

Unit Traits

- ▲ [Shock Troops]
- ▲ [Melee Fighters]
- ▲ [Three Battles]
- ▲ [Swamp]
- ▼ [Combat Penalty vs Heroes]

This unit is most effective when charging an enemy unit, rather than in a sustained melee.

This unit is great in melee combat.

Improves charging ability and launches a series of short attacks after charging.

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





Elite Prefecture Pikemen

★★★



Epic Polearm Doctrine I

Increases piercing damage by 80.

Increases piercing armour penetration by 120.

Hero Damage Doctrine V

Increases damage dealt to heroes by 115 points.

Increases all armour penetration by 110 points.

Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Rare Piercing Damage Doctrine

Increases piercing damage by 75.

Siege Fighter Doctrine

Increases all types of damage inflicted in sieges by 8%.

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Elite Prefecture Pikemen
LV.18

Veterancy Points: 0

Reset Veterancy ↻





Elite Prefecture Pikemen

Type: Melee Infantry - Polearm

★★★

Reset Unit Mastery ↻



Effect Overview

Basic Effects

- 🔥 Increase piercing damage. 160
- 🛡️ Increase piercing armour penetration 160

Unit Type Effects

- 🔥 Increases Push of Pike's damage by 300 points.
- 🛡️ Reduces damage taken from ranged units by 200 points.

Last Stand

Last Stand can be activated while using of Push of Pike. Immunity to control effects will be granted and piercing damage will be boosted by 300 points for 3 seconds.

No Way Out

If Last Stand is active when Push of Pike hits a target, piercing damage and all types of defence will be increased by 300 points for 6 seconds.

Elite Prefecture Pikemen – Quick Guide

T3 pike infantry with high burst power, control immunity, and layered buffs.

Their key ability **Push of Pike** is boosted by *Last Stand* (grants **control immunity** and +300 piercing damage for 3s).

If it hits, *No Way Out* grants an additional **+300 piercing damage and +300 defense for 6 seconds**.

This makes them ideal for **charge disruption, zone control**, or **reinforcing fights** after frontliners engage.

Strengths:

- Immune to CC during Push of Pike (via *Last Stand*)
- High burst + defense buffs on hit
- Reduced ranged damage taken
- Perfect for chokepoints or slow melee enemies

Weaknesses:

- Requires proper timing – missed skills = wasted potential
- Lacks mobility and flank defense
- Works best as a secondary line, not frontline