

3/12/2021: this guide has been discontinued 7 months ago due to the [uber description project](#), so refer to this instead i guess

IMPORTANT NOTE: This guide is entirely subjective, and mainly focuses on generalist qualities, though very good specialist qualities are highly regarded too. Always keep in mind to only spend catfood on guaranteed events, and rare tickets on Uberfest/Epicfest/Superfest.

*The tiering on the right are from the BCEN community tierlist, which ranks generalist qualities more than specialists, thus specialist units tend to be ranked lower. We (the ones who made this doc) are not the official tierlist rankers.

Link to seasonal and special banners:

https://docs.google.com/document/d/15DmZkbs55AEKJ_KR6dF3R2OMYrCOT8SQcan9LTVChl/edit?usp=sharing

Link to collab banners:

<https://docs.google.com/document/d/1oBalCoqdvMq5TjCfYg4XPiAUhYzwUs-7YXFdTn32aqM/edit?usp=sharing>

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Score Guide:

The scores given are based on mostly generalist usage, and how well that uber can carry you for the game, though powerful specialist qualities are considered a bonus too. Scores are given by the Uber Tier List as of v.10.2.

Blue: Amazing units, having one of these can make life much much easier.

Green: Good unit, many places where it will be beneficial to have

Yellow: Mediocre unit, multiple areas that it can be used

Orange: Decently bad unit, may have some stages where it can be useful

Red: Beware, this unit is very replacable/is complete garbage

Niche/Usage: Use the same ranking system as above

Terms:

Cc: Crowd control, something used to stall/control enemy progress. Exp: slow, weaken, freeze and knockback etc. Typically the better ones are freeze and slow, while curse and weaken needs very high or at least close to 100% uptime for them to be very useful. KB is useful in certain levels, but can hurt you in others like stage with strong enemy backliners.

Uptime: How long the unit's CC ability can control the enemy. For example, Mitama can slow enemies for 4 seconds with treasures, and with her 5.03 second attack rate she has about 80% uptime, meaning as long as she is on the field, she can control enemies for about 80% of the

time (This is only in ideal situations, the progress of the battle will be the deciding factor in how long control can be.

TBA: Time between attacks

Attack frequency: How frequent a unit attacks

CD/Cooldown: Recharge time of a unit before being able to be summoned again

Standing range: Basically the range of a unit and a unit will start attacking once enemy is inside their standing range

Piercing: The ability of a unit that allows them to hit further than their standing range. For example, Aphrodite has a standing range of 600, but her LD can hit enemies within 450 to 850 range. This means she has $850-600=250$ outer piercing range, and $600-450=150$ inner pierce. The more the outer piercing range, the better a unit as a sniper, and the more the inner piercing range, the easier the sniper to be used.

Blindspot: A place where a unit cant hit within their range, usually for LD units. For example, Aphrodite only hits enemy within 450 to 850 range, therefore she has a 450 range wide blindspot.

Survivability: Basically means how long a unit tends to survive on the field. The higher the range and the amount of KBs, the higher the survivability normally.

KB Stat: A knockback stat present in units (not the knockback ability) which shows how much damage a unit takes before getting knocked back. For example, if a unit has 4 knockbacks, it means the unit will get damage knocked back for every $\frac{1}{4}$ of total health taken.

Reposition: The amount of times a unit can reposition again, due to damage knockbacks. Reposition improves survivability as the unit gets knocked out from enemy range to a safe spot again.

Cheesing: Cheesing means beating a level with an unintended way, oftenly skip killing the main boss of the battle but just destroy the enemy base instead

Unit Types:

Tanker: Units with very low range, but is designed to tank enemy hits for your backliner units. Tanker ubers normally have very high HP, or have the strong/resistant ability. Normally tanker units also have high DPS too. Ex: Kai, Hades

Frontliner: Units with under 300 range, but they usually have high dps to counter their low range. Most frontliner cats are meant to deal with enemy with high dps but low attack frequency, or as a tank attacker. Ex: Cats in a Cradle, Maeda Keiji

Midranger: Units with around 300-400 range, but has higher DPS than backliner units to make up with the lower range. Ex: Kalisa, Saber, D'arktanyan

Backliner: Typically a unit with over 400 range. These units utilize their high standing range to stay away from the frontline of fighting and outrange many enemy units so they can't get hit. For backliner units, their range is important as it can contribute to what significant enemy groups they can outrange to counter them well. Ex: Amaterasu, Catman

Sniper: A unit with higher standing range (you usually want them to have above 450) and have the LD ability, meaning their attack area isn't the same as their standing range; instead they hit a designated area based on their LD stats, and can often hit much further than what they stand at, like how Aphrodite stands at 600, but can hit all the way to 850 thanks to LD. These units can normally stay safe at the backliner and "snipe" enemies. Ex: Sharpshooter Saki, Aphrodite

Nuker: A unit that does a high damage area blast with long tba, similar to Crazy Bahamut. Ex: Thundia, Mighty Drednot

Rusher: A unit that deals high damage, has low range, and dies easily, but has very fast speed to rush in and tear chunks off the enemies health or to get into blind spots. Ex: Sanada Yukimura, Awakened Bahamut

CC units: Units that control certain enemy traits and stall their progress. Ex: Voli, Chronos

Generalist: Units that are usable in many places due to good range/DPS. Ex: Shishilan Pasalan, Maeda Keiji

Should you roll.....?

The point of this guide is to give subjective information on which banners are best to pull, along with what units to aim for depending on progression or what units you already have in possession. Without further ado, let us begin:

Standard Banners:

Almighties: The Majestic Zeus

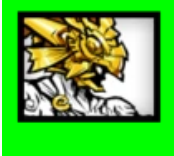


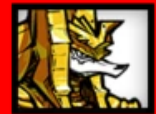
- Average tier: A
- Unit Viability: Most are very good, just a few that are less usable such as Hades and Anubis
- Arguably the best set in the game, it holds some of the most powerful non-fest exclusive ubers in the entire game. If you're looking for a powerful generalist, this is most likely going to be your best bet. No matter where you are in the game, many of these units are

valuable and can carry you pretty hard. If you see this set guaranteed, be prepared to splurge some catfood (unless you already have the good units).

- Units:

Unit	Description	Usage/niche	Tier/Draw
Radiant Aphrodite 	The best sniper in the game due to her incredible range and reach, also one of the best ubers in the game. Destroys aliens and backliners, and makes ITF and most alien stages a complete joke. Great for the entire game, and a unit you should try to aim for.	Sniper Anti-Alien	S Tier Just try to get her if you can, as she is the best sniper and anti alien out there.
Shining Amaterasu 	Powerful traited nuker, even more powerful now with TF. Extremely high DPS against traited enemies makes her an extremely worthwhile unit to have, and fits right in on most teams. Great unit for the entire game, and definitely a good unit to aim for, unless you already have a powerful traited nuker (i.e. Ragnarok or Gao) Zombie killer talents also makes Amaterasu a very good unit to counter zombies. Arguably the best-traited nuker in the game, and one of the best ubers in the game.	Traited Nuker Anti zombie (if talented ^)	S Tier Draw if you want a unit that can tear chunks into traited enemies, or if you don't have Ragnarok or gao
Splendid Ganesh 	Backline sniper with 400 standing range, and also an amazing 325 piercing range. Good DPS for LD attacker, and improvements on the strengthen ability in true form. Survivability can be lacking at times, but overall a very good unit to pull that can be useful for the entire game. Definition of a good LD unit.	Sniper	A+ Tier Draw if you want a good sniper with good general DPS.
Empress Chronos 	Crowd Control (CC) unit with freeze against traited with good range, Chronos is easily a great general CC unit to have. Her downside is rather low uptime, but the stun from the freeze can earn you much needed breathing space,	General CC	A+ Tier Draw if you want a good CC unit that can help create

	especially on stages with powerful pushing enemies. Good unit to aim for, unless you have top tier CC units like mitama, and usable basically anywhere. One of the best general CC units in the game.		breathing space on hard pushing enemies, unless you have better CC like mitama.
Wrathful Poseidon 	Good midrange rusher with freeze against zombies and metal, which can be helpful at times. Decent damage with freeze makes Poseidon a good unit to have when facing these two traits, and has decent generalist usage too with high dps and fast cooldown for a uber. Good unit to pull that can be used for most of the game, unless you already have good anti-zombie (like iron legion and sarukani) and anti-metal (Sakura Sonic, Paladin and Kyosaka Nanaho)	Rusher Zombie/Metal CC	B+ Tier Draw if you want a decent rusher, or CC on metals and anti zombie (Might not be that great if you have other great anti metals / zombies such as Paladin, Sakura Sonic, Thermae and Sarukani)
Thunder God Zeus 	Backliner with above average standing range (480) and good DPS, but lacking any extra offensive abilities. Good generalist, but easily replaceable by other backliners due to lack of offensive abilities to help his damage. Can really help on a small selection of angel stages, but other than that very replaceable. Good for early/early midgame, then usage will drop due to being outclassed.	Backliner	B Tier Good generalist early on, but less stellar performance later. Easily replaceable by any backliner.
Hades the Punisher 	Hades has the highest hp in the entire game, but his usage is reduced due to the lack of target traits. His dps also isn't great for a tanker and multihit makes him miss more often. A mediocre unit most of the time, but managed to be relevant to very end game again due to	Tank Toxic immune tank	C+ Tier Draw if you need toxic immune tankers in end game, or else specialist tanks are

	the appearances of toxic enemies in UL 22+ (destroys Papuu too)		better
Anubis the Protector 	Below average unit, his fast movement speed and long attack animation make him rush to the frontline and die, or just miss his attacks most of the time. His wave immunity niche is nice, but octopus does his job quite well most of the time sadly, and Musashi can also replace Anubis's role.	Wave-immune attacker	C+ Tier Draw if you desperately need wave immune, else there are way better options
Gaia the Creator 	The definition of a high risk high reward unit / glass cannon. Extreme attack power to traited enemies, but bad survivability unless you can alter your lineup to protect her. A good choice for Legend Rare if you don't have a traited nuker or you have great CC units that can protect her.	Traited Nuker	A+ Tier Draw if you lack traited nukers like Ammy, or can deal with having a glass cannon

Ancient Heroes: Ultra Souls



- Average tier: B/B+
- Unit Viability: Most of these units are worthwhile additions to any collection, with only 2-3 of them considered not worth getting. Many units that are viable for most of the game.
- A set with ubers with multiple usages, but with the focus on countering angel enemies. This set contains lots of good generalists and specialists. If you are looking for a good generalist or anti-angel unit, this set is a great option. Many of the units are viable for

most of the game. One of the best banners to draw on, it is a great idea to put catfood into guaranteed draws from this banner.

- Units:

Unit	Description	Usage/Niche	Score/Draw
Kasa Jizo 	First form really shines, being a great spamable AOE attacker with massive damage to blacks and angels. A great pull, making black and angel enemies much easier, and has great general usage too. Despite this, he drops out a little in late game because generalist spamable attackers don't really work there.	Spam attacker	S Tier Draw if you want to make blacks and angels much easier, or want the best spamable attacker in the game. Keep in mind that his usage drops in late game.
Momotaro 	High speed, good DPS, good range with CC capabilities on red and angel. A good unit to have, the Peach Devils are cheap and have low recharge time, making them a great addition to lineups, especially to anti-red/angel teams.	Rusher(kind) Red CC Angel CC	B+ Tier Good stats and decent CC make this a valuable unit to have, unless you already have good CC for red and angels
Sarukani 	One of the best anti zombies in the game. Sarukani is a spamable anti-zombie unit in chibi form and a good anti-zombie / angel backliner with high health and respectable damage in evolved and true form. His usage against zombies and	Angel Attacker Zombie Attacker	B+ Tier Draw if you lack anti-zombie/angel units. Not that valuable if you have

	angels is very good, and not a bad generalist either.		Thermae/other anti angel good ubers
Kintaro 	Good range, area, and DPS make this unit a valuable sniper to have, albeit RNG based due to savage blows. He can help control angels on the field, but his main usage is as a sniper with good dps. Great pull from the set that can carry many stages, unless you already have a top tier sniper like aphrodite. In true form, Kintaro also gains the curse angels ability, but it isn't good for the high cost of 2 elder catfruits.	Anti-angel CC Sniper	A Tier Great pull if you lack snipers like Aphro, otherwise CC isn't that great.
Urashima Taro 	Not really good in chibi form, but evolved Urashima has very high survivability due to having the fifth highest hp in the game. This makes him last until he recharges, and provides excellent tanking capabilities to angels and blacks. Works well generally as a tank attacker too.	Black tank Angel tank General tank	B+ Tier If you lack midrange tanks (Like Maeda Keiji), this is a great draw.
Princess Kaguya 	Chibi Kaguya is very spamable, and can easily perma slow angel and metal enemies. Also the cheapest uber in the game. In true form, Kaguya became a support CC unit to your main CC stack. Counters winged piggie well.	Metal CC Angel CC	B- Tier Draw if you lack anti-metal, or wish for some CC to help reduce their push, though cyclone cats and sanzo target angel works well too.
The Grateful Crane	Isn't really good in chibi form, but has an extreme 850 range in evolved/true form and is able to outrange most enemies. Also has a 6 second freeze against angel and	Angel CC Floating CC Extreme range backliner	B- Tier If you like cool attack animations that don't actually

	floating enemies, providing some support CC to your main pushers. Has a very low attack rate to work generally, and is only useful in a few situations. Great attack animation, but causes him to miss far too much, and his high speed doesn't help either.		do much, this is your choice right here. (don't)
Kachi Kachi 	Good to weaken aliens and angels in chibi form, but does not work well in evolved/ true form due to suicidal speed. This makes him not really work outside his target. Not a good pull to get.	Angel CC Alien CC	C+ Tier This unit is only to weaken aliens and angels, but its alien usage isn't great since most hard stages have heavy backliners.
Ushiwakamaru 	Anti-angel specialist, he can destroy angels easily. If you lack any anti-angel units, this is a good consideration for your LR slot, just note that his general performance isn't as good as the other LRs	Ultimate Anti-Angel	B+ Tier Draw if you want the angel destroyer.

Justice Strikes Back Dark Heroes:

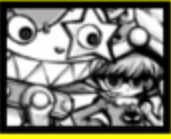


- Average Tier: B-/B
- Unit Viability: These units have versatility, and many of them have at least one god form. Usage is mainly in midgame.
- A set with units focusing on an anti-alien niche, but also has good generalist qualities. These ubers are unique in that they change their usage/niche in different forms, so some of them have a very wide niche in which they can perform well. Many well-rounded units

that can easily help alien heavy stages like ITF, as well as a wide range of traits thanks to their versatility, but come with hefty summoning prices. A good banner to roll on with plenty of good units to obtain.

- Units:

Unit	Description	Niche/Usage	Score/Draw?
Catman 	Backline nuker that targets a total of four traits in his different forms, he is definitely a worthwhile draw. He hits his traits very hard, and has good general usage too. Definitely a good draw. However, his anti relic niche isn't very valuable because it only counters m. ost, relic bun bun and old horn. It doesn't really make up with the high cost of 2 elder catfruits.	Anti-Alien Anti-Floating Anti-Angel Anti-Relic Backline nuker	Tier: A Definitely a good draw, with usage for essentially most of the game.
Akira 	Backliner with wave immune, strong against aliens, and berserker for good DPS. Really good against aliens, but really shines with his wave immunity, allowing him to help destroy wave stages. Just beware of his long foreswing that can make him miss sometimes.	Wave-immune Anti-Alien (1st form) Generalist attacker (2nd form and TF)	Tier: B+ Good draw if you are lacking in the alien department, or need a wave immune uber. Has good DPS and good talents.
Warlock and Pierre	Not the unit to aim for if you want a generalist thanks to his target only ability. He does huge damage to Floating/Alien/Bases in first form, Angels/Aliens in second, and has even more damage but only to aliens in TF. If you are looking to	Target Only Floating/Alien in first form Alien/Angel in second Alien only in TF Stage cheeser	Tier: B Draw if you really lack anti-alien /angel/ floating. Otherwise he's only a nice

	obliterate these traits, then WnP is a good choice, but if you already have potent ubers in these categories (like Aphro for aliens), then you can skip over this unit. WnP also does great work in cheesing hard levels.		addition, but not a vital unit to have. You might also want him because of the amount of hard levels he can cheese
Mekako Saionji 	An anti-alien unit to boot, with tanking against them in first form, CC in second, and nuking and CC in TF. This unit is very useful if you need an anti-alien unit, and general usage isn't too shabby either. Beware of its low knockback count though, meaning it cannot reposition very often. In all, skip if you have anti-alien already like Aphrodite.	Anti-Alien Tanker in first form CC in second Alien Nuker+CC in TF	Tier: B This unit exists to fight aliens. If you lack anti-aliens like Aphrodite or Pixies, then this is a good option.
Hayabusa 	Really shines for his first form usage as an LD critter. His second and TF aren't good, so he is really only used for first form. With a large area and high crit damage, he can tear a chunk into the line of metal enemies. Really good unit if you lack powerful critters like Nanaho or Paladin. Beware of his blindspot and high movement speed though.	Critter Anti-Alien in second form Anti-Zombie in TF	Tier: B- This unit is a worthwhile draw if you lack powerful critters like Nanaho and Paladin. Elsewise, this is an easy skip.
Detective Vigler	Vigler has bad CC ability due to it not being a 100% chance, and a very low attack rate. His general usage isn't that good either as you have better wave sniper units like Manic Macho Legs.	Combo slave	Tier: C+ His combo is good, so try to get him if you have the extra

	His only use is as a combo slave, which is for the combo “Cheating Heart?” with Madame Sumo which gives Research up M		catfood and don't have other research combos like Kimono Champs (Trickster Himeyuri) and Bad Guys (Lasvoss)
The White Rabbit 	First form provides good support CC to red and alien enemies. Second form is useless due to low stats True form is also useless because she causes “mizli syndrome”, which pushes your cats into backliner enemy range.	Alien + red support CC in form form *evolved and true form is useless	Tier: C+ Don't aim for this unit, as she has poor general usage, but if you are really in need of an anti-red or anti-alien uber, this can be a decent choice. Just keep in mind there are way better units
Sharpshooter Saki 	Targets only red/alien in first form, zombies/alien in second form. Saki has a very good 600 range, and a very short cooldown for an uber with 7.5k dps. Zombies: saki doesn't work against zombies that well because zombies often burrow into her blindspot, and kill her. She still works against longer ranged ones like Cadaver Bear and Zanelle, just she needs support. Alien: She does great work to them, similar to Aphrodite Reds: Doesn't really work because	Target only Anti-red/alien in first form Anti-Zombie/ Alien in second form Sniper Anti alien Stage Cheeser	Tier: C+ Not a unit to aim for, as she is target only and only works very well against one of her target traits, alien.

	red enemies are normally tanks with high pushing power. Still works against backliner reds like Dark Emperor Nyandam and Professor A Saki could also be used to cheese levels.		
Doktor Heaven 	Doktor heaven counters black and aliens quite well, with insane resistance in first form and insane damage in second form. Her first form is not that valuable because a 400 range tanker is not helpful. Second form is good for doing very high damage, just 400 range reduces her usage sometimes.	Anti-Alien/Black tanker in first form Anti-Alien/Black nuker in second	Tier: B+ If you lack anti-alien/black, this is a good consideration for the LR slot. General usage is worse than the other LR, though.

The Dynamites:



- Average Tier: B-
- Unit Viability: A set with some unique units, not that great for early mid-game due to the need for TF to be good, and usage will drop during endgame. Mostly good for mid game/late mid-game.
- Description: A set of ubers that are mostly pretty niche, definitely not the set to roll if you are looking for generalists. These ubers are mostly only good in TF, and some need lots of resources to be put in to be good. Definitely not the banner of choice for newer players, but those who are in midgame can start considering obtaining some of these units. A decent set with some good ubers, but also has its share of utter garbage. Somewhat risky set to draw on.
- Units:

Unit	Description	Usage/Niche	Score/Draw?
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Baby Cat 	Bulky frontline attacker with powerful Lv. 2 shockwaves. Before TF, he is pretty bad, but in TF he has better range and health than before. His niche is basically useless to him, as he is mostly used as an attacker. A high risk high reward unit thanks to its huge damage, but long foreswing+long time between attacks low range make him die/miss very often. This is somewhat lessened by his very fast cooldown and cheap cost. A good unit if you lack frontline presence or want a powerful shockwave. Has usage in lots of areas, but falls off in later game.	Wave attacker Tank attacker	Tier: B+ Draw if you want a tanky shockwaver, but be aware that he can die easily without doing anything. Don't get if you have Shinji Cat already, though, since they are practically the same unit.
Lesser Demon Cat 	Uber version of can can, with huge DPS and good health. With talents, he can reach mind boggling levels of damage, but he has low range and single target to compensate for that. Definitely a very worthwhile unit to get, it can absolutely break some stages but doesn't hold very good general usage, especially with peon spam stages. Very fast recharge for an uber, and cheap cost, but beware you must put in huge amounts of resources to make this unit usable. Needs to be TF, hypermaxed, and talented. No real uber replacements for it, but it is in simple terms a glorified can can. Good addition to any collection.	Single Target Attacker Boss Killer	Tier: A Aim for this unit, as it can easily destroy some stages, and doesn't have an uber replacement.
Nurse Cat 	Very average Uber backliner. Good DPS, good range, abilities aren't that useful though. (KB against blacks isn't great, also for floating isn't too hot either). Basically about as average an Uber you can get, good as a first Uber, but later game she will be replaced by specialist backliners. Great draw for beginners, not so much for later game players	Generalist Backliner	Tier: B Draw if you lack Ubers or general backliners. She will be replaced by specialist backliners as you progress through the game tho

Marauder Cat 	Fast recharge, cheap cost, and good crit chances make this unit a great pull if you need anti-metal units. Outside of metals, though, he is hot garbage. Don't need this if you already have one like Hayabusa or Nanaho.	Critter	Tier: C (only in C tier because he is useless elsewhere) Draw if you need a strong critter.
Cat Machine 	Red and Alien frontline tanker, also has wave blocker in TF. Has good traits for a tanker, but he has slow movement speed holding him back (quite literally). Also, red enemies have huge power, so tanking isn't that great an option. His long foreswing and TBA make him miss a lot too. Has cheap cost and fast recharge time. Can help on a few stages, general usage is pretty lacking. Biggest advantage is his waveblocker, but octo does the same thing. Also, Eva-00 and Tokyo Miku are much better wave blockers.	Anti-Alien/Red tanker Waveblocker	Tier: C+ Not really recommended to draw this unit. Only draw if you really lack a tank.
Cat Clan Heroes 	CC unit with weaken to red, black, and floating, and also has relic in TF. Not good, since you want weaken to have uptime of 100% to be really good, but he has cheap cost and fast recharge time to make stacking possible. He has poor stats, making his general usage near non-existent. Not really a unit to get, there is much better CC out there.	CC on red, black and floating Relic CC in TF	Tier: C Not a unit to recommend aiming for.
Ice Cat 	Red freezer with good range (unlike iCat), and somewhat low stats. Her niche though, is great since red often brute force, and her freeze uptime is really high, especially with ITF treasures. A great CC unit that can be used in most red stages, but general usage is a bit lacking. Good unit to have if you lack anti-red like Pai Pai, Thundia, or Eva-02, or good CC like Chronos/Mitama.	Red CC	Tier: B Definitely a good draw if you lack anti-red or generalist CC units that can replace her.

Lasvoss 	Hot trash, with terrible survivability and RNG based damage. His low range and dependence on RNG based savage blows make him super unreliable to use and not many stages where he can actually work. He has a really good cat combo though.	Combo Slave	Tier: C Draw if you want the cat combo Bad Guys(Research Up L)
Wonder Momoco 	High DPS but sometimes questionable survivability, Momoco is great against Red, Black, and Angel enemies thanks to her freeze + shockwave. These enemies are all brute force types, so her niche is great. Plus, her huge shockwave can freeze almost the entire field of them. Multihit can make her miss at times though, and her shockwave DPS isn't high. Still, she is great for her good CC and potential as a midrange attacker. Also works as a wave immune attacker.	Shockwaves Anti-Red/Black/ Angel CC Midrange Attacker Wave immune attacker	Tier: A Consider this LR if you lack CC in these departments (Like Ice cat/Chronos/Mitama)

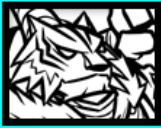
Sengoku Wargods Vajiras:



- Average Tier: B-/B
- Unit Viability: With units focused on countering blacks, this is a good set to roll if you lack anti-black units. A good portion of these ubers can be used for much of the game.
- Description: A well rounded set with ubers that are for the most part average. Not a risky set, and its main focus is on countering black enemies. If you are looking to add to your anti-black collection, this is the set to roll, and a good portion of them have good

generalist usage too. Though blacks have been seriously power creeped by Bombercat and Pizza, some of these units are still worthwhile to get. A good set overall.

- Units:

Unit	Description	Usage/Niche	Score/Draw?
Maeda Keiji 	Midrange tanker with resistance to black. Tanking-wise, outclassed by Urashima Taro, but Keiji has the advantage of wave immune and spammability. In addition, it has great DPS after it activates berserker, and the activation point isn't bad either, making a great attacker too. As a result, he has great general usage and can serve many purposes. Cheap cost, fast recharge, but remember he's only good in TF. Overall, an amazing pull if you lack mid-rangers or a wave immune unit.	Midrange tank/ attacker Wave immune Anti-black tank	Tier: A Draw if you lack a midrange tanker/attacker, or want to make dealing with Tackey much easier. Also if you lack wave immune units.
Sanada Yukimura 	Rusher with massive damage to blacks, his general usage is nice too, being almost like a second A. Bahamut. Fast cooldown and cheap cost benefit him, as does extremely short foreswing and rebound mechanics. A powerful unit to have, he can shred into enemies at high speed, especially blacks. Great addition to any team at any progression level.	Rusher Anti-Black Attacker	Tier: A Draw if you need/want another rusher.
Date Masamune 	Has KB against blacks and reds, though this is only useful for reds sometimes, since blacks already mostly have high KB counts. His main usage then comes as an attacker, boasting some decent DPS in TF with quick attack speed. Range can be seen as lacking at some points, but overall a nice pull, especially for earlier players. Later on, specialist attackers take precedence.	CC on red/black Attacker	Tier: B Draw if you want a good generalist attacker, but beware specialist nukers will outclass him.
Takeda Shingen	Amazing stats, but to trade it off it has target only on blacks and aliens, plus angel if talented. General use is bad, since it is target only, so newer	Target Only Black/Alien/Angel nuker	Tier: B Draw if you lack angel/alien/black

	players should avoid this unit. As specialists become more important, this unit is great if you lack angel/alien/black backline nukers thanks to his insane damage.		nukers (like ultra souls for angels, aphro or pixies for aliens)
Uesugi Kenshin 	CC and attacker to blacks thanks to 100% KB and strong, though KB is not good for blacks due to their already high KB count. As a black attacker, she isn't bad but keep in mind Pizza exists, making the need for a black attacker much lower. Medium range doesn't help either, since she can't outrange black backliners. Her talents are pretty good against relics though, making her usage more end-game heavy as one of the best relic counters we have.	Black CC and attacker Relic CC Anti-Relic	Tier: B- Early and mid-game won't wind too much usage, but the main reason to get her would be for her relic talents, which make her a good anti-relic unit.
Imagawa Yoshimoto 	Weakens blacks, and in TF can permaweaken them. Although his CC is pretty good, his usage as a sniper is very respectable too. ALthough his DPS is mediocre, he has a large area and lots of piercing range, so he can easily hit most backliners, and a rather small blindspot. He also counters Tackey and Le Noirs. Good pull from the set, especially if you lack snipers like Aphro/Mami/Archer	Anti-Black CC Sniper	Tier: B Good unit to aim for if you lack sniper type ubers.
Narita Kaihime 	A rather tanky general attacker with ok CC on zombies and blacks. Her damage is RNG based, with 15% chance of savage blows, 25% in TF. Her relatively quick TBA helps make this more consistent tho, so her general usage as a backline attacker is pretty decent. A good pull for earlier players, later on specialist backliners are much more valuable to have.	Anti-Zombie/ Black CC Backliner	Tier: C+ Only usable if you lack better backliners
Oda Nobunaga	A unit that can permafreeze blacks, Oda is very useful to countering blacks and their high pushing	Black CC (bomber exists so he's kinda	Tier: C Not really a unit worth getting

	power..... If Bombercat didn't do the same thing as a free unit. Skip over this, as its general usage is nonexistent.	useless)	since Bombercat exists
Musashi Miyamoto 	Insanely powerful stats against black enemies, but held back by single target. His anti-black niche isn't that good as a result, since black enemies are usually spammed in swarms, making single target virtually useless. Not a good choice for your LR slot, there are plenty of better ones, and if you need the anti-black, try an uber. Anti-black ubers, and even pizza, are better at the niche. General use, he's good if there isn't peon spam.	Anti-black nuker	Tier: B+ Don't use your LR lot on this guy unless you need him for the very few black enemies that aren't spammed, like lenoir or bun bun black.

Lords of Destruction Dragon Emperors:



- Average Tier: B-/B
- Unit Viability: A set with either pretty average ubers or pretty bad ones. Most of these units don't have too many usages in the game.
- Description: A set with Ubers with many different purposes, but most are either average or are pretty bad. Not too bad of a set for early game, but there are plenty of better options. They have high costs and slow recharge, and not much end-game or later midgame usage. A risky set to roll in.
- Units:

Unit	Description	Usage/Niche	Score/Draw?
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Ganglion 	Ganglion has very good hp and high dps, and with the “strong” ability, he counters aliens and zombies quite well. For general usage, he works as an LD rusher but may miss a lot due to the long foreswing. Also an expensive price too. Replaceable with other LD rushers like the Dart brothers and Saber.	Rusher Anti-alien /zombie	Tier: B+ A good unit to have, but if you already have an LD rusher then skip over this unit.
Megidora 	His anti floating niche is bad because most rares/super rares do the job better such as sanzo, camera, fishman etc. Despite that, Megidora has good general stats to work as a general attacker if you have nothing else. Easily replaceable by any backliner, especially specialists.	General backliner	Tier: B Good for earlier players, later on other backliners, especially specialists, will overshadow him.
Vars 	His niche against black is useless (except on le' noir), so let's talk about his talents, target relic. With target relic, he becomes the most reliable uber relic CC, and counters a few annoying relic enemies quite well. Vars also works as a general backliner due to high attack rate and dps.	Anti-relic General backliner	Tier: B Definitely a very good pull, good early and late game usages.
Raiden 	His niche against reds is not really good, but may shine in a few levels from time to time. Raiden also works as a generalist backliner with decent dps, just the range might be a little short compared to others.	General backliner	Tier: B Don't draw if you already have good backliners.
Kamukura 	Kamukura works great to push red enemies back, but remember to only use him when there are no backliners due to “mizli syndrome”. He can also work as a generalist backliner with good range and DPS.	Anti-red General backliner	Tier: B Don't draw if you have any good backliners.
Relentless Gladios	Works well against a few traitless enemies with 100%slow + KB. However he isn't really useful beside that due to low speed, dps and attack rate.	Anti-traitless	Tier: C+ Decent niche, but not really useful most of the time.

			
Sodom 	He doesn't really work against floatings as most rares/super rares does the job better, and has too slow speed + attack rate to do anything significant. His target relic talent isn't good either because vars does the job way better. Only works as a generalist attacker if you are desperate.	Anti-relic	Tier: C Don't draw
Diaramos 	Has a huge chunk of hp and DPS. Despite that, he doesn't really work due to very slow speed and attack rate + less reposition count.	None	Tier: C Don't draw
High Lord Babel 	Known as the worst legend rare. Although he has high hp and damage, he just doesn't do his job well due to weird range, high cost, high cooldown, long attack animation and many more flaws.	Anti-red/floating	Tier: C+ Don't use your LR slot for this.

Frontline Assault Iron Legion:

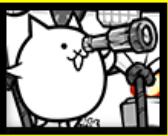


- Average Tier: B-/B
- Unit Viability: A set full of anti-zombie ubers that will be useful for most of the game.
- Description: This set is focused on countering a very annoying trait: zombies. This group of potent zombie killers is a great choice to roll if you struggle with those undead

creatures, and most units will have prolonged usage. Good set that isn't too risky, not risky at all if you are seeking anti-zombie.

- Units:

Unit	Description	Usage/Niche	Score/Draw?
Mighty Rekon Korps 	A powerful traited nuker, whose weakness is unable to attack traitless and long foreswing. He has great damage, and has omni + zombie killer to help deal with zombies. Definitely a good pull if you lack traited nukers like Amaterasu. Also, his inability to target traitless can be used to stack him, but beware he has really slow recharge.	Traited Nuker Zombie Killer	Tier: A A very good unit to draw if you lack traited nukers or anti-zombie attackers.
Mighty Thermae D-Lux 	Regarded as the best anti-zombie unit in the game(with sarukani), but has somewhat lacking general performance. Definitely aim for this unit if you want a potent anti-zombie uber	Anti-Zombie	Tier: B+ Best anti-zombie unit.
Mighty Drednot 	Powerful zombie killer with high stats, and also targets red as a bonus. A great addition if you lack anti-zombie, or if you lack anti-red nukers like Thundia/Pai Pai/Eva 02. A good unit to draw, with good general usage too.	Zombie Killer Red nuker General backliner	Tier: B+ Good unit to draw if you need anti-zombie or red nuker.
Mighty Bomburr 	Not really a good anti zombie because his knockback only works on Big Sal stages. Don't aim for him	Zombie CC	Tier: C+ Don't aim for this unit
Mighty Kat-a-Pult	Despite trying to be an anti-zombie, having LD makes his zombie usage rather questionable thanks to	Anti-Zombie	Tier: C+ Don't aim for

	burrowing. Overall, not bad of a unit, but there are plenty better units for zombies and general usage. Worst draw of the set.		this unit.
Mighty Aethur Ltd. 	Has very low cost (2k) and very high dps to zombies (12k DPS). Also a very short cooldown of a minute. This makes you able to send him out easily and nuke zombies because zombie stages mainly have less cash. However due to low health, he dies rather quickly when zombies burrow into him. Not usable outside of zombies due to low dps.	Anti-zombie	Tier: C Good to have if you got no other anti zombies
Mighty Kristul Muu 	Arguably the best anti-zombie, he will help a lot when dealing with this pesky trait by protecting your base. General usage is very limited, but very potent anti-zombie. Has wave blocker as a bonus.	Anti-Zombie Wave blocker	Tier: B- Consider if you lack good anti-zombie.

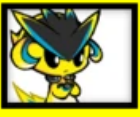
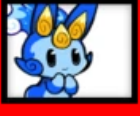
Nature's Guardians Elemental Pixies:



- Average Tier: C/C+
- Unit Viability: A set full of anti-alien, very good if you are in ITF or CotC. Outside of aliens, usage is pretty low, therefore the low tier.
- Description: A set dedicated to countering aliens, rolling this set is a good idea if you want to make aliens, such as in ITF and CotC a joke. Otherwise, they are all pretty bad

in general usage. Not recommended if you already have good anti-alien like Aphro, or are already done with the main story.

- Units:

Unit	Description	Usage/Niche	Score/Draw?
Aer 	A unit to break backliner star alien barriers as he has LD. Not really useful outside that.	LD barrier breaker Anti-Alien	Tier: C+ Not a great unit to get, the others are better.
Bora 	Has resist + massive damage + barrier breaker ability, making him very effective to aliens and star aliens. Bora can actually carry ITF, Cotc and most alien stages. Bora also has a spamable first form too. The only downside is he isn't useful generally outside his niche	Alien & star alien killer	Tier: C+ Draw if you lack anti-alien.
Voli 	Voli is a very good controller against aliens with 100% freeze ability. His spamable first form acts like a second seafarer, and true form acts as a backline CC with extremely good uptime. The only downside is he isn't useful outside his niche	Alien & star alien CC	Tier: C+ Draw if you lack anti-alien.
Gravi 	Acts as a tank attacker to aliens, also an effective barrier breaker with level 3 wave. Despite that, gravi has too low range and damage to work as a tank attacker, so his only usage is to break barriers	Wave barrier breaker	Tier: C Draw if you need a tanker, though there are much better options.
Mizli 	Has 100% slow + knockback aliens, making her a very effective alien controller. However, most alien stages include backliner enemies, therefore causing "mizli syndrome". Mizli always pushes the frontline enemies too far, and makes your units all walk into backliner range and die. She still works well on alien stages with little/no backliners, and in certain CotC	Very niche alien CC	Tier: C Draw if you desperately need anti-alien. Keep in mind there are ch better options.

	levels.		
Lumina 	Has insane resistance + weaken against aliens, causing her to have a whopping 1.9million hp against weakened aliens. This causes her to provide extremely good tanking capabilities against aliens. Generally, Lumi also works as a tank attacker too.	Ultimate alien tanker Tank attacker	Tier: B+ Very good choice for LR slot if you are in ITF or CotC, or lack general tanks.

Cyber Academy Galaxy Gals:



- Average Tier: B-/B
- Unit Viability: A set with plenty of ubers that will have lots of usage, though may fall off in later game.
- Description: The waifu set, this has a wide variety of niche ubers, and many of them have good general usage too. This is a good set to roll for beginners or for midgame when looking for specialists, as this isn't that risky.
- Units:

Unit	Description	Usage/Niche	Score/Draw?
Kalisa 	Rusher type unit with decent range, many knockbacks, and backswing. Kalisa can quickly damage enemies with her high dps, and be deployed again thanks to her low cooldown. She also kills most melee angels due to massive damage ability.	Mid-range rusher Anti-angel	Tier: A Great choice if you lack midrange rushers
Kai	With the resistance to floating ability, Kai can tank most floating enemies	Floating tank Tank attacker	Tier: B+

	for a long time, while also dealing good dps. Outside her niche, she still got good health as a general tanker in TF and KB immunity. Very good pull if you lack general tankers like Keiji, King Gay, or Garu.		Great choice if you lack tankers.
Thundia 	Thundia deals very high damage to reds, making red stages much easier if you got her. She also works as a general backliner, like a better crazed bahamut. Potent anti-red, not necessary if you have anti-red like Eva-02 already.	Anti-red nuker General backliner	Tier: B+ Pull if you lack anti-red.
Windy 	Windy is similar to Thundia, but targets floating instead. But unfortunately, most floating enemies can be dealt with rares and super rares easily. She also works as a general backliner, like a better crazed bahamut.	Anti-floating nuker General backliner	Tier: B+ Pull if you lack floating nukers.
Twinstars 	Twinstars is similar to Kalisa, they both work as a rusher with decent range. The difference is Twinstars counters black and aliens, and has multi hit. Multi hit makes her miss quite a lot, but she's still decent overall. Good to get if you lack rushers like Kalisa, Yukimura, and so on.	Black and alien rusher General rusher	Tier: B- Pull if you need rushers, but keep in mind there are better options.
Coppermine 	Her niche against floatings is not useful because most floating enemies can be dealt with rares and super rares easily. Still works as a generalist if you don't have anything else.	generalist Anti floating	Tier: C+ Not a good option, since niche is done by rares+super rares better.
Kuu 	Not really useful due to her very long attack rate. She is useless against blacks because black enemies always push fast, and her usage against reds are limited to a few stages only. She doesn't work as a generalist either	Anti-red/black backliner	Tier: C Don't draw, very hard unit to use.

Myrcia 	Myrcia has a chance to dodge traitless attacks, but the ability is useless due to low chance. She also doesn't work as a generalist due to low stats, and multihit causes her to miss and no wave is produced. Don't get her.	None	Tier C Just skip.
Headmistress Jeanne 	Deals very very high damage to floatings and red enemies, making floating and red stages much easier. Her downside is that she has low range as a backliner, and low general stats so she is not useful outside her niche. Very replaceable niche, though, by others that target the same such as Thundia or Windy.	Anti floating/red nuker	Tier: B+ Draw if you lack red or floating nukers.

Tales of the Nekoluga:



- Average Tier: C+/B-
- Unit Viability: (Do note that all lugas are extremely bad in first form) Most of these units are really niche, so not recommended for beginners. Their niche is replaceable by specialists too, so not great endgame use.
- Description: A set of ubers that are unusable in first form (and still in TF), this is a very risky set, with only a few units that are good or mediocre. Not a recommended set to roll on for beginners, or late game. Mostly good for collection. The worst normal banner.
- Units:

Unit	Description	Usage/Niche	Score/Draw?
Togeluga	Togeluga is bad in first and evolved form, but gained a very high boost in True form. Shishilan Pasalan has the strengthen ability, which TRIPLES his attack at 99% health.	Backline nuker Wave immune attacker	Tier: A Good choice if you lack

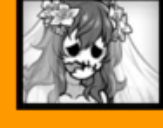
	Shishi also gains 100 KBs, making him to reposition very easily and have very high survivability. He works as a very good backliner attacker, and a wave immune attacker too.		general attackers or wave immune.
Tecoluga 	Tecoluga has a very high attack for his very high range in evolved/true form, and he is often regarded as the boss killer. However, he doesn't work on stages with lots of peons due to single target, and he dies easily when enemies managed to reach him.	Boss killer Super backliner	Tier: A Very good pull to nuke bosses.
Balaluga 	Has very high range (940) and could freeze + weaken enemies. Although having a very low uptime, balaluga can constantly provide support CC as less enemies can reach him. His damage is so low its non existent though. Replaceable by other general CC units like Mitama or Chronos	Super backline CC	Tier: C+ Don't draw if you already have good CC.
Asiluga 	Has the highest range in the game, and the slow all traits ability. However cyberpunk gets the job done better than him.	Super backline CC	Tier: C Don't draw.
Nekoluga 	Has freeze + knockback ability to all non metals. However due to low uptime and stats, he is mostly useless.	General CC	Tier: C Don't draw
Kubiluga 	Kubiluga creates a level 8 wave with 100% knockback in second form. This ability is useful to push back an entire line of enemies in levels where enemies are constantly pushing slowly. This ability can also be used to cheese stages by stacking up to the enemy limit. In TF, the knockback ability gets replaced by critical. The critical ability is good to clear an entire line of weaker metals like metal dogs and koronium.	Wave CC Stage Cheeser Weak metal clearer Combo slave	Tier: C Very unique unit with very niche usage, only draw if you want those niche and are already further into the game. Bad for beginners.

	In addition, kubiluga also gives a very good combo, "Longnecks" that gives worker cat up M. This combo is very good on cashtight stages like dojo/rush stages.		
Papaluga 	Unit that has the rare curse ability to all non metals. However, curse requires a very high uptime to be good, and most enemies are strong because of raw stats than ability. Besides, Papaluga has too low health to survive long.	None	Tier: xD Don't draw
Nobiluga 	Why does he even exist? He is supposed to be a backline sniper, but due to low health, high tba, multihit, and low damage, he is useless.	None	Tier: xD Don't draw
Legeluga 	Legeluga is a midrange rusher that deals quick damage before he dies. The problem is, midrange rushers needs a short cooldown to make up with the low survivability, and Leleluga has a 2 minute long cooldown. One of the worst legend rares	Midrange rusher	Tier: B- Don't draw

Girls & Monsters: Angels of Terror



- Average Tier: B-
- Unit Viability: Many of these units are not desirable, and not too great usage
- Description: A set filled with waifus that mostly don't do a whole lot. Not a great set to pull for early game, later on may have some midgame usage. Not recommended, as it is a rather risky set.
- Units:

Unit	Description	Usage/Niche	Score/Draw?
Queen Reika 	Reika does massive damage to aliens and zombies, making her a good counter to aliens and zombies if you got no one else. Reika also has good range and dps to be used generally. Her only downside is multihit attack, which makes her attack miss more.	Anti-zombie/ alien attacker Generalist backliner	Tier: B+ Good unit if you need anti-zombie or anti-alien, or general backliner.
Trickster Himeyuri 	Has the slow floating and angel ability, and multihit helps her before it increases overall proc chance. Her dps is also good generally in early - middle game. Besides, Himeyuri gives a research up L combo, "Kimono Champs" with vengeful cat and awa-odori cat.	Floating/angel CC Generalist backliner Combo slave	Tier: B- Draw if you lack CC on floating or angel, but there are better CC.
Wolfchild Deale 	Deale has good dps and the ability to knockback aliens and angels. Her proc chance is also boosted overall with multihit. However, knockback isn't a desired ability most of the time. Deale doesn't really work as a generalist backliner because multihit makes her miss a lot, and also lower range than most backliners.	Anti-alien/ angel CC Generalist backliner	Tier: B- Not really a unit worth drawing.
Sea Maiden Ruri 	Ruri has weaken + resist to red, which means she is an uber version of roe. However, she misses a lot due to multihit, and single target doesn't help either. Ruri also got a weird range for a tanker, making her hard to protect anyone.	Tank attacker to reds	Tier: C+ Not good, since Roe gets the job done.
Graveflower Verbena 	Verbena can do critical hits, which means she is an anti metal uber. However, she has very low proc chance compared to the other good crit ubers, and multihit makes her damage to be very low. She still works if you are in need of a critter uber.	Anti-metal critter	Tier: C Draw if you need a crit uber.
Adventurer	Kana has a 3-multihit attack with massive	Anti-black	Tier: TBA

Kana 	damage to black enemies, generating a level 2 surge on first hit. Kana has decent piercing range, but has a rather big blindspot that doesn't work well with black targeting since most black enemies are melee pushers. Despite that, Kana works well with her very high effective dps if you manage to stop the blacks from pushing to her (for example with bomber). Her generalist usage is mediocre due to lower stats, and her multihit aren't good in general use but decent for blacks.	General LD	Draw this if you lack good LD, but if you already have good ones like Ganesha then don't draw.
Kyosaka Nanaho 	Kyosaka is an LD LR has a 50% chance to do critical hit on second hit and insane resistance to metal, making her one of the best anti metal units. Besides, she has the zombie killer and barrier break ability. Her zkill ability isn't really useful due to zombies will burrow into her blindspot, but her barrier break + LD combination helps a lot in star alien stages. Generally, Kyosaka has very good dps as an LD, and 350 piercing range. Her only downside is she got a small inner range, but she still works extremely well if you protect her well. Good choice for LR slot.	Anti-metal critter Barrier breaker Anti-zombie General sniper	Tier: A Draw if you lack anti-metal ubers, or lack snipers. Good general usage, and a great choice for LR slot.