

Unit Traits

- ▲ [Staunch Defenders]
- ▲ [Heavy Armour]
- ▲ [Relentless]
- ▲ [Fire-Resistant]
- [Shieldbearers]

This unit is excellent in defence, making it ideal for blocking an enemy advance.

This unit wears heavy armour, making it difficult to harm.

This unit is skilled at maintaining its formation and pushing through enemy lines.

This unit's armour is less vulnerable to thermal weapons than other units of the same era.





Spear Sergeants

★★★★★



Steadfast Doctrine V

Increases all defences by 130 points.

Reduces damage taken by 6%.

First Aid Doctrine V

Reduces damage taken when armour pierced by 35%.

Unlocks Regeneration: regenerates 150 health every second for 15 seconds.

Awareness Doctrine V

Reduces damage taken from cavalry charges by 500 points.

Reduces damage taken from rear attacks by 20%.

Epic Spear Doctrine II

Increases block by 250.

Increases block recovery by 100%.

Epic Spear Doctrine I

Increases block by 400.

ESC

Back



Spear Sergeants

LV.24

Veterancy Points: 0

Reset Veterancy 





Spear Sergeants

Type: Melee Infantry - Tower Shield

★★★★★

Reset Unit Mastery



Effect Overview

Basic Effects

- Increases health. 780
- Increases piercing defence. 100
- Increases slashing defence. 100

Unit Type Effects

- Reduces damage taken from infantry units by 500 points.
- Restores 200 health each time ranged damage is taken.

Repel

When pushing back enemies, the unit deals a strike worth triple damage.

Gift of Service

Restores 3% health per second when using the Cover Commander skill.

Spear Sergeants – Quick Guide

T4 shielded spear infantry specialized in defence, sustain, and formation discipline.

They excel at **holding choke points**, with **heavy armor**, **passive HP regen**, and **pushback damage** via *Repel*. *Gift of Service* heals them for **3% HP per second** while Cover Commander is active, making them ideal for drawn-out engagements.

Best used for:

- Holding choke points
- Anchoring teamfights as second or third line
- Withstanding ranged and sustained pressure

Strengths:

- High defence via Heavy Armour
- Self-healing from ranged hits and commander orders
- Triple damage knockback with *Repel*
- Fire-resistant armor

Weaknesses:

- Low mobility
- Weak offensive potential
- Vulnerable to strong AoE or crowd control