Unit Traits

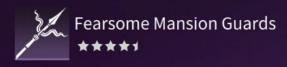
- ▲ [Living for Battle]
- ▲ [Bursting with Energy]
- ▲ [Targeted Strike]

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 welltrained and have extra block breaking capabilities against buckler units.







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 🤊



Unit Traits

- (a) [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