The Characters

This guide is a handbook for characters and their actions. It is essential for playing. Every character has 3 options of action, fits different playstyle and is better in team with some teammates, but not as good with others.

**Normal Attack** has no cooldown and can be used any time.

**Special Attack** has a cooldown of 2 rounds for everyone.

**Special Action** has a cooldown of 2 rounds in most cases, but for Tolbus & Žeromán – they have a cooldown of only 1 round, due to the passive nature of their **Special Actions**.

PS: This guide is only for v2 version, as v1 is very outdated and it has only few differences compared to the v2.

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# Anus

**STATS:**

1. HP, Max. HP = 10
2. Defense = 8

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Anus uses his superior penetration skills to reduce opponent’s hit points by 2 points and increase 1st cooldown by 2 points and 2nd by 1 point.

**Special Action:** Anus takes time to calculate the situation, then increases his maximum hit points by 1 point, while his actual hit points heal.

**Tips:**

# Big Chungus

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Big Chungus jumps to the opponent and bounces off him, dealing damage equal to 6 points.

**Special Action:** Big Chungus powers up and gets ready for the incoming attack, making his body take as much space as it can.

# Kvítek

**Normal Attack:** The damage is equal to 2 points.

**Special Attack:** Kvítek uses 50% of his power to deliver 5 points of damage to the opponent.

**Special Action:** Kvítek unleashes his sigma grindset & arguments upon the unsuspecting enemy, killing him in an instant. *THIS CAN BE USED ONLY ONCE.*

# Marekec

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Marekec runs to the opponent, and in a quick sequence, hits all the weakspots, dealing a damage of 5 points.

**Special Action:** Marekec uses his skills that he learned the hard way to prepare to dodge an incoming attack and retaliate.

# Máta

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Máta tries to use some of his Teak-Wondo skills, however, he is weak and so the attack deals only 4 points of damage.

**Special Action:** Máta remembers some of the tips from YT and tries to win an argument with the opponent – nevertheless, he can’t finish it in one round, so he repeats his boring stuff for the next round.

# Milanus

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Milanus shows the opponent a TikTok video, dealing damage equal to 5 points.

**Special Action:** Milanus gathers his private harem around and uses it to increase his defense by 1 and attack the opponent, also dealing 5 points of damage.

# Mojmi-chan

**Normal Attack:** The damage is equal to 2 points.

**Special Attack:** Mojmi-chan touches the opponent, causing fear and 6 point damage.

**Special Action:** Mojmi-chan does the *IShowSpeed squats*, doubling his next attack. *THIS CAN BE USED ONLY ONCE.*

# PopeC0rn

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** PopeC0rn uses his arguments, actually good when compared to [Máta](#_Máta).

**Special Action:** PopeC0rn uses his parkour skills to maneuver around his opponent and attack with an advantage, dealing a damage equal to the **Normal Attack** plus two more because of the height advantage.

# Tolbus

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** Tolbus starts telling terribly dark jokes and he deals 5 points of damage to his opponent.

**Special Action:** Tolbus retreats behind the friendly lines and helps one of his comrades heal from their injuries, by a maximum of 2 health points.

# Zálabář

**Normal Attack:** The damage is equal to 3 points.

**Special Attack:** Zálabář calls his gang from the Zálabí hood and together with his homies, he delivers 6 points of damage to his opponent.

**Special Aciton:** Zálabář uses his judo skills to quickly attack and retreat, dealing 2 points of damage to the opponent and reducing both of his cooldowns by 1.

# Žeromán

**Normal Attack:** The damage is equal to 4 points.

**Special Attack:** Žeromán attacks the enemy with a powerful punch, however, its damage is random from range of 1 to 10.

**Special Action:** Amidst the chaos of the battle, Žeromán stops to have a snack because bulking is important – and so he eats a few Beef Jerky pieces.

# Žimík

**Normal Attack:** The damage is equal to 3.

**Special Attack:** Žimík accurately throws his jumping ball, dealing 5 points of damage to the opponent.

**Special Action:** Žimík rips his shirt off him, instantly blinding his opponent with his hot body, recovering a maximum of 2 of his defense & increasing both of opponent’s cooldowns by 2. *THIS CAN BE USED ONLY ONCE.*