

# Maul Hero Class Guide

## Playstyle Summary

The **Maul** is a slow but devastating heavy-weapon hero class. Wielding a giant hammer, Maul warlords excel at **wide-swinging blunt attacks** that can **sweep away groups of units in just a few strikes**. In battles, a Maul acts as a **frontline bruiser** – soaking damage in heavy armor and **smashing through enemy lines** with massive crowd control (CC). However, Maul fighters are **ponderous in movement**, making them easy for faster heroes to kite and evade. Overall, the Maul's playstyle is about **engaging boldly, disrupting the enemy formation**, and **delivering crushing blows** while relying on toughness and momentum to compensate for its lack of agility.

## Core Playstyle Highlights

**Blunt Damage Specialist:** All Maul attacks deal **Blunt damage**, a type most enemies have lower resistance against

**Sweeping AoE Attacks:** The Maul's skills have **wide attack arcs**, perfect for hitting multiple foes. It **thrives in clumped fights**, able to **knock down and damage entire groups** of units or heroes in one combo

**High CC and Disruption:** Few classes can control a battle like the Maul. It has **multiple knockdowns, stuns, and even a grapple**

**Stamina-Fueled Power:** Many Maul abilities have enhanced effects **at the cost of stamina**

**Vulnerable Mobility:** The trade-off for your power is **slow movement and limited evasiveness**

# Strengths

## Massive AoE Damage:

Few classes can delete groups of enemies as fast as a Maul. Its swings **cover wide areas**, allowing you to hit many targets at once. This makes Maul extremely effective in **sieges or choke-point fights**, where enemies bunch up – you can “**sweep units out of existence in just a few strikes.**”

## Strong Crowd Control:

The Maul brings **multiple forms of CC** – knockdowns from skills like Bonebreaker/Earthsplitter, a stun/knockout from Strike & Grapple, and even self-daze removal with Up from Hel. This **abundance of crowd control** lets you disrupt enemy plans, **interrupt skills/ultimates**, and create openings for your team. You’re a natural **disruptor**, able to bowl over shield walls or stop a fleeing hero in their tracks.

## High Survivability:

Between heavy armor, high HP (if spec’d into Toughness), and defensive runes, a Maul can be quite tanky. You can **soak up a lot of damage** that would fell other classes. Additionally, certain skill runes (e.g. Typhon’s Demise on Maelstrom) grant **extra defense and CC immunity while attacking**

## Teamfight Impact:

A well-played Maul **shines in team fights**. Your ability to **pick up and isolate an enemy hero** with Strike & Grapple can secure kills when your team focuses that target. Your AoE knockdowns can set up your allies’ attacks (knocked-down enemies can’t defend themselves). You’re especially valuable in coordinated pushes or defenses, acting as the **tip of the spear** to break enemy lines and enable your units and teammates to surge in behind you.

# Weaknesses

## Stamina Reliance:

Your most powerful moves **consume stamina** to reach full effectiveness. If you run out of stamina, you lose both offensive power and the ability to dodge. A Maul caught with no stamina is extremely vulnerable – you can’t chase, can’t roll, and your attacks may be weaker. Prolonged fights or being baited into whiffing attacks can drain you quickly, leaving you a sitting duck. Stamina management is a constant challenge; if mismanaged, it’s a major weakness.

## Predictable Attacks:

Many Maul strikes have a big wind-up or are easy to read. Savvy opponents can see **attacks like Forge of War “from a mile away”** and sidestep. Even your non-ultimate swings are broad and can be telegraphed. This predictability means skilled enemies will try to dodge or counter your swings rather than face them. You might find your big attacks missing entirely if you don’t catch foes by surprise or combo them while they’re CC’d.

## Situational Ultimate (Forge of War):

If you choose the Forge of War ultimate, note that it’s very situational. Used at the wrong time, you’ll hit nothing and be left vulnerable during its slow animation. It’s powerful against unit clumps, but **nearly useless in a 1v1 versus a wary hero**



# Skill Rotation

While the Maul isn't about long intricate combos, executing a **proper skill sequence** can maximize your impact. Here's a typical rotation for engaging a group of enemies or an enemy hero in melee:

1. **Engage with Mighty Mjöltnir:** Use the sprinting shoulder charge to **close the gap and knock your target off balance**
2. **Follow-up with a Big Swing (Earthsplitter or Bonebreaker):** As soon as your charge connects, **unleash a wide arc attack** to hit as many enemies as possible. **Bonebreaker** is great if the enemy is tightly clustered; **Earthsplitter** is ideal if they're more spread out or trying to get away, due to its knockback
3. **Spin with Maelstrom:** With enemies knocked down or reeling, step in and activate **Maelstrom**. You'll perform a series of sweeping strikes; **pour in some Stamina to maximize the combo**. This will **thrash any surrounding units** and severely hurt heroes caught in range. Maelstrom's successive hits keep foes staggered
4. **Finish or Disengage:** At this point, most standard enemies (and many heroes) will be badly hurt or dead. If you chose **Forge of War** and the enemy is regrouping in a clump, this is the moment to slam down and **crush the survivors**

**Note:** The Maul's rotation is flexible. Sometimes you may initiate with a different skill (for example, using Earthsplitter first to knock down a group from slightly farther away, then Maelstrom). But generally, **engaging with a stun/knockdown, then dealing AoE damage, is the core pattern**. Always capitalize on enemies being knocked down – that's your window to deal damage without retaliation. And remember to **save enough stamina to dodge out** once your combo is done, in case any surviving enemies counterattack.

# Gear & Seasonal Runes (Silla):

## Guardsmen's Armor (4-piece)

– for a tankier playstyle (HP boost + all-round defense).

## Hammer of the Gods Armor (4-piece)

– for aggressive play (reduces Mjöltnir cooldown and stamina costs).

Use a Maul with high **Blunt damage and armor penetration**, and try to roll stats like **critical value** to boost your burst

- **Runes:** Equip seasonal runes that shore up weaknesses or enhance your CC. **Titanic Shockwave** increases Earthsplitter's AoE by +25% (ensuring no one escapes your swing). **Typhon's Demise** gives you extra defense and CC immunity during Maelstrom, letting you spin safely in the thick of battle. Don't forget general runes like stamina cost reduction or bonus health – they synergize well with Maul's needs.



### Hammer of the Gods Armour

Level : 10

Heavy Armour

**This armour does not suit your weapon's weight class.**

Category: Armour

Endurance: 293/293

Can be reforged

Health 2436

Piercing Defence 260

Slashing Defence 260

Blunt Defence 260

(0/4 pieces)

Hammer of the Gods Helm

Hammer of the Gods Armour

Hammer of the Gods Gloves

Hammer of the Gods Boots

2 pieces: The cooldown for Mountain Breaker is reduced by 2 seconds.

3 pieces: Increases Defence by 72 points.

4 pieces: Stamina costs of all skills and combo skills are reduced by 20%.

# TL;DR Summary

- **Role:** The Maul is a **heavy AoE bruiser** with unparalleled crowd control. Expect to lead charges and **hammer through clusters of foes**, but also to be a big target due to your slow speed.
- **Strengths: Massive blunt damage** (great vs massed units), **multiple CC tools** (knockdowns & grabs), and **high durability** with the right build. A well-timed Maul combo can wipe out enemies before they can react.
- **Weaknesses: Very slow and stamina-dependent.** Easily kited by faster heroes, and if you miss your combo or exhaust your stamina, you're vulnerable. Also, your attacks are telegraphed – smart enemies will dodge your big hits if you're not locking them down.
- **Attribute Build:** Generally **stack Armor and Toughness** for survivability (to “**soak up all that incoming damage**”). You already deal high damage due to blunt weapon scaling; extra Strength is a bonus if you want more kill potential. Some players go 100% Armor or a 50/50 Armor–Toughness split for tankiness, while a risky “glass cannon” build would be heavy Strength (not common for Maul).
- **In Short: Smash first, ask questions later.** As a Maul, you initiate decisively, hit like a truck, and control the battlefield with knockdowns and grapples. Just be mindful of stamina and positioning, or you'll be caught out. When played to its strengths, the Maul is a **terrifying frontliner that crushes foes under sheer force**.