase 100% resistance, lasts 2 turns
Hunk (SX)	Fighters	Status, Range 1, 1 Friend When the squad takes damage, 25% chance to evade and immune 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 confuse and flammable status, skill and basic attacks target random targets, Take 50% additional burning damage, lasts 2 turns	Prep, Range 4, 2 Enemy / 3 Friend 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
Valkyrie (SX)	Shooters	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 shooter squads deal 50% damage
Sven (SX)	Fighters	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
The Patriot (SX)	Shooters	Prep, Range 2, 1 Friend First 3 turns, the front row Shooter squad has 70% chance to enter counterattack 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 sober , immune to Silence, Disarm, Suppress, Confuse, and 55% increased might
The Wanderer (SX)	Fighters	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 armor break status, Lower -200% defense, Lasting 2 turns	Combat, Range 2, 1 Friend 50% chance to have the front row to have 100% chance of evasion on the next 3 damage taken, lasting 1 turns

Season 4 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Commissar (S4)	Shooters	Combat, Range 4, 2 Enemy 25% Chance to deal 218% Damage to two random enemy squads within range, disarming them for 1 turns	Combat, Range 4, 2 Enemy 30% Chance to link 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 splash status, basic attacking can also deal 40% damage to 2 back row enemy squads
Deus ex Machina (S4)	Shooters	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% Recovery Rate)
Hummingbird (S4)	Shooters	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 Fighters cannot recover units, enemy Vehicle Combat Skill damage -50%, Enemy Shooters are disarmed , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% Massive Damage to 2 random enemy squads within range
Caesar (S4)	Vehicles	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to disarm 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to silence 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%
Juggernaut (S4)	Fighters	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 counter attack 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 recover 30% units when dealing damage
Venom Walker (S4)	Fighters	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter Cursed , Burning and Poisoned , 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% recovery rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, interrupting channeling skills

Season 3 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
Countdown (S3)	Vehicles	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 unable to recover units, Lasting 2 Turns	Status, Range 4, 1 Enemy / 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
Farseer (S3)	Vehicles	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 clarity , 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, silencing them, making them unable to use combat skills, lasting 1 turn
Vanguard (S3)	Vehicles	Prep, Range 3, 3 Friend During Battle, all friendly Vehicle 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
Wings of Liberty (S3)	Shooters	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, Disarm 2 random enemy squads, making them unable to basic attack, on the 2 nd turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / 2 Friend 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% Recovery Rate), Lasts (4) Turns
Major Anastasia Nastya (S3)	Vehicles	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Vehicles and Shooters (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn suppression , 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
Tech Priestess (S3)	Fighters	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 confuse 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 (Recovery Rate 33%)

Season 2 Hero Combat Skills

Hero	Specialty	Skill 2	Skill 5	Skill 8
The Panther (S2)	Vehicles	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 $\frac{1}{4}$ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random vehicle squads have 70% chance to enter the Sputtering 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 Vehicle squad has 70% chance to enter counterattack state, which deals 250% return damage to the source when basic attacked
The Inquisitor (S2)	Shooters	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the disarm 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 shooters 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 Flammable status, there is 50% chance put it into Suppress states, unable to take actions for 2 turns
Viscount (S2)	Fighters	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 counterattack 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 Vulnerable status to the squad, each time enemy is being attacked, causing extra 20% damage, last 1 rounds
Captain Ivanov (S2)	Vehicles	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 silence 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
The Executioner (S2)	Shooters	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the ignite status to the enemy squad, inflect 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 (silence) 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 ignite status to the squad, receive 142% damage, last for 2 turn
The Knight (S2)	Fighters	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 Curse 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)	Shooters	Prep, Range 2, 3 Friend Each squad of friendly APC will be in dodge 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 vehicles by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of shooters, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
The Professional (S1)	Shooters	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 suppress them, unable to take actions 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 Janissary (S1)	Shooters	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 shooter to vehicle countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
The Flash (S1)	Vehicles	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 dodge 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 fighters by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of vehicles, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
The War Boss (S1)	Vehicles	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing Weakened 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
The Falcon (S1)	Vehicles	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 vehicle to fighter countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of vehicles, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
Light of the Past (S1)	Fighters	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 shooters by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of fighters, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn

The Dragon's Rage (S1)	Fighters	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 suppress them, unable to take actions for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range
The Courageous (S1)	Fighters	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 fighter to shooter countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of fighters, 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
Razor	Vehicles	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, 2 Enemy 1 Turn Prep, 40% Chance to attack 2 Times, each attack randomly selects an enemy squad within range dealing 369% Damage
Militant	Fighters	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% Ferocious Damage 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 Silence 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
Iron Guard	Shooters	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 / 1 Friend 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
Reaper	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
The Arsenal	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 suppress them, unable to take actions for 1 turn

Destroya	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 suppress them, unable to take actions for 1 turns
Shoota Man	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
Forsaken One	Any	Combat, Range 2, 1 Enemy 40% chance to deal 405% damage to single enemy target, Causing Weakened effect, -20% damage for 1 turns	Combat, Range 3, 1 Enemy 25% Chance to deal 540% damage to an enemy squad within range, causing silenced effect, unable to use skills for 2 turns	Combat, Range 2, 1 Enemy 30% chance to deal 644% damage to single enemy target
Dawn Guardian	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 pierced armor 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 Hound	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 blunt blade effect, Lowering 30% Might for 2 turns	Combat, Range 3, 1 Enemy 35% chance to deal 420% damage to single enemy target, Causing Weakened 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		
Rose Noire (SX)	Shooters	23,100	Range 5	50%	50%	Range 1	15%	15%	250%	15% D	40% Might	Range 5
			3 Enemy			1 F						1 Enemy
Gluttony (SX)	Fighters	23,100	Range 0	50%	50%	Range 5	15%	15%	250%	15% HP	40% Resistance	Range 2
			1 F			1 Enemy						2 Friend
Canoness (SX)	Fighters	23,100	Range 2	50%	50%	Range 3	15%	15%	250%	15% HP	35% Resistance	Range 2
			2 F			1 Enemy						1 F
Organic (SX)	Vehicles	23,100	Range 5	50%	50%	Range 5	15%	15%	250%	15% D	40% Might	Range 5
			1 Enemy			3 F						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 Lone Wolf (SX)	Fighters	23,100	Range 5	50%	50%	Range 5	15%	15%	250%	15% D	40% Might	Range 1
			1 Enemy			3 Enemy						1 F
Kamikaze (SX)	Vehicles	23,100	Range 2	50%	50%	Range 3	20%	20%	250%	120 S	40% Might	Range 3
			2 Enemy			2 F						3 F
The Nomad (SX)	Shooters	23,100	Range 5	50%	50%	Range 4	15%	15%	250%	15% D	40% Might	Range 1
			1 Enemy			1 Enemy						1 Friend
The Nomad (SX)	Shooters	23,100	Range 1	50%	50%	Range 3	15%	15%	250%	15% HP	40% Resistance	Range 3
			1 F			1 Enemy						2 F
Heaven's Redemption (SX)	Vehicles	23,100	Range 3	50%	50%	Range 4	20%	20%	250%	20 S	40% Might	Range 2
			2 F			2 Enemy						3 F
Death Rider (SX)	Vehicles	23,100	Range 5	50%	50%	Range 5	20%	20%	250%	10% D & 300 DP	40% Might	Range 1
			2 Enemy			2 Enemy						1 F
Iron Sentinel (SX)	Fighters	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	15% HP	40% Might	Range 2
			1 Enemy			2 Enemy						2 F
The Betrayed (SX)	Shooters	23,100	Range 4	50%	50%	Range 4	15%	15%	250%	15% D	40% Might	Range 1
			2 Enemy			2 Enemy						1 F
Crusher (SX)	Vehicles	23,100	Range 1	50%	50%	Range 3	20%	20%	250%	20 S	40% Might	Range 4
			1 F			2 Enemy						2 Enemy
Hunk (SX)	Fighters	23,100	Range 1	50%	50%	Range 4	15%	15%	250%	15% HP	40% Resistance	Range 4
			1 F			2 Enemy						2 Enemy
Valkyrie (SX)	Shooters	23,100	Range 4	50%	50%	Range 4	15%	15%	250%	15% D	40% Might	Range 2
			2 Enemy			2 Enemy						2 F
Sven (SX)	Fighters	23,100	Range 1	50%	50%	Range 2	15%	15%	250%	15% D	40% Might	Range 1
			1 F			1 Enemy						1 F
The Patriot (SX)	Shooters	23,100	Range 2	50%	50%	Range 5	15%	15%	250%	15% D	40% Might	Range 2
			1 F			3 Enemy						2 F
The Wanderer (SX)	Fighters	23,100	Range 3	50%	50%	Range 3	20%	20%	250%	20 S	40% Might	Range 2
			2 Enemy			2 Enemy						1 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		
Commissar (S4)	Shooters	23,100	Range 4	50%	50%	Range 4	20%	20%	250%	40 S	40% Resistance	Range 2
			2 Enemy			2 Enemy						3 F
Deus ex Machina (S4)	Shooters	23,100	Range 0	50%	50%	Range 5	15%	15%	250%	15% HP	40% Might	Range 2
			1 F			2 Enemy						3 F
Hummingbird (S4)	Shooters	23,100	Range 5	50%	60% M, 20% DD / DT	Range 5	15%	15%	250%	15% D	40% Resistance	Range 5
			2 Enemy			3 Enemy						2 Enemy
Caesar (S4)	Vehicles	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	100 S	40% Might	Range 3
			2 Enemy			2 Enemy						3 Enemy
Juggernaut (S4)	Fighters	23,100	Range 3	50%	50%	Range 0	15%	15%	250%	15% HP	40% Resistance	Range 2
			2 Enemy			1 F						3 F
Venom Walker (S4)	Fighters	23,100	Range 5	50%	50%	Range 3	15%	15%	250%	15% HP	40% Resistance	Range 5
			3 Enemy			2 F						1 Enemy
Countdown (S3)	Vehicles	23,100	Range 5	50%	50%	Range 5	15%	15%	250%	15% D	40% Might	Range 4
			3 Enemy			3 Enemy						1 Enemy
Farseer (S3)	Vehicles	23,100	Range 4	50%	50%	Range 1	15%	15%	250%	15% D	40% Might	Range 5
			2 Enemy			2 F						3 Enemy
Vanguard (S3)	Vehicles	23,100	Range 3	50%	50%	Range 0	20%	20%	250%	120 S	40% Might	Range 2
			3 F			1 Friend						1 F
Wings of Liberty (S3)	Shooters	23,100	Range 3	50%	50%	Range 4	20%	20%	250%	40 S	40% Resistance	Range 3
			2 Enemy			3 Enemy						2 Enemy
Major Anastasia Nasty (S3)	Vehicles	23,100	Range 4	50%	50%	Range 3	20%	20%	250%	180 S	40% Might	Range 4
			3 F			3 F						2 Enemy
Tech Priestess (S3)	Fighters	23,100	Range 2	50%	50%	Range 4	15%	15%	250%	15% HP	40% Resistance	Range 2
			2 F			2 Enemy						3 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		
The Panther (S2)	Vehicles	23,100	Range 2	50%	50%	Range 2	15%	15%	250%	100 S	40% Might	Range 2
			3 F			2 F						1 F
The Inquisitor (S2)	Shooters	23,100	Range 4	50%	50%	Range 4	15%	15%	250%	15% D	40% Might	Range 4
			3 Enemy			3 Enemy						2 Enemy
Viscount (S2)	Fighters	23,100	Range 0	50%	50%	Range 5	15%	15%	250%	15% HP	40% Might	Range 4
			1 F			3 Friend						3 Enemy
Captain Ivanov (S2)	Vehicles	23,100	Range 5	50%	50%	Range 5	15%	15%	250%	100 S	40% Might	Range 0
			1 Enemy			1 Enemy						1 F
The Executioner (S2)	Shooters	23,100	Range 5	50%	50%	Range 5	15%	15%	250%	15% D	40% Might	Range 5
			3 Enemy			2 Enemy						3 Enemy
The Knight (S2)	Fighters	23,100	Range 5	50%	50%	Range 0	15%	15%	250%	15% D	40% Might	Range 5
			1 Enemy			1 Friend						2 Enemy
The Cincinnatus (S1)	Shooters	23,100	Range 2	50%	50%	Range 2	15%	15%	250%	15% HP	40% Resistance	Range 2
			3 F			1 Enemy						2 F
The Professional (S1)	Shooters	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	15% D	30% Might*	Range 5
			1 Enemy			1 Enemy						3 Enemy
The Janissary (S1)	Shooters	23,100	Range 2	50%	50%	Range 2	20%	20%	250%	20 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
The Flash (S1)	Vehicles	23,100	Range 2	50%	50%	Range 2	15%	15%	250%	100 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
The War Boss (S1)	Vehicles	23,100	Range 4	50%	50%	Range 5	15%	15%	250%	100 S	30% Might*	Range 5
			1 Enemy			3 Enemy						2 Enemy
The Falcon (S1)	Vehicles	23,100	Range 2	50%	50%	Range 2	20%	20%	250%	20 S	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
Light of the Past (S1)	Fighters	23,100	Range 3	50%	50%	Range 2	15%	15%	250%	15% HP	40% Might	Range 2
			1 Enemy			1 Enemy						2 F
The Dragon's Rage (S1)	Fighters	23,100	Range 5	50%	50%	Range 4	15%	15%	250%	15% D	30% Might*	Range 5
			1 Enemy			1 Enemy						3 Enemy
The Courageous (S1)	Fighters	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		
Razor	Vehicles	23,100	Range 4	35%	35%	Range 4	15%	15%	250%	30 S	35% Might	Range 3
			2 Enemy			2 Enemy						2 Enemy
Militant	Fighters	23,100	Range 2	35%	35%	Range 2	15%	15%	250%	30 S	35% Resistance	Range 4
			2 Enemy			2 F						2 Enemy
Iron Guard	Shooters	23,100	Range 5	35%	35%	Range 4	10%	10%	250%	10% D	35% Might	Range 5
			1 Enemy			2 Enemy						1 Enemy
Reaper	Any	23,100	Range 2	30%	30%	Range 3	10%	10%	250%	25% M	30% Might	Range 5
			1 Enemy			2 Enemy						3 Enemy
The Arsenal	Any	23,100	Range 3	30%	30%	Range 3	10%	10%	250%	10% R	30% Resistance	Range 3
			2 Enemy			2 Enemy						1 Enemy
Destroya	Any	23,100	Range 2	30%	30%	Range 3	10%	10%	250%	7% HP	15% HP	Range 2
			1 Enemy			1 Enemy						1 Enemy
Shoota Man	Any	23,100	Range 4	30%	30%	Range 5	10%	10%	250%	10% M	30% Might	Range 5
			2 Enemy			2 Enemy						1 Enemy
Forsaken One	Any	23,100	Range 2	30%	30%	Range 3	10%	10%	250%	7% HP	15% HP	Range 2
			1 Enemy			1 Enemy						1 Enemy
Dawn Guardian	Any	23,100	Range 5	30%	30%	Range 5	10%	10%	250%	10% M	30% Might	Range 5
			1 Enemy			3 Enemy						2 Enemy
War Hound	Any	23,100	Range 3	30%	30%	Range 2	10%	10%	250%	7% HP	30% Resistance	Range 3
			1 Enemy			1 Enemy						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 War Hound has this ability
- **Burning / Flammable / Ignite**
 - Makes the enemy target take X% damage
 - Heroes with this ability: Hunk (SX), Venom Walker (S4) and The Executioner (S2)
- **Counter-Attack**
 - This will return X% damage when basic attacked, back to the attacking source
 - Heroes with this ability: Gluttony (SX), Crusher (SX), The Patriot (SX), Juggernaut (S4), The Panther (S2) and Viscount (S2)
- **Curse**
 - Makes the enemy target take X% damage whenever you cast combat skills
 - Heroes with this ability: Venom Walker (S4) and The Knight (S2)
- **Dodge**
 - Every turn has X% chance to obtain -40% skill damage for enemy troops
 - Heroes with this ability: The Cincinnatus (S1) and The Flash (S1)
- **Massive Damage / Ferocious Damage**
 - As the name implies, these abilities do a lot of damage to the enemy target
 - Heroes with this ability: Hummingbird (S4) and Militant
- **Pierced Armor**
 - Lowers 30% resistance for enemy target
 - Only Dawn Guardian has this ability
- **Poison**
 - Makes the enemy target take X% damage
 - Only Venom Walker (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: Iron Sentinel (SX), Commissar (S4) and The Panther (S2)
- **Weakened**
 - Enemy target has -20% damage
 - Heroes with this ability: The War Boss (S1), Forsaken One and War Hound

Friendly Targets

- **Evade / Evasion**
 - This ability allows you to avoid damage
 - Heroes with this ability: Heaven's Redemption (SX), Hunk (SX), The Wanderer (SX) and Vanguard (S3)
- **First-Aid / Recover**
 - This ability allows you to recover units, usually at some percentage between 20% up to 247%
 - Heroes with this ability: Canoness (SX), Kamikaze (SX), The Koschei (SX), Heaven's Redemption (SX), *The Betrayed** (SX), Crusher (SX), Deus ex Machina (S4), Juggernaut (S4), Venom Walker (S4), Wings of Liberty (S3) and Tech Priestess (S3)
- **Troop Recovery Block:** Gluttony (SX), The Nomad (SX), Iron Sentinel (SX), Hummingbird (S4) and Countdown (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: Commissar (S4), *Hummingbird** (S4), Caesar (S4), Wings of Liberty (S3) and The 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: Heaven's Redemption (SX), Caesar (S4), Captain Ivanov (S2), The Executioner (S2), Militant and Forsaken One
- **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: Canoness (SX), Death Rider (SX), Major Anastasia Nastya (S3), *The Inquisitor** (S2), The Professional (S1), The Dragon's Rage (S1), The Arsenal and Destroya
- **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: Organic (SX), Hunk (SX) and Tech Priestess (S3)
- **Clarity / Sober / Clear-Minded**
 - 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: Gluttony (SX), Death Rider (SX), The Patriot (SX) and Farseer (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, maybe 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 its 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.

Fighter Heroes

Gluttony (SX)	Fighters	<p>Status, Range 0, 1 Friend 50% chance to counter-attack for 150% damage when hit by normal attacks. Also, a 50% chance for your own Squad to take -60% Skill Damage each turn, lasting 1 turns.</p>	<p>Passive, Range 5, 1 Enemy / 1 Friend Normal attacks have a 80% chance to apply Troop Recovery Block, lasting 1 turn. There's also a 70% chance to bestow Clear-Minded to your back row (immune to Silence, Disarmed, Suppressed, and Confused Statuses), lasting 1 turns.</p>	<p>Prep, Range 2, 2 Friend When the Hero is placed in the Squad's front row, during the initial 3 turns, the Squad's mid and back row reduces incoming damage by -20%. After this effect ends, 40% of damage dealt by the Squad's back row will be converted into recovering front row troops.</p>
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- **Analysis:** Front row support hero with interesting buffs
 - Skill 2: Typo Oversight? None of the numbers had % beside them but I assume, they are all %.
 - Skill 5: Not a bad skill, prevent your enemy from recovering as well as protecting your back row from counters.
 - Skill 8: Ignoring their fumble on the use of Hero's Squad vs Hero's Formation (it's not possible for a squad to have a front row). **Food for thought:** Taken literally, “40% of damage dealt” = back row damage x 40% = how much you recover front row. However, this reads similar to Hunk (SX)'s Skill 8 so their intent with this skill may be calculated differently...
- **Placement:** Front Row
 - With no damage skills at all, there's no need to protect him so he goes in the front. His Skill 8 requires him to be in the front as well.
- **Complementary Heroes:** Offense Heroes
 - Gluttony is a full support hero with no damage skills at all

Canoness (SX)	Fighters	<p>Combat, Range 2, 2 Friend 50% chance to heal self and front-row squad (247% recovery rate), if already in front-row, double the heal</p>	<p>Combat, Range 3, 1 Enemy 70% chance to deal 260% damage to the furthest enemy squad within range, and suppress them for 1 turns</p>	<p>Prep, Range 2, 1 Friend On turn 5, remove friendly front-row debuffs, when it takes damage, 100% chance to dodge and be immune to this damage, lasting 2 turns</p>
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- **Analysis:** Support hero with huge recover and damage avoidance skills
 - Skill 2: If already in front-row, double the heal = 247% x 2 = 494% recovery rate.
 - **Food for thought:** Skill 2 now takes the crown for best recovery rate, even with a 50% trigger rate, that gives an expected recovery rate of 247%. This beats Crusher (SX)'s stackable recover, this beats other heroes with blanket heals (2 squads recover X% or all squads recover X%)
 - Skill 5 allows her to suppress the enemy's back row (assuming she's in the front, which I don't see a reason why you wouldn't put her in the front, even has a resistance buff from skill 7 (which by the way, is really odd because it's only +35% resistance compared to every other seasonal hero having +40% buff).
 - Skill 7 removes any debuffs she might have on turn 5 and gives her the ability to dodge late round damage (turn 5 and 6)
- **Placement:** Front Row
 - Given her short range and self-buffing skill 2, she's definitely a front row hero
- **Complementary Heroes:** Offense Heroes
 - Canoness is a support hero with only 1 direct damage skill

The Lone Wolf (SX)	Fighters	Combat, Range 5, 1 Enemy / 1 Friend 100% chance to make self-squad unable to attack, 30% increased damage, for 2 turns, and deal 218% damage to 1 random enemy squad within range	Combat, Range 5, 3 Enemy 1 turns prep, 45% chance to deal 310% damage to 3 enemy squads within range	Status, Range 1, 1 Friend Self-squad countering to Fighters and Vehicles is increased by 30%, 70% chance each turn to ignore 50% of enemy squad's base resistance
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I'm almost 100% certain Developers will change either Lone Wolf's Skill 2 or Countdown's Skill 8 to match each other. Do you notice the similarities between them?

Food for Thought: It's interesting to note for Countdown (S3), it's listed as targeting a Friend and I added on the "1 Enemy" tag. Whereas Lone Wolf is listed as targeting an Enemy and I added on the "1 Friend" tag. So, which is it?

I don't see the purpose of Lone Wolf's skill being active for 2 turns only, if it has 100% chance to retrigger next turn. Also, this new set of 4 SX heroes replaces the term "Hero's Squad" with "Self-Squad", not sure what the intended purpose of this is.

[For those of you that never noticed or didn't know, that's what the highlights and red text is for, my additions to the targets or typo's.]

- **Analysis:** Long range hero with potentially high skill damage
 - Given the similarities (although 83% less damage) with Countdown's Skill 8, I'd expect Lone Wolf's skill 2 to become a front runner for skill damage among SX heroes. Being skill 2 means no need for a duplicate either making it a very formidable offense hero.
 - **Food for Thought:** Skill 8 is not a debuff but rather a selective buff solely for Lone Wolf. It gives him the chance to ignore 50% of an enemy squad's resistance. Other heroes that attack that enemy squad will still face the full resistance. Also, it's unclear if the target enemy for this skill will be the same or different enemy target for skill 2. If both target the same enemy squad, then the compounded damage will be high.
- **Placement:** Back Row
 - The only other fighter hero in contention for the back row are Venom Walker (S4), The Knight (S2) and The Dragon's Rage (S1).
 - Iron Sentinel does have the range as well but as I mentioned in the analysis, he's more of a front row hero.
 - In an APC with Venom Walker, I'd put Lone Wolf in the middle but for all other fighter APCs, Lone Wolf belongs in the back row.
- **Complementary Heroes:** Support Heroes
 - The Lone Wolf is an offense hero with 2 direct damage skills.

Countdown (S3) Skill 8
Status, Range 4, 1 Enemy / 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

Iron Sentinel (SX)	Fighters	<p>Combat, Range 4, 1 Enemy / 2 Friend 100% chance to make 1 random enemy squad within range to take 6% additional damage, 6% reduced damage dealt, -38 reduced combat speed, and make 2 random friendly squads take -6% lesser damage, Deal -6% additional damage, 38 increased combat speed for 1 turns</p>	<p>Prep, Range 5, 2 Enemy / 2 Friend Starting turn 4, each turn there's a 70% chance to make 2 random enemy squads within range not able to recover troops and reduce damage taken by 2 random friendly squads damage taken by -25%</p>	<p>Prep, Range 2, 2 Friend The first 3 turns, each turn give 2 random friendly squads 7% increased damage (Effect stackable), until the battle ends, starting turn 4, splash status is granted, basic attacks will deal 40% damage to 2 enemy squads in the back until the end of the battle</p>
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- Analysis:** Support hero with buff, debuff, recover counter and grant AOE.
 - There might be a typo in his second skill, "Deal **-6%** additional damage", seems weird to deal less additional damage?
 - Finally, a fighter hero that can counter the recover ability. This will come in handy when fighting an enemy APC with recover, especially during DD since you're likely going to be sending your fighter APC.
 - Food for Thought:** Skill 8's buff stacks 3 times = +21% damage in combination with 40% splash damage = nice passive damage
- Placement:** Front Row
 - Despite his long range and the lack of any damage skills, I like him in the front row. His buff/debuffs will help him sustain hits in the front.
- Complementary Heroes:** Offense Heroes
 - Iron Sentinel is a full support hero with no damage skills at all

Hunk (SX)	Fighters	<p>Status, Range 1, 1 Friend When the squad takes damage, 25% chance to evade and immune this damage, 50% chance each turn to increase squad damage by 50%</p>	<p>Combat, Range 4, 2 Enemy 30% chance to make 2 random enemy squads within range to enter confuse and flammable status, skill and basic attacks target random targets, Take 50% additional burning damage, lasts 2 turns</p>	<p>Prep, Range 4, 2 Enemy / 3 Friend 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</p>
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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 7th 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 clarifies 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

Sven (SX)	Fighters	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 Sven'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
 - Sven is a support hero with only 1 direct damage skill

The Wanderer (SX)	Fighters	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 armor break status, Lower -200% defense, Lasting 2 turns	Combat, Range 2, 1 Friend 50% chance to have the front row to have 100% chance of evasion 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
 - The Wanderer is a support hero with only 1 direct damage skill

Juggernaut (S4)	Fighters	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 counter attack 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 recover 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
 - Juggernaut is a support hero with only 1 direct damage skill

Venom Walker (S4)	Fighters	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter Cursed , Burning and Poisoned , 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% recovery rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, interrupting channeling 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 The Knight (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
 - Venom Walker 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

Tech Priestess (S3)	Fighters	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 confuse 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 (Recovery 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 3rd 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 8th skill recover, she should be protected in the middle row
- Complementary Heroes:** Offense Heroes
 - Tech Priestess is a full support hero with no damage skills at all

Viscount (S2)	Fighters	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 counterattack 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 Vulnerable 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 Viscount as a front row hero.
 - His reduction of damage helps him survive in the front row
- Complementary Heroes:** Offense Heroes
 - Viscount is a support hero with only 1 direct damage skill

The Knight (S2)	Fighters	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 Curse 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 Venom Walker (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 The Knight in the middle and putting a hero worth protecting in the back, with higher damage.
- **Complementary Heroes:** Support Heroes
 - The Knight is an offense hero with 2 direct damage skills

Shooter Heroes

Rose Noire (SX)	Shooters	Combat, Range 5, 3 Enemy Rose Noire gains 1 Marks(s) of Pursuit for each normal attack by Friendly Shooter Squads. When Marks accumulate to 7, the entire enemy squad will receive an additional 400% in damage and remove all existing marks.	Combat, Range 1, 1 Friend 35% chance for the Hero's Squad to have 1 additional normal attack(s) each turn, lasting for 2 turns. Immune to Disarmed for the duration of the status.	Combat, Range 5, 1 Enemy Hero's Squad has a 35% chance to apply the following conditions to a random enemy squad after every 2 normal attacks: Disarmed, Silenced, Confused, Interrupted, or Troop Recovery Blocked . Probability is determined independently for each effect. All effects last 1 turn.
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- Analysis:** Long range hero with a very unique Skill 8
 - Skill 2 has a very peculiar stackable criteria despite the misuse of “Squad” similar to Gluttony (SX)’s typo. Who knew only part of your squad could be damaged, as opposed to the entire squad. I’m pretty sure it’s supposed to be “entire enemy formation”.
 - Food for thought:** does her own attacks count? 7 is an odd number...
 - Skill 5 allows her to attack twice and Skill 8 triggers after she attacks twice
 - Combo: The Nomad and Hummingbird both have a chance to attack twice,
 - Synergy: The Koschei gives 2 squads the chance to attack twice.
- Placement:** Middle Row
 - With Nomad as the dominant and obvious back row hero choice, Rose belongs in the middle.
- Complementary Heroes:** Support Heroes
 - Rose Noire is an offense hero with 1 direct damage skill

The Nomad (SX)	Shooters	Passive, Range 5, 1 Enemy 35% chance to attack again after basic attacks to the same target dealing 742% damage, making them unable to recover troops for 1 turns	Combat, Range 4, 1 Enemy / 1 Friend 40% chance to deal 455% damage to 1 random enemy squad within range, and increase 60% basic attack damage for self-squad for 1 turns	Status, Range 1, 1 Friend Self squad’s basic attack damage is increased by 100%, when the enemy is tallying skill range, this squad is considered to be +1 range away
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- Analysis:** Long range hero with a very unique Skill 8
 - I think his Skill 8 is my favorite skill to date: if placed in the back row, he basically makes an imaginary 4th row for himself.
 - Thereby putting him out of range for back row heroes with range 5, mid row heroes with range 4 and front row heroes with range 3.
 - His Skill 2 with no prep and high damage makes him comparable to Hummingbird’s high damage.
- Placement:** Back Row
 - He could very well replace Hummingbird (S4) as the predominant back row hero for shooter APCs.
- Complementary Heroes:** Support Heroes
 - The Nomad is an offense hero with 2 direct damage skills

The Koschei (SX)	Shooters	Passive, Range 1, 1 Friend After basic attacks, 80% chance to decrease -20% damage taken for self squad, for 2 turns, status stack-able	Passive, Range 3, 1 Enemy / 1 Friend 50% chance to deal 310% damage to 1 random enemy squad within range after basic attacks, and recover some troops for the self-squad (67% recovery rate)	Combat, Range 3, 2 Friend 35% Chance to make 2 random friendly squads to attack twice, with 30% increased damage for 2 turns
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- Analysis:** Short range hero with stackable buff, recover and highly synergistic skills
 - Skill 2 has a 2 turn limitation because it has an 80% chance associated with it.
 - Skill 5's recover is not guaranteed and has a 50% chance associated with it along with needing to basic attack.
 - Skill 8 is what brings it all together by giving 2 friendly squads the chance to attack twice.
 - Food for Thought:** Best case scenario is Skill 8 triggers and gives Koschei the ability to attack twice for 2 turns. Therefore, his Skill 2 and 5 have the chance of triggering 4 times in total. He could very well reduce damage taken by -80% and heal a significant portion of his troops.
 - However, if Koschei is disarmed or suppressed, then he won't be able to trigger any of his skills.
- Placement:** Front Row
 - With my analysis above, he has highly synergistic skills to protect him in the front row.
- Complementary Heroes:** Offense Heroes
 - The Koschei is a support hero with only 1 direct damage skill.

The Betrayed (SX)	Shooters	Combat, Range 4, 2 Enemy / 2 Friend 30% chance to deal 641% damage to 2 random enemy squads within range, and provide 40% additional might for self and back row squad on the next 2 attacks for 2 turns	Combat, Range 4, 2 Enemy 35% chance to deal 402% damage to 1 random enemy squad within range, and before the back row squad's next action, deal 403% damage to 1 random enemy squad within range of 4 from the back row squad.	Status, Range 1, 1 Friend During combat, the self squad has a chance to obtain one of the following random bonus: restore some troops (Recovery 100%), Might, Resistance, Tactical Might, Tactical Resistance Increase by 60%, damage taken decreased by -40%
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- Analysis:** Mid range hero with high damage, buff and chance to recover
 - Food for Thought:** Dev's have reworded Skill 5, to reflect that it refers to and counts from your back row squad, not from The Betrayed itself. It also specifies the "next action", so if your back row is suppressed: it won't be able to take another action (new terminology, see Death Rider (SX)); thereby, not triggering the second hit.
 - Skill 8 assumptions:
 - No specified chance, so I assume 100% trigger rate to get one of the listed skills. Dev's confirm this to be true.
 - No specified duration, so I assume it lasts for that turn only. Dev's confirm this to be true.
- Placement:** Middle Row
 - Skill 2 and 5 imply that he's placed in the middle, which makes sense considering he has a range of 4
- Complementary Heroes:** Support Heroes
 - The Betrayed is an offense hero with 2 direct damage skills

Valkyrie (SX)	Shooters	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 shooter 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. Valkyrie 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
 - Valkyrie is a full offense hero with 3 direct damage skills but her skills trigger early

The Patriot (SX)	Shooters	Prep, Range 2, 1 Friend First 3 turns, the front row Shooter squad has 70% chance to enter counterattack 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 sober , 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
 - The Patriot is a support hero with only 1 direct damage skill

Commissar (S4)	Shooters	Combat, Range 4, 2 Enemy 25% Chance to deal 218% Damage to two random enemy squads within range, disarming them for 1 turns	Combat, Range 4, 2 Enemy 30% Chance to link 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 splash 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, Commissar 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
 - Commissar is a full offense hero with 1 direct damage skill and 2 AOE skills

Deus ex Machina (S4)	Shooters	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% Recovery Rate)
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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
 - Deus ex Machina is a full support hero with no damage skills at all

Hummingbird (S4)	Shooters	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 Fighters cannot recover units, enemy Vehicle Combat Skill damage -50%, Enemy Shooters are disarmed , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% Massive Damage 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 The Patriot (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 The Patriot (SX)
 - Hummingbird is a full offense hero with 3 direct damage skills

Wings of Liberty (S3)	Shooters	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, Disarm 2 random enemy squads, making them unable to basic attack, on the 2 nd turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / 2 Friend 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% Recovery Rate), 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
 - Wings of Liberty 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.

The Inquisitor (S2)	Shooters	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the disarm 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 shooters 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 Flammable status, there is 50% chance put it into Suppress states, unable to take actions for 2 turns
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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 shooter hero that does this: The Executioner 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, The Executioner being a back row hero, this makes Inquisitor a middle row hero
- Complementary Heroes:** Support Heroes and The Executioner
 - The Inquisitor is an offense hero with 2 damage skills and 2 counters, one of which can last for 2 turns when combined with The Executioner

The Executioner (S2)	Shooters	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the ignite 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 (silence) 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 ignite 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 The 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 The Inquisitor, which is a middle row hero thereby placing The Executioner in the back
- Complementary Heroes:** Support Heroes and The Inquisitor
 - The Executioner is an offense hero with 2 direct damage skills, both giving ignite which triggers The Inquisitor's final skill.

Vehicle Heroes

Organic (SX)	Vehicles	Combat, Range 5, 1 Enemy 40% Chance to attack 1 random enemy squad within range 2 times, each time dealing 348% damage, randomly target on every attack	Prep, Range 5, 3 Friend All friendly squads deal +70% damage to silenced, disarmed, suppressed, and confused enemy squads, Enemy squads have 30% chance to extend 1 turn duration when Silenced, Disarmed, Suppressed, and Confused.	Prep, Range 5, 2 Enemy On first 3 turns, 2 random enemy squads within range damage -30%, on turn 4, these squads become confused, attack and cast skills on random targets for 2 turns
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- **Analysis:** Long range support hero with debuffs
 - Firstly, if skill 2 targets 1 enemy squad twice, why is each attack randomly targeted if both hits are supposed to land on the same target?
 - **Food for thought:** Skill 5 and 8 are a combo in itself, making the enemy confused then giving your squads a buff to deal more damage to them. However, without skill 8, you need to pair Organic with heroes with counter skills like Heaven's Redemption (SX) or Death Rider (SX)
 - Organic's value stems from his skill 5, giving a 30% chance to keep enemy squads in a perpetual state of Silence, Disarm, Suppression and Confusion
 - **Typo:** Notice the double negative in Skill 8, that's not my typo, that's theirs.
- **Placement:** Front Row
 - With only 1 direct damage skill, he's not worth protecting in the back. Organic is like Caesar (S4), with his range of debuffs.
- **Complementary Heroes:** Offense Heroes
 - Organic is a support hero with only 1 direct damage skill.

Kamikaze (SX)	Vehicles	Status, Range 2, 2 Enemy When self squad is taking damage, 50% chance to deal 63% damage to 2 random squads within the range of 2.	Status, Range 3, 2 Friend Self squad and 1 randomly friendly squad recover troops each turn (Recovery rate 96.5%)	Combat, Range 3, 3 Friend 40% chance to reduce -30% damage taken for self squad, and take 30% damage from the enemies for the other 2 friendly squads for 2 turns
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- **Analysis:** Short range hero with recover
 - Never have I encountered a hero with this many typos. As you've seen, I normally have to add one or two highlights but never 3 red typos on the same hero. Skill 2 says exactly what it does in the description but is labeled incorrectly.
 - Skill 3 Recover is nice as it recovers self squad and 1 friendly, as opposed to Heaven Redemption's recover, which recovers 2 randomly friendly instead.
 - **Food for Thought:** Considering the hero is called Kamikaze and Skill 8 is called One Man Legion, I infer Skill 8 to mean self squad gets reduced damage taken while the other 2 friendly squads get increased damage taken. This is probably why he has Skill 5 recover to offset the increased damage taken.
- **Placement:** Front Row
 - Recover helps him survive in the front while allowing himself to trigger skill 2 by taking damage and his skill 8 reduces damage to himself.
- **Complementary Heroes:** Offense Heroes
 - Kamikaze is a support hero with only 1 direct damage skill.

Heaven's Redemption (SX)	Vehicles	Combat, Range 3, 2 Friend 55% chance to recover some troops for 2 random friendly squads within range (84% recovery rate), and remove debuffs (Cannot remove pre-battle debuffs)	Combat, Range 4, 2 Enemy 40% chance to silence 2 random enemy squads within range, and deal -20% lesser damage for 2 turns	Combat, Range 2, 3 Friend 30% chance to make all friendly squads have 60% chance of entering evasion status when taking the next 3 damages, and increases 47% Might and Resistance for 2 turns
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- Analysis:** Support hero with recover, debuff removal, silence and evasion
 - His recover skill is much better than Crusher's recover, in that there are no qualifiers and it helps another squad as well.
 - Food for Thought:** The wording on his final skill goes to my point of this game becoming multi-layered.
 - 30% chance to make all friendly squads have 60% chance of entering evasion status. Basically, you get a chance to get a chance.
 - Might as well just make it 18% chance for all friendly squads to have evasion.
 - Unless... they plan to add something in the future that prevents the second chance from triggering.
- Placement:** Front Row
 - His recover, evasion and resistance buff helps him survive in the front.
- Complementary Heroes:** Offense Heroes
 - Heaven's Redemption is a full support hero with no damage skills at all.

Death Rider (SX)	Vehicles	Combat, Range 5, 2 Enemy 60% chance to deal 226% damage to multiple enemy targets	Combat, Range 5, 2 Enemy 1 turn prep, 40% chance to deal 595% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to the enemy back row squad, making them suppressed and unable to take actions for 1 turns	Status, Range 1, 1 Friend In combat, self squad gains the clarity status, immune to Silence, Disarm, Suppression, Confusion, gain 60% Might increase, deal 30% additional damage
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- Analysis:** Long range hero with high damage, suppression and clarity
 - Food for Thought:** Every hero with suppression has been updated to reflect the new definition: "unable to take action".
 - If Skill 5 manages to damage the enemy back row both times, that would amount to a total of 905% damage. Combined with the suppression for the back row, makes this a very deadly skill. The back row is where your opponent will have their high damage hero.
 - Combined with his final skill buff of 30% additional damage, whew!
 - This is basically the vehicle equivalent of Hummingbird (S4).
- Placement:** Back Row
- Complementary Heroes:** Support Heroes
 - Death Rider is an offense hero with 2 direct damage skills

Crusher (SX)	Vehicles	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the First-Aid status will be entered, recover troops each turn (20% recovery 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 counter-attack 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, Crusher'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 Crusher 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
 - Crusher is a support hero with only 1 direct damage skill

Caesar (S4)	Vehicles	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to disarm 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to silence 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 Caesar in front and Crusher behind him would draw attacks to Crusher with his taunt, allowing Caesar to survive longer.
- **Complementary Heroes:** Offense Heroes
 - Caesar is a full support hero with no damage skills at all

Countdown (S3)	Vehicles	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 unable to recover units, Lasting 2 Turns	Status, Range 4, 1 Enemy / 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
 - Countdown is a full offense hero with 3 direct damage skills

Farseer (S3)	Vehicles	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 clarity , 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, silencing 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
 - Farseer'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
 - Farseer is an offense hero with 2 direct damage skills with ability to silence all enemies

Vanguard (S3)	Vehicles	Prep, Range 3, 3 Friend During Battle, all friendly Vehicle 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
 - Vanguard is a full support hero with no damage skills at all

Major Anastasia Nastya (S3)	Vehicles	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Vehicles and Shooters (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn suppression , 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
 - Major Anastasia Nastya 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 the 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
 - Major Anastasia Nastya is a full support hero with no damage skills at all

The Panther (S2)	Vehicles	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 $\frac{1}{4}$ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random vehicle squads have 70% chance to enter the Sputtering 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 Vehicle squad has 70% chance to enter counterattack 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
 - The Panther is a full support hero with 1 AOE skill

Captain Ivanov (S2)	Vehicles	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 silence 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
 - Captain Ivanov is an offense hero with 2 direct damage skills

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

The Professional (S1)	Shooters	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 suppress them, unable to take actions 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 Professional'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 Professional is an offense hero with 3 direct damage skills and an active skill 7 buff

The War Boss (S1)	Vehicles	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing Weakened 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, The War Boss 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
 - The War Boss is an offense hero with 3 direct damage skills and an active skill 7 buff

The Dragon's Rage (S1)	Fighters	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 suppress them, unable to take actions 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, The Dragon's Rage is the weakest and is one of the reason why fighters got OP (Over Powered) heroes with recover in later seasons. Before Doomsday came along, fighters 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
 - The Dragon's Rage is an offense hero with 3 direct damage skills and an active skill 7 buff

The Cincinnatus (S1)	Shooters	Prep, Range 2, 3 Friend Each squad of friendly APC will be in dodge 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 vehicles by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of shooters, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
The Flash (S1)	Vehicles	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 dodge 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 fighters by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of vehicles, starting at the first turn, two random squads will increase 60% combat skill damage for 4 turn
Light of the Past (S1)	Fighters	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 shooters by -30% for 2 turn	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of fighters, 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
 - The Flash and Light of the Past 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 Janissary (S1)	Shooters	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 shooter to vehicle countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of shooters, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
The Falcon (S1)	Vehicles	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 vehicle to fighter countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of vehicles, starting at the fifth turn, two random squads will increase 60% combat skill damage for 4 turn
The Courageous (S1)	Fighters	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 fighter to shooter countering bonus damage, lasts 2 turns	Prep, Range 2, 2 Friend When the hero is in a formation with three squads of fighters, 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 Janissary: $30\% \times 646\% =$ Expected damage of 193.8%
 - The Falcon: $40\% \times 490\% =$ Expected damage of 196%
 - The Courageous: $60\% \times 334\% =$ 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

Razor	Vehicles	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, 2 Enemy 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
 - Razor'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
 - Razor is an offense hero with 2 direct damage skills

Militant	Fighters	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% Ferocious Damage 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 Silence 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 Militant 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
 - Militant is a support hero with only 1 direct damage skill

Iron Guard	Shooters	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 / 1 Friend 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 Iron Guard'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
 - Iron Guard is a full offense hero with 3 direct damage skills

Reaper	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
 - Reaper is an offense hero with 3 direct damage skills

The Arsenal	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 suppress them, unable to take actions for 1 turn
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- **Analysis:** Short range hero with suppression
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
 - The Arsenal is an offense hero with 3 direct damage skills

Destroya	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 suppress them, unable to take actions for 1 turns
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- **Analysis:** Short range hero with suppression
- **Placement:** Front row
- **Complementary Heroes:** Support Heroes
 - Destroya is an offense hero with 3 direct damage skills

Forsaken One	Any	Combat, Range 2, 1 Enemy 40% chance to deal 405% damage to single enemy target, Causing Weakened effect, -20% damage for 1 turns	Combat, Range 3, 1 Enemy 25% Chance to deal 540% damage to an enemy squad within range, causing silenced 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
 - Forsaken One is an offense hero with 3 direct damage skills

War Hound	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 blunt blade effect, Lowering 30% Might for 2 turns	Combat, Range 3, 1 Enemy 35% chance to deal 420% damage to single enemy target, Causing Weakened 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
 - War Hound is an offense hero with 3 direct damage skills

Shoota Man	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
 - Shoota Man is an offense hero with 3 direct damage skills

Dawn Guardian	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 pierced armor 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
 - Dawn Guardian 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 8th 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 8th 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
Rose Noire (SX)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Gluttony (SX)	Support	Front	1 st	3 rd	2 nd	
Canoness (SX)	Support	Front	1 st	3 rd	2 nd	
Organic (SX)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
The Lone Wolf (SX)	Offense	Back	2 nd	3 rd	1 st	
Kamikaze (SX)	Support	Front	1 st	3 rd	2 nd	
The Nomad (SX)	Offense	Back	2 nd	3 rd	1 st	
The Koschei (SX)	Support	Front	1 st	3 rd	2 nd	
Heaven's Redemption (SX)	Support	Front	1 st	3 rd	2 nd	
Death Rider (SX)	Offense	Back	2 nd	3 rd	1 st	
Iron Sentinel (SX)	Support	Front	1 st	3 rd	2 nd	
The Betrayed (SX)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Crusher (SX)	Support	Front	1 st	3 rd	2 nd	
Hunk (SX)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Valkyrie (SX)	Offense	Middle	1 st	3 rd	2 nd	
Sven (SX)	Support	Front	1 st	3 rd	2 nd	
The Patriot (SX)	Support	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Wanderer (SX)	Support	Front	1 st	3 rd	2 nd	

Hero	Role	Placement	Skill 6 (Awaken)	Skill 7	Skill 8	Notes
Commissar (S4)	Offense	Middle	1 st	3 rd	2 nd	
Deus ex Machina (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Hummingbird (S4)	Offense	Back	2 nd	3 rd	1 st	
Caesar (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Juggernaut (S4)	Support	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Venom Walker (S4)	Offense	Back	2 nd	3 rd	1 st	
Countdown (S3)	Offense	Back	2 nd	3 rd	1 st	
Farseer (S3)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
Vanguard (S3)	Support	Front	1 st	3 rd	2 nd	
Wings of Liberty (S3)	Offense	Front	1 st	3 rd	2 nd	You may opt to unlock skill 8 first and place in the middle
Major Anastasia Nastya (S3)	Support	Middle	1 st	3 rd	2 nd	
Tech Priestess (S3)	Support	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Panther (S2)	Support	Front	1 st	3 rd	2 nd	
The Inquisitor (S2)	Offense	Middle	1 st	3 rd	2 nd	Unlock skill 8 first if in the same APC with The Executioner
Viscount (S2)	Support	Front	1 st	3 rd	2 nd	
Captain Ivanov (S2)	Offense	Back	2 nd	3 rd	1 st	
The Executioner (S2)	Offense	Back	2 nd	3 rd	1 st	
The Knight (S2)	Offense	Middle	2 nd	3 rd	1 st	Make sure your front row is awakened
The Professional (S1)	Offense	Back	2 nd	3 rd	1 st	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.
The War Boss (S1)	Offense	Back	2 nd	3 rd	1 st	
The Dragon's Rage (S1)	Offense	Back	2 nd	3 rd	1 st	
The Cincinnatus (S1)	Support	Front	1 st	3 rd	2 nd	
The Flash (S1)	Support	Front	1 st	3 rd	2 nd	
Light of the Past (S1)	Support	Front	1 st	3 rd	2 nd	
The Janissary (S1)	Support	Front	1 st	3 rd	2 nd	
The Falcon (S1)	Support	Front	1 st	3 rd	2 nd	
The Courageous (S1)	Support	Front	1 st	3 rd	2 nd	
Razor	Offense	Front	1 st	3 rd	2 nd	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.
Militant	Support	Front	1 st	3 rd	2 nd	
Iron Guard	Offense	Middle	1 st	3 rd	2 nd	
Reaper	Offense	Front	1 st	3 rd	2 nd	
The Arsenal	Offense	Front	1 st	3 rd	2 nd	
Destroya	Offense	Front	1 st	3 rd	2 nd	As you progress through the game, your orange heroes will eventually be replaced with seasonal heroes.
Forsaken One	Offense	Front	1 st	3 rd	2 nd	
War Hound	Offense	Front	1 st	3 rd	2 nd	
Shoota Man	Offense	Middle	1 st	3 rd	2 nd	
Dawn Guardian	Offense	Back	1 st	3 rd	2 nd	

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:

Fighters

- Canoness (SX), Tech Priestess (S3), Venom Walker (S4) [Swap Canon and Tech on Defense]
- Sven (SX), Tech Priestess (S3), The Lone Wolf (SX)
- The Wanderer (SX), Iron Sentinel (SX), Venom Walker (S4)
- Dragon's Rage (S1), Tech Priestess (S3), The Knight (S2)
- Militant, The Knight (S2), The Dragon's Rage (S1)
- Militant, Shoota Man, Dawn Guardian

Shooters

- The Koschei (SX), Rose Noire (SX), The Nomad (SX)
- Valkyrie (SX), The Betrayed (SX), Hummingbird (S4)
- Deus ex Machina (S4), The Patriot (SX), Hummingbird (S4)
- Wings of Liberty (S3), The Inquisitor (S2), The Executioner (S2)
- The Inquisitor (S2), The Executioner (S2), The Professional (S1)
- Reaper, Shoota Man, Iron Guard

Vehicles

- Organic (SX), Kamikaze (SX) or Caesar (S4) for front row
 - Heaven's Redemption (SX), Death Rider (SX)
- Caesar (S4), Crusher (SX), The War Boss (S1)
- Panther (S2), Major Anastasia Nastya (S3), Captain Ivanov (S2)
- Vanguard (S3), Farseer (S3), Countdown (S3)
- Razor, Shoota Man, Dawn Guardian

Fighters

Canoness (SX), Tech Priestess (S3), Venom Walker (S4)

Canoness (SX)	Fighters	Combat, Range 2, 2 Friend 50% chance to heal self and front-row squad (247% recovery rate), if already in front-row, double the heal	Combat, Range 3, 1 Enemy 70% chance to deal 260% damage to the furthest enemy squad within range, and suppress them for 1 turns	Prep, Range 2, 1 Friend On turn 5, remove friendly front-row debuffs, when it takes damage, 100% chance to dodge and be immune to this damage, lasting 2 turns
Tech Priestess (S3)	Fighters	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 confuse 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 (Recovery Rate 33%)
Venom Walker (S4)	Fighters	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter Cursed , Burning and Poisoned , 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% recovery rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, interrupting channeling skills

Sven (SX), Tech Priestess (S3), The Lone Wolf (SX)

Sven (SX)	Fighters	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
Tech Priestess (S3)	Fighters	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 confuse 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 (Recovery Rate 33%)
The Lone Wolf (SX)	Fighters	Combat, Range 5, 1 Enemy / 1 Friend 100% chance to make self-squad unable to attack, 30% increased damage, for 2 turns, and deal 218% damage to 1 random enemy squad within range	Combat, Range 5, 3 Enemy 1 turns prep, 45% chance to deal 310% damage to 3 enemy squads within range	Status, Range 1, 1 Friend Self-squad countering to Fighters and Vehicles is increased by 30%, 70% chance each turn to ignore 50% of enemy squad's base resistance

The Wanderer (SX), Iron Sentinel (SX), Venom Walker (S4)

The Wanderer (SX)	Fighters	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 armor break status, Lower -200% defense, Lasting 2 turns	Combat, Range 2, 1 Friend 50% chance to have the front row to have 100% chance of evasion on the next 3 damage taken, lasting 1 turns
Iron Sentinel (SX)	Fighters	Combat, Range 4, 1 Enemy / 2 Friend 100% chance to make 1 random enemy squad within range to take 6% additional damage, 6% reduced damage dealt, -38 reduced combat speed, and make 2 random friendly squads take -6% lesser damage, Deal -6% additional damage, 38 increased combat speed for 1 turns	Prep, Range 5, 2 Enemy / 2 Friend Starting turn 4, each turn there's a 70% chance to make 2 random enemy squads within range not able to recover troops and reduce damage taken by 2 random friendly squads damage taken by -25%	Prep, Range 2, 2 Friend The first 3 turns, each turn give 2 random friendly squads 7% increased damage (Effect stackable), until the battle ends, starting turn 4, splash status is granted, basic attacks will deal 40% damage to 2 enemy squads in the back until the end of the battle
Venom Walker (S4)	Fighters	Prep, Range 5, 3 Enemy On turn 1, 3, and 5, Have all enemy squads enter Cursed , Burning and Poisoned , 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% recovery rate)	Combat, Range 5, 1 Enemy 100% Chance to deal 243% damage to an enemy squad within range, interrupting channeling skills

Dragon's Rage (S1), Tech Priestess (S3), The Knight (S2)

The Dragon's Rage (S1)	Fighters	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 suppress them, unable to take actions for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range
Tech Priestess (S3)	Fighters	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 confuse 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 (Recovery Rate 33%)
The Knight (S2)	Fighters	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 Curse status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns

Militant, The Knight (S2), The Dragon's Rage (S1)

Militant	Fighters	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% Ferocious Damage 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 Silence 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
The Knight (S2)	Fighters	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 Curse status to an Enemy squad, dealing 80% damage every time you cast combat skills, for 2 turns
The Dragon's Rage (S1)	Fighters	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 suppress them, unable to take actions for 1 turn	Combat, Range 5, 3 Enemy 1 turns prep, 60% chance to deal 247% damage to 3 enemy squads within range

Militant, Shoota Man, Dawn Guardian

Militant	Fighters	Combat, Range 2, 2 Enemy 1 Turn Prep, 35% chance to deal 545% Ferocious Damage 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 Silence 2 random enemy squads within range, making them unable to use combat skills, lasting 1 turns
Shoota Man	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
Dawn Guardian	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 pierced armor 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

Shooters

The Koschei (SX), Rose Noire (SX), The Nomad (SX)

The Koschei (SX)	Shooters	Passive, Range 1, 1 Friend After basic attacks, 80% chance to decrease -20% damage taken for self squad, for 2 turns, status stack-able	Passive, Range 3, 1 Enemy / 1 Friend 50% chance to deal 310% damage to 1 random enemy squad within range after basic attacks, and recover some troops for the self-squad (67% recovery rate)	Combat, Range 3, 2 Friend 35% Chance to make 2 random friendly squads to attack twice, with 30% increased damage for 2 turns
Rose Noire (SX)	Shooters	Combat, Range 5, 3 Enemy Rose Noire gains 1 Marks(s) of Pursuit for each normal attack by Friendly Shooter Squads. When Marks accumulate to 7, the entire enemy squad will receive an additional 400% in damage and remove all existing marks.	Combat, Range 1, 1 Friend 35% chance for the Hero's Squad to have 1 additional normal attack(s) each turn, lasting for 2 turns. Immune to Disarmed for the duration of the status.	Combat, Range 5, 1 Enemy Hero's Squad has a 35% chance to apply the following conditions to a random enemy squad after every 2 normal attacks: Disarmed, Silenced, Confused, Interrupted, or Troop Recovery Blocked . Probability is determined independently for each effect. All effects last 1 turn.
The Nomad (SX)	Shooters	Passive, Range 5, 1 Enemy 35% chance to attack again after basic attacks to the same target dealing 742% damage, making them unable to recover troops for 1 turns	Combat, Range 4, 1 Enemy / 1 Friend 40% chance to deal 455% damage to 1 random enemy squad within range, and increase 60% basic attack damage for self-squad for 1 turns	Status, Range 1, 1 Friend Self squad's basic attack damage is increased by 100%, when the enemy is tallying skill range, this squad is considered to be +1 range away

Valkyrie (SX), The Betrayed (SX), Hummingbird (S4)

Valkyrie (SX)	Shooters	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 shooter squads deal 50% damage
The Betrayed (SX)	Shooters	Combat, Range 4, 2 Enemy / 2 Friend 30% chance to deal 641% damage to 2 random enemy squads within range, and provide 40% additional might for self and back row squad on the next 2 attacks for 2 turns	Combat, Range 4, 2 Enemy 35% chance to deal 402% damage to 1 random enemy squad within range, and before the back row squad's next action, deal 403% damage to 1 random enemy squad within range of 4 from the back row squad .	Status, Range 1, 1 Friend During combat, the self squad has a chance to obtain one of the following random bonus: restore some troops (Recovery 100%), Might, Resistance, Tactical Might, Tactical Resistance Increase by 60%, damage taken decreased by -40%
Hummingbird (S4)	Shooters	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 Fighters cannot recover units, enemy Vehicle Combat Skill damage - 50%, Enemy Shooters are disarmed , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% Massive Damage to 2 random enemy squads within range

Deus ex Machina (S4), The Patriot (SX), Hummingbird (S4)

Deus ex Machina (S4)	Shooters	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% Recovery Rate)
The Patriot (SX)	Shooters	Prep, Range 2, 1 Friend First 3 turns, the front row Shooter squad has 70% chance to enter counterattack 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 sober , immune to Silence, Disarm, Suppress, Confuse, and 55% increased might
Hummingbird (S4)	Shooters	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 Fighters cannot recover units, enemy Vehicle Combat Skill damage -50%, Enemy Shooters are disarmed , lasting 1 Turns	Combat, Range 5, 2 Enemy 2 Turn Prep, 60% Chance to deal 863% Massive Damage to 2 random enemy squads within range

Wings of Liberty (S3), The Inquisitor (S2), The Executioner (S2)

Wings of Liberty (S3)	Shooters	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, Disarm 2 random enemy squads, making them unable to basic attack, on the 2 nd turn, deal 267.5% damage to all enemy squads	Combat, Range 3, 2 Enemy / 2 Friend 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% Recovery Rate), Lasts (4) Turns
The Inquisitor (S2)	Shooters	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the disarm 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 shooters 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 Flammable status, there is 50% chance put it into Suppress states, unable to take actions for 2 turns
The Executioner (S2)	Shooters	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the ignite status to the enemy squad, inflect 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 (silence) 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 ignite status to the squad, receive 142% damage, last for 2 turn

The Inquisitor (S2), The Executioner (S2), The Professional (S1)

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

The Inquisitor (S2)	Shooters	Combat, Range 4, 3 Enemy 1 turns prep, 30% chance to attack all squad for 246% damage within the range and give the disarm 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 shooters 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 Flammable status, there is 50% chance put it into Suppress states, unable to take actions for 2 turns
The Executioner (S2)	Shooters	Combat, Range 5, 3 Enemy 1 turns prep, 30% chance to attack all squad for 347% damage within the range and give the ignite status to the enemy squad, inflect 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 (silence) 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 ignite status to the squad, receive 142% damage, last for 2 turn
The Professional (S1)	Shooters	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 suppress them, unable to take actions 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

Reaper, Shoota Man, Iron Guard

Reaper	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
Shoota Man	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
Iron Guard	Shooters	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 / 1 Friend 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

Vehicles

Organic (SX), Kamikaze (SX) or Caesar (S4) for front row

Organic (SX)	Vehicles	<p>Combat, Range 5, 1 Enemy 40% Chance to attack 1 random enemy squad within range 2 times, each time dealing 348% damage, randomly target on every attack</p>	<p>Prep, Range 5, 3 Friend All friendly squads deal +70% damage to silenced, disarmed, suppressed, and confused enemy squads, Enemy squads have 30% chance to extend 1 turn duration when Silenced, Disarmed, Suppressed, and Confused.</p>	<p>Prep, Range 5, 2 Enemy On first 3 turns, 2 random enemy squads within range damage -30%, on turn 4, these squads become confused, attack and cast skills on random targets for 2 turns</p>
Kamikaze (SX)	Vehicles	<p>Status, Range 2, 2 Enemy When self squad is taking damage, 50% chance to deal 63% damage to 2 random squads within the range of 2.</p>	<p>Status, Range 3, 2 Friend Self squad and 1 randomly friendly squad recover troops each turn (Recovery rate 96.5%)</p>	<p>Combat, Range 3, 3 Friend 40% chance to reduce -30% damage taken for self squad, and take 30% damage from the enemies for the other 2 friendly squads for 2 turns</p>
Caesar (S4)	Vehicles	<p>Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to disarm 2 enemy squads within range</p>	<p>Combat, Range 5, 2 Enemy 1 Turn prep, 30% to silence 2 random enemy squads within range, lasting 2 turns</p>	<p>Prep, Range 3, 3 Enemy In Battle, Enemy Squads Might -60%, Resistance -60%, Combat Speed -100, Damage Taken 5%, Damage Dealing -5%</p>
Heaven's Redemption (SX)	Vehicles	<p>Combat, Range 3, 2 Friend 55% chance to recover some troops for 2 random friendly squads within range (84% recovery rate), and remove debuffs (Cannot remove pre-battle debuffs)</p>	<p>Combat, Range 4, 2 Enemy 40% chance to silence 2 random enemy squads within range, and deal -20% lesser damage for 2 turns</p>	<p>Combat, Range 2, 3 Friend 30% chance to make all friendly squads have 60% chance of entering evasion status when taking the next 3 damages, and increases 47% Might and Resistance for 2 turns</p>
Death Rider (SX)	Vehicles	<p>Combat, Range 5, 2 Enemy 60% chance to deal 226% damage to multiple enemy targets</p>	<p>Combat, Range 5, 2 Enemy 1 turn prep, 40% chance to deal 595% damage to 1 random enemy squad within range, 60% chance to deal 310% damage to the enemy back row squad, making them suppressed and unable to take actions for 1 turns</p>	<p>Status, Range 1, 1 Friend In combat, self squad gains the clarity status, immune to Silence, Disarm, Suppression, Confusion, gain 60% Might increase, deal 30% additional damage</p>

Caesar (S4), Crusher (SX), The War Boss (S1)

Caesar (S4)	Vehicles	Prep, Range 4, 2 enemy First 3 Turns of the battle, 80% chance each turn to disarm 2 enemy squads within range	Combat, Range 5, 2 Enemy 1 Turn prep, 30% to silence 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%
Crusher (SX)	Vehicles	Status, Range 1, 1 Friend Whenever the squad takes basic attacks, the First-Aid status will be entered, recover troops each turn (20% recovery 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 counter-attack status, and return 150% damage when basic attacked, increase 100% resistance, lasts 2 turns
'The War Boss (S1)	Vehicles	Combat, Range 4, 1 Enemy 30% chance to deal 673% damage to single enemy target, Causing Weakened 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), Major Anastasia Nastya (S3), Captain Ivanov (S2)

The Panther (S2)	Vehicles	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 $\frac{1}{4}$ per round.	Prep, Range 2, 2 Friend In the first three turn, 2 random vehicle squads have 70% chance to enter the Sputtering 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 Vehicle squad has 70% chance to enter counterattack state, which deals 250% return damage to the source when basic attacked
Major Anastasia Nastya (S3)	Vehicles	Combat, Range 4, 3 Friend 30% Chance to remove all debuffs of friendly Vehicles and Shooters (excluding debuffs from pre-battle skills), and give their Basic Attacks 25% Chance to cause 1 turn suppression , 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
Captain Ivanov (S2)	Vehicles	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 silence 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

Vanguard (S3), Farseer (S3), Countdown (S3)

Vanguard (S3)	Vehicles	Prep, Range 3, 3 Friend During Battle, all friendly Vehicle 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
Farseer (S3)	Vehicles	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 clarity , 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, silencing them, making them unable to use combat skills, lasting 1 turn
Countdown (S3)	Vehicles	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 unable to recover units, Lasting 2 Turns	Status, Range 4, 1 Enemy / 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

Razor, Shoota Man, Dawn Guardian

Razor	Vehicles	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, 2 Enemy 1 Turn Prep, 40% Chance to attack 2 Times, each attack randomly selects an enemy squad within range dealing 369% Damage
Shoota Man	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
Dawn Guardian	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 pierced armor 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

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