

Unit Traits

- ▲ [Leonidas' Wrath]
- ▲ [Bloodthirst vigor]
- ▲ [Oath of unity]

All damage received by the Units builds momentum for the warriors. Attacks and kills during [No Mercy] rapidly accumulate momentum. Once the momentum is fully charged, the [Spartan Vengeance] skill will be unlocked.

Spartan Chosen restore 4% of their maximum health each time they hit an enemy unit. When their health falls below 30%, the healing amount doubles.



During any active skill duration, the final damage taken is reduced to 80%, and any damage taken by a member is shared among all members. Damage shared during the Oath of Unity effect will not generate Momentum accumulation.



Spartan Chosen: Blood Oath

★★★★★



Awareness Doctrine V

Reduces damage taken from cavalry charges by 500 points.

Reduces damage taken from rear attacks by 20%.

Spartan Chosen: Mountain Crusher

Increases the block-breaking value and damage during [Spartan Vengeance] by 15%.

Block Doctrine V

Increases block by 300 points.

Reduces damage taken by 90 points.

Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

Steadfast Doctrine V

Increases all defences by 130 points.

Reduces damage taken by 6%.



Spartan Chosen: Blood Oath

LV.30

Veterancy Points: 0

Reset Veterancy






Unit Role & Strengths

- **Frontline sustain bruiser** — heals constantly during combat.
- **Team-shield mechanic** during skills makes them **highly resilient**.
- **Momentum system** adds a **burst potential** when charged.
- Best used for **extended engagements**, where their healing and momentum can scale up over time.

Usage Tips

- Time your skills wisely:
 - Use **Oath of Unity** to mitigate bursts.
 - Save **Spartan Vengeance** for key damage windows.
- They work best **supported by healing or buffs**, allowing for longer uptime in combat.
- Avoid situations where they get **staggered or pulled apart**, since damage-sharing won't help in isolated skirmishes.

Unit Traits

-  **[Leonidas' Wrath]**
 - All damage received builds **Momentum**.
 - **[No Mercy]** attacks and kills speed up Momentum gain.
 - When fully charged, unlocks **[Spartan Vengeance]** — a powerful retaliation skill.
-  **[Bloodthirst Vigor]**
 - Restores **4% of max HP** with each hit.
 - When HP is below 30%, this healing **doubles to 8%** per hit.
-  **[Oath of Unity]**
 - While a skill is active:
 - **Damage taken reduced to 80%.**
 - **All damage is shared among unit members.**
 - Momentum **cannot** be gained during this effect.