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Edi Share More For the Honor of Vicky This chapter contains a detailed description of the Conqueror. You will find here information about its strengths and weaknesses, full running and fighting tips. The following heroes knights Knights Prev Heroes Guardian by MMO game standards, The Conqueror is a typical tank. The conqueror can take almost any blow, block it and not lose health points and, at the same time, can cause great damage. This hero is equipped with a shield and shield - the weapon gives him a pretty good coverage and allows him to do a lot of damage, while the shield is something that distinguishes the Conqueror from other classes. Description - the strengths and weaknesses of the Conqueror on the screen of character selection. Thanks to the shield, this class can block almost any attack (not counting those that are not blocked). What's more, thanks to the Superior Block feat of blocking enemy hits works just like parrys - an enemy that strikes you a little pushed back and their chain attacks interrupted. Superior Block works against heavy attacks - more information can be based later in this chapter. In addition, the Conqueror can enter Full Block Stance - when it happens, this character can block every attack, regardless of the side from which it comes (positions). Full Block Stance has one drawback - each blocked attack consumes a little stamina, staying in this mode also depletes it. This character is perfect for those players who prefer the defensive style of play - blocking all enemy attacks and hitting them when they can't do anything. The conqueror is perfect for protecting checkpoints in Dominion mode - your enemies won't be able to drive you away while your allies can do something else. But that doesn't mean you can't play aggressively. Just the opposite - thanks to the ability to endlessly catch light attacks and attack Shield Bash you can attack their enemies all the time, not giving them any chance on counterattacks. This character has two drawbacks. First, it's the speed of attacks - not counting easy attacks, most of them are quite slow, which means that most experienced players can easily dodge them and perform counterattacks. The second drawback is the absence of Feint - it is the only class that can not undo a heavy attack to mislead enemies. But there is a way to deal with it - more in the next chapters. Moveset and hero specific abilities are all available moves. The feats of the Conqueror focus mainly on enhancing the defensive abilities of this class, but, at the same time, you have access to some abilities that are perfect for disturbing your enemies. The correct use of these feats and moves can make you almost invincible, even if you can't crush your enemies like other classes can. Raider, Passive Ability Exploits Hero Specific Moveset Passive Ability Conqueror has 7 Passive Abilities:Renown - Get Get Renown points to unlocking exploits; You get them when you help your allies and defend the checkpoints. Can't Feint - This character can't use Feints to undo his heavy attack and use another. Superior Block - interrupts heavy and light attacks. When the attack is blocked, the enemy is slightly pushed back and their chain is interrupted. Superior Block Heavy Attacks - Heavy attacks have the Superior Block property during launch. Useful when it comes to counterattacks. Charged attacks - allows you to charge heavy attacks. This type of attack has two charging steps. While charging, the character can still block enemy attacks. Charge Attack Limits - a character can't charge attacks when their endurance counter is empty. Charged attacks can be undone at the touch of a Feint button. Attack zone - Attack zones can be saved (holding the button) to keep enemies at bay. FeatsLike all classes in the game, Conqueror has 12 available feats divided into 4 slots (3 for each) and you can use 4 of them - one for each slot. Below you can find a table describing each feat. SlotDescription1Speed Revive is a passive ability. You can revive your fallen allies faster. Available from the start. The conqueror is passive ability. You can grab and strengthen checkpoints faster. Level 5 is required. Body number is passive ability. Killing enemy soldiers gives you health and stamina. Level 7 is required. 2Juggernaut - you can increase your defense by sacrificing your speed of movement. Available from the start. Shield Basher is a passive ability. Shield attacks are damaging. Level 9 is required. Fiat Lux - throw a flash grenade that will dazzle enemies for a few seconds. You need a level of 11.3Punch Through - passive ability. Your blocked attacks still do some damage. Available from the start. Healing on the block is a passive ability. Blocking restores health. Level 13 is required. Pugno Mortis is an explosive projectile that deals medium damage over a small area. Requires a level of 15.4Dauntless - for a short period of time your attacks cannot be stopped. Available from the start. Regeneration is a passive ability. You can regain health when you are not struggling. Level 17 is required. Catapult - catapult blow that causes a lot of damage on a large area. Level 19.Hero Specific movesetAs that have been mentioned before, this class is focused on stopping enemy attacks and disrupting them without pause. The table below contains information about all the moves for this class. NameAs use a loaded attackPoint heavy attack button to start charging the attack. Release it to use the attack. A powerful attack that also works for the enemy's psyche - Never be sure when you'll finish charging the attack and release it. Moreover, this attack is faster than a normal heavy blow - thanks to this you can surprise your enemy. The most important thing is that you can charge Attack and defend yourself using your shield at the same time. This attack has two charging levels. First, when you start charging it, the second one happens more or less in a second - in the second case, the weapon glows red, indicating that the charging is finished. Charging the CrushPress Shield Guard Break button during the sprint. This attack is not available in Lock Mode.This move allows you to crash into the enemy with a shield that causes them to fall to the ground, giving you (or your allies) the ability to use multiple attacks. However, this attack is easy to dodge - the enemy only needs to jump sideways, and then they can use a destructive counterattack. You have to use this step when you want to help your ally when they are surrounded by enemies - there is a small chance that in this situation, the enemy will evade your attack. Shield BashUse Dash move forward or sideways and, during this step, use Guard Break.Conqueror key abilities. Lets bash your enemy with a shield that stuns them for a moment and gives you the ability to attack them. It works just like a regular throw, but it's easier to execute. Moreover, this attack can be chained to other blows and used after a heavy attack (Shield Bash Mix Up). Information about its usefulness can be found in the next chapter (Tips). The Shield Bash Mix UpHeavy attack, followed by Guard Break.A version of the previously described Shield Bash. Its difference is that it can be easily mixed with attacks. More information about this step can be found in the next chapter (Tips). Shield Bash RiposteUse Guard Break when your character is in Full Block Stance.This move just like the two above, but its difference is that it can be used in the Full Stance block.Full Block StanceHold Full Block Position button. When you hold the button, the character lowers himself a little and hides behind the shield. In this position, your character is completely immune to the enemy's attacks - they will automatically block attacks from all positions (top, left and right). During this position, the character loses a small amount of endurance. It is also depleted when you block attacks. Remember that your enemies can still hurt you with unlockable attacks. Charging is a heavy attack While a heavy attack during a sprint. This attack is not available in lock mode. This allows you to use a powerful cut that is perfect for starting a duel. There were a number of light attacks. Each easy attack should be used in a different position than the previous one. Powerful ability of the Conqueror, which was created to disturb other players. The conqueror can endlessly use light attacks thanks to their flail, suppressing your enemies with attacks as long as your Lasts. But you have to remember that each attack must be used in a different position than the previous one - for example, can't use two top light attacks in a row. Also, don't forget that your enemy can block these attacks. Final ArgumentLight, light, heavy attack. A combination where your character uses two quick, weak hits and ends with a powerful punch. The interesting thing is that it can be combined with a conscription attrition - thanks to this step you can use a few easy attacks and finish it heavy. After that, you can use the Shield Bash and start over. This combination is useful when you want to surprise the enemy - after a few easy attacks your enemy can expect another easy one, but instead they will be hit by a heavy attack. Reaper crush, heavy attack. Two powerful hits that are very slow. In most cases you won't be able to land a second attack - the enemy will either fend it off or block it. The AttackPress zone is light and heavy attack buttons at the same time. A strong attack that allows you to hit all the enemies around you. Its biggest strength is that you can keep using it as long as you have stamina - just hold the attack button. In addition, this attack can be used in Full Block Stance.Tips and Tricks The Conqueror can mix their usual attacks with Shield Bash, which stuns enemies and allows you to continue the onslaught. Some tips that can be helpful when using this character: Remember that charging blindly at the enemy and overwhelming them with attacks is the worst thing you can do. This class requires patience, composure and the use of enemy mistakes. You can create endless chains of attacks. A good option is to start the fight with two light attacks, finish them heavy and, after that, with the help of the Shield Bash. After that, you can repeat it or you can hit the enemy with a heavy attack and then use the Shield Bash. This maneuver can be repeated over and over again, as long as you have stamina. Be aware of the ability to charge heavy attacks. The enemy cannot foresee when you use an attack and, because of this, they will either stay on the defensive or make a mistake and show themselves for your attacks. But don't forget about your character's stamina - when it's exhausted, the attack is canceled, holding a charged attack also depletes a small amount of endurance. Charging can be cancelled at any time by clicking the Feint button. Because of this, you can surprise your enemy and use a quick, easy attack. This character's attack zone is very different from the zone attacks of other classes. First - you can use it in Full Block Stance. Second - you can use it as many times as you want. It's perfect for fighting more than one enemy at the same time because you can keep them at a distance - no one can get close to you because they can't hurt you (Full Block Stance) and they should would guard yourself from your attack zone. But watch your endurance counter - this combination of moves can deplete it very quickly. Teh Teh Revenge is a killing machine. When you use this mode, just keep attacking your enemies - your attacks are impossible to block and the biggest drawback of this class, stamina, is no longer a problem because in Revenge mode endurance has no boundaries. Thanks to this, you can crush your enemies using light attacks (The Recruit's Loss). If your enemy has used Revenge mode, don't attack them. Each of your attacks ends up being automatically parried (Superior Block), making your character fall to the ground allowing your enemy to inflict a lot of damage on you. When you encounter the Conqueror in Revenge mode, you have to just run away - no one can defeat such a player and block their attacks is impossible because they will ignore your block. Keep an eye on your endurance meter. The conqueror is ideal for disturbing enemies because they can attack non-stop, but this can quickly deplete endurance. This, in turn, makes life easier for your enemy. When your stamina starts to deplete (about 1/3 of its length) stop attacking for a few seconds so it can regenerate. The following heroes knights Knight Prev Heroes Knights Guardian Page 2 Download Game Guide PDF, ePub and eBooks Free iOS app and fame! For Honor, the game's guide will basically include a detailed description of the basic gameplay elements and practical tips that will allow you to improve your performance in online games. The honor guide will basically include a detailed description of the basic gameplay elements and practical tips that will allow you to improve your performance in online gaming. 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