



Elite Coustiliers

Type: Cavalry - Lancer

★★★

LV.18 MAX Max 18

96

18/18

72/100
+

Wounded: 0

Veterancy

Doctrines



Characteristics | Attributes

Basic Attributes		
	Health	8407
	Strength	18/18
	Leadership	96
	Speed	8.2
	Range	-
	Ammo	-
	Labour	2.30

Attack Attributes		
	Piercing Armour Penetration	1543
	Slashing Armour Penetration	768
	Blunt Armour Penetration	0
	Piercing Damage	887
	Slashing Damage	397
	Blunt Damage	0

Defence Attributes		
	Piercing Defence	206
	Slashing Defence	281
	Blunt Defence	293
	Block	-
	Block Recovery	-

Disband Unit

ESC Back

Lancer Cavalry – Charge Burst Doctrine Build

This doctrine loadout is designed to **maximize charge impact**, reduce downtime between charges, and keep your cavalry **fast and lethal**. Ideal for **hit-and-run tactics** and **shockwave entries** into clustered enemies.

🔥 Charge Damage & Stacking Effects:

- **Epic Lance Doctrine I – +225 Charge Damage**
Straightforward and powerful. Essential for units whose main value lies in their charge.
- **Epic Assault Doctrine – +6% Damage per Hit During Charge (3s)**
Multiplies damage rapidly if your charge hits multiple enemies. Perfect for large enemy formations or shieldwalls.
- **Lancer Charge Doctrine V – -14s Cooldown & +100 Piercing Damage**
Makes your charges **more frequent** and **more lethal**, especially against armored targets.

🛡️ Defensive & Mobility Support:

- **Attack Doctrine V – -50% Damage Taken While Charging & +9% Movement Speed**
A **huge survivability boost** during charge windows and helps them reach targets faster.

🧠 Efficiency Doctrine:

- **Epic Leadership Doctrine – -16% Leadership Cost**
Reduces the unit's cost, freeing up space for other key components in your warband.

Mandatory Doctrines:

- Assault Doctrine
- Mobility Doctrine
- Lancer Charge Doctrine (best case CD reduct.)

★★★
Elite Couilliers
LV.18

Veterancy Points: 0

Reset Veterancy ↻

