

▲ Commoner

Upset Peasant

1

1

0

R 3 0

You crush them underfoot long enough, they're bound to raise their fists.

▲ Commoner

Thief

1

0

2

Anyone can join the rebellion. No questions asked.

▲ Commoner

Thief

1

0

2

Anyone can join the rebellion. No questions asked.

▲ Commoner

Thief

1

0

2

▲ Commoner

Mutinous Soldier

1

1

1

Not all soldiers fight for gold. Some fight for justice.

▲ Commoner

Mutinous Soldier

1

1

1

Not all soldiers fight for gold. Some fight for justice.

▲ Commoner

Upset Peasant

1

1

0

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▲ Commoner

Upset Peasant

1

1

0

R 3 0

You crush them underfoot long enough, they're bound to raise their fists.

Skirmisher

▲ Elite

3

1

1

R 2 0

They may not always win, but they know how to lose.

Skirmisher

▲ Elite

3

1

1

R 2 0

They may not always win, but they know how to lose.

Mutinous Soldier

▲ Commoner

1

1

1

Not all soldiers fight for gold. Some fight for justice.

Mutinous Soldier

▲ Commoner

1

1

1

Not all soldiers fight for gold. Some fight for justice.


Tenacious Veteran

▲ Noble

4

2

2

★3 : If the  faction loses this battle, Tenacious Veteran stays in the battle under your control for the next battle. You fight long enough, you learn when to quit. Never.

Informor

▲ Noble

3

3

3

★1 : Characters of other factions **this** wave do not use their ★2 or ★3 abilities. To win, always stay one step ahead.

Scout



▲ Elite

2

2

2

R 1 0

★2 : Each other character of the  faction in **this** wave gets  . Good information will make any rag-tag squad an effective army.

Scout



▲ Elite

2

2

2

R 1 0

★2 : Each other character of the  faction in **this** wave gets  . Good information will make any rag-tag squad an effective army.

Soldier

▲ Commoner

1

1

+ 1

They've always been the backbone of the dynasty.

Soldier

▲ Commoner

1

1

+ 1

They've always been the backbone of the dynasty.

Queen Eleftheria

▲ Noble

0

5

- 5

★ : Each ▲ commoner of the ♠ faction in **this or any previous** wave gets ♠ . She inspires them, no doubt, though she's nobility herself.

Bold Bannerman

▲ Noble

2

3

- 3

★ : Each character of the ♠ faction in the **next** wave gets ♠ . Even rumors of his coming bring them out of the shadows.

Tax Collector

▲ Commoner

1

0

+ 2

You have to fund a war somehow.

Tax Collector

▲ Commoner

1

0

+ 2

You have to fund a war somehow.

Soldier

▲ Commoner

1

1

+ 1

They've always been the backbone of the dynasty.

Soldier

▲ Commoner

1

1

+ 1

They've always been the backbone of the dynasty.

Peasant

Commoner

1

1

0

 30

Poor things. They don't even realize they're nothing more than fodder.

Peasant

Commoner

1

1

0

 30

Poor things. They don't even realize they're nothing more than fodder.

Peasant

Commoner

1

1

0

 30

Poor things. They don't even realize they're nothing more than fodder.

Tax Collector

Commoner

1

0

2

You have to fund a war somehow.

King's Guard

Elite

4

2

2

 10

The best swords gold can buy.

King's Guard

Elite

4

2

2

 10

The best swords gold can buy.



Ruthless Knight

Elite

2

1

1

 2 : Kill all  commoners of other factions in **this** wave.
You know the orders. No mercy.



Ruthless Knight

Elite

2

1

1

 2 : Kill all  commoners of other factions in **this** wave.
You know the orders. No mercy.

King Kyros

King Kyros

0

5

5

3 : You can play another character of the faction from your hand.
You'll never see him without some yes man at his side.

Executioner

Executioner

2

3

3

2 : Kill all elites of other factions in **this** wave.
Make an example of them.

King's Chosen

King's Chosen

6

2

3

1

He'll win this battle for you, and he'll look good doing it.

Royal Assassin

Royal Assassin

2

3

3

2 : Kill all nobles of other factions in **this** wave.
Not even nobility is immune to her dagger's kiss.

Acolyte

Acolyte

1

1

0

3

They sacrifice everything for the good book.

Tithe Master

Tithe Master

1

0

2

Once collections went towards beautification. Now, they go towards cleansing the empire's soul.

Tithe Master

Tithe Master

1

0

2

Once collections went towards beautification. Now, they go towards cleansing the empire's soul.

Tithe Master

Tithe Master

1

0

2

Once collections went towards beautification. Now, they go towards cleansing the empire's soul.

Warrior Monk

Commoner

11+1

Years of meditation and training has made them a surprisingly effective martial force.

Warrior Monk

Commoner

11+1

Years of meditation and training has made them a surprisingly effective martial force.

Acolyte

Commoner

11+0

30

They sacrifice everything for the good book.

Acolyte

Commoner

11+0

30

They sacrifice everything for the good book.

Shepherd of Truth

Elite

02-2

10

3: Convert all commoners of other factions in **this** wave to the faction.
Join us. It's not too late to be forgiven.

Shepherd of Truth

Elite

02-2

10

3: Convert all commoners of other factions in **this** wave to the faction.
Join us. It's not too late to be forgiven.

Warrior Monk

Commoner

11+1

Years of meditation and training has made them a surprisingly effective martial force.

Warrior Monk

Commoner

11+1

Years of meditation and training has made them a surprisingly effective martial force.


Princess Beatus

▲ Noble

0

5

- 5

★3 : Convert all ▲ commoners of other factions in **this** wave to the faction. They get  .
Great threats make greater allies.


Martyr

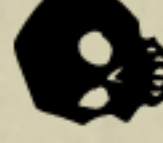
▲ Noble

4

2

- 2

 10

★1 :  When Martyr dies, collect 5 ▼ .
Some heroes are more valuable dead than alive.

Beggar Knight

▲ Elite

3

1

+ 0

They have nothing but a bowl, a sword, and their faith.

Beggar Knight

▲ Elite

3

1

+ 0

They have nothing but a bowl, a sword, and their faith.



His Holiness

▲ Noble

0

3

- 3

★3 :  Convert all ▲ elites of other factions in **this** wave to the  faction.
No worldly skill will save the untrue.

His Holiness

▲ Noble

0

3

- 3

Miracle Worker

▲ Noble

1

3

- 3

★2 : If you have one or less  gold, Miracle Worker gets  .
She will aid only the truly humble.

Miracle Worker

▲ Noble

1

3

- 3