X Warrior Class Overview

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

Warrior 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	Effect	Best Use
Berserker Rage	2E	Offensive power boost	When you need damage
Weapon Mastery	1E	Armor-piercing strike	Vs armored enemies
Battle Cry	1E	Team buff	Support allies

Warrior Strategy Tips

Combat Flow

- 1. Battle Cry Buff allies first
- 2. Berserker Rage Enter combat mode
- 3. Weapon Mastery Finish tough enemies
- 4. Standard Attacks Clean up remaining

Energy Management

- Battle Cry (1E) High value team support
- Weapon Mastery (1E) Efficient armor breaking
- Berserker Rage (2E) Save for key moments

Positioning

- Use Berserker Rage movement bonus for positioning
- Battle Cry affects allies within 3 studs
- Weapon Mastery only works with melee attacks

V 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

Warrior Icons

Icon	Meaning	Icon	Meaning
×	Attack/Combat	*	Weapon/Melee
•	Defense/Shield	4	Energy/Power
業	Damage/Explosive	©*	Accuracy/Target
0	Rage/Fury	₽ ₃	Battle Cry/Shout

Warrior Win Conditions

Competitive Mode

- Aggressive Rush: Use Berserker Rage for early elimination
- Team Support: Battle Cry to boost ally damage
- Armor Breaking: Weapon Mastery vs defensive builds

Cooperative Mode

- Damage Dealer: Primary source of enemy elimination
- Team Buffer: Battle Cry for coordinated attacks
- Tank Alternative: High HP + damage for frontline

- 1. Base Damage → Card/weapon damage
- 2. Warrior Bonus → +1 damage (special ability)
- 3. Berserker Rage → +2 damage (if active)
- 4. Weapon Mastery → +2 damage, ignore armor (if used)
- 5. **Height Bonus** \rightarrow +1 dmg per level (max +2)
- 6. Subtract Defense → Target's armor/cover
- 7. **Apply Damage** → Final damage to HP

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