

## Unit Traits

- ▲ [Mounted Spearblade]
- ▲ [Sworn Guard]
- ▲ [Imperial Stormhammer]



Companion Cavalry immediately gain the "Ally" effect within [30m] around the hero. Their movement speed is increased by 10%, damage taken is reduced by 12%, and the recovery rate is increased to 100/2 seconds. The Companion Cavalry's damage and movement speed increase over time while remaining near your hero, reaching the maximum effect after 15 seconds. This effect disappears if they move too far from the hero for 2 seconds (calculated individually for each soldier). Whenever an active skill ends, they return to following the hero.

The Companion Cavalry forms the core of the army's hammer and anvil tactics. They charge through the battlefield, striking hard at the enemy's flanks with hero to surround and annihilate their targets.

[Storm Pound] lodges a spear in the target. Companion Cavalry cannot remove this spear; instead, they switch to short swords once it has been lost. Enemies pierced by their spears will suffer 1% of their current health bleeding over 10 seconds. Cavalry refreshes their equipment and regains their lost spears upon reaching a Supply point.



## Achilles' Wings: Companion Cavalry

★★★★★



### Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

### Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

### Companion Cavalry: Conquest

Unlocks [Conquest].

Increases the movement speed of your hero by 8% as well as piercing, slashing and blunt damage by 100 for 18 seconds.

Increases the base effect of [Sworn Guard] by 100% and makes it affect the whole battlefield for 18 seconds.

### Epic Combat Doctrine

After every 3 attacks, the next attack's damage will be increased by 11%. Every 6 attacks, 15% maximum health will be restored. Every 9 attacks, a 2.5-second control immunity effect is granted.

### Companion Cavalry: Billowing Winds

Increases the movement speed of units by



## Achilles' Wings: Companion Cavalry

LV.24

Veterancy Points: 0


Reset Veterancy



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# Achilles' Wings: Companion Cavalry (Tier 4 - Epic)

 *Hard-charging elite cavalry inspired by the might of Alexander's Companions—perfect for devastating flank strikes and hit-and-run tactics.*

## General Role

- **Shock Cavalry:** Specializes in **impact charges**, **burst damage**, and quick disengagement.
- Strong in **open field battles** or as a **flanking unit**.
- Loses efficiency when locked into long melee engagements or vs. braced pikes.

## Expected Strengths (TBD - Once doctrine tree is added):

- High initial charge damage
- Potential **armor penetration**
- Likely to have **anti-archer** or **anti-light infantry** bonuses

## Recommended Use

- Use them for:
  - Flanking enemy **artillery lines** or **ranged units**
  - Finishing off weakened enemies
  - Interrupting enemy formations from the side or rear
- Avoid:
  - Charging directly into **braced pikes** or **heavy shield walls**
  - Prolonged melee vs. **high-defense units**