

Elite Imperial Pikemen

Type: Melee Infantry - Polearm

LV.24 MAX

Max 24



240

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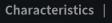
Veterancy



Doctrines

VIII

Mastery



Attributes

Basic Attributes

•	Health	11841
0	Strength	28/28
Ø	Leadership	240
1	Speed	5.0
6	Range	
111	Ammo	
4	Labour	4.48

Attack Attributes

	Piercing Armour Penetration	188
0	Slashing Armour Penetration	
•	Blunt Armour Penetration	
Z)	Piercing Damage	145
W	Slashing Damage	8
B	Blunt Damage	76

Defence Attributes

V	Piercing Defence	841
U	Slashing Defence	593
O	Blunt Defence	288
0	Block	320
•	Block Recovery	21

Against Infantry + Cavalary

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

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

Increases piercing defence.

120

Unit Type Effects

Increases Advance's damage versus cavalry units by 800 points.

Reduces melee damage taken from infantry while using Advance by 500 points.

Unending Loyalty

When using Advance, the unit gets a new skill: Loyal Strike. Using it will instantly end Advance and the unit will deliver an all-out attack. For each enemy soldier killed, the cooldown on Advance will be reduced by 2 seconds.

Awe-Inspiring

After the first 3 hits dealt by Advance, this unit will be immune to control effects. The more damage is dealt while Advance is active, the more damage Loyal Strike will inflict. The additional damage is calculated separately for each unit.

This Unit has the nice charge kit:

The charge skill COUNTS (!!!) as brace, that means all brace veterancy effects and all doctrines applying to the charge (advance)

That means, all the anti cav docs stacking, as well the stun doctrine and the charge dmg doctrines.

