

## **Hammer God 223**

### Chapter 223 Team Composition

The Dwarves officially registered as a new team, and the name got a lot of laughs from the Guild.

Since they were now an official team, they also had to work on their coordination, which meant training together.

The team gathered three times per week to practice several things.

It was important to find out in which aspects the members excelled and in which aspects they had weaknesses.

For example, Tracy's biggest weakness was her destructive power.

When it came to fighting against fast targets, she was extremely good. She was very fast herself, and she could easily destabilize fast targets, essentially taking away their biggest advantage, speed.

However, when it came to strong targets, she had issues.

Her staff was designed to destabilize, not to kill.

This meant she was very useful as an Assassin.

Assassins in a team setting dealt with background targets like Priests, Sorcerers, Beast Tamers, Conjurers, and Artificers.

She could charge at them rapidly and smash their weak bodies into pieces with her staff.

However, against a Shouter, she was almost helpless.

A Shouter could mostly ignore her if they wore heavy armor.

In a practice match between Tracy and Kyle, Tracy couldn't do a lot.

Sure, Kyle couldn't hit her easily, but whenever she hit him, his armor blocked most of the force.

As long as he leaned into the attack, he would only be slowed down by a bit.

Horatio was the most similar to Tracy.

He was also very fast and agile, but he also had a sword to rely on.

Horatio could be used as an Assassin but also as a Controller.

A Controller's job was to keep a Shouter busy, and Horatio was great at that.

He was fast enough that a cumbersome Shouter couldn't immediately kill him, but he also had enough attacking power to be a threat to the Shouter, which meant the Shouter couldn't ignore him like Tracy.

His weakness, on the other hand, was other agile Fighters like Tracy.

Horatio only used a single sword so that he could use his free hand to freely move around, but that meant he relied primarily on dodging over blocking.

Tracy could block with her entire staff, which meant she could withstand an Assassin's rapid and strong attacks while also being fast enough to attack them back.

One could say that the two of them had two functions each.

Horatio was an Assassin and a Controller.

Tracy was an Assassin and a Counter-Controller.

Bormine was a supreme Assassin. He was fast, and his attacking power was brutally high.

His Ice Affinity gave him a couple of ranged attacks and also improved his short-range attacks.

He was a bit slower than Tracy and Horatio, but his destructive potential was very high.

Sadly, he was also countered by Controllers since Controllers focused on speed the most.

But thanks to Bormine's attacking power, he could be used as an Armor Piercer, which meant he was strong enough to break through heavy armor.

Falk was not fast enough to be an Assassin, but his attacking power was about as high as Bormine's.

Falk's spear had incredible speed and penetrative power.

Most importantly, Falk had a technique that allowed him to retrieve his spear from a distance.

This meant Falk could act as a Sniper.

Of course, since he could only throw a single ranged attack before he had to retrieve his spear, he didn't have the same threat level as a proper Sniper.

However, that one single ranged attack had incredible power and could even threaten a Shouter, as long as it wasn't blocked by their shield.

Additionally, Falk could be used as an Armor Piercer as well.

One thing was clear.

The Dwarves were very strong against beasts.

On average, they were faster than beasts, and their attacks were strong enough to kill beasts.

Lastly, there was Kyle.

Naturally, Kyle was the Shouter.

While he didn't have a shield, he wore heavy armor, which was essentially way too heavy for him.

He was slow.

He was even slower than a normal Shouter.

Because of this, his defense was... questionable.

It wasn't bad. After all, he wore heavy armor.

However, he had difficulties dealing with attacks from Armor Piercers since he didn't have a shield.

Unlike a normal Shouter, he could ignore normal Controllers, which usually countered Shouters, but he didn't have the defense to defend against a proper Armor Piercer.

However, Kyle had arguably the most important thing a Shouter needed.

Threat.

If a Shouter didn't have any offensive capabilities, everyone would just ignore them.

A Shouter needed to be threatening and dangerous to be effective.

And Kyle was very threatening and very dangerous.

He was an Armor Piercer and an Armor Breaker.

Armor Breakers were pretty rare since it wasn't easy to permanently weaken someone's defenses.

An Armor Piercer could get through the heaviest armor of a Shouter, but only an Armor Breaker could actually destroy their shield.

An Armor Piercer went past the shield.

An Armor Breaker went through the shield.

Usually, Fighters were not Armor Breakers since they lacked Ether.

The role of Armor Breaker was usually reserved for Sorcerers, Beast Tamers, and Knights.

Armor Breakers were the ultimate Anti-Shouters.

If a Shouter was hit by a Sorcerer's Spell, it didn't matter how heavily armored they were.

As long as they were not at least one level higher, they would die or get severely injured.

The mark of an Armor Breaker was a destroyed corpse that could no longer be identified after a single attack.

A spear strike couldn't do that.

A sword slash couldn't do that.

An arrow couldn't do that.

A Skinner Lizard like Skweera could do that.

A huge fireball from a Sorcerer could do that.

And Kyle's hammer could do that.

After training for a couple of days, the team realized which opponents they were strong against.

They were extremely effective against all kinds of beasts due to their high average speed and their high power.

They were also extremely effective against teams with Shouters and a strong backline.

With three Assassins and a Sniper, they were the worst nightmare of teams that used several Priests, Beast Tamers, Sorcerers, or Artificers.

However, there were also compositions they were bad against.

For example, teams with no backline.

There was another role that existed but didn't exist in their team.

Juggernauts.

Kyle's four teammates all had small True Bodies.

Juggernauts had big True Bodies.

Very often, they used spears, halberds, big swords, two-handed maces, and so on.

Juggernauts advanced forward, being threats to Shouters, Assassins, and the backline.

It was very hard to stop them.

They wouldn't easily fall over after one hit like an Assassin.

Even more, Juggernauts very often walked together with the Shouter.

The Shouter advanced forward while the Juggernauts dealt with the Controllers.

Like that, the Shouter would approach the backline, which would then have to retreat, which kept them busy, stopping them from using their dangerous abilities.

Juggernauts also sometimes guarded a backline from Assassins.

It was clear that Juggernauts were the weakness of the team.