

“Hero Academy”™

Heroic Teams Fact Sheet

June 2012

The Council

The Council are the heart and soul of the Hero Academy – the oldest team and one of the most well-respected. Drawing their members from multiple human kingdoms, they fight with honor and bravery. The Council’s teams are always extremely well-balanced, with powerful area of effect attacks, good staying power, and the ability to keep control of key positions on the field.

Knight (Fighter) – Heavily armored and an excellent defender. His attacks knock back enemies.

Archer (Shooter) – Marksman who does high damage to enemies at range. Weak melee attack.

Wizard (Caster) – Powerful spellcaster; damages groups of enemies with chain lightning.

Cleric (Support) – Spellcaster who revives and heal allies. Attacks enemies at range.

Ninja (Super Unit) - Strong melee attacker. He can teleport to allies.

Dark Elves

The sinister dark elves have travelled to the Hero Academy from their shadowy underground cities, fully prepared to unleash their mix of magic and battle prowess to the surface-dwellers. Dark elves possess the inherent ability to leech life from their enemies. A dark elf team will also raise phantoms from dead enemies to fight on their side; unwary opponents will soon find themselves overrun by a team that grows only more powerful as the contest progresses.

Void Monk (Fighter) – Strong magical melee fighter whose hits do splash damage.

Impaler (Shooter) – Wields a powerful harpoon that can pull enemies close.

Necromancer (Caster) – Dark caster who can create Phantoms from fallen units.

Priestess (Support) – She can heal up to 3 tiles away, and weakens enemy attacks.

Wraith (Super Unit) – A terror who gains max health and power by draining K.O.'d units.

Phantom (Summoned) - A summoned phantom from beyond.

Dwarves

The dwarves hail from distant fortresses of stone, seeking wealth and glory through victory at the Hero Academy. Dwarves are extremely crafty and gain improved bonuses from the playfield's premium squares. They are masters of area attacks.

Paladin (Fighter) – Holy warrior who can heal and revive allies, healing herself in the process.

Gunner (Shooter) – Shooter who deals high damage to a nearby enemy. AOE damage at range.

Grenadier (Caster) – Lobs molotovs over enemies for AOE damage. Weak melee attack.

Engineer (Support) – Shields a single ally/crystal. Higher bonus from premium squares.

Annihilator (Super Unit) – Deals heavy damage with AOE knockback. Direct hits weaken physical defenses.

The Tribe

The harsh wastelands are home to the Tribe, a loose federation of fierce warriors led by powerful chieftans. The Tribe lives for battle; when one member falls, his comrades are enraged.

Warrior (Fighter) – Can instantly K.O. any wounded (at or below 50% health) enemy unit. (25% for crystals)

Axe Thrower (Shooter) – Deals 100 extra damage to enemies above 50% health. (25% for crystals)

Witch (Caster) – Explodes fallen heroes at range to damage nearby enemies.

Shaman (Support) – Healer whose healing spells chain through multiple allies, even heroes already at full health.

Chieftan (Super Unit) – AOE fighter who can pull surrounding enemies close, or charge out to attack distant enemies.

Team Fortress 2

Available exclusively to players who purchase Hero Academy via Steam. Once unlocked, this team becomes available for use wherever you play Hero Academy – Steam, iPad, or iPhone. More specific team details to come.