



Elite Prefecture Pikemen

Type: Melee Infantry - Polearm

★★★

LV.18 MAX Max 18



165



28/28



57/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Characteristics | Attributes

Basic Attributes

| | |
|------------|-------|
| Health | 9095 |
| Strength | 28/28 |
| Leadership | 165 |
| Speed | 5.5 |
| Range | - |
| Ammo | - |
| Labour | 3.92 |

Attack Attributes

| | |
|-----------------------------|------|
| Piercing Armour Penetration | 2081 |
| Slashing Armour Penetration | 0 |
| Blunt Armour Penetration | 0 |
| Piercing Damage | 1444 |
| Slashing Damage | 0 |
| Blunt Damage | 0 |

Defence Attributes

| | |
|------------------|-----|
| Piercing Defence | 318 |
| Slashing Defence | 345 |
| Blunt Defence | 127 |
| Block | - |
| Block Recovery | - |



Disband Unit

ESC

Back

Against Infantry + Cavalry

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**.

Charge scales with mobility speed so use these if it is a charge pike unit

Mobility Doctrine V

Type: Mobility

Increases movement speed by **7%**.
Unlocks Sprint: increases movement speed by **15%** for **12** seconds.

Epic Movement Doctrine

Type: Other

Increases health by **300**.
Increases movement speed by **10%**.

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

-  Increase piercing damage. 160
-  Increase piercing armour penetration 160

Unit Type Effects

-  Increases Push of Pike's damage by 300 points.
-  Reduces damage taken from ranged units by 200 points.

Last Stand

Last Stand can be activated while using of Push of Pike. Immunity to control effects will be granted and piercing damage will be boosted by 300 points for 3 seconds.

No Way Out

If Last Stand is active when Push of Pike hits a target, piercing damage and all types of defence will be increased by 300 points for 6 seconds.

