

⚔️ Warrior Class Quick Reference

⚔️ Class Overview

Stat	Bonus	Special Ability
Attack	+3	Deal +1 damage with attack cards
HP	+1	
Focus	Combat and damage	

📦 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
Berserker Rage	2E	+2 Attack, +1 Move, -1 Defense	2 turns
Weapon Mastery	1E	Next attack +2 dmg, ignore armor	Next attack
Battle Cry	1E	Allies +1 Attack for 2 turns	2 turns

🔪 Combat Tactics

Tactic	Energy	Best Use	Restrictions
Berserker Rage	2E	When you need damage	Cannot defend while raging
Weapon Mastery	1E	Vs armored enemies	Melee attacks only
Battle Cry	1E	Support allies	Affects allies within 3 studs

⚡ 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
- **Timing:** Use Berserker Rage when you have cover or allies nearby

🛡️ Defense Considerations

Berserker Rage Trade-offs

- **+2 Attack** - Massive damage boost
- **+1 Movement** - Better positioning
- **-1 Defense** - More vulnerable to attacks
- **Cannot Defend** - No defensive actions while raging

When to Use Berserker Rage

-  **Good:** When you have cover or allies
-  **Good:** Against low-defense enemies
-  **Avoid:** When surrounded by enemies
-  **Avoid:** Against high-damage enemies

🎯 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

🔥 Warrior Icons

Icon	Meaning	Icon	Meaning
⚔️	Attack/Combat	🔪	Weapon/Melee
🛡️	Defense/Shield	⚡	Energy/Power
💣	Damage/Explosive	🎯	Accuracy/Target
🔥	Rage/Fury	📢	Battle Cry/Shout