

Dynastic Guards

Type: Melee Infantry - Polearm

LV.30 MAX

Max 30

0

24/24

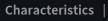




Veterancy

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Doctrines



Attributes

Basic Attributes

•	Health	13929
0	Strength	24/24
O	Leadership	310
1	Speed	4.8
6	Range	
111	Ammo	
4	Labour	3.36

Attack Attributes

1	Piercing Armour Penetration	1542
0	Slashing Armour Penetration	1536
0	Blunt Armour Penetration	
*	Piercing Damage	1232
W	Slashing Damage	1574
10	Blunt Damage	

Defence Attributes

Û	Piercing Defence	82
Ŭ	Slashing Defence	74
O	Blunt Defence	53
▣	Block	
•	Block Recovery	



Gameplay is pretty simple:

The shown vet line and doctrines working the best with this unit, you can deal with cavalary and handle infantry without dying instantly. The unit isnt shining as it used to be, but it is still viable.



Doctrines



Increases all defences by 80 points. Reduces damage taken by 5%.



Increases health by 300 points. Reduces damage taken by 5%.



Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing



Bracing inflicts a bleeding effect on enemy cavalry, dealing damage equal to 16% of the enemy's maximum health plus 400 points,



Bracing weapons stuns enemies. This may only be applied to units with Brace-type skills.