

⚔️ Warrior Class Quick Reference

⚔️ Class Overview

Stat	Bonus	Special Ability
Attack	+3	Deal +1 damage with attack cards
HP	+1	Extra action cards

🔥 Class Actions

Action	Cost	Effect
Berserker Rage	2E	+2 Attack, +1 Move, -1 Defense (2 turns)
Weapon Mastery	1E	Next attack +2 dmg, ignore armor
Battle Cry	1E	Allies +1 Attack for 2 turns

🔪 Combat Tactics

Tactic	Energy	Best Use
Berserker Rage	2E	When you need damage
Weapon Mastery	1E	Vs armored enemies
Battle Cry	1E	Support allies

⚡ Strategy Tips

- **Combat Flow:** Battle Cry → Berserker Rage → Weapon Mastery → Attacks
- **Energy Management:** Battle Cry (1E) high value, Berserker Rage (2E) save for key moments
- **Positioning:** Use Berserker Rage movement bonus, Battle Cry affects allies within 3 studs
- **Trade-offs:** Berserker Rage gives +2 Attack but -1 Defense and cannot defend

🎯 Win Conditions

- **Competitive:** Aggressive rush, team support, armor breaking
- **Cooperative:** Damage dealer, team buffer, tank alternative

⚔️ Combat Resolution

1. Base Damage → 2. Warrior Bonus (+1) → 3. Berserker Rage (+2) → 4. Weapon Mastery (+2, ignore armor) → 5. Height Bonus → 6. Subtract Defense → 7. Apply Damage