

## Unit Traits

- ▲ [Block & Strike]
- ▲ [To The Point]

Gets extra block effects when using swords to attack.

Stabbing skills inflict more piercing damage.





## Queen's 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.

### Queen's Knight Battle Doctrine

Block cannot be damaged within 2 seconds of using Run 'Em Through.

### Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

### 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.

★★★★★  
Queen's Paladins  
LV.30

Veterancy Points: 0

Reset Veterancy ↻





### Unit Role & Strengths

- Frontline bruiser with high survivability and defensive counterplay.
- Strong in 1vX trades thanks to block synergy and control immunity bursts.
- **Adaptable** — able to tank, stab, and survive extended skirmishes.

### Tips for Use

- Lead with **Run 'Em Through** for a safe engage — you get 2 seconds of **block immunity**.
- Time *Ironsides* with enemy bursts to spike both **defense** and **damage output**.
- Works well in **urban or close-quarters fights**, where their **block pressure** and **stab damage** shine.

### Unit Traits

-  **[Block & Strike]**
  - Gain extra **block effects** when using swords to attack — enhancing both offense and defense simultaneously.
-  **[To the Point]**
  - **Stabbing skills** deal **increased piercing damage**, making their pokes deadlier in close combat.