

INFANTRY'S FORTRESS



Rise of Kingdoms

Infantry Pairing Guide

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**Special Thanks to;
All the Infantry Specialists.
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Welcome and Enjoy!

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Links:

<https://discord.gg/infantry-fortress>

ARCANIA

Welcome everyone.

Let's have a look back at all available pairings for INFANTRY. I'm talking from all the way back to KVK 1 time period to Season of Conquest time period.

I will be focusing mostly towards open-field because I'm pretty bad at Rally/Garrison pairs. Go me...

Anywho, let us begin!

ARGANA

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ARCANIA

KVK 1

Let us start with KVK 1 Zone, the time when many people have said “We finally get to fight other Kingdoms!”

- **Bjorn/SunTzu** — Ever since Bjorn was released to RoK, his kit has been a nice addition to KVK 1 pairings; his skill damage taken debuff helps boost SunTzu's damage. Durability? Good enough.
- **SunTzu/YSG** — Full out Skill Damage, little risky on durability.
- **Richard/SunTzu** — A classic tanky combo that provides strong durability + some damage.
- **Richard/Martel** — Sounds interesting, but it is known to be quite fearful to hit.
- **Richard/YSG** — Good old Barbarian Chaining pairing & is also a pain in the butt to take care of due to tough durability.
- **Richard/Aethel** — One of the classics that the synergy between the two works very well. With insane amounts of debuffs and with Aethel delivering the Damage, it's a very good march to have.
- **Richard/Joan** — You want someone who's very tanky and be able to provide awesome buffs for your Marches? Well, this is the option for you!
- **Martel/YSG** — Rally? Check. Garrison? Check. Openfield? Check. Durability? Check.
- **Martel/SunTzu** — This is if you don't have YSG ready, or he is paired with another commander.
- **Martel/Bjorn** — Another Martel pairing that works quite well. Debuff may go to little waste, but it can at least amplify Bjorn's Damage output.
- **Martel/Aethel** — Same criteria as the pairings above; Martel helping Aethel with Damage output.

Take some time to read it over and when you are ready, proceed to the next Area.

KVK 2

Next up, the KVK 2 Zone, where people come and exclaim “Armaments? New Commanders? More challenges? Sign me up!” ...or something close to that.

- **Richard/Alex** — Quite commonly seen in combat, debuffs, decent damage. What's not to like?
- **Alex/Richard** — Attack > Defense if you are prioritizing Damage output whilst having good durability. More aggressive.
- **Alex/YSG** — By far the most common pairing that you see in openfield & in rallies. Nice touch on durability and intense damage output.
- **Alex/Martel** — Some call this a mini Attila/Takeda, and it makes sense in some detail; Back to back shielding, scary to hit due to Counterattack Damage, very tough durability.
- **Alex/Suntzu** — If you do not have YSG, Suntzu is always a nice replacement. Good durability, nice AOE with rage gen.
- **Charles/Constatine** — Somehow, I still think Charles/YSG still performs way better in terms of Garrisoning. Openfield? Bad idea.
- **Constatine/Joan** — One of the main reasons why people get their butt kicked in Sunset & Lost Canyon. Full on Support March, Debuffs/Buffs all day. Quite useful in openfield too.
- **Constatine/Mulan** — This works much better if Mulan is expertised, but the buffs are all towards Troop Stat based alongside March Speed.

Note. Pyrrhus Pairings will come soon after more research and from people who managed to Expertise him.

Don't worry, this document ain't going anywhere. Take your nice sweet time reading this part, and once you are ready, let us move on to the last Zone ^.^

KVK 3+ Season of Conquest

Now, the most important part of this ride~~ You made it through KVK 1. Then to KVK 2, then to KVK 3. What comes next? It's Season of Conquest! The Area you hear people, "This is where the real stuff happens. Get ready for it!" ...at least, that's what I would say.

Open-Field Pairings

- **Alex/Richard** — Some people like to call it, the "SoC Bait" March ^^
- **Richard/Aethel** — Some may call this a joke, but with Museum buffs on both? It can potentially be a good Support/DPS March.
- **Guan/Alex** — One of the very classic pairings for Guan, still... usable to this day. Fast, nice damage output, but low durability. Additionally, the museum buff can help!
- **Guan/Leo** — Pretty commonly heard, but lots of hate due to it being very slow. Great damage output and tough durability, though.
- **Guan/Mehmed** — With Mehmed's museum buff? It can work, but same issue as Guan/Leo: Very slow, but shares similarities.
- **Guan/Honda** — Fast, Double AOE, Honda's Kit makes the pairing quite flexible.
- **Guan/Scipio** — The MUST-DO Pairing if you are going one Infantry March. MUST. DO.
- **Guan/Sargon** — An option to take if you are going two or more Infantry Marches.
- **Guan/Pakal** — As tested by few Specialists that it does work, as Pakal provides the durability Guan needs to survive longer.

- **Guan/CJG** — Not very seen much due to not many people who invested in CJG... but overall, it's fast, good damage, good durability.
- **Scipio/Tariq** — One of the best pairings for Scipio: Damage, Durability, Speed, all checks out to 100%.
- **Scipio/Mehmed** — With Mehmed's museum buff, it has become one of the most popular pairings to use. Nice double AOE, good durability, but lacks a bit of speed.
- **Scipio/Honda** — As our Honda lovers say: "This pairing rocks".
- **Scipio/CJG** — Same issue as Guan/CJG, but they have great synergy together in terms of damage & durability.
- **Scipio/Alex** — People said "don't do it", some said "I like it", so I'm just gonna say this. Waste of Scipio. The end.
- **Scipio/Flavius** — It's an option. Little slow, but hits hard.
- **Scipio/Liu Che** — As we welcome one of the new Infantry Commanders, this is also confirmed by many players that this is the #1 Infantry March.
- **Sargon/Aethel** — Half DPS, half support. Low priority in terms of assembling pairings.
- **Sargon/Scipio** — No, not Scipio/Sargon, Sargon, THEN Scipio. With this way, you can time well with Scipio's debuff to amplify at least some of Sargon's... "damage".
- **Sargon/Alex** — Wide range of debuffs, fast Mobility, but damage wise? It's so—so.
- **Sargon/CJG** — Good synergy, fast, lots of single target, but great damage output.
- **Sargon/Liu Che** — Although this pairing is little... odd (More details in Extra Section!), it is interesting in terms of durability & damage output.

- **Liu Che/Alex** — You could say that this is one of good ways to bring back and utilize Alex, thanks to Liu Che's unique kit (More details in Extra Section!).
- **Liu Che/Scipio** — Either I may have misread this or was typed wrong by some people, but I've been told that this way also works, so I'll leave it here.
- **Gorgo/Liu Che** — Current two new Commanders, synergizes well in terms of durability and Smite Damage output. Speed? Liu Che's got that covered.
- **Harald/Scipio** — Does it hit well? Yes. Does it move fast? Sorta. With Mehmed dominating, I don't see this pairing to appear very often.
- **Harald/Honda** — Fast casting, fast speed, good damage, good AOE potential.
- **Harald/Alex** — One of the classics that is still usable to this day. Fast damage, fast Mobility.
- **Pakal/Harald** — Does some damage and... that's it. I'm pretty sure we've heard this pairing a hundred times by now. This in your 5 March Pairings? I would try to avoid doing that.
- **Harald/Pakal** — Skill > Defense. Simple as that, I suppose.

Recommended Inf Pairings

This is divided into Veteran & New SoC players, so please pay attention.

1 Infantry March (For VETERAN PLAYERS):

- **Guan/Scipio**
 - The standard bread & butter combo. Good synergy between the two thanks to Guan's Silence & Scipio's Expertise. Good durability & nice double AOE.

1 Infantry March (For NEW SOC PLAYERS):

- **Scipio/Liu Che**
 - Investing in Guan at this state of the game is definite Hard Pass, since there are much better options, like Scipio and Liu Che. Each Commander has a balance of speed, durability and even damage to help you in openfield battles. With these two together, they become a big powerhouse.

2 Infantry Marches (For VETERAN PLAYERS):

- **Guan/Honda/Sargon/Alex**
- **Scipio/Liu Che/Tariq/Honda/CJ/Flavius/Mehmed**
 - This line up has the feeling of Guan being a dps & support due to having Alex or Sargon as Secondary, while Scipio unleashes heavy damage alongside the Secondary of your choice (as long as it works!)

2 Infantry Marches (For NEW SOC PLAYERS):

- **Scipio/Mehmed**
- **Liu/Che/Alex**
 - This is where I would cross the line of how many Infantry marches you can utilize as a new SoC Player. The game progress is faster than it was before, so you have to do your investments carefully.
 - Word of warning: If you do not have Mehmed at least 5511 and/or Alex not expertised, then I would highly recommend toning it down to 1 Infantry March.

3 Infantry Marches:

- **Guan/Honda/Sargon/CJG/Pakal**
- **Scipio/Liu Che/Tariq/Honda/Flavius/CJG/YSG/Mehmed**
- **Tariq/Liu or Gorgo/Liu**
 - A division of dps, whilst having Sargon primary in the Lineup. Damage may not be impressive, but the amount of debuffs it can give can be beneficial.

4 Infantry Marches:

- Guan/Honda
 - Scipio/Liu Che/Tariq/Flavius
 - Sargon/Heraclius/CJ
 - Harald/Alex/Mehmed
- Normally, 3 is the max stretch, but if you got the gear, the commanders, then you CAN go 4 Infantry. Just beware that they will be slow, and will have a hard time ensuring against other troop types + trying to chase them down.

#1. *Now, before you ask, yes, those Commander orders you see are what I would... recommended using in terms of what you CURRENTLY have. This DOES NOT mean that I'm telling you to dump Universal Heads into certain Commanders that you don't have and are currently not usable in the current state of the game. If you don't have certain Commanders, pass on and choose what there is left.*

#2. *You may have noticed some interesting options and pairings that are not exact. Just remember that you have the free choice of what you want to do with your account, so feel free to test out some pairing options and see how it goes!*

Courtesy of Rexian and All of Infantry Specialists.

Rally Pairings

- **Tariq/Sargon** — One of the best inf rallies around, has great sustain and DMG output, could have been better, but it's alright, very good against Cav garrisons (yes even against Jan with his clearance skill).
- **Sargon/Tariq** — Skill tree overall has 20% more skill damage, doesn't have the same DMG reductions as Tariq primary but outputs more damage. However, if this rally can go without being swarmed, it is recommended to use a higher DPS rally with Archers or Cavs (Boudica/Henry, XY/Nev etc)
- **Tariq/Pakal** — A more suitable Pakal/Harald because of higher DPS and anti-swarm. Great rally overall, but not the best DPS rally.
- **Tariq/Liu Che** — Even with the new commander, this Rally Pair has not been that surprising in terms of changing the rally meta. Apparently this is formidable against Gorgo Garrisons, but not against other ones. Will update this if other things come up.
- **Gorgo/Liu Che** — Interesting as an openfield pair, now interesting as a rally pair. Will update this if other things come up.
- **Pakal/Harald** — Might offer more anti-swarm and better trades against swarmers than Tariq/Pakal, but it will never bring the flag down, lacks DPS.
- **Guan...** — Not really viable anymore... Let's not...

Garrison Pairings

- **Zenobia/YSS** — The classic combo when it comes to Garrisoning. Due to current meta commanders & Rally Pairs, it doesn't deliver enough damage. It can handle to some point with the anti swarm it's got, but this is something like a last resort.

- **Zenobia/Flavius** – I would still call this the Killing Machine within Infantry Garrison pairs. No AOE, but hard to hit due to the heavy anti-swarm it has.
- **Zenobia/Heraclius** – This seems to handle well when it comes to getting swarmed. In a direct contact against a heavy rally pair, it may not do well due to damage differences.
- **Flavius/Scipio** – Let's call this the second version of a full Infantry Garrison. Although it may not be one of the best currently, but it is still able to provide good damage. Good synergy with Flavius' Silence & Scipio's Damage over time.
- **Flavius/Heraclius** – One of the best Garrison options for Infantry. Flavius may be heavy Infantry focused, but he's possible to use alongside Heraclius that can provide Health, an AOE & anti-swarm.
- **Gorgo/Heraclius** — The current BEST Garrison for Infantry. Fast caster, heavy antism, AOE thanks to Heraclius and high stats for great durability.
- **Gorgo/Liu Che** — It interests me that this is also possible in a Garrison alongside Openfield & Rally. Good synergy in terms of Smite Damage. More details in the Extra Section!
- **Zeno/Gorgo or Gorgo/Zeno** — You can go either or for the option: Damage buff to enhance Gorgo's Damage (I believe it can hit) or Faster caster primary to quicker cycle of damage & buffs. Great synergy between the two.
- **Gorgo/Constantine** — It pains me to say it, but apparently this works against Rallies in a one on one combat, but not susceptible to swarms. If you dumped universal heads to Constantine because of this, may god have mercy on your soul.

Whoever made it this far, I applaud you for reading this part, even if you skimmed through it.

Now, towards the Extra Section!

Extra

Sections one and two will remain the same. Section Three is where I will introduce new stuff that arrived to the game.

Extra Section One

Yes Trajan, You should Trajan, Be Trajan... Going mostly Infantry for these... Oh, welcome. Sorry, I was in my monologue for a moment. I know people will ask, “Oh, why is Trajan in this list? He's not even Inf-” Shush. I'll do the explaining. You do the reading.

... And welcome to Extra Sections!

***Quick note that majority of your unit's (Infantry, obviously) will depend on your current Civilization.**

- **Trajan/Aethel** — One of the classics that is STILL usable to this day. Aethel got debuff, Aethel got double museum buff. What's not to like?
- **Trajan/Mulan** — Full on Support; Attack, Health, Rage, whatever. You name it, they give it.
- **Trajan/Alex** — You want more speed and more potential damage output? There you go!
- **Trajan/Scipio** — Yes, this is a possible march, before you ask. Very durable, nice damage output.
- **Trajan/Honda** — Honda is versatile, and he fits so well with Trajan. Both having good bonuses when it's 3 troop types. Plus, it's fast, it's quite durable too.
- **Trajan/Heraclius** — Hmm, this pairing is quite interesting, health, check, aoe, check, DMG reductions, check! However, it is a bit slow, keep that in mind!

Extra Section Two

I had to create this second part of Extra Sections after receiving beloved requests from our dear Specialists that they wanted this.

So... you have marches that you're like, "This is the right way. THIS IS THE WAY", and sometimes you see stuff and go "Wait, what? This works? Huh?".

... Like these below. Just peek down:

- **Sargon/Heraclius** — Very durable, nice damage output, debuff and AOE away!
- **Harald/Theo** — *Note: this works better if Theo is Expertised.* With Theo's cleanse from her active, Harald can stack attack with ease without dealing with self-defense debuff penalty.
- **Honda/Harald** — You saw Harald/Honda above, correct? Well, how about trying this out? Yes, long casting is an issue, but with Harald's spam casts and attack stacking, you can deliver some nasty damage from Honda's 2500 Damage factor.
- **Guan/Caesar** — It sounds funny, but it is worth trying it out due to Caesar having a big Museum Buff. And besides, Guan needs someone with good durability as Secondary.

Extra Section Three

Welcome to the Section where I will introduce anything new that arrived to ROK that is related (obviously) to Infantry. We will have a decent look into the new Commanders, Gorgo & Liu Che and also see what Smite Damage is!

Let's start with Gorgo, who is an Infantry Garrison Commander who, interestingly, can be seen in ALL three locations: Garrison, Openfield and even Rallies! I won't go in depth into her kit, but overall, she is able to provide good antismash, debuffs to affect the target she is hitting and the targets near her and of course, a very nice damage output.

Liu Che, who was given to everyone during the last Anniversary Event, was a spark of joy for Infantry Players. No gems spent to get 10 heads, that's a start, and his kit is what made people fall in love with this Commander.

As a minimum 5511, he outperforms majority of commanders who can be left at 5511 because of the amount of damage and durability he easily gets from it. But what's more interesting is how his Expertise works.

He has an Attack tree instead of a Skill Tree, so you may have been wondering of how he was used Primary. Well that's because of his Expertise, which has a 25% chance to do another basic attack, no cooldown. Another basic attack means another turn of getting the normal rage amount we get in each turn, basically another horn proc, but it's guaranteed and it's more.

Now, why are these two Commanders are so currently called "Unique and Interesting"? That is because of their type of Damage. Before their release, we had always dealt with "Direct Damage Factor", "Damage over Time", and "Buffs to do extra damage over time" (Different than DoT Damage), but now we have been introduced to something that's called "Smite Damage".

Before you ask, no, this is not League of Legends. This is technically another type of Skill Damage, but it is scaled off of Normal Attack Damage. Just a heads up that even if this is Skill Damage, any Skill Damage buffs or debuffs will not affect Smite Damage at all.

What's more interesting about Smite Damage? Its source. Just a fun fact to throw out there that any Normal Attack Damage that's on their kit or get buffed by will count as All Damage to THEM only.

Normal Attack Damage => Smite Damage, so those will be the only ones who will take the benefit.

Did you enjoy the Extra Sections?

Well, because you made it, this is the end of the Pairings Guide!

On a personal note, I have to say I really enjoyed making this, and it could have not been done without support from many people I've met in Rise of Kingdoms.

Thank you for reading through all of this, and as always,

Keep that ROK Spirit going!