

Unit Traits

- ▲ [Dual Wielders]
- ▲ [Very Heavy Armour]
- ▲ [Insulated]
- ▼ [Sluggish]

This unit has two different weapons. All two-handed sword attacks deal 10% bonus damage to infantry, while flail attacks deal 30% bonus damage to shield units.

Immune to Dazed while attacking. Has an initial damage reduction to all types of damage of 60%. Each hit taken reduces the damage reduction by 2.5%, down to 18%, using [Shock] and [Tiger's Guile] will reset the defense effect of [Very Heavy Armor].

This unit is difficult to set on fire, and takes less damage from fire when ablaze.





★★★★★

Iron Reapers

LV.30

Veterancy Points: 0

Reset Veterancy ↻



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.

Devastation

In basic attack, every 6 seconds, you can trigger a heavy attack with high and effects. This attack applies to the units, reducing their Piercing, Slashing, and Blunt defenses by 12%, movement speed by 10% for 12 seconds, up to a maximum of 3 stacks.

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%.

There are different ways to play with the same veterancy line, all 3 of them working really good.

If youre aggressive, use the mobility one, if youre passive use the left and for mixed go right doctrine set

Doctrines



Increases movement speed by 7%.
Unlocks Sprint: increases movement speed by 15% for 12 seconds.



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



Reduces unit's Leadership cost by 16%.



In basic attack, every 6 seconds, you can trigger a heavy attack with high and effects. This attack applies to the units, reducing their



Increases all types of damage inflicted in sieges by 8%.

Defence Doctrine V

Increases all defences by 80 points.
Reduces damage taken by 5%.

Hero Damage Doctrine V

Increases damage dealt to heroes by 115 points.
Increases all armour penetration by 110 points.

Unit Damage Doctrine V

Increases damage dealt to units by 120 points.
Increases all types of damage by 80 points.

Epic Leadership Doctrine

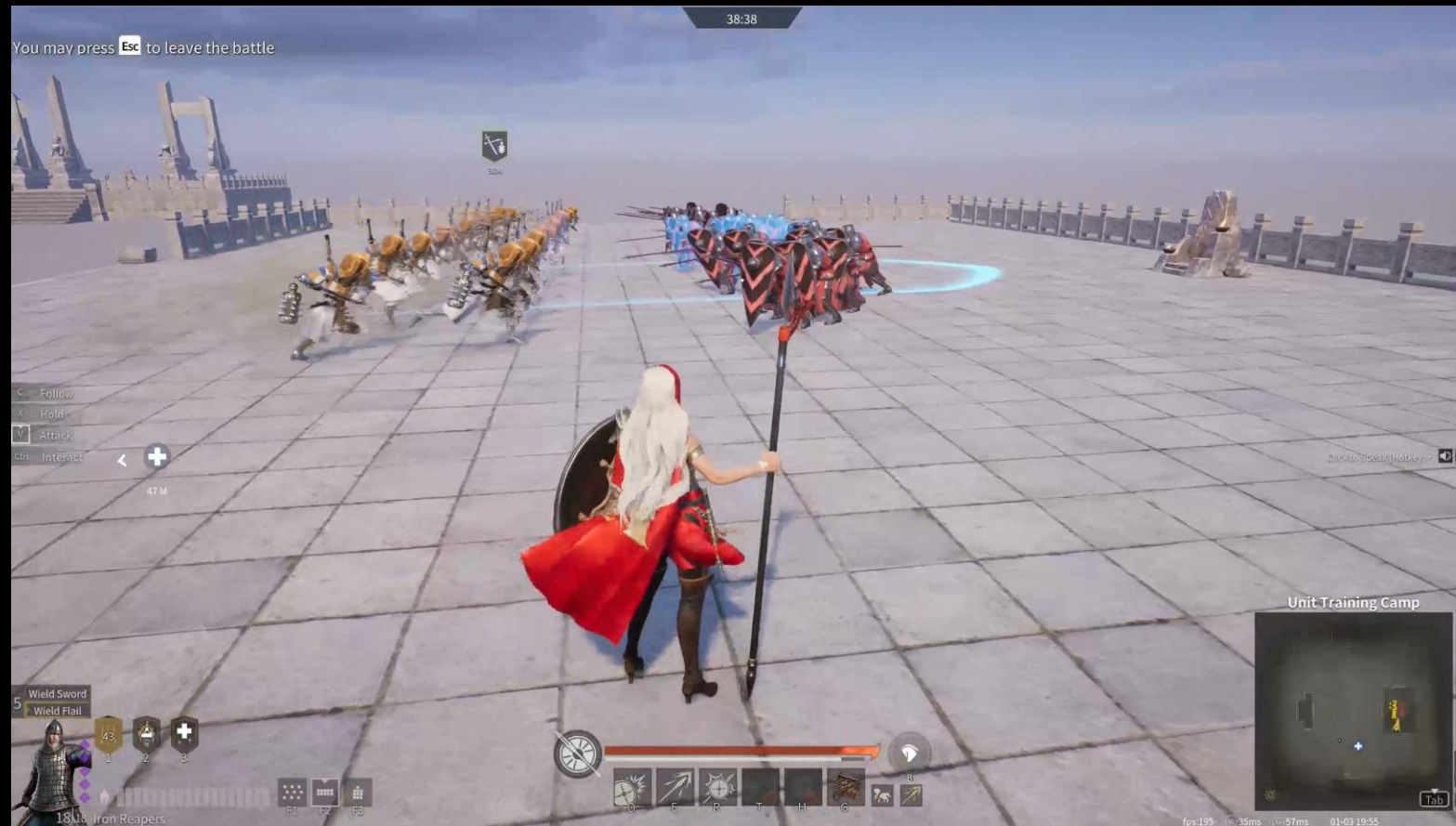
Reduces unit's Leadership cost by 16%.

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.

If you have the devastation doctrine, you can instant X / V into enemy units after first impact it will launch an instant autohit / knock down

<https://youtu.be/HJmITXfj4gl>



Unit Traits

- ● **Unstoppable Charge** – Reapers charge forward with incredible momentum, mowing down anything in their path.
- ● **Armored Wall** – Their **heavy armor** grants exceptional resistance to ranged and melee attacks.
- ● **High Mass / Stability** – Reapers are **hard to knock back, flinch, or interrupt**, allowing them to stay in combat longer than most units.
- ● **Low Mobility** – Very slow turning and walking speed when not charging.
- ● **Poor against braced pikes or flame weapons** if not microed properly.

Tactics & Micro

- ✓ **Use charge to initiate**, then immediately switch to **manual control** and target the highest threat units.
- ✓ Reapers shine in **tight alleys** and **gates** — use terrain to your advantage.
- ✓ Always **watch for braced pikes**, artillery, or flame units — your Reapers will melt if you don't react.
- ✗ Don't leave them idle — their value is in movement and offensive pressure.
- ✗ Avoid using them to **hold points** alone — they're meant to **crack open** a point, not babysit it.

Role in Territory War

Breaker / Vanguard / Flank Enforcer

- Lead charges into **archers, shield walls, or light infantry**
- Excellent in **breach fights, stairs, corridors, and bridge battles**
- Pair well with CC-heavy heroes (e.g. pike, glaive,