

Humans – Introduction

The noble warriors of humanity employ both a strong military and powerful magics in the defense of their shining kingdoms. Both knights and wizards fight side by side on the field of battle against those who would threaten the sanctity and peace of the Alliance. Although the Alliance has all but fallen apart, the valiant citizens of Azeroth and Lordaeron have once again taken up arms against the enemies of humanity.



Humans – Racial Identity

The Human Alliance is a conglomeration of [Humans](#), [Elves](#), and [Dwarves](#). They are the most versatile army in Warcraft III, with good ground and air troops, excellent siege capability, and powerful spellcasters.

Advantages

Peasant Militia

The workers of the Human Alliance can be converted into Militia when the need arises. You can transform Peasants individually by clicking on the Call to Arms icon on each Peasant's command card or convert them en masse by ringing the Call to Arms bell at your Town Hall. Peasants will then rally to the Town Hall, where they don armor and wield axes to fight invaders. After a set amount of time, Militia will revert back to Peasants, or you can prematurely end their military tenure at the Town Hall with the Back to Work bell.

Cooperative Building

Humans can speed up the construction of a building by tasking extra Peasants to repair the structure. While the building is under construction, each additional Peasant assigned to repair the structure will ensure that the task is finished much faster.

Sturdy Construction

Humans can improve the armor and durability of their structures at the Lumber Mill with the Improved Masonry technologies. Each upgrade provides increasing armor and hit points to the Alliance buildings.

Improved Lumber Harvesting

Two upgrades can be researched at the Lumber Mill to improve the wood gathering of the Human Alliance. Each successive upgrade increases the carrying capacity for those Peasants harvesting lumber.

The Humans are the masters of Invisibility.

The Humans can resurrect their troops.

The Humans' Defend ability is very effective vs ranged troops.

The Humans have the best Towers with full upgrades.

Humans can Teleport around with a Level 6 Archmage and Invisibilty.

Humans – Heroes - Paladin



Although the Paladins were once loved and revered throughout the lands of Lordaeron, they have since fallen on hard times. The entire Order of the Silver Hand was disbanded for refusing to kill innocent townsfolk who were believed to be contaminated by the dreaded Undead plague. Disenfranchised and driven from their former homes, the Paladins still work selflessly to protect humanity from the gnawing jaws of evil. Empowered by the Light, these mighty warriors brandish both warhammer and holy fire in battle against all who would trample the meek and innocent.

Paladin - Statistics

Cost:	425 100 5
Attack Type:	Hero
Weapon Type:	Normal
Armor Type:	Hero
Air Attack:	None
Cooldown:	2.2
Range:	Melee

Primary Attribute:	Strength
Strength Bonus per Level:	2.7
Agility Bonus per Level:	1.5
Intelligence Bonus per Level:	1.8
Health Regeneration:	Always
Mana Regeneration:	.01

Day Sight:	180
Night Sight:	80
Speed:	Avg. (270)
Build Time:	55
Transport Space Usage:	1
Production Hot Key:	L

Level	Attack (Ground/Air)	Armor	Strength	Agility	Intelligence	Hit Points	Mana
1	24-34 [29 avg] / None	4	22	13	17	650	255
2	26-36 [31 avg] / None	4	24	14	18	700	270
3	29-39 [34 avg] / None	5	27	16	20	775	300
4	32-42 [37 avg] / None	5	30	17	22	850	330
5	34-44 [39 avg] / None	6	32	19	24	900	360
6	37-47 [42 avg] / None	6	35	20	26	975	390
7	40-50 [45 avg] / None	7	38	22	27	1050	405
8	42-52 [47 avg] / None	7	40	23	29	1100	435
9	45-55 [50 avg] / None	8	43	25	31	1175	465
10	48-58 [53 avg] / None	8	46	26	33	1250	495

Hero Names:

Granis Darkhammer, Jorn the Redeemer, Sage Truthbearer, Malak the Avenger, Gavinrad the Dire, Morlune the Mighty, Agamand the True, Ballador the Bright, Manadar the Healer, Zann the Defender, Arius the Seeker, Aurrius the Pure, Karnwield the Seeker, Buzan the Fearless

Paladin - Information

The Paladin is a melee hero but isn't quite as powerful as the Demon Hunter, Blademaster, or Mountain King. The Paladin is more of a background support Hero with a melee attack. The Paladin's spells are all useful. Holy Light is very useful for healing units during combat, especially at the start of the game against Creeps. Holy Light also rules for healing allied Heroes or your own Heroes. It's much cheaper to heal a unit and have it continue than replace it. The Paladin's Divine Shield can save him if he is about to die or can allow him to do hit-and-run attacks. The Devotion Aura is useful when combined with Knights and Footmen and especially useful in allied games with lots of allied units. Resurrection is also really good because it can bring 6 units back to life. At it's best you can return say 6 Knights, or a mix of powerful allied units back to life.

Spending Points

There are several point spending strategies. Some players go Holy Light then Devotion Aura followed by Resurrection. Others players go Holy Light and Divine Shield with a point or two in Devotion at higher levels. While you could go a mix of Divine Shield and Devotion Aura it's better to use Holy Light.

Paladin Counters

The Paladin is fairly easy to kill using focused fire or surround and kill with melee units. Paladins should teleport away or make sure they don't get surrounded. Learn to run away.

Paladin – Spells and Abilities**Holy Light**

A holy light that can heal a friendly living unit or damage an enemy undead unit.

Level	Dur	Cooldown	Mana	Range	Area of Effect	Allowed Targets	Effect	Hero Level
1	N/A	5 sec.	65	80	Unit	Air, Ground, Organic, Not Self	Heals 200 HP / Damages 100 HP	1
2	N/A	5 sec.	65	80	Unit	Air, Ground, Organic, Not Self	Heals 400 HP / Damages 200 HP	3
3	N/A	5 sec.	65	80	Unit	Air, Ground, Organic, Not Self	Heals 600 HP / Damages 300 HP	5

The Paladin cannot cast Holy Light on himself.

Holy Light is much easier to use with Sub Groups. Simply group select units and hit tab until the Paladin's Holy Light button shows up. Left-click on the Holy Light button to target the spell, then left click on a damaged unit's portrait in the Sub Group. This will cause the Paladin to heal the unit without having to click on the unit itself. With practice you can quickly heal damaged units in battle, making this a very effective spell. The Paladin can keep important units such as Knights, Priests, and Sorceresses alive. If the enemy continues to attack them, the Paladin can continue to cast Holy Light to heal the damaged units. At the same time you can use other units to hit the attacking enemy units from the rear and make them pay the price for focusing on that specific unit.

Holy Light is very useful early on when trying to level up. You can attack Creeps with a small force and quickly recover from damage using Holy Light.

Use Holy Light on allied Heroes in team games. Just request allies to ask for Holy Light to let you know they need it. They can say "HL or Heal"

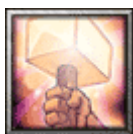
Holy Light is also great against Heroes such as the Death Knight, Dread Lord, Lich, Pit Lord, and Dark Ranger.

**Devotion Aura**

Gives additional armor to nearby friendly units.

Level	Dur	Cooldown	Mana	Range	Area of Effect	Allowed Targets	Effect	Hero Level
1	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+1.5 to Armor	1
2	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+3.0 to Armor	3
3	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+4.5 to Armor	5

Devotion helps units take less damage. It is very useful for groups of Footmen and Knights and even more useful for large team games where the Aura helps lots of units in battle on the team. Typically players focus on Devotion early on along with either Holy Light or Divine Shield.

**Divine Shield**

An impenetrable shield surrounds the Paladin, protecting him from all damage and spells for a set amount of time.

Level	Dur	Cooldown	Mana	Range	Area of Effect	Allowed Targets	Effect	Hero Level
1	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+1.5 to Armor	1
2	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+3.0 to Armor	3
3	Unlimited	N/A	None	N/A	90	Air, Ground, Friend, Self	+4.5 to Armor	5

Divine Shield is an invincibility spell. You can cast this and the enemy cannot harm your Paladin until the spell wears off. Divine Shield allows you to use a Hero without having to worry about the enemy killing it. Divine Shield is also handy for running away when your Hero is about to die. You can run in and attack the enemy, waiting until they attack before using Divine Shield. You can then attack all you want while they can't respond. When it wears off you can use an Invisibility Potion to get away.

Divine Shield cannot be deactivated.

Divine Shield Counters

Just run away until the spell wears off. Paladins hate that =)

Paladin – Spells and Abilities *continued***Resurrection (Ultimate)**

Brings back to life the corpses of 6 friendly nearby units. The spell will choose the most powerful corpses to resurrect if there are more than 6.

Level	Dur	Cooldown	Mana	Range	Area of Effect	Allowed Targets	Effect	Hero Level
N/A	N/A	240 sec.	200	40	90	Ground, Dead, Friend	Resurrects up to 6 Units	6

Resurrection is an incredibly powerful spell because it can allow up to 6 units to come back to life which is essentially giving you up to 6 free units without cost. The spell is best used when there are at least 6 units to raise.

If you Resurrect allied units, those units will go back to the original owner's control (your Ally)

Going Over the Food Cap

It is possible, using Resurrection, to go over the food cap. Say for example, you have reached your food cap of 100, and six Knights die near your Paladin. Immediately train additional units to get back to the maximum food limit, and then cast Resurrection to resurrect your six Knights that died. This will then allow you to have 124/100 food used, giving you an advantage during battle.

Resurrection Counters

Undead players can use Meat Wagons to remove the corpses or cast Raise or Animate Dead to prevent the enemy from Resurrecting.

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