

Unit Traits

- ▲ [Living for Battle]
- ▲ [Bursting with Energy]
- ▲ [Targeted Strike]

Wuwei Mansion Guards recover 5% of maximum health with each attack.

Attack speed and the number of targets that can be attacked is increased for 4 seconds every time Wuwei Mansion Guards use a skill. Additionally, the cooldown of Soul-Breaker is reduced by 0.5 second every time an enemy is killed.

Wuwei Mansion Guards are well-trained and have extra block breaking capabilities against buckler units.





Fearsome Mansion Guards

★★★★★



Mansion Guard Medical Doctrine

Using Brutal Sweep restores **10%** maximum health.

Unit Damage Doctrine V

Increases damage dealt to units by **120** points.
Increases all types of damage by **80** points.

Toughness Doctrine V

Damage taken is reduced by **33%**. This effect weakens each time damage is taken, and completely disappears after **8** hits.

Epic Leadership Doctrine

Reduces unit's Leadership cost by **16%**.

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.



Fearsome Mansion Guards

LV.24

Veterancy Points: 0

Reset Veterancy ↻



▶ View

ESC Back

Unit Traits

- [Living for Battle]
 - Recovers 5% of max HP per successful attack.
- [Bursting with Energy]
 - Every time they use a skill:
 - Gain increased attack speed and multi-target capability for 4 seconds.
 - Reduces cooldown of Soul-Breaker by 0.5s per kill.
- [Targeted Strike]
 - Well-trained in breaking buckler units' defenses with bonus block-breaking power.

Unit Role & Strengths

- Self-sustaining frontliners with consistent lifesteal mechanics.
- Strong against buckler shield units thanks to passive block-break bonus.
- Benefits from frequent skill usage and kill streaks due to cooldown reduction.
- Performs well in tight melee scenarios where they can trigger their traits often.

Doctrines Equipped

- Mansion Guard Medical Doctrine
 - Brutal Sweep restores 10% max HP.
- Unit Damage Doctrine V
 - +120 Damage vs. Units
 - +80 All Damage Types
- Toughness Doctrine V
 - Reduces damage taken by 33%, diminishing with each hit (fades after 8 hits).
- Epic Leadership Doctrine
 - 16% Leadership cost
- Epic Combat Doctrine
 - Every:
 - 3 attacks: +11% damage on next attack
 - 6 attacks: Restore 15% HP
 - 9 attacks: Gain 2.5s control immunity