

# Heroscape Power Rankings by Spider Poison



| A+                                 |
|------------------------------------|
| 4th Mass. Line (70*)               |
| Deathreavers (40*)                 |
| Major Q9 (180)                     |
| Raelin the Kyrie Warrior-ROTV (80) |
| Marro Stingers (60*)               |
| A                                  |
| 10th Regiment of Foot (75*)        |
| Blastatrons (60*)                  |
| Captain America (220*)             |
| Gladistrons (80*)                  |
| Isamu (10)                         |
| Kaemon Awa(120)                    |
| Knights of Weston(70*)             |
| Krav Maga Agents (100)             |
| Laglor (110)                       |
| Marro Warriors (50)                |
| Major Q10 (150)                    |
| Nilfheim (185)                     |
| Sir Gilbert (105)                  |
| Zetacron (60)                      |
| A-                                 |
| Agent Skahen (120)                 |
| Airborne Elite (110)               |
| Alastair MacDirk (110)             |
| Braxas (210)                       |
| Cyprien Esenwein (150)             |
| Eldgrim the Viking Champion (30)   |
| Krug (120)                         |
| Marcu Esenwein (20)                |
| Marcus Decimus Gallus (100)        |
| Me-Burq-Sa (50)                    |
| Minions of Utgar (110*)            |
| Roman Legionnaires (50*)           |
| Silver Surfer (320)                |
| Sonya Esenwein (45)                |
| Venom (150)                        |
| Zelrig (185)                       |
| B+                                 |
| Arkmer (50)                        |
| Arrow Grubs (40*)                  |
| Heavy Grubs (70*)                  |
| Microcorp Agents (100*)            |
| Otonashi (10)                      |
| Sentinels of Jandar (110*)         |
| Sgt. Drake Alexander-SOTM (170)    |
| Spider-Man (160)                   |
| Swog Rider (25*)                   |

| B                                   |
|-------------------------------------|
| Abomination (320)                   |
| Aubrien Archers (70*)               |
| Blade Grubs (40*)                   |
| Brunak (110)                        |
| Charos (210)                        |
| Concan the Kyrie Warrior (80)       |
| Crixus (90)                         |
| Finn the Viking Champion (80)       |
| Fyorlag Spiders (40*)               |
| Grimnak (120)                       |
| Gully McCreech (30)                 |
| Incredible Hulk (370)               |
| James Murphy (75)                   |
| Marden Hounds (90*)                 |
| Marden Nagrubs (30*)                |
| Marro Drones (50*)                  |
| Marro Hive (160)                    |
| Nakita Agents (120)                 |
| Ne-Gok-Sa (90)                      |
| Ninjas of the Northern Wind (110)   |
| Omicron Snipers (100*)              |
| Raelin the Kyrie Warrior-SOTM (120) |
| Sacred Band (50*)                   |
| Sonlen (160)                        |
| Sujoah (185)                        |
| Syvaris (100)                       |
| Tagawa Samurai (120)                |
| Theracus (40)                       |
| Tor-Kul-Na (220)                    |
| Ulginesh (150)                      |
| Venoc Vipers (40*)                  |
| Venoc Warlord (120)                 |
| Warriors of Ashra (50*)             |
| Wolves of Badru (80*)               |
| Zombies of Morindan (60*)           |
| B-                                  |
| Agent Carr (100)                    |
| Anubian Wolves (75*)                |
| Armoc Vipers (65*)                  |
| Ashigaru Harquebus (60*)            |
| Chardris (90)                       |
| Emirroon (80)                       |
| Jorhdawn (100)                      |
| JoJun (225)                         |
| Iron Man (240)                      |
| Izumi Samurai (60)                  |
| Kee-Mo-Shi (130)                    |
| Kozuke Samurai (100)                |
| MacDirk Warriors (80*)              |
| Mimicing (150)                      |
| Nerak the Glacial Swog Rider (50)   |
| Ornak (100)                         |
| Sgt. Drake Alexander-ROTV (110)     |
| Sir Derrick (100)                   |
| Sir Dupuis (150)                    |
| Sir Hawthorne (90)                  |
| Su-Bak-Na (160)                     |
| Tagawa Samurai Archers (65*)        |
| Tarn Viking Warriors (50)           |
| Thanos (360)                        |
| Wo-Sa-Ga (135)                      |

| C+                                |
|-----------------------------------|
| Deathwalker 8000 (130)            |
| Deathwalker 9000 (140)            |
| Dr. Doom (245)                    |
| Dzu-Teh (75*)                     |
| Empress Kiova (90)                |
| Grok Riders (130*)                |
| Iskra Esenwein (50)               |
| Johnny "Shotgun" Sullivan (65)    |
| Master Win Chiu Woo (140)         |
| Rechts of Bogdan (50)             |
| Saylind the Kyrie Warrior (80)    |
| Thorgrim the Viking Champion (80) |
| Tornak (100)                      |
| Valguard (110)                    |
| C                                 |
| Dumutef Guard (25*)               |
| Elite Onyx Vipers (100)           |
| Gorillinaors (90*)                |
| Major X17(100)                    |
| Marro Drudge (50*)                |
| Roman Archers (55*)               |
| Shades of Bleakwoode (100*)       |
| Taelord the Kyrie Warrior (180)   |
| The Einar Imperium (140*)         |
| Zettjan Guards (70)               |
| C-                                |
| Ashigaru Yari (40*)               |
| Deadeye Dan (60)                  |
| Deathstalkers (100*)              |
| Kato Katsuro (200)                |
| Moriko (110)                      |
| Parmenio (90)                     |
| Retjarius (90)                    |
| Shaolin Monks (80*)               |
| Warden 816 (90)                   |
| D+                                |
| Acolarh (110)                     |
| Kelda the Kyrie Warrior (80)      |
| Khosumet the Darklord (75)        |
| Morsbane (100)                    |
| Obsidian Guards (100*)            |
| Runa (120)                        |
| Sblori (60)                       |
| Sudema (140)                      |
| Templar Cavalry (120*)            |
| D                                 |
| Kyntela Gwyn (20)                 |
| Spartacus (200)                   |
| D-                                |
| Dünd (110)                        |
| F                                 |
| Deathwalker 7000 (100)            |
| Hasamoto Taro (130)               |



# Detailed Analysis

|                             |    |   |
|-----------------------------|----|---|
| 4th Mass. Line              | A+ | Want more attack? Don't move. Want more move? Use Marcus. Want defense? Use an all valiant army. The Mass can do it all and for a cheap price.  |
| Abomination                 | B  | Squads can be troublesome, but Abomination's beastly attack can rip through all opposing figures.   |
| Acolarh                     | D+ | Three symbols is a bit hard to roll. Not doing much outside that, Acolarh doesn't hold up too well.   |
| Agent Carr                  | B- | While a bit delicate, Carr can hit hard when needed.  |
| Airborne Elite              | A- | Though easy to kill, the AE can attack with high power.   |
| Alastair MacDirk            | A- | With uses outside of his clan, Alastair's extended attack comes in handy often.   |
| Anubian Wolves              | B- | Without bonding or consistency, the Wolves lack some major punch. But with a good roll, the Wolves can take down anything.  |
| Armoc Vipers                | B- | Though not the most point-efficient melee squad, a group of Armocs with Warlord can be devastating.   |
| Arrow Gruts                 | B+ | Bonding, potential for higher attacks, cheap cost. The Arrows can deliver some serious damage, and another grunt is always there to take over the death of his brethren.                            |
| Ashigaru Harquebus          | B- | Pretend Raelin is always on your team and the 4th Mass Line don't already exist, and you've got yourself a respectable ranged squad.  |
| Ashigaru Yari               | C- | As long as these guys don't clog your starting spaces, the Ashigaru Yari in great numbers can challenge most troops in melee battles.   |
| Aubrien Archers             | B  | Aubrien Archers- Though inconsistent, repeated Aubrien volleys can take down the heartiest of foes.   |
| Blade Gruts                 | B  | Though weak in attack, Grimnak and a cheap cost keep the Blades competitive.  |
| Blastatrons                 | A  | Highly mobile and potential for crazy-high attacks help the B-Trons compete with the best.  |
| Braxas                      | A- | Lessening the game of Squadscape, Braxas strikes fear in all high-cost squads.  |
| Brunak                      | B  | Brunak does everything well, but nothing great.   |
| Captain America             | A  | Though he has solid stats like most Marvel figures, the Cap's multiple attacks propel him over the others.  |
| Charos                      | B  | The release of the Raknar's Vision dragons bumped down Charos' worth. Still a viable option, Charos can excel in the right situation.   |
| Concan the Kyrie Warrior    | B  | Though no bonding or easy synergies, Concan is a low-cost option for a decent beat stick.   |
| Crixus                      | B  | Crixus bests his gladiator brothers, and his five attack remains a decent hero killer.  |
| Cyprien Esenwein            | A- | Cyprien wears the daddy pants for the vampires, and for good reason. However, Q9 is still too hot to be cooled by Cyprien's touch.  |
| Deadeye Dan                 | C- | Though DED can bypass high defense, he falls a bit easily from ranged fire.   |
| Deathreavers                | A+ | Nothing is more annoying than an opponent's Rats clogging the battlefield and tying down your units. They are also arguably the best glyph grabbers and holders for their cost.                     |
| Deathstalkers               | C- | With questionably the silliest ability in the game, the Deathstalkers might be better if the Hounds weren't already around.   |
| Deathwalker 7000            | F  | Sweet! I blew up next to four of your squad members. Wait, I still didn't do crap for damage.   |
| Deathwalker 8000            | C+ | If it weren't for the rule of the Deathwalkers, 8K seems like a good option for hordes.   |
| Deathwalker 9000            | C+ | See above.  |
| Dr. Doom                    | C+ | Though one of the most menacing supervillains of all time, Dr. Doom is too inconsistent to see regular tournament play.   |
| Dumutef Guard               | C  | With new, better filler units, the Dumutef's play and usefulness will only become worse with time.  |
| Dünd                        | D- | Dünd's uses are few, but a good roll can greatly hurt the opponent.   |
| Dzu-Teh                     | C+ | Efficient for their points, the Dzu-Teh can deal decent damage, though their uses outside an ice map are limited.   |
| Eldgrim the Viking Champion | A- | Eldgrim will never win a game for you, but he will never lose one either. He does a little of this and a little of that.  |
| Elite Onyx Vipers           | C  | Though hard to kill from range, the EOY fall quickly if they don't kill their targets.  |
| Empress Kiova               | C+ | Though extremely limiting, Kiova has decent stats for a Kyrie.  |
| Finn the Viking Champion    | B  | Gilbert hurt Finn's worth, but the original knight champion still sees play from time to time.  |
| Gladiatrons                 | A  | See B-Trons.  |
| Gorillanators               | C  | The Nakitas brought these underappreciated monkeys back into playability, but they still need some help.  |
| Grimnak                     | B  | With the Heavy Gruts, Grimnak's value took a serious jump. However, he remains a huge target easily killed from range or melee.   |
| Guilty McCreech             | B  | Despite being just a filler unit, Guilty can actually run and gun better than some of the higher costed figures. Though easy to kill, he can dominate if going up against late-game melee fighters. |
| Haġamoto Taro               | F  | Haġamoto Taro is bad.   |
| Heavy Gruts                 | B+ | Much debate has taken place with the Heavies vs. the Blades, but both remain decent army choices.   |
| Incredible Hulk             | B- | Though stronger than his counterpart, Hulk's large attack is often overkill against many classic figures.   |
| Iron Man                    | B- | Despite his domination in the box office, Iron Man has yet to translate that to success in Valhalla.  |
| Isamu                       | A  | Isamu's ten point cost is by far his best asset. Aside from that, the littlest ninja can actually assassinate some figures mid to late game.  |
| Iskra Esenwein              | C+ | Though playable alone, Iskra's primary use is in summoning her pets. However, order marker management will often be a huge problem with her.  |

|                           |    |   |
|---------------------------|----|---|
| Izumi Samurai             | B- | New samurai with better abilities continue to be released, but the Izumi still remain good blocker units.   |
| James Murphy              | B  | Like Johnny Shotgun, but a little better for point cost.  |
| Johnny "Shotgun" Sullivan | C+ | A fun, sometimes effective unit, but lack of bonding and/or multiple attacks leaves Johnny as a situational unit.                                   |
| Jotun                     | B- | Jotun falls easily to ranged fire, but deals well with high defense heroes. A semi-reliable Q9 counter, Jotun will always be on an opponent's mind. |
| Kaemon Awa                | A  | A great late-game mop-up hero, Kaemon can single-handedly take out much of an opponent's army.  |
| Kee-Mo-Shi                | B- | Though she may be easy to destroy, Kee-Mo-Shi has some of the best and coolest abilities in the game. Bonding could make her a beast.               |
| Kelda the Kyrie Warrior   | D+ | Taking out a turn to not attack can prove costly, and Kelda's stats aren't up to par with other kyrie heroes.                                       |
| Khosumet the Darklord     | D+ | Without Khosumet, the Heroes of Barrenspur pack would have all good heroes.   |



|                       |    |   |
|-----------------------|----|---|
| Knights of Weston     | A  | Sir Gilbert has skyrocketed the Knights not only into playability, but into domination. With great default stats, a swarm of Knights proves difficult to take out.          |
| Kozuke Samurai        | B- | Though weak on defense, the five attack of the Kozuke is an unprecedented value. Charging assault ensures that most melee units won't attack them first.                    |
| Krav Maga Agents      | A  | Though the Krav can completely dominate an entire game, their effectiveness significantly drops with the loss of one squad member. Raelin greatly improves their value.     |
| Krug                  | A- | With bonding, Krug is arguably the best hero. Without bonding, he's still very playable, though his slow movement and double-spacing can be a handicap.                     |
| Kyntela Gwyn          | D  | Though hard to keep her up with your fighters, Kyntela is only 20 points. For that price, you don't lose much even if she does nothing.                                     |
| Laglor                | A  | The second best flagbearer, Laglor can set up a ranged pod that can challenge any ranged figures.   |
| MacDirk Warriors      | B- | Gilbert has dusted off these neglected figures, but melee figures with low defense remain hard to play.   |
| Major Q9              | A+ | Perhaps the only question to ask when building an army is "Can this take out Q9?" If yes, you might win.  |
| Major Q10             | A  | Though not as good as his predecessor, Q10 remains a decent hero with decent stats.   |
| Major X17             | C  | Though seemingly a strong figure, slow movement, lack of bonding, and lack of a great attack makes X17 a mostly wasted turn.  |
| Marcu Esenwein        | A- | Provided Marcu never backstabs you, he is the best filler unit in the game. Given his 20% of betraying you, however, Marcu can often hurt you more than help if used early. |
| Marcus Decimus Gallus | A- | Perhaps the hero with the best boosts in the game, the poor stats of Marcus are made up for with his incredible help to soldiers.   |
| Marrden Hounds        | B  | Though the hounds can excel at times, inconsistency remains a huge problem.   |
| Marrden Nagrubs       | B  | The grubs might be tasty for the Marro leaders, but with just 2 defense, the big boys might starve before supper time.  |
| Marro Drones          | B  | Though tons of figures attacking in one turn can prove fatal, like the hounds, a lack of consistency plagues the drones.  |
| Marro Drudge          | C  | Unless the Drudge have some swamp in which they can maneuver, their usefulness is significantly lower.  |
| Marro Hive            | B  | As long as you can protect your precious hive from an early death, huge returns can be expected in high point games.  |
| Marro Stingers        | A+ | The stingers are some of the most potent forces to date. As long as the D-20 doesn't let you down, the stingers are capable of burning through most all enemy units.        |
| Marro Warriors        | A  | Cheap and effective, the Marro Warriors will rarely not kill their point value.   |
| Master Win Chiu Woo   | C+ | In addition to helping the monks, Woo is a formidable figure alone.   |
| Me-Burq-Sa            | A- | An excellent addition to any Roman army, Me-Burq-Sa's Paralyzing Stare can take down high-defense figures and bypass special abilities.                                     |
| Microcorp Agents      | B+ | With height, a horde of Microcorp can kill just about anything. Without height, they're worse than most ranged squads.  |
| Mimring               | B- | Fitting well into an Arrow Grut army, Mimring can be devastating at times. His 150-point death before doing much damage can be equally devastating.                         |
| Minions of Utgar      | A- | With resurgence in play, the Minions are becoming a good pick to take down most heroes.   |
| Morsbane              | D+ | Morsbane is cool, but I'd much rather kill a unit than disable it.  |



|                               |    |   |
|-------------------------------|----|---|
| Nakita Agents                 | B  | Though a bit costly, the Nakitas offer potentially invincible support to any rank of your army. Better stats in the move and range areas are in order, however.   |
| Ne-Gok-Sa                     | B  | Perhaps one of the most solid master set figures, Ne-Gok-Sa will usually be one of the last figures on the battlefield. Being a warlord, Ne-Gok-Sa can prove a decent play with the Romans.             |
| Nerak the Glacian Swog Rider  | B- | Hard to find and hard to keep alive, Nerak is a decent addition to a melee orc army...just don't expect him to last very long.  |
| Ne-Gok-Sa                     | B  | Perhaps one of the most solid master set figures, Ne-Gok-Sa will usually be one of the last figures on the battlefield. Being a warlord, Ne-Gok-Sa can prove a decent play with the Romans.             |
| Nerak the Glacian Swog Rider  | B- | Hard to find and hard to keep alive, Nerak is a decent addition to a melee orc army...just don't expect him to last very long.  |
| Niflheim                      | A  | The most versatile figure from Raknar's Vision, Niflheim can easily adapt to oppose most armies, and he is emerging as a solid Q9 counter. Comparatively weak defense and life stats keep him in check. |
| Ninjas of the Northern Wind   | B  | Ninjas are really cool, and pretty good...not really good and pretty cool.  |
| Obsidian Guards               | D+ | Tell your friend to come over with his best army to play on the new map you built. After you reveal your all molten lava map, the Obsidians will win for you.   |
| Omicron Snipers               | B  | With an increase in points in games, the Omnicrons have become a viable and potentially devastating force.  |
| Ornak                         | B- | Potentially effective in massive point games, Ornak can be hard to field. The vampires from Wave 7, however, have improved his worth.   |
| Parmenio                      | C- | His ability is just a bit hard to get to work, and Romans are better than Greeks anyway.  |
| Raelin the Kyrie Warrior ROTV | A+ | Giving help to all figures in the game, Raelin can significantly assist any army  |
| Raelin the Kyrie Warrior SOTM | B  | Though Raelin has become battle-hardened, most armies would prefer she go back to her old ways.   |
| Rechets of Bogdan             | C+ | Like the Airborne Elite before them, the Rechets of Bogdan add to the shock value troops in the game. Unfortunately, their lack of consistency is exponentially greater.                                |
| Red Skull                     | C+ | Red Skull brings flexibility to hero based armies, but a decent cost makes him difficult to field.  |
| Retiarius                     | C- | If small/medium heroes ever become extremely popular, Retiarius may become powerful. Until then, he remains the second-best gladiator.  |
| Roman Archers                 | C  | Despite having a powerful combined attack, one defense and a range of six means a short life for the Roman Archers.   |
| Roman Legionnaires            | A- | Cheap, effective, and easily boosted stats, the Romans will undoubtedly always be a powerful force.   |
| Runa                          | D+ | Too random to ever be viable, Runa just doesn't have it.  |
| Sacred Band                   | B  | If the Romans didn't already exist, the Sacred Band might be used frequently. As it is now, they're a bit more restricting but more mobile.   |
| Saylind the Kyrie Warrior     | C+ | Q9 made Saylind a bit more playable, but her uses are still somewhat limited.   |
| Sentinels of Jandar           | B+ | If the Sentinel shields are on your side, they can appear invincible to your opponent.  |
| Sgt. Drake Alexander ROTV     | B- | With more and more special attacks releasing, Drake's value keeps going down. Once a safe bet, Drake's Thorian Speed isn't always fast enough nowadays.   |
| Sgt. Drake Alexander SOTM     | B+ | Sgt. Drake is back and better, but his high point cost keeps him in check.  |
| Shades of Bleakwoode          | C  | Though a high "cool" factor, the Shades are the worst thing to come out of wave 6. Seven stealth flying can be handy at times.  |
| Shaolin Monks                 | C- | Give the monks one more defense and they could be some of the best units out there. Give yourself Master Woo, and you've got it as long as you can keep him close enough.                               |
| Shiori                        | D+ | Though Shiori doesn't live up to the older ninjas, she can come in handy when the time is right.  |

|                              |    |  |
|------------------------------|----|--|
| Silver Surfer                | A- | You can't hit what you can't catch, but the Silver Surfer can still only attack once per activation.   |
| Sir Denrick                  | B- | With Gilbert coming out, Denrick's value dropped significantly. However, a surge in huge figures makes Denrick a possibility.  |
| Sir Gilbert                  | A  | The best flagbearer, Gilbert solved the largest problem of the knights: movement. And with decent stats, Gilbert can deal some damage on his own.  |
| Sir Hawthorne                | B- | With decent stats in all areas, Sir Hawthorne can be a viable option for a knight hero. Problem is, there are too many good ones already.  |
| Sonlen                       | B  | The elf archmage has plenty of tricks up his sleeve, but Sonlen often fails at conjuring up his potent magic.  |
| Sonya Esenwein               | A- | Though Sonya was mostly made to help her husband, she can still suck the life out of unsuspecting victims.   |
| Spartacus                    | D  | Spartacus may be bad, but his attack is nothing to laugh at.   |
| Spider Man                   | B+ | Tough to catch and even tougher to hit, Spider-Man can swing out of harm's way in a flash. Relative low attack keeps him in check.   |
| Su-Bak-Na                    | B- | Though weak on defense and life, the bone dragon partially makes up for it with a high attack and marro/hound boosts.  |
| Sudema                       | D+ | Although inconsistent and weak to consistently see play, Sudema's a champ against high cost melee figures.   |
| Swog Rider                   | A- | See Arrow Gruts.   |
| Syvarris                     | B  | Though he can outrange the best of them, Syvarris is often too weak to survive many attacks. However, he still makes a great end-game run-and-gun figure.  |
| Taelord the Kyrie Warrior    | C  | Taelord has arguably the best aura in the game, but there's just one problem: Taelord costs too much.  |
| Tagawa Samurai               | B  | Quite possibly the best melee squad in the game, a band of angry Tagawa Samurai can be scary. A high cost keeps them in check, however.  |
| Tagawa Samurai Archers       | B- | Though a bit disappointing to most, the Tagawa Samurai Archers might yet prove valuable in the future.   |
| Tarn Viking Warriors         | B- | A decent filler squad, the Tarns give you good stats for a low cost.   |
| Templar Cavalry              | D+ | Though seemingly great on paper, a few shots at the mounted knights will easily bring them down.   |
| Thanos                       | B- | Thanos presents a dilemma to his opponents: attack him now, or let him decimate your army and save him for the end. Either way, Thanos is a headache to deal with.   |
| The Einar Imperium           | C  | Though the Imperium can school most units out there, keeping the E.I. alive long enough can prove troublesome.   |
| Theracus                     | B  | Theracus can set up most figures to most spots on the board quickly. And at 40 points, you can't feel too badly about his simple uses.   |
| Thorgrim the Viking Champion | C+ | With Gilbert out now, Thorgrim has trouble seeing the light of day.  |
| Tor-Kul-Na                   | B- | Though Tor-Kul-Na can rip through lines of squads, getting set up in the right situation proves difficult.   |
| Tornak                       | C+ | Though easy to kill, a melee fight with Heavy Gruts and Tornak is nothing to laugh at.   |
| Valguard                     | C+ | With Romans/Greeks, Marcus is a near necessity. With that already in your army, Valguard becomes hard to fit in a standard point game.   |
| Venoc Vipers                 | B  | Though devastating at times, Q9 and four member ranged squads can make the Venocs hard to field.   |
| Venoc Warlord                | B  | The Venoc Warlord's value kept decreasing until the Aubrien Archers came out. Now, he can give boosts to valued ranged figures and provide some melee value.   |
| Venom                        | A- | Though no synergies exist, a powerful attack for just 150 points is a steal.   |
| Warden 816                   | C- | The warden helps out his fellow guards, but most of them are beyond all hope anyway.   |
| Warriors of Ashra            | B  | Masters of melee combat, a few groups of WOA can tie down advancing enemies to your ranged figures. Without bonding and only three attacks of three, a turn marker on the WOA doesn't get you a whole lot. |
| Zettian Guards               | C  | Though constantly ragged on, the Zettians can make a decent end-game ranged force.   |
| Zombies of Morindan          | B  | Still an enigma as to their value, Zombies can certainly crush or be crushed by an opponent.   |

