

Bit Heroes Battle Guide

There are many different scenarios for a battle you may find yourself in in Bit Heroes, but for the purpose of this guide I assume a few things. The first being that you have already read and understand the other multitude of guides. Meaning you will have a staff mainhand, and the proper familiars for each area. The second assumes you are progressing as a dps in early game, though this matters less in later game.

Priority

In a battle, what takes priority?

It is important to understand that Battles are not about staying alive, but winning. And there are predominantly three types of battles you will have. The first is when you are fighting a balanced team of mobs(non boss), in other words it has a tank. The second is with mobs that are mostly dps and healers. The third is a boss battle, each of which has its own gimmick, but still falls under 1 of 3 categories.

These categories are linked to an integral part of the early game. The three roles: Tank, DPS, Support.

In each of these three battles, you have different priorities. The first battle is a **stall battle**. This is where you kill everything but the tank so that you can save up as much SP and health for the next battle in the case it's either a rush or a boss battle. The second type of battle is a **rush battle**. Either finish off the DPS quickly, or kill everything. These are the worst types of battle to find yourself in. The third is obviously a **boss battle**. This is similar to a rush battle, but changes depending on the boss's role.

TYPE 1 - Stall Battles

The first priority of a stall battle is to gain SP. The second is to retain as much health as possible. Let's take a scenario where you have Shrampz and Bor'lan with you. Shrampz here would only use 0SP, as his power and speed is so low that his healing and dps doesn't make a difference. Your main character also does this. Borlan exclusively uses 0SP aside from when healing is needed. Figure out exactly how much your Borlan heals each member for. If you've only taken 2 damage and Borlan heals for 50, wait until you are closer to 50 damage down. Near the end of this battle, even if you are hit for a bit of damage, still use the 0SP to end it quickly, as that will both save your SP, and make sure the opponent doesn't hit you another time, requiring actual healing.

TYPE 2 - Rush Battles

The first priority of a rush battle is finishing it quickly. The second priority is staying relatively high in HP. The third is keeping as much SP as possible. A rush battle happens when there is no tank and the only enemies are almost guaranteed to kill you quickly. All characters use damage skills unless you go below 50% hp. Borlan is the only one healing, you only use damage skills, the same applies for shrampz. This is the quickest type of battle, and usually the one that ruins a good run. Even worse is if this happens to be the last interaction before the boss battle.

Before a Boss

If this is the situation, figure out which enemy is a healer and keep it alive. Quickly try to kill the rest of the enemies, so you can farm as much SP and health off the healer keeping itself alive while you heal and barely damage it with a 0SP when out of SP. This is a last resort method and only works if it's before the boss and there is a healer in the enemy team. If there is no healer, just dps, follow what was said originally.

TYPE 3 - Boss Battles

A boss battle's main priority is self explanatory, but sometimes people forget that your priority isn't to stay alive, but to win. I say this for those that need it: If the boss is at 2hp and you can kill it with an attack, but also have the option to heal and are at low health, just kill it.

There are three types of boss battle, where your enemy is a Tank, a Dps, or Support. Though there are differences for these, your primary goal is dealing damage, not to heal. Spam your SP, don't save it. Similar to a Rush Battle, if a character gets below 30-40% hp heal them, otherwise it's all damage. Do not use Borlan's 2sp attack furthest unless it is the killing blow.

Tank

In a tank battle there are times when you have 2 regular enemies paired with the boss, if there aren't, follow the original strat. If there are, it'll most likely be DPS or Support. Against two dps, immediately kill them. Against 2 healers, figure out if you can out DPS their healing, if so continue as usual unless you can kill them quickly without dying to the boss. If there are more tanks exclusively target the boss as much as possible, including Borlan's 2sp if that's where the boss is.

DPS

If the boss is a DPS, you will have an easy time because it has low health. Do not heal almost at all. Your priority is using all your SP before you die. If the boss has a certain target pattern, like it only attacks strongest, aka your tank, then you can adjust to heal the tank and deal damage with your character.

Support

Similar to a DPS battle this boss has lower health, though in turn it can also heal. These are usually harder than DPS battles because if you cannot out damage the boss you simply cannot win and need to come back with better gear. Once you can out damage the boss you can heal when it deals damage, and continue to whittle it down.