

Unit Traits

- ▲ [Symmachean Brotherhood]
- ▲ [Paladin Combat Method]
- ▲ [Blessed]
- ▲ [Fire-Resistant]
- ▼ [Weak Spot]

Symmachean troops are slower, but better protected, than their Heraldic brothers.

Paladins are veterans of a hundred battles, and few troops are even close to matching them in melee. While their shields are raised, damage from the front is reduced by 36%.

This unit has the Battle Prayer, allowing it to heal itself and immediately restore a small amount of health on nearby allies.

This unit's armour is less vulnerable to thermal weapons than other units of the same era.



✱ General Tips

- Time *Battle Prayer* carefully – best when your frontline starts taking damage.
- Stack around friendly support or healing units to extend survivability.
- Works well with hero CC follow-up or trap setups.
- Weak if flanked or split – maintain formation discipline.



Elite Symmachean Paladins

★★★★★



Anti-Infantry Doctrine V

Increases damage dealt to infantry by 200 points.

Increases block by 250 points.

Health & Resistance Doctrine V

Increases health by 300 points.

Reduces damage taken by 5%.

Defence Doctrine V

Increases all defences by 80 points.

Reduces damage taken by 5%.

Rare Sword Doctrine

Increases block by 140.

Noble Blood Doctrine I

100 points of melee damage taken is converted to continuous bleeding. While bleeding, damage dealt and movement speed are increased by 15%.

★★★★★

Elite Symmachean Paladins

LV.24

Veterancy Points: 0

Reset Veterancy ↻





Symmachean Paladins

★★★★★



Anti-Infantry Doctrine V

Increases damage dealt to infantry by **200** points.

Increases block by **250** points.

Unit Damage Doctrine V

Increases damage dealt to units by **120** points.

Increases all types of damage by **80** points.

Epic Leadership Doctrine

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

Noble Blood Doctrine I

100 points of melee damage taken is converted to continuous bleeding. While bleeding, damage dealt and movement speed are increased by **15%**.

Iron Damage Doctrine V

Unlocks Ironsides: increases piercing, slashing, and blunt defence by **175** points for **12** seconds.

While this skill is in effect all types of damage are increased by **120** points.



Symmachean Paladins


LV.24

Veterancy Points: 0

Reset Veterancy 



DEFENSIVE BUILD – “The Wall of Faith”

 Recommended for: Shield walls, point defense, attrition holds.

Veterancy Focus

- Prioritize:
 - Defense / Health nodes
 - Shielding mechanics
 - Battle Prayer healing boosts


Doctrines Equipped

1. **Health & Resistance Doctrine V**
+300 HP, -5% damage taken
2. **Defence Doctrine V**
+80 to all defenses, -5% damage taken
3. **Rare Sword Doctrine**
+140 block
4. **Anti-Infantry Doctrine V**
+200 vs Infantry, +250 block
5. **Noble Blood Doctrine I**
Converts melee damage to **bleeding over time**; while bleeding, **+15% damage & movement speed**

Playstyle

- Anchor on tight chokes.
- Sustain allies using *Battle Prayer* during stand-offs.
- Use Noble Blood + healing to stay alive and apply pressure.
- Avoid flanks; keep the front facing danger.

OFFENSIVE BUILD – “Holy Crusade”

 Recommended for: Shield-pushing comps, breakthrough strategies, aggressive objective plays.

Veterancy Focus

- Prioritize:
 - Damage boosts and bleed interaction
 - Stamina & shield bash pressure
 - *Battle Prayer* speed or heal-on-move boosts (if available)

Doctrines Equipped

1. **Anti-Infantry Doctrine V**
+200 vs Infantry, +250 block
2. **Unit Damage Doctrine V**
+120 vs Units, +80 to all types
3. **Iron Damage Doctrine V**
Unlocks Ironsides: +175 defenses +120 damage for 12s
4. **Noble Blood Doctrine I**
Bleeding = +15% damage & movement speed
5. **Epic Leadership Doctrine**
-16% Leadership Cost

Playstyle

- Engage with *Ironsides* → *Battle Prayer* → push aggressively.
- Use **bleed mechanics** to gain speed/damage and overwhelm targets.
- Combine with **CC-heavy heroes** for maximum disruption.
- Ideal for **unit-vs-unit trading** while slowly advancing.