

RWBY: Amity Arena Card Ratings

Originally by: RainBuckets, Formatting: Wobblins

Editors: HumaneCobra, Raalm

Last Updated: 1/27/21

Changelog (+/-2 unlisted for space):

Overhaul of descriptions, several ratings changed

Assume levels are about 11/8/4/1, which mimics ladder levels without level abuse.

Ratings are based on power in a vacuum and meta relevance at high levels of play. In other words, "How good is this card? How good is the best deck for this card?"

Arena	Name (Abbreviation)	Aura cost	Rating	Role	Description
0	Yatsuhashi	4	11	Defense	Yatsuhashi offers an easy, reliable way to clear out large swarms of enemies in your territory. His very bulky body means he can lead a counterpush as a main tank, after his ability has been used. All of this bundled for 4 aura, use him.
5	Neon Katt	2	10	Disable, WinCon (Chip)	Neon is, effectively, an invincible taunt. She can stall out many pushes and allow your other units to get free damage. She is also a great cheap meat shield in middle map battles. And her chip damage is great. Unfortunately, many win conditions are built to ignore Neon's strengths.
2	Baby Death Stalkers (5BDS)	1	10	CheapStats	A 1-aura cycle card that cheaply protects range units, or pulls enemies to the middle for double turret action. Even has decent DPS if they don't die, such as vs enemies that are disabled or target towers.
4	Shadow Blake	3	10	Support, Defense	Her ability has a multitude of uses, from eating a big hit, to dodging skills or attacks, to pulling an enemy to the middle, or simply moving around the battlefield. She can use her skill multiple times thanks to a short cooldown. She tends to survive longer than other options and can generate way more value than the mere 3 aura she costs.
6	Malachite Twins	7	10	WinCon (Aura Bank)	Malachite Twins have a really low CD active that allows them to jump around the map. They can bank forever, and can even retreat if they get too far forward, because they gain more distance leaping back than they do walking forward while waiting for a recharge. Their HP, attack, and DPS are threatening enough to be worth stacking for offense later.
6	Flynt	3	9	Support	Flynt does AoE damage and also stutters the enemy. Despite being vastly inferior in a lot of ways to other AoEs, Flynt is excellent offensive push support because he immediately clears units out - there is little or no time for the defense to get value before dying.
7	Neptune	3	9	Disable	Neptune can answer swarms, stop skills both on deploy and by stun-locking an enemy, and even push by stun-locking a turret with a little help. Basic attacks can stun multiple units at a time. All of this makes Neptune a must use card on both defense and offense.
9	Jinn	3	9	Support, Defense	Deny other skills and/or damage on units or turrets. Multiple activations per summon. Incredibly cheap cost.
9	Moonslice Adam	5	9	Defense, Support	Strong defensive option that can wipe entire pushes away with his ability, then threatens with a decent body on the counter push. Fairly low hp balances him slightly, but the defensive use cannot be underestimated.
5	Fiona Thyme	6	9	Support	Fiona is a very good push wincon that revolves around defending her Armored Car. Recommended to use 135's in front in order to tank for the main damage. Boundless Jaune can also pair well because he can heal the car, and any support dropped.
5	White Fang Gunner Barracks	5	9	Support	You want Gunners? It's got Gunners. 22, fast-spawning Gunners. Unless your opponent has multiple units that can directly target it, Barracks cycling will quickly overwhelm your opponent with very little they can do to stop it.
4	Bumblebee (BB)	6	9	Defense, WinCon (Chip)	The ability to reposition Bumblebee is very valuable: you can dodge abilities (even Fox), you can jump to the turret, you can immediately clear swarms or hit the back lines for damage, you can defend both lanes if needed. Bumblebee's stats are decent against AK-130s and Ursas and swarms. The cost is high, but it rarely leaves you vulnerable because of the ability.
5	Crow Qrow	5	9	WinCon (Chip)	Qrow can use his ability more than once, because his CD is short. He works as an aura bank. His stats and sweeping AoE are well-suited to chipping the turret or even just playing a value game. Sadly, Qrow is extremely level-dependent on killing WF Thugs in one hit, or else he takes crippling damage.
6	AK-135	4	9	WinCon (Push)	The 135s are an incredible tank unit with respectable DPS. The shields can eat overkill damage. Many AoEs don't get a full effect, and at worst, some regular attacks just do a little less damage. However, they move slowly and are vulnerable to taunts and status.
2	Penny 1.0	4	9	WinCon (Chip), Support	Currently the only viable global skill in the game due to Jinn, Penny chips most banks or structures or ranged units, while chipping the turret at the same time. She can also defend against swarms. However, her damage is over time and not instant, which matters in some cases.
4	Raven Branwen	3	9	Support, WinCon (Push)	Raven has amazing 1v1 stats with her DPS and slow effect. Her ability can be an offensive tactic or a retreat or an aura bank. However, when she teleports, everyone gets a 2 second deploy time, where they are incredibly vulnerable to damage. She also risks taking global AoE damage or AoE statuses.
7	James Ironwood	6	8	WinCon (Push)	Ironwood is a mixed bag. He is able to drop AK-130's behind a turret from mid, and has decent damage with his basic attack. The General however, is very level dependent with the AK's. Sometimes just not enough damage will be done, and his airstrike cannot chip a turret down effectively.
6	Wyvern (Kevin)	6	8	WinCon (Chip), Lane Clear	A lane clearing, chip weapon, that massively damages units in a line, and does respectable tower damage. The spawned Sabyr will quickly rack up extra damage if ignored, and simultaneously has a great aoe death skill.
0	White Fang Gunners (WFG)	2	8	CheapStats	WF Gunners do respectable damage while hiding safely behind something, for only 2 aura. They are flexible and powerful on offense or defense. Whether you need to support a push or defend cheaply or even just cycle to better cards, the Gunners have your back.
7	White Fang Squad (WFS)	3	8	CheapStats	Gunners tend to be better because of their cost. However, the Squad does more damage, faster, than Gunners or even Thugs. They deploy spread out and can be hard to hit with AoEs. They push better than Thugs or Gunners as a front line, and are good behind other units.
6	Carmine Esclados	3	8	Disable	Carmine shines as an Emerald counter. She has decent stats and her skill has many uses on defense. She also has combo potential with other cards, especially AoE units. However, she does not stop attacks or abilities.
4	Tyrian	4	8	Defense, Assassin	His active is capable of killing many ranged units, and his death skill stops many ground pushes. He cannot defend everything, however. Since he has to actually die to activate the AoE, there's little chance of a counterpush.

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3	Roy Stallion	2	8	CheapStats	With great stats for his aura cost making him able to provide a quick, cheap counter to common annoyances like Gunners, Thugs, 5BDS, and Nevermore, it is very hard not to get value from this unit.
3	White Fang Watchtower (WFWT)	4	8	Defense	Arguably the strongest defensive structure in the game right now. As a structure, it is immune to many status and strategies, and can draw aggro or block tower-targeting units. It has massive health and good DPS. It also covers air defense since it is a ranged unit.
3	Zwei	4	8	Defense, Support	Zwei is a fantastic defensive option and a good alternative to Penny when you want instant damage. Zwei does not kill epic range units, other than Cinder and IF, in one hit. The long deploy time means he also rarely attacks before dying.
4	Cinder	4	8	Defense, Support	Cinder has a very large AoE skill with infinite range and good damage. She has excellent range and can defend both lanes. She deals significant damage to single targets with her regular attacks. Her weakness is her low HP and delayed skill use, meaning she can be interrupted or killed before the skill gets value.
3	Parasol Neo	4	8	WinCon (Push)	Although it is hard to consistently get Neo to teleport to the turret, she has decent survivability once there and some of the best DPS in the game. One mistake against Neo can result in a lot of damage or even a lost turret very quickly. Some niche uses on defense as well.
5	Winter Schnee	4	8	Assassin	Winter is a premier single unit killer. She also threatens a lot of turret damage if she is not body blocked. However, she can be blocked and do little damage, and her ability is not fast enough to disable other skills.
7	Emerald	2	8	WinCon (Swarm)	A completely unique card, Emerald creates 1-HP clones of your units in a large radius upon deploy for just 2 aura. This can allow for devastating pushes or large amounts of ranged units at once, and incredible DPS and easy wins against unprepared opponents.
5	Glynda	4	8	Support	Her advantage over the WF Watchtower is that she has offensive potential due to skill recharges and blocking Neon sooner. However, playing Glynda defensively is difficult with multiple ranged units that can outrange her turret, and doesn't work reactively because of the deploy time.
8	Beringel	7	8	WinCon (Push)	Beringel is a strong punish or bank, with incredibly high damage and passive AoE. With the proper support, it can easily form the backbone of a good push. Like most single units, it suffers against Fox and other status, dedicated assassins, and being surrounded by cheap stats.
5	Partners in Crime (PIC)	6	8	Assassin	Fantastic unit that can deal with most single target units, and always gets a second active due to his death skill. Highly suitable in this meta, but held back slightly due to his cost over regular Torchwick.
3	Torchwick	4	8	Assassin	Torchwick is a great unit for mid battles and threat removal. His stats are well suited to his role and he is a strong option to eliminate skill-using units.
0	Ice Weiss	3	7	Disable	Weiss' skill is very strong. She offers free hits for your other units or turrets, and has great synergy with high DPS units. However, she is frail and can be interrupted or killed before using her skill.
9	Burrowed Baby Death Stalkers	5	7	WinCon (Chip)	Capable of easily taking a turret if left undefended, and do respectable chip if defended with a low trade unit. This means that you mostly always have to evenly trade, or go negative with them, in order to deny most chip. One of the best win conditions to use right now.
1	Hammer Nora (HNora)	4	7	Disable, WinCon (Chip)	Nora can support a push much like Ice Weiss, but she also works as a front line jumping unit. She even has niche uses defensively. However, she cannot kill Thugs in one hit except on even levels, and suffers from generally lower stats.
1	Sun	5	7	WinCon (Push)	Sun is a great punish. He can be stopped in several ways, either by interrupting his cast or killing him so the clones die, or stalling out the clones while they decay. But his threat is constantly looming and forces the enemy to save some specific response.
2	Ilia Amitola	2	7	CheapStats	Though her HP is still decent, it was hit hard by a nerf and Ilia's once incredible defensive properties have been neutered somewhat. Perhaps the biggest drawback is her ability - she wants to tank for other units, and while hiding from the enemy, she can't do her job.
4	Arslan Altan	4	7	Assassin	She has a very short CD and can grab two units per life relatively consistently. While she struggles to directly kill those units, her support can deal with them.
4	Old Man Shopkeep	6	7	WinCon (Aura Bank)	Shopkeep represents aura advantage if the enemy cannot deal with it. Multiple Shopkeeps can snowball, and he is one of the best aura banks in the game. However, fitting Shopkeep into a deck can get tricky, and actually playing it can be too risky.
4	Xiong Family	5	7	Defense, WinCon (Push)	Junior is a high damage, ranged, AoE unit, and performs well against a variety of threats. His goons are very tough, even if they do very little damage. XF can be support or a front line, but loses effectiveness if Junior dies.
5	Oobleck & Zwei	4	7	Support	Oobleck has piercing AoE damage and high health for a range unit. His active skill is valuable on offense due to the short stun and knockback, even if it's too slow and short to interrupt spellcaster type units. He also defends well against several threats.
5	Penny 2.0	5	7	Support	Penny offers very high stats and flies. She is devastating against single units, and does well as tanky ranged DPS. However, her cost is high and it makes her hard to use.
6	Blade Dash Adam	5	7	Defense, WinCon (Chip)	Adam's abilities offer many uses, and are especially great on defense. He needs proper support to be effective on offense, but is a capable weapon with his good attack. His biggest weakness is his low health pool.
5	Kinetic Coco	4	7	Support	A unit with great stopping power on both the ability and auto attacks. Coco has the potential to be an exceptionally strong unit. However, due to the long casting time on her ability and some mechanical issues with her autos, she is often outperformed by Flynt.
6	Hazel	6	7	Disable, Defense	Hazel is a nice defensive drop that is just a little outclassed due to his cost. When he works, he stun locks and destroys a group of enemies, then goes on to threaten other units. But he is weak on offense and dies quickly for a 6 aura card.

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6	María Calavera	4	7	WinCon (Push)	María is like Ren with mobility. However, her active can be body blocked. Although she has niche uses on defense or in mid, this weakness means she is not anywhere near as reliable as Torchwick and thus not a replacement option for him.
6	Nuckelavee	7	7	WinCon (Chip)	Nuckelavee is a unique melee wincon that can inflict massive damage if ignored. His active ability allows him to dodge skills, and quickly get behind a turret for more damage. His normal attacks however, are incredibly slow and weak, making it hard to ramp up enough damage without proper support.
6	Pomegrenade	6	7	WinCon (Chip)	Pom is one of the best chip weapons right now. She cannot be disabled and does a lot of damage. The death skill lasts an extremely short time and is hard to capitalize on, and the stats are not great (but not bad). However, her primary use is as a single chip win condition.
6	Spider Droid (SD)	6	7	WinCon (Chip)	Spider Droid is a single chip win condition that cannot be disabled and does a lot of damage. It does a couple slightly different things than Pomegrenade and changes a few match ups.
7	Rifle Pyrrha (RPyrrha)	3	7	Defense, Support	Rifle Pyrrha finally fulfills her design of applying constant, reliable DPS on the enemy while not being completely overpowered. However, due to an abundance of common counters, ladder levels, and a slow ability it is rather tough to utilize her on Ladder. Very fun in Friendlies.
7	Boundless Jaune	3	7	Support	Jaune restores more health than most AoE does damage. On paper, his cheap cost means it's usually a positive trade vs AoEs. In practice, this ability is limited if the enemy can get regular attacks to deal damage as well as AoEs. And Jaune does very little without something to heal.
7	Flower Power (FP)	5	7	WinCon (Push), Support	"Ren with a skill" hardly does Flower Power justice. The invincibility frames and variable duration of the skill, combined with its high damage and short stun, means Flower Power is excellent either as a leader of a push, or quick support behind it.
7	Manticore	4	7	Support	In theory, they chain AoE jumps like Scythe Ruby, but with two of them, and knockback, and the ability to fight aerial units, and are aerial units themselves. In practice, they are much more limited due to the weaknesses of traditional pushes.
7	Frost Glynda (FGlynda)	5	7	Support	Frost Glynda boast both incredible attack speed and piercing that is capable of devastating swarms, however this comes at this cost of health. Unfortunately that means the abundance of AOE right now currently makes her a little unreliable.
8	Atlesian Paladin	6	7	WinCon (Chip)	Thanks to its long range and high health, it almost immediately starts hitting the tower, and can often get several shots off before it dies. However, it has a crippling weakness to Bumblebee, and doesn't perform well against many cheap defenses.
7	Freezerburn (FB)	5	7	Disable	The offensive potential of Freezerburn is good, as a support unit. She also works on defense sometimes. However, the high cost and multiple options that ignores Freezerburn's effect mean she rarely works out well.
8	Velvet Scarlatina	Unit +1	7	Unique	Velvet opens up many unique strategies. Her biggest drawbacks are that she makes hands clunky sometimes and can be hard to fit into a deck. More variety usually is important to cover all the threats.
2	Mercury	2	7	Support	Incapable of stunning any skills reactively and sometimes proactively, and incapable of killing Thugs. The backwards jump ruins his DPS. However, he does remove Gunners quickly, which means he's a decent anti-meta choice.
7	Harbinger Qrow	6	6	Support	Harbinger is mainly a support card that can pair well with cheaper wincons such as Hammer Nora. He can group enemies up for one big smash, then rejoins your units in the backline. A bit expensive for a support, but a fun card to use all the same.
3	Ice Flower	5	6	Disable	The active comes out fast and is difficult to stop. It has good damage and invincibility frames. Her passive slow is great, and Ice Flower is good at stopping a push or supporting your own. However she is very fragile, and there are a multitude of ways to counter her.
2	Atlesian Arachna Mine	2	6	Defense	753 AoE damage for 2 aura at best. Even if only two mines blow up it's still 502. Mines are very cheap and can defend well if placed correctly, however; they are very frail and can be killed before the explosion fairly easily
8	Atlesian Airship	7	6	WinCon (Value)	An expensive unit with many weaknesses: global AoE, Shadow Blake constantly kiting the summons, and the low impact that two AK-130s have by themselves.
5	Ice Sabyr	4	6	WinCon (Push)	A turret targeting, push unit that deals minor damage and explodes on death. While the damage of this unit is rather low, its best perk is that common, low aura defence will die to its death skill, reducing chances of counter attacks.
8	Launcher Nora (LNora)	3	6	WinCon (Support)	Can dish out damage in a wide area, and is well suited against large swarms. Launcher Nora is also very frail however, and can be taken out very easily by many different options, making her a very risky card to play.
3	Vanguard Jaune	8	6	Support	With taunt and distraction playing a vyal role in the game, Jaune's ability to direct units to attack specific enemies can be a real game changer. However, he remains niche with few units able to capitalize from this without taking huge damage on the way to the target.
4	Nevermore Chick	4	6	Defense, Support	The damage and HP are rather high, especially when factoring in flying. It is somewhat cheap and offers continuous passive AoE. However, it is weak to taunts and proper positioning, and doesn't push well.
8	May Marigold (Mayrigold)	4	6	Support	May is a complex unit with a high skill level, so don't expect to win without practicing lots and lots with her. That being said, she unlocks a whole new style of play by being a mind game unit.
3	Atlesian Gunship	4	6	Defense, Support	Incredible stats across the board: high HP, high attack and DPS, and good attack speed. It also flies, which makes it even harder to kill. However, its big weakness is that it turns very slowly, which means it doesn't push well.
1	Lancers	3	6	CheapStats	Although a tad expensive, Lancers represent a large amount of DPS. As flying units, they counter many units on defense. They're weak on offense due to their slower speed.
4	Beowolf Pack	5	6	WinCon (Push)	Beo Pack is a solid punish unit. However, they are weak to status, knockback, structures, and heavy AoE damage. Some cheap DPS, while unable to prevent all damage, will reduce a lot of it as well. They are much scarier on higher levels.
0	Ursa Major	5	6	WinCon (Push)	A big meat shield that generates value by blocking for other units. It can be played up front to punish an enemy who overextends, or it can be played in the back as a strong aura bank. However, it requires good support and is almost hard countered by a few cards like PIC.

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0	White Fang Thugs (WFT)	2	6	CheapStats	Gunners tend to be better because of range. However, the Thugs do more damage, faster, than Gunners. They make solid meat shields if they can survive a couple of hits, but that's a little bit dependent on levels.
7	Elm Ederne	6	6	Push, Support	Though somewhat hampered by Neon, Elm exerts a considerable amount of pressure by banking so reliably that she gets off two abilities that do pretty high damage before even moving into enemy territory. Her stats are pretty damn good to boot allowing her to then add to a push.
2	Death Stalker Den (DSD)	3	6	Defense	The BDS do very little, individually. However, they build up over time, and are annoying to push into. Its health is lacking compared to other options.
3	Tock	4	6	Defense, Support	A good unit that can be used on defence or to lead a push when placed right, Tock is actually really well balanced. Unfortunately, that means she is a little weak, and often outperformed by cheaper, more reliable units such as Mines and Tyrian
5	Fox Alistair	4	6	Disable	Fox is the premium disable in the game, beating out almost every other unit in range, speed, and effect. He is capable of stopping almost any skill if played before hand, and stops most pushes cold or supports a push well.
4	Summoner Weiss	4	6	Support	The slow effect is strong. The Gigas doesn't do much, but it's possible to get two, which is a fair amount of HP. Mostly, she's held back because Glynda and Shadow Blake are better options and do similar things.
5	AK-130	5	6	Defense	The AK-130s are a good defensive card since they represent DPS that tends to survive most AoEs at first. However, they just melt to damage and AoE when used on offense, due to how weak each AK individually is.
6	Mutant Creep	2	6	WinCon (Chip)	The health is just high enough to be annoying to kill. If even one Creep gets through, the damage per aura is very good. However, the prevalence of structures and other defensive tools means the Creeps don't get in for damage that often.
6	Queen Lancer	8	6	WinCon (Push)	Queen Lancer is capable of punishing decks without enough range units, or on a large aura advantage. As a flying unit, it has less great answers than other land tanks. However, it is incredibly expensive.
7	Clover Ebi	4	6	Support, Disable	Similar to Maria in many ways, The incredible range of Clover's ability is perfect for sniping misplayed CC units, however, also shares Maria weakness of the ability being easily body-blocked, while doing less damage and letting ranged units stay further away. Stats wise, he is a worse Roy. The only real value that could come from playing him over the two aforementioned units is his ability to stop Tyrian's and Petra's death skill, but that is highly situational, and getting one more cast off.
6	Flame Cinder	6	6	Support, Chip	While it's hard to say Flame Cinder is bad per say, her dash gives her plenty of weaknesses to common cards while her active can often times feel rather underwhelming. There are a few saving graces though, such as her range and damage.
6	Harriet Bree	3	6	Defense, Support	While rather squishy, this units ability to pre-emptively stop abilities, and sometimes attacks in general, can be used to great effect by those with great prediction skills.
0	Scythe Ruby	4	5	Defense, Support	Scythe Ruby is a decent AoE unit with a quick passive dash. However, she cannot truly counter spam or mixed swarms as well as other cards. Her offense is lacking, too.
1	Beowolf Alpha	4	5	WinCon (Chip)	Beowolf Alpha is a solid chip weapon, but has no other uses. Because of the popularity of structures and disable skills, it can be hard to get damage consistently.
1	Biker Yang	4	5	Defense	Her knockback performs well against a variety of units, and her passive AoE helps a little against small squads. However, she is vulnerable to cheap defense with proper positioning.
1	Sniper Ruby	4	5	Support	A fair range support unit with a good skill. The backflip and her range sometimes allows a second skill use, which turns her from an average card into a good card.
2	Baby Ravagers	2	5	CheapStats	As a cheap flying DPS unit, the Bats counter some units on defense. However, they die extremely fast and their damage falls off against units that can fight back, and they have weak offense.
2	Pyrrha	5	5	Defense, WinCon (Push)	Pyrrha has good stats and sometimes gets to use her skill twice. The range and width of the shield are lacking, however, and her stats, while good for 1v1 combat, perform poorly against cheap squads.
3	Lancer Swarm	5	5	Defense	Despite being very spread out, unless deployed in the back, they will tend to group up anyway and die to an AoE for low value. However, at only 5 aura for 8 Lancers, they are more efficient than normal Lancers and might be worth using in some situations.
5	Petra Gigas	6	5	WinCon (Push)	Although the attack stat is mostly irrelevant, the death skill forces enemies to play awkwardly and the movement speed threatens lots of damage if it reaches the turret.
5	Ren	3	5	WinCon (Push)	Ren threatens a lot of damage if he hits a turret, and has some uses defensively against single enemies like Grow or Ursa. The biggest advantage of Ren is how cheap he is. However, he is weak to swarms and Shadow Blake.
1	Boarbatusk	4	5	WinCon (Push)	High stats for the aura cost, and an extremely fast, highly damaging roll attack. A solid anti-meta choice when players cut small swarms, or when supported well. Unfortunately, it suffers against many popular defenses right now.
8	Vine Zeki	5	5	Defense, Assassin	Somewhat situation, Vine can do some really good work. However, getting him to actually do that work is a bit of a headache.
3	Argus Shield	3	5	Defense, Disable	It has lots of health and stalls for lots of time while other units deal with the enemy. It offers almost no offensive presence. At 3 aura, it is no longer one of the strongest defensive units in the game.
7	Marrow Amin	5	5	Defense, Support	While boasting impressive damage and a nice ability, the incredibly short range of both his attack and his ability means his passive struggles to shine, and therefore hinders the unit quite a bit.
8	Sienna Khan	5	4	Support	With exceptionally low health, mediocre damage, and an ability that puts her in harms way while not giving enough back, its hard to justify using her at 5 aura when plenty of other units do her job better for much cheaper.
3	Centinel	4	4	CheapStats	Basically 2 Illia's for the price of 2, with a gimmick where instead of just being invisible, they're burrowed. Unfortunately, they die fairly quickly and don't do enough damage to justify using them.

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3	Checkmate	4	4	Support, WinCon (Push)	Checkmate's ability is incredibly strong and her damage in ability mode is high. Her CD is incredible. But she is also incredibly inconsistent.
3	Coco	4	4	Support	Coco quickly melts single units. She suffers heavily against swarms and has short range.
8	Arthur Watts	4	4	Support, Assassin	Watts is a weak unit that can effectively turn your opponents push against them, but only with proper support. Sadly, if played alone, the opponent can defend by playing nothing at all, lowering his utility considerably.
5	Albain Brothers	6	4	Defense	They're resilient against AoE and represent high DPS. Their Very Fast movement means they are not awful on offense; however, they are expensive compared to cheap defenses.
5	Atlesian Beam Turret (ABT)	4	4	Defense, Support	ABT is a slightly expensive unit that does pierce damage which can clear out small squads quickly. It can even hit the enemy turret when placed fully forward. But the damage is a little lacking against anything that's more tanky than WFs.
5	The Colossus	7	4	WinCon (Push)	7 aura for 20 seconds of nothing to get a unit that will attack nothing and dies to everything. I recommend avoiding this garbage tier unit.
5	Megoliath	6	4	Defense, Tank	Inconsistent stun. Low damage and Attack Speed. All for 6 aura. Just use pretty much any other tank.
5	The Apathy	7	4	WinCon (Push)	The Apathy are entirely useless in all phases of the game except for one obvious trick: play them in the back and try to build up a big push. They are incredible meat shields because they stall out the enemy and allow for multiple skill uses and repeated DPS from other units.
0	AK-200	3	3	CheapStats	Slightly tanky ranged units with low DPS per aura. Use Gunners.
0	Vomit Boy Jaune	3	3	CheapStats	A cheap tank unit without any perks, which is sometimes exactly what a deck wants. Generally, he is outclassed by better options.
1	Nolan	2	3	CheapStats	Nolan can stun lock most units out of their abilities. Or else he is stunning and reducing the DPS of a single unit. Very poor stats per aura.
3	Sage Ayana	3	3	Tank	A unit with high health and knockback resistance capable of tanking well for your units while dealing AOE Damage. However, due to low damage and attack speed, Sage almost always lacks any real presence on the board.
1	Ribbon Blake	3	3	WinCon (Chip)	Poor stats in exchange for a small amount of turret chip damage that the enemy has plenty of time to prepare for.
2	Griffon	3	3	CheapStats	Griffon is fairly tanky and does high damage. However, it does not stand out for its cost or against other cards that fulfill similar roles.
2	Rocket Yang	5	3	Defense, Support	Yang answers many pushes without proper support. The biggest weaknesses are her frailty, cost, and vulnerability to disable effects. Also, she doesn't do pierce damage, so long range support sometimes survives.
4	Atlesian Burrow Gun (ABG)	3	3	Defense	It has strong single-target DPS and lots of HP. However, it is outranged by most range units, and cannot target flying units.
6	May (MayZ)	3	3	Support	Dies to Cinder or Penny or Zwei, does little even when she survives.
5	White Fang Lieutenant (WFL)	7	3	WinCon (Push)	He has very high stats, even if they are not the most efficient. His unique attack can destroy single targets, but he is often kited or swarmed.
2	White Fang Dropship	3	2	WinCon (Push)	Four thugs are not hard to answer even if they get next to a turret.
3	Professor Port	4	2	Defense, Support	Port is a poor midrange fighter and a poor swarm clearer. At best he can beat units in close combat when deployed defensively, but many units can do that for cheaper or threaten more offense after.
4	King Taijitu	3	2	Assassin	On paper, stops Ursa. In practice, only bad Ursa players lose to King Taijitu.
1	Baby Death Stalker Swarm (BDSS)	3	1	Defense	Slow to start attacking, slow to kill many things, slow to move and push a turret, and dies to any AoE.
5	White Fang Dropship Formation	8	1	WinCon (Push)	Worst card in the game. Too expensive, too many counters, too slow, do not use.