X Warrior Class Quick Reference

X Class Overview

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

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
- X Avoid: When surrounded by enemies
- X Avoid: Against high-damage enemies

Win Conditions

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

X 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	4	Energy/Power
教	Damage/Explosive	© *	Accuracy/Target
&	Rage/Fury	▶	Battle Cry/Shout

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