

Unit Traits

- ▲ [Adaptable]
- ▲ [Swamp]
[Peasants]

This unit can acquire a great number of veterancy upgrades, significantly enhancing its combat potential.

Increases damage dealt to cavalry by 26%, and reduces an attacked cavalry unit's movement speed by 45% for 2 seconds.





Elite Pike Militia

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Slow Doctrine V

Increases slow effects on cavalry by 15%.

Increases damage dealt to cavalry by 10%.

Anti-Cavalry Doctrine V

Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing by 16%.

Pike Defence Doctrine

Reduces damage taken from cavalry when using Brace-type skills by 30%.

Epic Polearm Doctrine III

Allows the unit to use the Pike Assault order.

Epic Polearm Doctrine IV

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.

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Elite Pike Militia
LV.18

Veterancy Points: 0

Reset Veterancy ↻



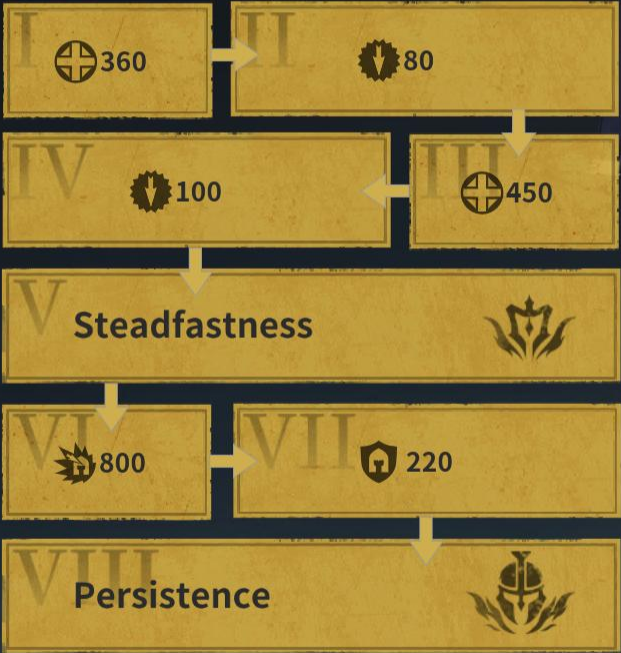


Elite Pike Militia

Type: Melee Infantry - Polearm

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Reset Unit Mastery ↻



Effect Overview

Basic Effects

- ⊕ Increases health. 810
- ⚙ Increase piercing armour penetration 180

Unit Type Effects

- 🔥 Increases damage versus cavalry by 800 points.
- 🛡 Reduces damage taken from ranged units by 220 points.

Steadfastness

When Stand Firm deals damage, the target will be slowed by 75% for 1 second.

Persistence

When there are fewer than 23 soldiers left, the first attack suffered will increase all defences by 300 points and damage values by 300 points, for 10 seconds.

Elite Pike Militia – Quick Guide

T2 polearm infantry specialized in anti-cavalry combat with strong defensive tools.

This unit excels at countering cavalry with +800 damage, +26% bonus, and a 45% slow. Also reduces ranged damage by 220 and applies a 75% slow when *Stand Firm* hits via *Steadfastness*.

Persistence gives +300 to all defenses and damage when fewer than 23 soldiers remain, for 10 seconds – perfect for clutch last stands.

Strengths:

- Very effective against cavalry (high bonuses + slow)
- Flexible veterancy tree (*Adaptable*)
- Solid vs ranged pressure
- Deadly when reduced to low numbers (*Persistence*)

Weaknesses:

- Weak to shields and crowd control
- Lacks mobility and infantry-killing power
- Requires skillful use of *Stand Firm* for full value