

Warden Gambits As of Update 16 Icon = 1=Spear, 2=Shield, 3=Fist

Color Shaded Gambits = Bonus Dmg if done in sequence order.

(3 tabs at bottom of spreadsheet)

Warden Gambits Spear / Javelin

Gambit	Level	Into the Fray	Icon	Assailment
Deft Strike	1	melee dmg	1,1	ranged dmg
Boot	1	melee dmg-common +interrupt	1,2	ranged dmg-common +interrupt
Onslaught	32	melee dmg x3 +interrupt	1,2,1	ranged dmg +interrupt
Wall of Steel	44	melee dmg x3 +interrupt +parry	1,2,1,2	ranged dmg +interrupt
Offensive Strike	1	melee dmg x2 Morale tap Dot/Hot	1,3	ranged dmg
Combination Strike	22	melee dmg x2	1,3,1	ranged dmg
Boar's Rush	44	melee dmg-common daze on crit	1,3,1,3	ranged dmg-common daze on crit
Power Attack	18	melee dmg-common Dot	1,2,3	ranged dmg difficult to B,P,E
Mighty Blow	38	melee dmg-common difficult to B,P,E	1,2,3,1	ranged dmg difficult to B,P,E
Unerring Strike	50	melee dmg-common Dot difficult to B,P,E	1,2,3,1,2	ranged dmg-common Dot difficult to B,P,E
Reversal	50	melee dmg corruption removal	1,3,2	ranged dmg corruption removal
Adroit Maneuver	58	melee dmg reduces attack duration	1,3,2,1	ranged dmg reduces attack duration
The Dark before the Daw	60	melee dmg x2 restores Power	1,2,1,3,1	ranged dmg restores Power
Warden's Triumph	70	melee dmg +dmg buff +10% melee dmg	1,3,2,1,3	ranged dmg +dmg buff +10% melee dmg

Warden Gambits Shield

Gambit	Level	Into the Fray	Icon	Assailment
Defensive Strike	1	melee dmg +block	2,2	ranged dmg +block
Persevere	1	melee dmg +block+block chance +inc heal mod.	2,1	ranged dmg +Hot
Safeguard	24	melee dmg-common block chance & rating	2,1,2	ranged dmg +Hot
Celebration of Skill **	24	melee dmg +block & block chance +inc heal	2,1,2,1	ranged dmg +Hot
Restoration **	24	melee dmg +block Hot	2,1,2,1,2	ranged dmg +Hot
Impressive Flourish	1	light Dot, crit def, phys mi & tact mit	2,3	light Dot, crit def, phys mit & tact mit
Maddening Strike	16	melee dmg +crit def, phy Mit & tact mit	2,3,2	melee dmg, crit def, phys Mit & tact mit
Dance of War **	34	Crit Def, phys Mit	2,3,2,3	Crit Def, phys Mit
Conviction **	16	Hot AoE 30m AoE crit def AoE tact mit	2,3,2,3,2	Hot AoE 30m
Shield Mastery*	Tier2	block rating +evade rating		bock rating +evade rating +ranged block
Shield Tactics*	Tier4	stun immunity, tact mit	2,3,1,2	stun immunity +tact mit

*Usable only when specialized in Determination tree.

** Either of the last two of this group can be used as the finisher (for the bonus)

Warden Gambits Fist

Gambit	Level	In the Fray	Icon	Assailment
Goad	1	Light Dot AoE x5	3,3	Light Dot AoE x5
		Taunt AoE x5		Taunt AoE x5
Precise Blow / Throw	12	melee dmg Light Dot		ranged dmg +crit def
Piercing Strike / Toss	30	Light melee dmg	3,1,3	Light ranged dmg
		Light Dot		+crit def
Spear / Javelin of Virtue	46	Light melee dmg	3,1,3,1	Light ranged dmg
		Light Dot		+crit def
War-Cry	13	Light Dot AoE x10 +evade rating	3,2	Light Dot AoE x10 +evade rating
Brink of Victory	34	Light Dot AoE x10 +evade rating	3,2,3	Light Dot AoE x10
Surety of Death *	16	melee dmg Light Dot	3,2,3,2	melee dmg Light Dot
		AoE x6, +evade rating		AoE x6 +evade rating
Desolation *	34	Light Dot AoE x5	3,2,3,2,3	Light Dot AoE x5
		+miss chance		+miss chance
Resounding Challenge	80	Light dmg AoE x6	3,2,3,1	Light Dot AoE x6
Fierce Resolve	24	Morale tap, Dot, AoE x10	3,1,2	Morale tap, Dot, AoE x10
		Hot		Hot
Exultation of Battle	60	Morale tap, Dot, AoE x10	3,1,2,3,2	Morale tap, Dot, AoE x10
		Hot		Hot
Resolution	72	Morale tap, Dot, AoE x10	3,1,2,3,2	Morale tap, Dot, AoE x10
		Hot		Hot

* Either of these two may be used as the third one in a series to effect the bonus