

## Unit Traits

- ▲ [Disruptors]
- ▲ [Anti-Cavalry]
- ▲ [Fox Dance]

Disarms enemies when skill hit, preventing melee attacks and skills for 0.8 second (charge and movement unaffected).

All attacks inflict piercing damage and carry a brace weapons effect. Increases damage dealt to cavalry by 26%, and reduces an attacked cavalry unit's movement speed by 60% for 2 seconds.

【Shield Rush】 and 【Onslaught】 end, allowing you to maintain high-speed movement for 5 seconds.





Onna-musha

★★★★★



#### Epic Balance Doctrine

When unit health is above 50%, damage dealt is reduced by 4% and damage received is reduced by 6%; when unit health is below 50%, damage dealt is increased by 6% and damage received is increased by 4%.

#### Onna-musha Assault Doctrine

Charge can knock down enemy soldiers.

#### Onna-musha Blood Doctrine

Normal attacks apply a 15% health drain effect.

#### Epic Polearm Doctrine I

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

#### Unit Damage Doctrine V

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



Onna-musha

LV.24

Veterancy Points: 0

Reset Veterancy ↺



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### Unit Traits & Doctrines

- **Epic Balance Doctrine**
  - *When unit health is above 50%:*
    - ♦ -4% damage dealt
    - ♦ -6% damage received
  - *When unit health is below 50%:*
    - ♦ +6% damage dealt
    - ♦ +4% damage received
- **Onna-musha Assault Doctrine**
  - Charge can knock down enemy soldiers.
- **Onna-musha Blood Doctrine**
  - Normal attacks apply a **15% health drain** effect.
- **Epic Polearm Doctrine I**
  - +80 Piercing Damage
  - +120 Piercing Armour Penetration
- **Unit Damage Doctrine V**
  - +120 Damage vs. Units
  - +80 All Damage Types

### Unit Role & Strengths

- Strong **sustain** through life drain.
- Effective in **duels** or small skirmishes.
- **Piercing-based damage** makes them effective against lightly armored units.
- Good synergy with commanders who can control the front line or flank.