

# **Elite Mace Sergeants**

Type: Melee Infantry - Special

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LV.18 MAX

Max 18

0









Veterancy



Doctrines

VIII

Mastery



### Characteristics |

Attributes

#### Basic Attributes

•	Health	10062
0	Strength	28/28
Ø	Leadership	150
1	Speed	5.0
8	Range	
业	Ammo	
1	Labour	5.60

### Attack Attributes

	Piercing Armour Penetration	(
0	Slashing Armour Penetration	C
0	Blunt Armour Penetration	1081
#	Piercing Damage	(
W	Slashing Damage	(
8	Blunt Damage	1175

### Defence Attributes

Û	Piercing Defence	42
	Slashing Defence	38
O	Blunt Defence	43
•	Block	
•	Block Recovery	



### Devastation

Type: Other

In basic attack, every 6 seconds, you can trigger a heavy attack with high and effects. This attack applies to the units, reducing their Piercing, Slashing, and Blunt defenses by12%, movement speed by 10% for 12 seconds, up to a maximum of 3 stacks.

## **Epic Blunt Doctrine**

Type: Armour Penetration

Increases blunt armour penetration by 110.

## **Epic Combat Doctrine**

Type: Assault

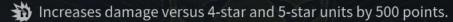
After every 3 attacks, the next attack's damage will be increased by 11%. Every 6 attacks, 15% maximum health will be restored. Every 9 attacks, a 2.5-second control immunity effect is granted.

## **Effect Overview**

### **Basic Effects**

Add a soldier to the unit

## **Unit Type Effects**



Reduces damage taken from 4-star and 5-star units by 400 points.

## Heart of a Hero

Meteor Strike concusses any enemy troops it hits for 1 second.

## **Evil Purged**

Meteor Strike ignores 50% of the target's blunt defence.

Unit scales with blunt damage doctrines, you can play them in blue lock on defense doctrines, simple to play use covercommander and skills whenever you can

