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.





Anti-Infantry Doctrine V

Increases damage dealt to infantry by 200

Increases block by 250 points.

Increases health by 300 points. Reduces damage taken by 5%.

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%.

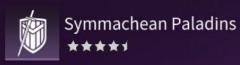
Elite Symmachean Paladins

LV.24

Veterancy Points: 0

Reset Veterancy 🥎







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

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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.