

Conqueror's Blade Poleaxe All-Purpose Guide

A Poleaxe hero in heavy armor wielding a formidable poleaxe. The Poleaxe class excels as a durable frontline with exceptional crowd control abilities.

Playstyle Summary

The Poleaxe is a **heavy two-handed polearm class** built for **frontline tanking and crowd control disruption**. It specializes in **powerful stun and knockdown abilities** that can disable multiple foes at once. With the heaviest armor available, a Poleaxe hero can **soak up damage and anchor the frontline**, using sheer toughness to hold positions and protect allies. The class can even duel enemy heroes effectively by chaining crowd control, preventing opponents from fighting back. However, Poleaxe warriors **pay for their power with low mobility and slow attacks**, meaning they rely on positioning and timing rather than agility. In summary, a Poleaxe plays as a **stalwart frontline disruptor** – absorbing enemy pressure, **stunning and knocking down enemies**, and controlling the flow of battle for their team.

Core Playstyle Highlights

Frontline Crowd Controller:

Excels at **stunning, knocking down, and debuffing** enemies in melee. A Poleaxe can **disable whole groups** of units or heroes with its wide array of crowd control skills

Area Denial & Support:

Skills like *Weapon Dance* provide **large AoE disruption** (unblockable CC) and debuff enemy damage, making Poleaxe ideal for holding choke points or objectives against numerous foes. You effectively **control zones** by threatening any enemies who step into your range with immediate knockdowns.

Hero Lockdown:

In 1v1 or small-scale fights, Poleaxe can **chain crowd control on enemy heroes** to keep them helpless. Abilities like the ultimates can keep a single hero on the ground for several seconds, **preventing escapes or counterattacks**

Team Utility:

Serves as a **frontline anchor** for your team – you initiate engagements, disrupt dangerous enemy units (like cavalry or shields), and **peel for allies** by stunning threats. A well-placed Poleaxe can stop a cavalry charge or an enemy flanking maneuver in an instant

Key Skills and Traits

Poleaxe Signature Abilities:

The Poleaxe's kit is built around **crowd control and durability**. Key skills (and their effects) include:

Push Back: A **15s cooldown bash** that **knocks enemies down** with the poleaxe's haft. Uniquely, Push Back also **cleanses you of crowd control** (removing *Dazed* or *Knockdown* effects on you) when used

Weapon Dance: A **wide-reaching AoE smash** that **cannot be blocked by enemies** and **knocks back all nearby foes**. It **slows enemy movement and damage** (up to 25% at max level) for 6 seconds and **buffs your own defenses** – each enemy hit grants stacking damage reduction (up to 35% if you hit enough targets). Weapon Dance is the Poleaxe's signature crowd control move for **group fights**, allowing you to **debuff an enemy blob** and bolster your survivability in the thick of combat.

Lochaber Strike (Ultimate): A **multi-hit ultimate combo** where you batter a target with a **hail of blows, knocking them down repeatedly**. Lochaber Strike can hit an enemy up to 5 times, **dismount cavalry** on hit, and even **cleanses you of CC** when activated. This Paragon (ultimate) skill is extremely versatile – it dishes out good damage to units *and* keeps a hero out of the fight for a long duration. Many Poleaxe players prefer Lochaber Strike for its **ability to control a hero and disrupt groups of enemies** simultaneously

Rough Justice (Alternate Ultimate): The other ultimate option, Rough Justice, is a **charging single-target combo** that impales a target, kicks them down, and smashes them. Importantly, its initial hit applies a “**Winded**” **effect that cannot be countered or cleansed** by other heroes. Rough Justice gives a **burst of forward movement** (useful since Poleaxe lacks mobility) and is excellent for **finishing off or disabling a lone hero** – especially useful to counter enemy juggernauts like Mauls that try to engage your team. However, it has less AoE utility than Lochaber Strike, so choose it when you anticipate needing to **stop powerful enemy heroes one-on-one**.

Strengths:

Unmatched Crowd Control: Nearly every skill in the Poleaxe arsenal can **stun, knock down, slow, or debuff** enemies. Poleaxe users can easily disable multiple opponents, preventing them from fighting at full strength. This abundance of CC makes the class incredibly valuable in PvP fights where **locking down enemies** often means victory.

High Durability: As a heavy armor hero with a big health pool, the Poleaxe is extremely **tanky**. You can reach **850+ armor and ~40k health** with good gear, making you very hard to kill. Additionally, skills like Weapon Dance further reduce damage taken, so a Poleaxe that times its buffs can survive focus fire that would destroy other classes.

Frontline Presence & Team Utility: A Poleaxe acts as a **frontline anchor** – you initiate fights and soak aggro, creating space for your damage-dealers behind you. You're also a **disruptor**: you can stop a cavalry charge or interrupt an enemy's ultimate ability, protecting your team from major threats. Few classes can peel for allies or hold choke-points as effectively as a Poleaxe.

Unit Disruption: Poleaxe isn't just effective against heroes – it's also great at **tripping up enemy units**. Big swings like Bec de Corbin and Weapon Dance will **scatter infantry formations** and disable groups of soldiers, which is invaluable when pushing or defending objectives

Weaknesses:

Slow Attack Animations: Your heavy swings can feel **sluggish**, which gives skilled opponents openings to dodge or interrupt you. Without animation-cancel techniques, a missed swing leaves you vulnerable due to the recovery time. The Poleaxe demands **precise timing**; if you whiff your crowd control, you might not get a second chance before the enemy retaliates.

Average Damage Output: While the Poleaxe has respectable damage (especially with combos and the right gear), it's not a burst damage class. Other heavy weapons like the Maul can deal **higher DPS and also have strong CC** in comparison. The Poleaxe relies on controlling the enemy and letting your units or teammates deal damage. If you're looking to top the kill charts, this class isn't about raw damage – it's about setup and survivability.

Reliance on Cooldowns: Your impact is tied to your cooldowns – once you've used Push Back, Weapon Dance, etc., you have a window where you're weaker. If all your CC abilities are on cooldown, a crafty enemy can exploit that moment to strike back. Thus, **efficient skill rotation and teamwork** (to cover gaps) are important to mitigate this weakness.

Recommended Skill Rotation (Engage, Lockdown, Zone Control, Escape)

To play Poleaxe effectively, you should chain your abilities in a way that **secures an engagement, keeps enemies disabled, controls the area, and lets you exit safely**. Here's a recommended flow:

Engage: Initiate the fight on **your terms**. Ideally, begin an engagement when you are in close range (often following behind your unit or a teammate's push). To start, you can **open with Weapon Dance** if multiple foes are present – its instant, unblockable knockback will **catch several enemies and debuff them** right away. This softens the enemy group and buffs your defense at the outset. Alternatively, against a single target or a key enemy hero, use **The Old Billhook** to **pull them in** and topple them, or **Push Back** to **charge forward and knock them down**. The goal is to **land the first stun/knockdown**, putting the enemy on the back foot immediately. If you're mounted, you might dismount just before contact and then engage with these skills for a surprise opening.

Lockdown: Once you've initiated, **follow up quickly to keep enemies on the ground**. A common combo is *Old Billhook -> Push Back -> ultimate*: pull an enemy in, instantly bash them down with Push Back (resetting any CC they might try on you), then unleash **Lochaber Strike** to pummel them repeatedly while they're down. This sequence can take a dangerous enemy hero out of the fight for several seconds (often enough for your team to eliminate them). If you opened with Weapon Dance on a group, you might next use **Push Back on a priority hero** who's getting up, or target them with your ultimate to continue the CC chain. The key is to **chain your crowd control**: do not let the enemy recover. *For example*: pull in a victim with Billhook, as soon as they're in range knock them over with Push Back, then immediately ult (Lochaber) to keep them helpless. Your combination of stuns should **leave the enemy virtually permastunned**.

Zone Control: With enemies knocked around, capitalize on the chaos to **secure the area**. Use your presence and remaining skills to **hold ground**. After your initial combo, **enemy units or additional heroes might move in** – meet them with another **Weapon Dance** if it's off cooldown (or if you saved it) to immediately **stop their advance and debuff their damage**. During this period, basic attacks and unit support are your tools while waiting on cooldowns: use your regular poleaxe swings (which have wide arcs) to threaten any enemy trying to get back up or contest space. Position yourself to body-block choke points or doorways with your heavy armor. Remember that **any enemy around you risks being knocked down** again as soon as your next skill is ready, so you effectively **stall for time**. If you have **Bec de Corbin** slotted, use it here to cleave through clusters of infantry and weaker units, leveraging its AoE to clear or push back enemy soldiers. The idea is to **hold the objective or front**: you are the immovable object keeping enemies out of a zone.

Recommended Gear, and Attribute Distribution

To maximize the all-purpose tank/CC build, gear and stats should focus on **survivability and boosting your crowd control effectiveness**. Here are recommendations for the latest patch:

Gear (Armor & Weapon): Equip the **heaviest armor** you can. The **Guardsmen's Armour set** (crafted from Rare Armour Schematic) is a great start for Poleaxe, providing solid defenses. For endgame, the **Fearless Paladin set** is widely considered **the best heavy armor in the game**, offering superior defenses – it's a perfect fit for a dedicated Poleaxe player. On weapons, use a high-tier poleaxe: the **Punisher** (Rare Weapon Schematic) is the standard choice, and you should upgrade to the **Great Halberd** when possible, as it's the strongest Poleaxe weapon available. When reforging or selecting weapon bonuses, prioritize **Slashing Damage and Slashing Armor Penetration** (since most of your damage is slashing) to slightly boost your offensive power. These gear choices ensure you're as tanky as possible while still hitting hard enough to threaten enemies.

Attributes Distribution: Allocate your attribute points with a **survivability-first mindset**. The general advice is to **invest heavily in Toughness (health) and Defense (armor)** if available. In practice, many Poleaxe players try to reach around **800-900 armor** (combined from gear + a few points if needed) and then put the rest of their points into **Toughness for a large HP pool**. The rationale is that Poleaxe has **high base damage but poor scaling on damage stats**, so pumping Strength gives diminishing returns. You'll get more value by being able to survive longer and thus use your skills more often. That said, a moderate investment in **Strength** is not wasted if you feel your damage is too low – a bit of extra damage and penetration can help finish off foes **once you've CC'd them**. Ultimately, a **tough, tanky build** (lots of armor, health, and defenses) plays to Poleaxe's strengths as a frontline brawler. For example, one approach is to aim for ~900 armor, then dump everything else into Toughness, ending up with tens of thousands of HP to chew through. This lets you stand in fights for a long time, outlasting opponents. In summary: **prioritize staying alive over dealing damage** – a dead tank can't CC, and your team relies on you to be the last one standing.

Pro Tips for Effective Poleaxe Gameplay

Master Animation Canceling: Due to the Poleaxe's slow swings, learning to **cancel animations** can give you a huge edge. For instance, **after using Old Billhook, immediately dodge-roll to cancel the recovery animation**, allowing you to instantly follow up with another skill or attack

Time Your Weapon Dance Wisely: *Weapon Dance* is a game-changer in big brawls – **use it at the optimal moment**. Don't waste it on a single enemy if a larger wave is about to hit you. Instead, hold it until you see the **whites of their eyes** (i.e., multiple foes in range), then slam the ground to **catch all of them**. This will **maximize the debuff on enemies and fully stack your damage reduction buff** (hitting several targets can quickly ramp your damage mitigation to the cap)

Use CC as Your Defense: Remember that **your crowd control is also your best defensive tool**. If you're being combo'd or focused, *don't hesitate to use Push Back* as a get-off-me move – it **breaks you out of stuns and knocks down nearby attackers**. Often, the difference between a dead Poleaxe and one who survives is how quickly you stun your attackers. Also, use your CC to interrupt deadly enemy skills (e.g., a Longsword healing, a Nodachi bloodlust, or a Maul's grab). By **stunning or knocking them over mid-animation**, you not only save yourself but also nullify their skill. In short, **think of CC as damage prevention**: every enemy lying on their back is an enemy not hitting you or your allies.

Disrupt Cavalry and Charges: One of your superstar contributions is the ability to **stop a cavalry charge or mass push dead in its tracks**. Keep your eyes peeled for incoming cavalry units or heroes charging with abilities – and **time your Weapon Dance or Push Back to hit them as they connect**. Both *Weapon Dance* and *Lochaber Strike* are noted to be excellent at halting charges. A well-placed stun on a charging cavalry hero not only **dismounts them (if Lochaber Strike)** but can also cause their cavalry unit to stumble and lose momentum.

Leverage Your Durability (Be Bold, But Smart): As a Poleaxe, you are often the **initiator and last man standing**. Use that tankiness to your advantage by playing **boldly when your team needs it** – for instance, step forward to start an engage knowing you can take the hits, or stay on point in a capture zone contesting it while your team regroups. However, **being tanky isn't a license to fight 1v5**; always gauge the support you have. The best Poleaxe players know **when to push and when to pull back**

TL;DR Summary

Role: The Poleaxe is a **heavily-armored frontline hero** that trades mobility for **brutal crowd control and survivability**. It's the class that **slams enemies to the ground and keeps them there**, all while tanking damage that would fell other heroes

Playstyle: Frontline disruptor/tank. You stick with your team, lead charges or defenses, and use stuns/knockdowns to **completely upend the enemy's plans**. Engaging with a Poleaxe means enemies are often flat on their backs while your allies move in. You excel at **holding chokepoints, stopping cavalry, and peeling threats off teammates**.

Build Essentials: Take the key CC skills – **Push Back** and **Weapon Dance** are must-haves. Favor **Lochaber Strike ultimate** for general use (swap to Rough Justice if you need to counter a specific hero). Old Billhook and Bec de Corbin round out the kit for extra utility and damage. Gear up in **heavy armor (Fearless Paladin set)** and the best poleaxe weapon you can get (Punisher/Great Halberd). Stack **health and armor**; invest attribute points mostly into Toughness (and some Strength if desired)

Pros/Cons: Extremely tanky and disruptive – you control fights with constant stuns and debuffs, and you're hard to bring down. But **very slow and momentum-dependent** – if caught out alone or if you miss your CC, you can struggle