

# Short Sword & Shield (Tank/CC) Quick Guide

## Playstyle Summary

The Short Sword & Shield is a **durable frontline bruiser** specialized in soaking up damage and **locking down enemies with crowd control**.

Unlike its Longsword cousin, the Shortsword has no self-heal, but it compensates with higher burst defense and CC.

This build focuses on **tanking and team support** – you charge into the fray with heavy armor and the Ironsides buff to become almost unkillable, **disrupt the enemy formation** with shield attacks, and create openings for your team.

Your damage is modest, but your value comes from **holding ground, absorbing pressure, and stunning or knocking down foes** so that allies and units can clean up.

## Core Playstyle Highlights

**Frontline Bulwark:** Can **face-tank bursts of damage** thanks to *Ironsides* while it's active you're virtually impervious for a few seconds

**Crowd Control Machine:** Nearly all your skills have **CC effects**. You can repeatedly **knock down, stun, or stagger** enemies with shield charges, bashes, kicks, and even a thrown shield

**Objective Holder:** Excels at **holding chokes and objectives**. You thrive in tight spaces where your AoE knockdowns hit multiple targets and your durability lets you **stall the enemy advance** indefinitely.

## Strengths and Weaknesses

### Strengths

**Toughest frontliner:** With Ironsides, you can survive bursts that would kill any other class – for ~8 seconds you're **nearly invincible** to damage

**Excellent Crowd Control:** You bring **multiple knockdowns and stuns** on short cooldowns

**Great Team Utility:** Ideal for **holding choke points and objectives**, since you can stand your ground against many enemies and buy time

**Strong in Tight Spaces:** In narrow alleys, gate breaches, or on supply points, a Shortsword is in its element. Enemies are forced to clump, letting you hit many at once with your shield bash and ult.

### Weaknesses

**Low Damage Output:** You're **not a damage-dealer** – Shortsword has one of the lowest personal DPS of all classes

**Cooldown Reliant:** Your tankiness is **burst-y**; you're godlike during Ironsides, but once it's on cooldown you're **vulnerable like anyone else**

**Short Range & Mobility:** You have to **get in close** to be effective

**No Self-Heal:** Unlike Longsword & Shield, you cannot heal yourself or allies. Sustained fights or chip damage wear you down, especially when Ironsides isn't available

**Limited Kill Potential:** Because your damage is low, sometimes enemies might **ignore you** to focus on higher threats



## Shortsword & Shield

Take the lead in both attack and defense.  
Good mobility and protection.

Click to change skill



Best Armour: Heavy Armour

### Skill Rotation:

1. Pop Ironsides before engage
2. Shielded Charge -> Knockdown
3. Follow up with Kick or Shield Bash
4. Use Barricade or basic attacks to stagger
5. Throw Shield to interrupt from range
6. Thunderstruck Ultimate for massive AoE CC
7. Disengage when Ironsides ends

### Ironsides:

*Signature survival skill*

### Shielded Charge:

*Gap-closer + knockdown*

### Shield Bash:

*High damage shield slam*

### Throw Shield:

*Ranged stagger and poke*

### Ultimate – Thunderstruck:

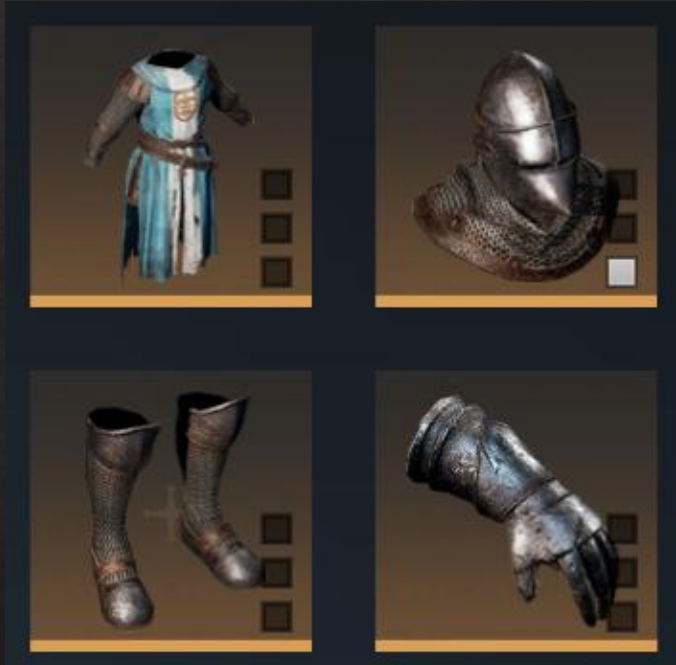
*Massive leap + knockdown ultimate*










**Goal:** Initiate fights by catching enemies with CC, enable your team/unit to follow up, then back off when your defensive window closes




# Skill Rotation (Tank/CC Engage)

1. **Buff Up:** Activate **Ironsides** right before you dive into a dangerous group. This ensures you won't get deleted on entry and **prevents you from being immediately CC'd** by things like musket bombs or poleaxe CC (Ironsides will cleanse those effects on activation).
2. **Charge In:** Use **Shielded Charge** to crash into the enemy front line.  
Aim for a cluster of enemies if possible – your charge will knock the primary target **flat on their back** and stagger others. This instantly disrupts the enemy formation.
3. **Follow-up CC:** As soon as your charge ends, **follow up with a CC skill** on a high-priority enemy: for example, hit a nearby foe with **Kick** (to stun and debuff them) or **Shield Bash** (for big damage and a stagger) while they're surprised. This keeps at least one enemy **perma-CC'd** (they go from knocked down to immediately stunned).
4. **Team Convergence:** By now, your allies or unit should be rushing in to capitalize. While the enemy is disoriented, **apply Barricade** on a tough enemy hero or shield unit if they're present – weakening their defenses and damage makes them easier to finish.
5. **Ultimate (big crowd or clutch moment):** Use **Thunderstruck ultimate** when the moment is right – often immediately after your charge or initial combo if you see a tight cluster of enemies or a cavalry group. Slam down to **launch multiple enemies into the air**, effectively taking them out of the fight for a moment. This is great to interrupt dangerous ultimates or to peel a mass of enemies off a beleaguered teammate.
6. **Disengage & Reset:** As your Ironsides timer runs out (watch the buff icon), **fall back** towards your team or behind your unit shield wall. You don't want to be caught in the open with Ironsides down and all skills on cooldown. Hold your block up while retreating to stay safe. *Once your cooldowns reset (especially Ironsides), you can go for another round – essentially rinse and repeat.*



 Leadership	700	
 Strength	19	
 Agility	17	
 Armour	17	
 Toughness	19	

 More >>>

Attribute points available

72 

Set	Guardian
Main Stat	Thoughness
Second	Health
Bonus	Blunt

Purple set is usable but not recommended.

Your weapon should go high slash dmg, best case also high blunt dmg

## TL;DR

- **Role: Ultra-tanky disrupter.** Short Sword is a **meat shield and crowd controller**, not a DPS. Your job is to **take aggro and CC enemies**, making fights easier for your team.
- **Playstyle: Lead the charge, don't finish it.** You **initiate fights with Shielded Charge and Thunderstruck** to knock enemies down, pop Ironsides to survive their focus, and trust your allies to follow up. You **lock enemies in place** while your team does the damage.
- **Survivability: Ironsides = temporary invulnerability.** Use it at key moments to become nigh unkillable and shrug off stuns. But when it's down, play safe. You have high baseline armor, but you're not immortal 24/7.
- **CC Arsenal:** You have **multiple stuns/knockdowns on short cooldown** – rotate them to keep enemies staggered. Shielded Charge (knockdown), Kick (stun/debuff), Shield Bash (stagger + damage), Throw Shield (ranged interrupt), plus a huge AoE ult. **Chain these** to disrupt the enemy continuously.
- **Weaknesses:** Low kill potential and zero healing. You **won't top the kill board**, and if you're caught alone or with cooldowns spent, you can be brought down. Avoid prolonged fights without support – you excel with your team, not solo.