# **→** Mage Core Class Quick Reference

#### Class Overview

Stat Bonus		Special Ability	
Energy	+2	Draw extra card when playing energy cards	
Movement	+1	Extra program cards	
Focus	Energy manipulation		

#### Standard Actions (Available to All Classes)

Action	Cost	Effect
Melee Attack	1E	Base attack dmg, adjacent studs
Ranged Attack	1E	Base attack -1 dmg, 2-3 studs
Defend	1E	+2 Defense until next turn
Move	Free	Move up to Movement stat
Repair	1E	Restore 2 HP to self/ally

#### Class Actions

Action	Cost	Effect	Duration
Energy Surge	2E	Gain 3 Energy next turn (+1 net)	Next turn
Spell Weaving	1E	Next spell -1 cost, +1 range	Next spell
Arcane Shield	2E	Absorb 4 damage for 2 turns	2 turns

# Energy Management

Action	Cost	Gain	Net Effect	Best Use
Energy Surge	2E	+3E next turn	+1E net gain	When low energy
Spell Weaving	1E	-1E on next spell	Efficient casting	Before expensive spells
Arcane Shield	2E	4 damage absorption	Defensive value	Before taking damage

# Strategy Tips

• Energy Flow: Energy Surge → Spell Weaving → Arcane Shield → Standard Actions

• Spell Synergy: Spell Weaving + High-cost spells = Maximum efficiency

• Timing: Energy Surge when low energy, Spell Weaving before casting, Arcane Shield before damage

• Base Energy: 8 Energy (6 + 2 bonus), +2 per turn

• Combo Turns: Energy Surge + Spell Weaving = Powerful setup for next turn

# **§** Arcane Shield Mechanics

• Absorbs: Up to 4 damage before HP damage

• Regenerates: Each turn if not fully depleted

Duration: 2 turns totalCost: 2 Energy upfront

• Strategy: Preemptive casting, best against multiple small hits

# Spell Card Synergy

### **High-Value Spell Weaving Targets**

• Expensive Spells (3+ Energy) - Maximum savings

• Range Spells - +1 range bonus

• Area Spells - Enhanced coverage

• Utility Spells - Better efficiency

#### **Energy Surge Timing**

• Early Game: Build energy advantage

• Mid Game: Fuel expensive spell combos

• Late Game: Maintain energy superiority

#### **Win Conditions**

• Competitive: Energy control, spell efficiency, defensive magic

• Cooperative: Energy support, spell enhancement, protective magic

# Mage Core Icons

Icon	Meaning	Icon	Meaning
4	Energy/Magic	<b>©</b>	Spell/Magic
•	Shield/Protection	2	Arcane/Mystical
*	Enhancement/Buff	4	Power/Energy
<b>8</b>	Magic/Spell	×	Range/Distance

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