



Rise of Kingdoms

Cavalry Pairing Guide

Created by Arcana of 1484

**Special Thanks to;
All the Cavalry Specialists.
Jake, our beloved Cavalry Dad for the support in this project.**

Welcome and Enjoy!

Welcome everyone.

Let's have a look back at all available pairings for CAVALRY. 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 mean... yay openfield, am I right?

Anywho, let us begin!

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KVK 1

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

- **Belisarius/Baibars** – Durability + AOE and Fast.
- **Belisarius/Pelagius** – Durability and more durability and single-target prioritized.
- **Belisarius/Minomoto** – Heavy single target damage focused, very mobile.
- **Belisarius/CaoCao** – can be used for openfield, but its commonly used when you are farm-killing
- **Minomoto/CaoCao** – Heavy towards Damage output, but very low durability. The birth of the Barbarian Fort Killer!
- **Minomoto/Baibars** – Otherway around also works, but this is if you have Minomoto and have one Epic Commander expertised (Usually the one with AOE)
- **Aethel/CaoCao** – I know she's a Leadership Commander, but I've seen this used by few people, and it works... sorta.

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

KVK 2 & 3

Next up, the KVK 2 & KVK 3 Zone, where people come and exclaim “Armaments? New Commanders? More challenges? Sign me the hell up!” ...or something close to that.

- **Saladin/Khan** – Quite the common combo to be seen (if you are willing to take the risk of investing Khan...). Mixture of Durability & Damage together. Heavy Single Target.
- **Saladin/YSG** – #1 Option. Similar to Saladin/Khan, but with AOE Control. Highly used in Rallies and Garrisons.
- **Saladin/Aethel** – Might be the #2 Option to use. High outputs of March Speed debuff from both and Saladin helps enhance Aethel's damage output. Plus, it has AOE.
- **Saladin/CaoCao** – Farm killing march. That's all I'm gonna say.
- **Khan/Caocao** – Common pair to see on Forts (No, not Alliance Fortresses. Barbarian. Forts). Very low durability with high single target damage output.

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 4+ 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.

Openfield Pairings:

- **Saladin/William** – Ah, the classic pairing that's still commonly seen these days. Nice damage output and good durability.
- **Saladin/Aethel** – Yes, yes, you see this pairing up in KVK 2~3 Section, but with now both of them having Museum Buffs, it can now move faster and deal bit more damage than it usually did.
- **Chandra/William** – highly recommended by numerous Veteran Players to replace Saladin if Chandra is expertised.
- **Joan of Arc Prime/William** – So... there had been some people who said they used this march and they do provide good synergy with their teamplaying roles, but remember, you lose one, you immediately lose the other.
- **Joan of Arc Prime/Julius Caesar** – With Museum buff upgrades, Caesar can now help amplify Joan's damage even more whilst helping on the Durability side. Worth testing!
- **Joan of Arc Prime/Minomoto** - Favored by few Veteran players. Nice option to have and use in terms of Damage & Durability.
- **Joan of Arc Prime/Mehmed** – You have seen Mehmed with XY, then with Nevsky. Why not with Joan if it works with her well too?

****Small Warning**** - XY (Xiang Yu) has alot of pairings, be ready:

- **XY/Minomoto** – A good starting point to have. Note, this works only if Minomoto IS expertised. Otherwise, don't even think about using this pairing. Good damage output with a touch of durability.

- **XY/Mehmed** – Thanks to the museum buff, Mehmed had been resurrected from the dead and has become usable in SoC. Double AOE with great durability.
- **XY/YSG** – Weird pairing, I've seen it few times (I wouldn't use it, if you ask me...). Double AOE synergy, I suppose, but has very low durability.
- **XY/Jan** – Favored by **Platinum Egoiste of 1788**, one of our valued members of the Cavalry Discord. Great damage output, good durability.
- **XY/Honda** – Ah, one of my favorite pairings to use. Honda provides everything XY needs: Additional AOE, Speed and Durability.
- **XY/Nevsky** – Insane combo together. Great damage output and great durability. WAS mostly seen in any type of Rallies, but now... it's a sad day for this pairing :(.
- **XY/William** – One of the most common pairings out there. Can be risky to use, but very good damage output with a nice touch of durability.
- **XY/Joan of Arc Prime** – Okay, some did say that this worked because of double AOE, but some believed that this can screw up the Skill Cycle due to the overraging moments it can have.
- **XY/Chandra** – A classic combo that some people still use to this day. Great damage from both alongside a nasty debuff from Chandra himself.
- **XY/Julius Caesar** – Before you ask, yes, Caesar made a small comeback due to his Museum buff. More damage, more useful news with his Active skill. Long term use? Not really.

****Another Small Warning**** - Nevsky too, but little less:

- **Nevsky/Minomoto** – Similar criteria as XY/Minomoto. Insane single target damage output, very good durability.
- **Nevsky/Mehmed** – Temporary placement until you get a better Secondary, but nevertheless, good damage, some AOE and very good durability.
- **Nevsky/YSG** – Some said this works, so I'll just put it here.

- **Nevsky/William** – Very popular pairing before Joan of Arc Prime came out and people still use this pairing as of today. Awesome synergy between the two and great durability.
- **Nevsky/Joan of Arc Prime** – the #1, and I mean the NUMBER 1 Cavalry Pairing as of today. Insane damage output, great synergy and good durability.

Nevsky/Honda – Its quite seen some times in Sunset & Lost Canyon as a outerlane tank, but in openfield? Fast, Nice punch from AOE, very good durability.

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Recommended Openfield Pairings:

One Cavalry March:

- Nevsky/Joan.

Two Cavalry Marches:

- XY/William
- Nevsky/Joan

Three Cavalry Marches:

- XY/Honda, Mehmed, Heraclius, Minamoto
- Saladin, Chandra/William
- Nevsky/Joan

Four Cavalry Marches (If you really want to push it...):

- XY/Honda, Heraclius
- Nevsky/Mehmed, Minamoto
- Saladin, Chandra/William
- Joan/JC, Takeda

Rally Pairings:

- **XY/Nevsky** – A strong rally pair that went on for quite some time until there became couple problems: New Garrison Commanders such as Flavius and Jan Zizka being able to counter it, and the Rally being able to be swarmed very easily. Best usage of this pair would be if you have the advantage in a Contested Territory.
- **Attila/Nevsky** – There had been numerous complaints when this rally was first introduced. Reason? It was because of Attila's 3rd where you deal 30% less skill damage. It was impossible to pair Attila with any skill damage commander until Nevsky arrived. He has the damage factor, the skill damage buffs, and Attila's 4th to make up for the damage the rally is lacking. Best usage for Nevsky to help him from getting swarmed repeatedly. Pretty good to use in the Middle-State (Not gaining or losing advantage) moments in Contested Territory.
- **Nevsky/Joan** – I mean, I get it. It's an awesome pairing, it does work much damage, and has great synergy. Is it better than XY/Nevsky? Maybe yes, maybe no. Will it get swarmed? Even with Joan's expertise where it gives some Counterattack? Yes.
- **Nevsky/Minomoto** – I'm putting this because someone said this was good...? I'll give you the TLDR Version: Don't use it. Minomoto may have 60% total stats from Museum, but that doesn't make this rally pair a Superpower being.
- **Saladin** – Since he's a...rally leader in KVK 2 & 3, I'll just put it here.

Garrison Pairings:

- **Jadwiga/YSS** – For a Garrison pair that's pretty old, it is still handy in few situations, it may not work well in Pass Garrisoning, but it can still pack a punch in a Flag vs Rally situation. Make sure you have your best Gear & Armaments.
- **Jan Zizka/YSS** – A quite the common Garrison pair many people went to when Jan was released. Similar to how Jad/YSS Works, but more damage, more AOE potential from both Commanders.
- **Jadwiga/Jan Zizka** – There has been quite the love for this pairing, even if it's mostly single target damage based. Jadwiga may have slow rage regeneration, but thanks to the Counterattack damage she can get from her Mobility Tree, she

can play as a small tank role. Plus, a nice damage boost to amplify Jan's Active Skill. Neat, huh?

- **Jan Zizka/Jadwiga** – For this one, it is basically utilizing the Skill Tree to help their damage output. You may waste the 20% Damage buff, but the Skill Tree helps boost their damage by a good portion.
- **Jan Zizka/Heraclius** – The current best Garrison for Cavs. While Jan delivers heavy damage with a nasty debuff, Heraclius offers what Jan really needs: Health (More, obviously), flat Counterattack for anti-swarm, and another AOE.

NOTE! For any Garrison that has a YSS or Heraclius involved, you have to make sure that at least 80% of the Troops are Cavalry Troops. In an emergency situation, say like you REALLY need to fill Flags, then that would be a different case.

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

Now, towards the Extra Section!

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Extra

For those of you who were wondering and probably gonna ask me soon, "Wait, I didn't see any Attila, or Takeda or..." Shush. I've decided to include them with couple options in a... much more better Section. You'll see why.
...And welcome to Extra Sections!

This was requested by one of our Cavalry Specialists to have this included separately ^^

- **Bertrand/Nevsky** – Very good durability, Nevsky offers damage output assistance.
- **Bertrand/Attila** – I've heard that this is used for... City and Openfield purposes. Good durability, even with the skill damage penalty, the Troop Stats and Damage bonuses help recover a good amount of it back.
- **Attila/Takeda** – Normal Attack Damage Nightmares that used to bring fear to a lot of players, but now it is at the level of getting eliminated quicker than expected. Interesting damage output as they are focused all towards Normal Attack Damage, and decent Durability. Mostly for low~mid Power City Rallies at this point.
- **Attila/Nevsky** – Even with Attila's Skill Damage penalty, Nevsky's kit helps recover some of that. Was used quite often in Rallies (this too, a sad day...), and again, interesting damage output and durability.
- **Attila/Joan of Arc Prime** – Even with the Skill Damage penalty, some people said that this was quite fun to use, especially when you are City Hopping. So yeah, there's that.

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!

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