



# Elite Halberdiers

Type: Melee Infantry - Polearm

★★★★

LV.18    MAX    Max 18



165



28/28



100/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



## Characteristics | Attributes

### Basic Attributes

Health	9428
Strength	28/28
Leadership	165
Speed	5.3
Range	-
Ammo	-
Labour	3.92

### Attack Attributes

Piercing Armour Penetration	1984
Slashing Armour Penetration	1454
Blunt Armour Penetration	360
Piercing Damage	1269
Slashing Damage	1548
Blunt Damage	766

### Defence Attributes

Piercing Defence	402
Slashing Defence	445
Blunt Defence	135
Block	350
Block Recovery	23



Disband Unit

ESC

Back

## Against Infantry + Cavalary

Replace Charge & Stun if unit has it from the Skilltree naturally.

Depending on your focus, go more DPS or DEFF

### Doctrines



Allows the unit to use the Pike Assault order.



Increases damage dealt to units by **120** points.  
Increases all types of damage by **80** points.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.  
Increases damage versus cavalry while bracing by



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



Increases piercing damage by **80**.  
Increases piercing armour penetration by **120**.

## Full Anti-Cavalary

### Doctrines



Increases slow effects on cavalry by **15%**.  
Increases damage dealt to cavalry by **10%**.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.  
Increases damage versus cavalry while bracing by



Reduces damage taken from cavalry when using Brace-type skills by **30%**.






Allows the unit to use the Pike Assault order.





Bracing inflicts a bleeding effect on enemy cavalry, dealing damage equal to **16%** of the enemy's maximum health plus **400** points, every **2** seconds.

# Effect Overview

## Basic Effects

-  Increases health. 390
-  Increases piercing defence. 50
-  Increases slashing defence. 50

## Unit Type Effects

-  Increases damage versus cavalry units by 400 points.
-  Reduces damage taken from cavalry units by 300 points.

## Coordinate

Every 5 times Stand Firm deals damage, its next round of damage will be increased by 30%. Each soldier is counted individually.

## Attrition

When Stand Firm deals extra damage, health is restored by 500 points.

