

Warrior Class Quick Reference

Class Overview

Starting Stats: HP 21 | Attack 5 | Defense 2 | Energy 5 | Movement 3

Stat Bonus	Effect
Attack +3	Base stat becomes 5 Attack
HP +1	Starting HP is 21 (instead of 20)

Special Ability	Effect
Deal +1 damage with attack cards	Adds +1 damage when using any attack card

Note: The Warrior's +3 Attack bonus applies to their base stat (base 2 + 3 = 5 Attack). The Special Ability adds +1 damage when using attack cards on top of this.

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