Knight:

Moves up and down mindlessly, blocking the Beam attack of the boss

Archer:

Stays in the backline, each turn it will shoot at the boss if they’re on the same row, unlike the other heroes the Archer only moves after attacking. When moving it will try to get on the same row as the boss

Rogue:

Moves towards the boss, can move 2 squares per turn.

Attacks if orthogonally adjacent to the boss, deals increased damage if an ally is near the boss.

Mage:

Moves 1 square randomly.

Will periodically bombard the field; showing the locations 1 turn before, all heroes drank a fire resistance potion before the fight.