Bunker

Pre-Note 1: Grenade launcher does 2-2-1 damage. For the purposes of this guide, it will be counted as doing 5 damage. This is, of course, an over-simplification. There are many times where Grenade launcher won't do the full damage for a variety of reasons. This guide is not meant as an absolute, but a different way to think about Bunker. Each situation must be evaluated on its own, in order to find the most efficient way to play Bunker.

Pre-Note 2: Unless otherwise specified, items mentioned in this guide apply equally to The Indestructible Bunker (the original version) and Bunker: Engine of War (the promo version). When there would be a difference, it will be explicitly mentioned in the guide.

Pre-note 3: For the purposes of this guide, Initialize (The Indestructible Bunker's base power) will be considered a card draw and not a power.

Introduction

Bunker is all about damage. If Bunker isn't dealing damage every turn, it is for only one of two reasons. 1) You don't have the cards, in which case you need to do everything you can to get them. 2) You can do even more damage by not dealing damage this turn. Let's look at an example of how this works.

Let's say you have the following cards in your hand: Upgrade Mode, Grenade launcher, Flak Cannon, and Turret Mode. There are 2 ways you can play this hand:

1) Play the cards one-by-one, and deal damage every turn:

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Flak Cannon. Damage this turn = 5. Total damage = 10.

Turn 3: Play Turret Mode Damage this turn = 12. Total damage = 22.

2) Play Upgrade mode first, even though you won't deal damage that turn:

Turn 1: Play Upgrade Mode and Grenade launcher. Damage this turn = 0. Total damage = 0.

Turn 2: Play Flak Cannon and Turret Mode. Damage this turn = 12. Total damage = 12.

Turn 3: Can't play anything. Damage this turn = 12. Total damage = 24.

You can clearly see that by playing Upgrade mode first, you will be doing more damage overall, even though you don't do damage every turn. One thing to keep in mind is the overall damage isn't always the best course of action. Sometimes you need to do damage immediately, even at the cost of overall damage. So in our example, if you needed to deal some damage the first turn (for example, to destroy an annoying target), option #1 would be the better play. This is something that you have to keep in mind as you play. if you come up with an interesting idea, but it will only do more overall damage after 10 turns, it might not be worth the play.

Modes

So how does Bunker do the most damage? Every hero has the same three basic resources per turn: 1) play a card, 2) use a power, and 3) draw a card. Through the use of Mode cards, Bunker can manipulate these resources and increase his overall damage (as in the example above).

So let's begin by taking a look at the different Mode cards. You will always have 3 "things" available to you, but the mode cards will change your basic resources from being 1 play, power and draw to something else (for example, 3 draws).

No Mode:

 *The Indestructible Bunker:* 1 play, 1 power, 1 draw OR 1 play, 0 powers, 2 draws

 *Bunker: Engine of War*  1 play, 1 power, 1 draw OR 0 plays, 0 powers, 2 draws\*

Recharge Mode 0 plays, 0 powers, 3 draw +1 damage reduction

Upgrade Mode 2 plays, 0 powers, 1 draw OR 0 plays, 0 powers, 2 draws\*

Turret Mode 0 plays, 2 powers, 0 draws +1 damage

\*You can always draw (if you can draw) two cards by not playing a card or using a power. These were included here so that you can see all of your option, even though it is less efficient. These option will be discussed in detail later in the guide.

\*\*As first glance it seems that Turret Mode is worse because it only allows 2 "things." However, the +1 damage more than makes up for it. If you are using Grenade launcher and Flak Cannon in Turret mode, you are actually gaining another 4 damage over the two powers. This is where the "third" power comes from.

Full Effect of Modes

Not all of the Modes activate immediately, some will only take full effect on the next turn. Understanding this is key to planning Bunker's next move.

No Mode: You will always have the full effect

Recharge Mode:

 1st Turn: 0 plays, 0 powers, 2 draws +1 damage reduction

 2nd Turn: 0 plays, 0 powers, 3 draws +1 damage reduction FULL EFFECT

Upgrade Mode:

 1st Turn: 1 play, 0 powers, 1 draw

 2nd Turn: 2 plays, 0 powers, 1 draw FULL EFFECT

Turret Mode: You will always have the full effect.\*

\*The only exception to this is Gatling Gun. Gatling Gun will not get the +1 damage until the next turn.

So while No Mode and Turret Mode give you the full effect right away, Recharge Mode and Upgrade Mode force a decision on you. Is it really worth it to lose out for a turn? Sometime the answer is yes, as per the example above, but the choice is not always so clear. Consider Upgrade Mode versus The Indestructible Bunker. With No Mode you are still drawing two cards, but you can also play one. The decision is a little easier with Bunker: Engine of War, since he can't draw two cards without losing a play. You have to consider whether the Mode will produce greater results (i.e. more damage) by going into that mode.

One thing that is worth mentioned is that Recharge Mode and Turret Mode requires their cards to be played before going into the Mode. Upgrade Mode does not. This means that while you will have to hold off on recharge Mode or Turret Mode in order to play Gatling Gun, you do not have to do this with Upgrade Mode.

Modes as One-Shots

Many different heroes have cards that provide pros and cons, however, Mode cards are a little unique in this regard. Besides the fact that the con is never increased damage, Mode cards can always just be discarded without using a power. This means that you can put down a Mode card for a single turn, and remove it without penalty, if it won't work great next turn. Don't assume that when you go into a Mode you have to stay there for several turns.

Let's give some examples: Let's say you don't have a great card to play, but you have a Recharge Mode. Play the Recharge Mode. You will still get the two draws (and +1 damage reduction). If you don't get the cards you need, you can then draw three cards next turn. If you do, simply discard Recharge Mode and play your card. With The Indestructible bunker, you can still draw two cards the next turn if you need to.

Let's say you only have Flak Cannon or Grenade Launcher out, but you need the +1 damage to destroy a target. Play Turret Mode, even though you are not at the full strength of Turret mode, it will still drastically help this turn, and you can always destroy it if you need to play a card next turn.

Upgrade Mode doesn't really work as a One-Shot, but it could be helpful to prepare yourself for next turn. For example, if you don't have a good power, you can play Upgrade Mode and another card this turn, and then play two cards next turn. However, if you don't have a good power, it is usually better to draw more cards so that you can get one.

Using Modes

Knowing what the Modes can do doesn't help much, unless you have a specific goal in mind. Bunker has a few different ways to use the Modes: dealing damage, drawing cards, tanking, and utility. Bunker is all about damage, but sometimes drawing cards, tanking, and general utility, can help him increase his damage potential.

Dealing Damage: You always want to deal as much damage as possible. If you aren't, it is because you will be dealing more damage next turn.

Drawing Cards: Drawing card help in two ways: 1) If you don't have the cards you need to deal damage, maximizing your draws can help. 2) With Gatling Gun and Omni-Cannon, each card in your hand is equal to 2 damage.

Tanking: While tanking isn't always a priority, the more turns you survive means the more damage you can do.

Utility: Sometimes various effects can hinder your damage output. Bunker's utility can mitigate these circumstances.

The next few sections will go into how each Mode handles each of these things. During each section, I will also explain the individual cards that pertain to that category.

Damage

Bunker is all about damage. Period. Everything you do is about dealing the most damage you can. The example above showed how to use Upgrade Mode to increase your damage. This should be your thinking with every play on every turn. One thing you have to avoid is the urge for the "perfect" setup. Often it will actually lower your damage output. Consider the example from above:

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Flak Cannon. Damage this turn = 5. Total damage = 10.

Turn 3: Play Turret Mode Damage this turn = 12. Total damage = 22.

Let's see what happen if you have a bunch of other cards in your hand to "help you out":

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5. Difference = 0.

Turn 2: Play Flak Cannon. Damage this turn = 5. Total damage = 10. Difference = 0.

Turn 3: Play Heavy Plating Damage this turn = 5. Total damage = 15. Difference = 7.

Turn 4: Play Maintenance Unit Damage this turn = 5. Total damage = 20. Difference = 14.

Turn 5: Play Ammo Drop Damage this turn = 5. Total damage = 20. Difference = 21.

Each turn you are not in Turret Mode, you are losing 7 damage. This is huge. Before you go for the "perfect" setup, you have to make sure it is worth it. Most cards simply aren't worth it in most situations. Just for a little comparison, let's see what happens if we use Upgrade Mode instead.

Turn 1: Play Upgrade Mode and Grenade launcher. Damage this turn = 0. Total damage = 0.

Turn 2: Play Flak Cannon and Heavy Plating. Damage this turn = 0. Total damage = 0.

Turn 3: Play Maintenance Unit and Turret Mode Damage this turn = 12. Total damage = 12.

Even with Upgrade Mode, by turn 3 you are down 10 damage, and if you would take another turn and play more cards, it would be even lower.

The cards you should be playing before going into Turret mode are cards that actually add to damage, otherwise you are simply losing damage potential. Whether or not Gatling Gun and Omni-Cannon are worth it will be discussed later.

I also wanted to point out that the situation will always dictate what is necessary. Sometimes playing Heavy Plating could let Bunker survive a few more turns, which means more damage. One of the decisions that a Bunker player needs to make is whether or not a card is "necessary."

The following cards all help Bunker deal damage:

Flak Cannon and Grenade Launcher: These are you most basic damage cards, and should be played as soon as you get them. You should be using one of (if not both) of these powers every turn. If you aren't there better be a good reason.

Gatling Gun: This card makes every card in your hand worth 2 damage (3 in Turret mode). Keep in mind that while Gatling Gun makes every card worth damage, it can only use one card a turn (unlike Omni-Cannon). 6 cards in your hand can be worth 12 (or 18) damage, but it will take 6 turns to deal it. Also, every turn the card is not out, it is not doing damage (unlike Omni-Cannon).

This is the only card that allows you to deal damage directly regardless of what Mode you are in.

This is a great card to play, but only after at least Flak Cannon or Grenade Launcher is in play. The best setup would be to play Flack Cannon/Grenade launcher, Gatling Gun, Flak Cannon/Grenade Launcher, as this will maximize your damage.

The proper use of Gatling Gun often requires you to know what cards are necessary and what aren't. Just remember this golden rule, "If it doesn't increase your damage, it isn't necessary."

Omni-Cannon: This card also make every card in your hand worth 2 damage (but not 3 unless you only put down 1 card a turn). Since you can load 3 cards a turn, you don't need Omni-Cannon out before you draw card to have a full effect. Furthermore, each card is worth 2 damage, but you can use 3 cards a turn. This means that you can get the most out of each card much faster than Gatling Gun.

Unlike Gatling Gun, Omni-Cannon uses a power, so when you are calculating the most effective attack, you have to take into account that you won't be using another power (unless you have Auxiliary Power Source in play).

One of Omni-Cannons advantages/disadvantages is that it is a single source of damage. While it won't get a dramatic boost from damage increases, it is a great card to counter damage reduction.

While it is fun to build-up Omni-cannon for a single big attack against the villain, this isn't always the best course of action. Many villains have at least one big and painful target. When Omni-Cannon is out and properly prepared, it can take out that single target in 1 turn by itself. For example, you can be pounding on Baron Blade until a MDP pops up. If Bunker prepared for this, he could have an Omni-Cannon prepared with 10 damage, and take it out as soon as it appears (obviously if you can take out baron Blade first with Omni-Cannon it would be worth it). This idea holds true for many villains. You really hate one of Apostate relics, charge Omni-Cannon and kill it in a single turn, which is easy with Omni-Cannon as it can get past damage reduction fairly easily. Worried about Omnitron's Electro-Pulse or components, have a charge ready and take them out as soon as they appear.

Many villains will have something like this, and knowing the villain can help you prepare. Now, you don't have to prepare Omni-Cannon fully, but just be aware of its limitations. You can always charge it the turn you use it, but you can only put 3 cards down. For example, against Baron Blade, you would want to put at least 2 cards under it immediately and keep the rest in your hand. Whenever a card comes up that you need to destroy, just add the last three cards that turn, and take it out. Knowing how many cards are needed under Omni-Cannon against any villain can make you much more effective.

Because Omni-Cannon can take out important targets by itself, it often help to have Bunker go first. Bunker can then destroy that pesky target, letting the rest of the team deal with the villain himself.

External Combustion: External Combustion is Bunker's only One-shot that deals damage, as well as his only way to deal damage to all non-hero targets. Both of these aspects are key to properly using External Combustion. If you are up against a villain with a bunch of targets, wait for the most opportune time to use it. However, even if there are only a few targets, it would still be worth using it, since it is the only way to deal damage during the "play" phase. Therefore, it can increase the damage output if you are No Mode or even Upgrade Mode.

Auxiliary Power Source: Auxiliary Power Source deserves a special mention because it allows you to use another power on a turn, which can often mean more damage. So for example, you can play the card one turn, then while in No Mode, you can use both Flak Cannon and Grenade Launcher, sort of like a mini-Turret mode. You could also use it in Turret Mode to allow you to use Grenade Launcher, Flak cannon and Omni-Cannon all in once turn.

One good use for Auxiliary Power Source is when you don't have any really nice targets one turn. You can then sort of "save" the power for another turn.

Playing Auxiliary Power Source while in Upgrade Mode also allows you to save the power that you are missing and apply it on another turn. Although, you probably need a good reason to do this and not just play a card and use a power in normal Mode. One reason might be because it take Upgrade mode two turns to be effective, so this will allow you to "save" you power without dropping the Mode.

So not that we have discussed the different damage option, let's see how each mode can deal the most damage.

No Mode: Requires no preparation to deal full damage. You always have the full effect, and you can always play cards. No Mode can deal damage while playing cards (External Combustion and Auxiliary Power Source), while using a power (Flak Cannon, Grenade Launcher, and Omni-Cannon), and through drawing cards (Gatling Gun and Omni-Cannon). You should almost always be doing as much damage as possible every turn.

*The Indestructible Bunker:* It is often better to use Grenade Launcher or Flak Cannon than Initialize. As long as you have one of those out, you have one of your key cards and should be dealing damage. See below about when to draw cards. Even though each card draw is worth 2 damage, Grenade Launcher and Flak cannon simply do more damage. The only time it might be worth it is when you need to charge Omni-Cannon in order to get past damage reduction.

*Bunker: Engine of War:* Bunker: Engine of War doesn't add anything to damage. However, you also aren't losing anything, since you should be dealing damage every turn and not drawing cards.

Recharge Mode: Recharge Mode can only deal damage through card draws (Gatling Gun and Omni-Cannon). However, it is even a little worse than that since Gatling Gun needs to be out before going into Recharge Mode to gain the full effect. Since it only uses one card a turn, every turn it is not out you are losing damage. There are going to be some times that you can use the card draws to fuel Gatling Gun after you leave recharge Mod, but since you are drawing three cards a turn, the game will be long over before you get the full damage of each card. This is important, because sometime it might be important to delay Recharge Mode a turn to play Gatling Gun. Also, using Gatling Gun is the only way to deal direct damage while in Recharge mode. However, if you are in Recharge Mode, it is usually because you don't have the right cards in play, not to gain cards to fuel Gatling Gun or Omni-Cannon. Therefore, it might not be a good idea to delay going into recharge mode, just so you can get those essential cards faster.

Omni-Cannon, however, doesn't need to be in play before hand. while it would be helpful to use it right after coming out of Recharge Mode, since you can put three cards under it a turn, it won't take too long to get the full effect. This is important because it isn't always worth it to delay Recharge Mode in order to play Omni-Cannon first.

Upgrade Mode: Upgrade Mode can deal damage through card play (External Combustion and Auxiliary Power Source) and card draws (Gatling Gun and Omni-Cannon). Furthermore, you don't have to play Gatling Gun or Omni-Cannon before going into Upgrade mode, since you can play them while in Upgrade Mode.

Upgrade Mode gives Bunker one of his most powerful attacks, playing two External Combustion in a single turn. That will deal 6 damage to all targets and 4 damage to Bunker (2 if he has heavy Plating out). This is a very powerful attack, but needs some preparation time, since you can't play two cards until Upgrade Mode's second turn. However, if you take this into consideration, Bunker can go a long way to clearing the board of targets.

Here is one example of how this move can be effective. Voss plays Forced Deployment with a bunch of minions in the trash, including the ones that add damage reduction. The turn Forced Deployment comes out, Bunker plays Upgrade Mode and something else (probably heavy Plating). Next turn, he plays two External Combustions and clears the board (except for the fire immune guy).

Another example, play Upgrade Mode the turn before Dawn Flips back to her front side. As soon as she flips, deal every target 6 damage. Knowing your enemy will allow you to maximize this move.

One specific card I wanted to point out is Imbued Vitality. Imbued Vitality gives everything 6 hp, this would mean that two External Combustion would clear nearly everything from the board (Bunker's own End of Days).

Of all the Modes, Upgrade Mode is the hardest to figure out how to maximize damage. As shown at the beginning of the guide, it can be done to great effect. However, playing any card that doesn't directly increase your damage (e.g. Heavy Plating, Maintenance Unit) will actually decrease your damage as explained above. The only time you want to play one of those cards, is when you have a free turn. For example, last turn you played Grenade Launcher and Flak Cannon. This turn all you need is turret mode, but since you have an extra draw, there is no reason to play Heavy Plating, Maintenance Unit, etc.

Let me give an example of how it can be difficult to see the effects: Let's say you play Flak cannon and Grenade Launcher with upgrade Mode. If you don't play Turret Mode on the next turn, you have lost damage. You were better off dropping Upgrade Mode and only playing one card a turn, but also using its power. Most of the time, Upgrade Mode will be used to speed up you play into Turret Mode. If you aren't planning on going into Turret Mode, it is often (but not always) best to play only one card and keep using a damage dealing power.

It is difficult to give clear rules for which cards to play in Upgrade Mode and which aren't. If you have a lot of cards in your hand, then it would be worth playing Gatling Gun or Omni-Cannon before going into Turret Mode. Each time, you should try to calculate your damage and find the best path to victory.

Turret Mode: Turret Mode will often provide Bunker with the most (and most direct) damage. Turret Mode can deal damage through card play (Auxiliary Power Source), powers (Flak Cannon, Grenade Launcher, and Omni-Cannon), and card draws (Gatling Gun and Omni-Cannon). While Turret Mode can deal damage is many ways, many of the cards have to be down before he enter Turret Mode. For example, Auxiliary power Source can allow Bunker to use Flak Cannon, Grenade Launcher, and Omni-Cannon all on the same turn, but the card needs to be played before going into Turret Mode. There is a similar situation with Gatling Gun and Omni-Cannon. Turret Mode can still turn your hand of cards into damage, but Gatling Gun and Omni-Cannon need to be down before going into Turret Mode.

The most basic (but still extremely powerful) setup for Turret Mode is to have Flak Cannon and Grenade launcher in play before going into Turret Mode. This is the most basic setup, and should be your goal every game. With this setup, you can deal 12 damage a turn, and even 7 damage to a single target. Hitting the villain for a constant 7 damage a turn (with some side damage to other targets), will make short work of the villain. Very few heroes can sustain this sort of output, and even less can get this sort of damage in so few turns.

The big question about Turret Mode is whether you should wait a turn or two to put down more cards. I have already shown above that if you are not playing a card that adds damage, it is simply not worth the wait. What about cards that do add damage like Gatling Gun? Let's run some numbers:

No Gatling Gun:

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Flak Cannon. Damage this turn = 5. Total damage = 10.

Turn 3: Play Turret Mode. Damage this turn = 12. Total damage = 22.

Turn 4: Can't play anything. Damage this turn = 12. Total damage = 34.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 46.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 58.

With Gatling Gun (remember that Turret mode will add 1 damage to Gatling Gun, but only the turn after Turret Mode is played):

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Gatling Gun. Damage this turn = 5. Total damage = 10.

Turn 3: Play Flak Cannon. Damage this turn = 7. Total damage = 17.

Turn 4: Play Turret Mode. Damage this turn = 14. Total damage = 31.

Turn 5: Can't play anything. Damage this turn = 15. Total damage = 46.

Turn 6: Can't play anything. Damage this turn = 15. Total damage = 61.

As you can see, waiting a turn for Gatling Gun won't catch up until at least turn 5 (where it equals damage). So before you wait a turn or two, make sure you have the time and the cards to keep this up. Otherwise it is simply not worth it.

Let's run this one more time with Upgrade Mode:

No Gatling Gun:

Turn 1: Play Upgrade Mode and Grenade launcher. Damage this turn = 0. Total damage = 0.

Turn 2: Play Flak Cannon and Turret Mode. Damage this turn = 12. Total damage = 12.

Turn 3: Can't play anything. Damage this turn = 12. Total damage = 24.

Turn 4: Can't play anything. Damage this turn = 12. Total damage = 36.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 48.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 60.

With Gatling Gun (it is best to play Gatling Gun first to start doing damage):

Turn 1: Play Upgrade Mode and Gatling Gun. Damage this turn = 0. Total damage = 0.

Turn 2: Play Flak Cannon Grenade launcher . Damage this turn = 2. Total damage = 2.

Turn 3: Play something and Turret Mode. Damage this turn = 14. Total damage = 16.

Turn 4: Can't play anything. Damage this turn = 15. Total damage = 31.

Turn 5: Can't play anything. Damage this turn = 15. Total damage = 46.

Turn 6: Can't play anything. Damage this turn = 15. Total damage = 61.

You can see that even though you are starting the damage earlier (and you get an extra card while waiting for Gatling Gun) it still takes 6 turns until you are doing more damage. One thing you will notice, is that you will do the exact same damage with Gatling Gun whether you use Upgrade Mode or not. Therefore, it might be better not to, so you can do more damage earlier.

Often, it won't be worth it to wait a turn or two even for another damage dealing card. Most of the time you won't get a "perfect" setup, unless you had a bad draw and didn't have any other cards to play in the beginning.

Let's see what happens with Omni-Cannon, assuming we are charging with 3 cards a turn. I am subtracting 4 damage from the damage potential, because you can't use Flak Cannon when using Omni-Cannon, but I am adding 1 for Turret Mode. The more often you use Omni-Cannon the les damage you will do, since each time you will be losing 4 damage from not suing Flak Cannon.

No Omni-Cannon:

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Flak Cannon. Damage this turn = 5. Total damage = 10.

Turn 3: Play Turret Mode. Damage this turn = 12. Total damage = 22.

Turn 4: Can't play anything. Damage this turn = 12. Total damage = 34.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 46.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 58.

With Omni-Cannon playing on turn 1:

Turn 1: Play Omni-Cannon. Damage this turn = 0. Total damage = 0. Potential damage = 0.

Turn 2: Play Grenade Launcher. Damage this turn = 5. Total damage = 5. Potential damage = 3.

Turn 3: Play Flak Cannon. Damage this turn = 5. Total damage = 10. Potential damage = 9.

Turn 4: Play Turret Mode. Damage this turn = 12. Total damage = 22. Potential damage = 15.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 34. Potential damage = 21.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 46. Potential damage = 27.

With Omni-Cannon playing on turn 2):

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5. Potential damage = 0.

Turn 2: Play Omni-Cannon. Damage this turn = 5. Total damage = 10. Potential damage = 0.

Turn 3: Play Flak Cannon. Damage this turn = 5. Total damage = 15. Potential damage = 3.

Turn 4: Play Turret Mode. Damage this turn = 12. Total damage = 27. Potential damage = 9.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 39. Potential damage = 15.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 51. Potential damage = 21.

The first thing you will notice is that you gain an overall of 1 point of damage if you play Omni-Cannon first. Therefore, I will only be using the first option for all calculations. After turn 6 you are only doing 58 damage without Omni-Cannon, compared to 73 damage with Omni-Cannon. However, in order to reach this, you need to have 15 cards in your hand. If you have the cards, then it will work out, but it is never worth it to hold out for them before going into Turret Mode. Every turn you wait, you will be losing 7 damage, which is more than the 6 damage you get from the 3 cards you can put down a turn. So how many cards do you need to make it worth it? If you look at the chart, Omni-Cannon overtakes No Omni-cannon on turn 4 this means that if you have 8 cards in your hand, you will do 1 extra damage overall on the 4th turn.

Let's compare these with Upgrade Mode:

No Omni-Cannon:

Turn 1: Play Upgrade Mode and Grenade launcher. Damage this turn = 0. Total damage = 0.

Turn 2: Play Flak Cannon and Turret Mode. Damage this turn = 12. Total damage = 12.

Turn 3: Can't play anything. Damage this turn = 12. Total damage = 24.

Turn 4: Can't play anything. Damage this turn = 12. Total damage = 36.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 48.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 60.

With Omni-Cannon:

Turn 1: Play UM and OC. Damage this turn = 0. Total damage = 0. Potential damage = 0.

Turn 2: Play FC and GL. Damage this turn = 0. Total damage = 0. Potential damage = 3.

Turn 3: Play something and TM. Damage this turn = 12. Total damage = 12. Potential damage = 9.

Turn 4: Can't play anything. Damage this turn = 12. Total damage = 24. Potential damage = 15.

Turn 5: Can't play anything. Damage this turn = 12. Total damage = 36. Potential damage = 21.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 48. Potential damage = 27.

You can see here that Upgrade once again increases the damage a bit (here by 2).

Now someone might ask, what about Ammo Drop, wouldn't it be worth it if it can fuel Gatling Gun or Omni-Cannon? The answer is maybe. If you look above, when you use Upgrade Mode there is an extra card to play. This would be a good time to play Ammo Drop. Let's see what happens if you don't have Upgrade Mode.

Let's see what happens when we add Ammo Drop:

With Gatling Gun:

Turn 1: Play Grenade Launcher. Damage this turn = 5. Total damage = 5.

Turn 2: Play Gatling Gun. Damage this turn = 5. Total damage = 10.

Turn 3: Play Ammo Drop. Damage this turn = 7. Total damage = 17.

Turn 4: Play Flak Cannon. Damage this turn = 7. Total damage = 24.

Turn 5: Play Turret Mode. Damage this turn = 15. Total damage = 39.

Turn 6: Can't play anything. Damage this turn = 15. Total damage = 54.

With Omni-Cannon:

Turn 1: Play Omni-Cannon. Damage this turn = 0. Total damage = 0. Potential damage = 0.

Turn 2: Play Grenade Launcher. Damage this turn = 5. Total damage = 5. Potential damage = 3.

Turn 3: Play Ammo Drop. Damage this turn = 5. Total damage = 10. Potential damage = 9.

Turn 4: Play Flak Cannon. Damage this turn = 5. Total damage = 15. Potential damage = 15.

Turn 5: Play Turret Mode. Damage this turn = 12. Total damage = 27. Potential damage = 21.

Turn 6: Can't play anything. Damage this turn = 12. Total damage = 39. Potential damage = 27.

On turn 6:

No extra guns: 58 damage.

With only Gatling Gun: 60 damage.

With only Omni-Cannon: 73 damage.

Gatling Gun with Ammo Drop: 54 damage.

OC with Ammo Drop: 66 damage.

So you can see that by turn 6, Ammo Drop actually reduces damage. While it will eventually catch up, especially if the other ones run out of cards, it really have to think if it is worth it to "waste" a turn playing Ammo Drop.

These were only with the damage dealing cards, wasting time playing any other sort of card (e.g. Heavy plating, maintenance Unit, even Auxiliary Power Source), simply isn't worth it. Once a player realizes that the "perfect" setup actually reduces damage, they will become a better player.

Keep in mind the general rule, each card you adds slows down you damage production. It might be able to make it back up, but you need to make sure you have the time for everything to take effect.

That should be it for damage calculations, but there is one more calculation that is worth considering. As I mentioned in the beginning, for simplicity, I was counting all damage (so Grenade Launcher does 5). What if you don't have many target, what is the potential damage to a single target. Let's figure it out. In this case, Grenade Launcher is only doing 3 damage, and this drastically changes what is worth playing.

No additional cards:

Turn 1: Play Flak Cannon. Damage this turn = 3. Total damage = 3.

Turn 2: Play Grenade Launcher. Damage this turn = 3. Total damage = 6.

Turn 3: Play Turret Mode. Damage this turn = 7. Total damage = 13.

Turn 4: Can't play anything. Damage this turn = 7. Total damage = 20.

Turn 5: Can't play anything. Damage this turn = 7. Total damage = 27.

Turn 6: Can't play anything. Damage this turn = 7. Total damage = 34.

With Gatling Gun:

Turn 1: Play Flak Cannon. Damage this turn = 3. Total damage = 3.

Turn 2: Play Gatling Gun. Damage this turn = 3. Total damage = 6.

Turn 3: Play Grenade Launcher. Damage this turn = 6. Total damage = 12.

Turn 4: Play Turret Mode. Damage this turn = 10. Total damage = 22.

Turn 5: Can't play anything. Damage this turn = 10. Total damage = 32.

Turn 6: Can't play anything. Damage this turn = 10. Total damage = 42.

With Omni-Cannon:

Turn 1: Play Omni-Cannon. Damage this turn = 0. Total damage = 0. Potential damage = 0.

Turn 2: Play Flak Cannon. Damage this turn = 3. Total damage = 3. Potential damage = 3.

Turn 3: Play Grenade Launcher. Damage this turn = 3. Total damage = 6. Potential damage = 9.

Turn 4: Play Turret Mode. Damage this turn = 7. Total damage = 13. Potential damage = 15.

Turn 5: can't play anything. Damage this turn = 7. Total damage = 20. Potential damage = 21.

Turn 6: Can't play anything. Damage this turn = 7. Total damage = 27. Potential damage = 27.

You can clearly see that when you focus on a single target, Gatling Gun and Omni-Cannon will quickly match the damage, and just keeps adding more.

Some calculations I will leave up to you. For example, the above using Upgrade Mode, or Having both Gatling Gun and Omni-Cannon (you better have a lot of cards if you are going this route). What was here should help you figure out every situation.

Drawing Cards

Drawing cards has two major effects with Bunker: 1) It helps him get the right cards into play. 2) Each card in his hand counts as 2 damage (3 with Turret Mode). However, you always have to know when you need to draw cards or when you don't. This will take some time, but once you realize the cards that are essential to Bunker, and not just as added bonus, you will learn what you need to search for and what you don't.

Let's start by talking about the cards that help you draw cards.

Ammo Drop: This is the first card to come to mind. It allows you to draw cards even if a card says you can't (this works on environment cards too). Before you go looking for this card, you need to know whether the villain has a lot of One-Shots or if they put a bunch of cards in play. For example, against The Matriarch, Ammo Drop can shine, while it is fairly useless against the Ennead of Mad Bomber Baron Blade. Also, while it can let you draw cards in any Mode, you need to play it before entering Recharge Mode or Turret Mode.

Auxiliary Power Source and Decommissioned Hardware: Auxiliary Power Source is the absolute best way for Bunker to draw cards. Bunker can draw 4 cards in a single turn with this (that's better than Recharge Mode). If you have a bunch of these in your hands, or have Decommissioned Hardware to bring them back, you will have a big hand fairly quickly. However, since you need to play it and it is a power, it only works in No Mode. you can play the cards in Upgrade Mode, but usually after upgrade Mode you should be ready to deal damage not have to draw cards.

No Mode:

*The Indestructible Bunker:* The Indestructible Bunker can play one card while drawing two each turn. This can easily help him put the needed cards into play, while still drawing two each turn. Whether or not is worth it to stay in No Mode or enter recharge Mode will depend on if you really need the third card or not. Even more important that this is that fact the Bunker can use Auxiliary power Source to draw even more cards without wasting a turn entering a Mode. Keep in mind that it is often more useful to use Flak Cannon of Grenade launcher than to draw an additional card.

*Bunker: Engine of War:* Bunker: Engine of War can draw two cards at the cost of not playing a card or using a power. If you don't have a card worth playing (i.e. that can deal damage), it is very worth it to draw two cards instead of playing a non-essential card. While this is worse than The Indestructible Bunker, keep in mind that if you have Flak Cannon or Grenade Launcher out, you would probably be using that instead of drawing an extra card anyways. Furthermore, with Auxiliary Power Source, you are drawing the same number of cards anyways.

Recharge Mode: The whole idea behind Recharge Mode is to draw cards. While in Recharge Mode, you can draw 3 cards a turn, as well as having 1 damage reduction. Ammo Drop needs to be played before going into recharge mode for it to take effect. However, this is often pointless. If Ammo Drop will get you the needed cards, do not go into Recharge Mode. If it won't, don't waste a turn playing Ammo Drop to go into recharge Mode.

You should only go into recharge Mode if you really need some essential cards. Since Bunker doesn't have any search cards, drawing is the only way to find them. however, it usually isn't worth it to stay in recharge Mode in order to fuel Gatling Gun of Omni-Cannon. Therefore, as soon as you get the cards you need, drop Recharge Mode and start playing them.

Upgrade Mode: Upgrade Mode doesn't prevent you from drawing cards, so you will still get your one card per turn. You can always not play a card (and you can't play a power anyways), so without leaving Upgrade Mode you can still draw two cards. While this might not be the three cards of Recharge Mode, you are in a better position to play them afterwards. Keep this in mind, sometimes having the extra card isn't worth it, if it means that you can play two card the next turn.

You can play both Ammo Drop and Auxiliary Power Source while in Upgrade Mode, but you can't get the benefit of Auxiliary Power Source without leaving Upgrade Mode. Keep in mind though that the point of Bunker is to do damage, if you aren't playing cards that directly help you with this in Upgrade Mode, then you might need to leave it anyway.

Turret Mode: You can't draw any cards in Turret Mode unless you played Ammo Drop before going into it. However, if you did, you might be able to draw a lot of cards. Furthermore, you can still do a ton of damage while drawing those cards (in fact, you have to do a ton of damage to draw the cards). However, this is very situational and shouldn't be relied upon it (or go searching for the cards) except in specific situations where it could be extremely beneficial. Furthermore, if you read everything about dealing damage, it usually isn't worth it to even try for this setup.

Tanking

While it shouldn't be his priority, Bunker also has the ability to tank. Dealing damage is Bunker's priority, the only time he should tank is when he needs to survive. The longer he can survive, the more overall damage he can do. While ending a game with nearly full health can be fun, you can often kill the villain quicker by ending in single digits. Most of the time, playing a card to help Bunker tank will actually cause him to lose damage. Therefore, you have to make sure that Bunker really needs to tank to survive before throwing down those cards.

One thing to keep in mind about Bunker tanking is that he has middle of the road health. This means that in the early game, he won't be hit by attacks unless they hit everybody. If they hit everybody, they will be a high priority to take out, and won't be in play long, so there isn't much of a point to protect yourself from it. Also, the heroes with high health, often have ways to tank too, so unless there is a ton of damage coming your way, there might not be much of a point in tanking.

Let's look at the cards that help Bunker tank:

Heavy Plating: This is the most obvious choice and simply gives 1 damage reduction. however, as it has been seen, using a play to put down Heavy Plating will usually cause you to lose damage. Make sure the tanking is worth it before playing the card.

Maintenance Unit and Auxiliary Power Source: Instead of reducing damage, Maintenance Unit restores some health. Combined with Heavy Plating, this could keep Bunker near full health. however, it is a power, which means that you will have to sacrifice damage in order to use it. Make sure that this is absolutely necessary.

One interesting use of Maintenance Unit is to manipulate your hp so that you are the highest. If you really need to tank for someone, Maintenance Unit can help make sure you take the damage.

Auxiliary Power Source can be helpful, by allowing you to use Maintenance Unit while still using another power to deal damage. However, if you have another power that allows you to deal damage, most of the time it is better to use that instead.

No Mode: nothing special here, you can put down Heavy plating any time (as long as it doesn't reduce your damage), you can play Auxiliary Power Source, and you can even use Maintenance Unit (as long as it doesn't reduce damage).

Recharge Mode: Recharge Mode comes in with a built in 1 damage reduction. Usually it isn't worth waiting a turn to go into Recharge Mode so that you can have 2 damage reduction. If you need the card, then you need the cards, nothing else matters. However, if the team really needs a tank, then going into Recharge Mode with Heavy Plating can really save the day. In this regard, Bunker can not only tank, but if you get Gatling Gun out, you can also deal damage each turn.

if you happen to be in Recharge mode for a long period of time, try not to leave it until you draw an Omni-cannon. At least turn the time spent tanking into damage.

You can't play or use Maintenance Unit or Auxiliary Power Source while in Recharge Mode.

Upgrade Mode: You can easily play all the cards you need (don't forget about damage), but you can't use Maintenance Unit.

Turret Mode: All 3 cards need to be played before going into Turret Mode. however, it is very rarely worth it to delay Turret Mode for them. If you happen to have them out (there was a turn you didn't have any other cards), then great. heavy Plating will always work, and if you really need to heal, you can still do some damage. you can also use an Auxiliary Power Source to use three powers that turn, and, therefore heal without sacrificing damage (assuming you don't have Omni-Cannon charged).

Utility

Bunker actually has a lot of utility. Whenever there is an effect that forces you to destroy stuff or discard cards, Bunker is usually better equipped to handle it, and will often suffer the least. Consider this: Bunker only has 14 different cards. 12 of them have three copies each and two have only two (Adhesive Foam grenade and Omni-Cannon). Furthermore, 25 of the 40 cards are either limited or a Mode. This means that it is very common for Bunker to have cards in his hand that he already has on the table. This means that if something needs to be destroyed, Bunker can usually replace it instantly. This also means that another hero doesn't have to waste a turn destroying an environment card, when Bunker can usually fulfill the requirement without wasting a turn.

One thing to keep in mind before it is Bunker that destroys or discards cards is that every card in Bunker's hand is worth two damage. Take this into account, and compare this to other things being destroyed. This isn't to say that Bunker shouldn't, but just take this into account before he is the one destroying stuff every turn.

Bunker is also a good choice to skip his turn. When you have to skip your turn it is done during the Start-of-Turn, if bunker had Gatling Gun and Omni-Cannon in play before the other card, he can still deal damage, charge his cannon and skip his turn. Very few heroes can do that much while missing their turn. Knowing the environment and whether these cards can come up, will make you a better Bunker player.

Adhesive Foam Grenade: Besides dealing damage to environment targets, this is Bunker's only card that affects environment cards. Besides not having an environment effect the turn you play the card, you also pushed every card back in the environment deck one turn. This will almost always be very helpful. if you know the environment deck well and what is likely to come up, you may want to save this for a specific turn. if not, just play it when it won't cost you damage, and it will always be helpful.

Decommissioned Hardware: This card really helps Bunker's utility. Any card that would be destroyed or discarded, just comes right back. This often means that Bunker can come right back in the game after being hit.

No Mode:

*The Indestructible Bunker:* The Indestructible bunker ahs is the ability to play Adhesive Foam Grenade, while still drawing two cards that turn. This could put more cards in his hand to discard, and give him the cards he needs to replace.

*Bunker: Engine of War:* This is where Bunker: Engine of War shines. he has an ability that The indestructible Bunker just doesn't have: destroying Ongoing cards. This can often drastically help the game, and might be worth using instead of dealing damage. Often it is better if bunker: Engine of War goes first, so that he can take out an Ongoing before the other heroes turn.

Recharge Mode: Recharge mode let's Bunker have more cards. This will let him discard cards, and give him the cards he needs to play or replace.

Upgrade Mode: Upgrade Mode allows you to play two cards, which means that it is the only Mode (besides No Mode) that allows you to play Adhesive Foam Grenade. Furthermore, if you know there will be a lot of destruction coming up, playing Upgrade Mode would be a good choice. It will quickly let you get back up to full strength with a minimal interruption. See above under "Damage" about the best way to play different cards.

Turret Mode:

*The Indestructible Bunker:* Besides a lot of damage to take out targets, The Indestructible Bunker in Turret mode doesn't have a lot of utility. He can't play cards, so no Adhesive Foam grenade, or the ability to replace destroy stuff. He, also, can't draw any cards to be available to discard.

*Bunker: Engine of War:* Since destroying an Ongoing is a power, this is where bunker: Engine of War really shines. As long as you have a couple of Mode cards in your hand before going into Turret mode (or have Ammo Drop in play), he can dish out damage while destroying Ongoings. Don't underestimate this power within Bunker's arsenal. If you have ever seen him single-handily take out a Mobile Defense Platform and Backlash Field in a single turn, you will realize how powerful this ability is.