



Elite Halberdier Sergeants

Type: Melee Infantry - Polearm

★★★★★

LV.24 MAX Max 24



230



26/26



100/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Characteristics | Attributes

Basic Attributes

Health	11292
Strength	26/26
Leadership	230
Speed	5.0
Range	-
Ammo	-
Labour	5.20

Attack Attributes

Piercing Armour Penetration	1789
Slashing Armour Penetration	1511
Blunt Armour Penetration	387
Piercing Damage	1479
Slashing Damage	1620
Blunt Damage	858

Defence Attributes

Piercing Defence	661
Slashing Defence	590
Blunt Defence	389
Block	400
Block Recovery	26



Disband Unit

ESC

Back

Against Infantry + Cavalry

Replace Charge & Stun if unit has it from the Skilltree naturally.

Depending on your focus, go more DPS or DEFF

Doctrines



Allows the unit to use the Pike Assault order.



Increases damage dealt to units by **120** points.
Increases all types of damage by **80** points.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.
Increases damage versus cavalry while bracing by



Bracing weapons stuns enemies. This may only be applied to units with Brace-type skills.



Increases piercing damage by **80**.
Increases piercing armour penetration by **120**.

Charge scales with mobility speed so use these if it is a charge pike unit

Mobility Doctrine V

Type: Mobility

Increases movement speed by **7%**.
Unlocks Sprint: increases movement speed by **15%** for **12** seconds.

Epic Movement Doctrine

Type: Other

Increases health by **300**.
Increases movement speed by **10%**.

Full Anti-Cavalary

Doctrines



Increases slow effects on cavalry by **15%**.
Increases damage dealt to cavalry by **10%**.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.
Increases damage versus cavalry while bracing by



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





Allows the unit to use the Pike Assault order.





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.

Effect Overview

Basic Effects

-  Increase piercing damage. 100
-  Add a soldier to the unit 2

Unit Type Effects

-  Increases damage versus cavalry units by 400 points.
-  Reduces damage taken from ranged units by 150 points.

Sure-Footedness

Increases the range of Pike Assault's charge by 1.4 metres and damage dealt by 600 points.

Great Defence

After charging, unit will use Stand Firm. Stand Firm's attack rate will be temporarily increased.

This Unit has the nice charge kit:

Charge -> Impact on enemy -> instant brace -> No commands need
Because of the stun doctrine, you can go upper way and get also the knock back + 1 Target vet line effect these 3 in combination working more than nice

Notice:

IF you have the mastery, once the unit charges and hit an enemy the unit will go instantly into brace mode, you DO NOT HAVE to command it again, if you do you break their brace and make them easy to kill

