

Unit Traits

- ▲ [Staunch Defenders]
- ▲ [Heavy Armour]
- ▲ [Fire-Resistant]
- [Shieldbearers]

This unit is excellent in defence, making it ideal for blocking an enemy advance. Damage taken is also reduced.

This unit wears heavy armour, making it difficult to harm.

This unit's armour is less vulnerable to thermal weapons than other units of the same era.





Anti-Infantry Doctrine IV

Increases damage dealt to infantry by 160 points.

Increases block by 200 points.

Defence Doctrine V

Increases all defences by 80 points.

Reduces damage taken by 5%.

Health & Resistance Doctrine V

Increases health by 300 points.

Reduces damage taken by 5%.

Rare Sword Doctrine

Increases block by 140.

Charge Doctrine V

Increases charge damage by 250 points.

Increases charge's block break by 450 points.

★★★★

Elite Palace Guards

LV.24

Veterancy Points: 0

Reset Veterancy ↺





Palace Guards

★★★★★

**Anti-Infantry Doctrine V**

Increases damage dealt to infantry by 200 points.

Increases block by 250 points.

Epic Sword Doctrine I

Increases slashing damage by 70.

Increases blunt damage by 70.

Palace Guards Throne Doctrine

Reduces the cooldown of Guard the Throne by 7 seconds.

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.



Palace Guards

LV.24

Veterancy Points: 0

Reset Veterancy 





Elite Palace Guards

Type: Melee Infantry - Buckler Shield

★★★★

Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases health. 720
- Increases slashing defence. 100

Unit Type Effects

- Increases damage versus polearm units by 500 points.
- Reduces damage taken from polearm units by 300 points.

Lightning Reflexes

Upon using any unit order, slashing damage will increase by 300 points for 6 seconds.

Secretive

Reduces the cooldown of Guard The Throne by 5 seconds. For every attack Palace Guards suffer, an additional 0.3 seconds of cooldown time will be reduced.



Offensive Build – Elite Palace Guards

The Elite Palace Guards are fast and deadly buckler infantry designed for sudden, decisive engagements. Thanks to their **Lightning Reflexes**, activating any unit order boosts their slashing damage by 300 points for 6 seconds. This buff synergizes well with **Guard the Throne**, which has its cooldown further reduced by the **Secretive** node – enabling more frequent damage bursts.

With **Iron Damage Doctrine V** in their build, they gain a significant temporary buff to all defenses *and* all types of outgoing damage, making their strikes hit even harder. Best used as a flanking or dueling unit against polearm formations or soft infantry lines.

Strengths: Fast strikes, burst slashing damage, low cooldowns

Best Use: Pick off squishier units, disrupt pike walls or initiate fast rotations



Defensive Build – Elite Palace Guards

In their defensive role, the Elite Palace Guards shine as a **versatile frontline support** unit. With their strong **slashing defense** and **Guard the Throne** skill, they provide not only consistent frontline damage but can also endure engagements against polearm formations.

The **Secretive** upgrade lowers the cooldown of their core skill both passively and every time they take damage, making them extremely **sticky** in prolonged fights. Coupled with doctrines like **Health & Resistance V** and **Defence Doctrine V**, this unit becomes a durable buffer that can hold key positions.

Strengths: Sustained frontline presence, cooldown recovery, polearm counter

Best Use: Holding flanks, absorbing pressure in extended engagements