

Unit Traits

- ▲ [Firm Footing]
- ▲ [Brawler Shield]

While in formation the unit has enhanced Defences, will slowly heal, and its attacks can knock down enemies.

They will need to leave their original position in order to trigger Firm Footing again.

Getting a [Warmong's Shield] effect which can stack up to 10 times, increasing piercing, slashing, and blunt defence by 15 points for 20 seconds when Myrmillones take damage. Upon reaching 10 stacks, it will consume 5 stacks to get an additional 25% maximum health for 3 seconds.





Secutores

★★★★★



Block Doctrine V

Increases block by 300 points.

Reduces damage taken by 90 points.

Epic Spear Doctrine VI

Unlocks Stand Fast.

Gives control immunity for 2.5 seconds.

Cooldown lasts 60 seconds.

Myrmillones Morale Doctrine

Reduces Myrmillo's Guard's cooldown by 5 seconds.

Epic Spear Doctrine I

Increases block by 400.

Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.



Secutores

LV.24

Veterancy Points: 0

Reset Veterancy 



 View

ESC Back

Secutores (Tier 4 - Epic)

🛡️ *Roman shield-bearers designed to hold the line with formidable defensive traits and scaling survivability.*

Unit Traits

- [Firm Footing]

While in formation, the unit gains:

- Enhanced defenses
- Slow self-healing
- Knockdown effects on attacks

⚠️ Leaving formation cancels the buff; they must reposition to trigger it again.

- [Brawler Shield]

- Gains [Warmong's Shield] stacks when taking damage.
- Each stack (max 10) increases:
 - Piercing / Slashing / Blunt defense by **+15 for 20 seconds**.
- At **10 stacks**, it consumes 5 stacks to grant:
 - **+25% Max HP for 3 seconds**.

Unit Role & Strengths

- Defensive **anchor unit** with sustain scaling and superior block.
- Great against **sustained damage**, especially when left in formation.
- Benefits from **controlled positioning** and **frontline synergy**.
- Tough to break when fully stacked due to temporary **HP bursts** and **high mitigation**.