



# Dynastic Guards

Type: Melee Infantry - Polearm

★★★★★

LV.30 MAX Max 30

310

24/24

91/100

Wounded: 0

Veterancy

Doctrines



## Characteristics | Attributes

### Basic Attributes

Health	13929
Strength	24/24
Leadership	310
Speed	4.8
Range	-
Ammo	-
Labour	3.36

### Attack Attributes

Piercing Armour Penetration	1542
Slashing Armour Penetration	1536
Blunt Armour Penetration	0
Piercing Damage	1232
Slashing Damage	1574
Blunt Damage	0

### Defence Attributes

Piercing Defence	828
Slashing Defence	742
Blunt Defence	535
Block	-
Block Recovery	-

Disband Unit

ESC Back

Gameplay is pretty simple:

3 -> 1 -> 2 -> 1 -> 2 -> 1

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

Veterancy

★★★★★

Modao Battalion

LV.30

Veterancy Points: 0

Reset Veterancy

1/1

3/3

3/3

2/2

0/3

0/3

0/3

0/2

0/3

0/2

0/1

3/3

3/3

2/2

2/2

3/3

3/3

3/3

1/2

0/3

0/1

## 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.