

Unit Traits

- ▲ [Lock Shields]
 - ▲ [Heavy Armour]
 - ▲ [Insulated]
 - ▼ [Sluggish]
- [Shieldbearers]

The heavy shields carried by this unit reduces damage taken by 35%. This effect will be temporarily lost upon suffering control effects or when its blocking is broken. When an enemy approaches the formation from the front, the front row of fighters will lock their shields and repel the approaching enemy. Can be triggered every 20 seconds.

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

This unit is difficult to set on fire, and takes less damage from fire when ablaze.





Block Doctrine V

Increases block by 300 points.

Reduces damage taken by 90 points.

Steadfast Doctrine V

Increases all defences by 130 points.

Reduces damage taken by 6%.

Epic Spear Doctrine II

Increases block by 250.

Increases block recovery by 100%.

Epic Spear Doctrine I

Increases block by 400.

Awareness Doctrine V

Reduces damage taken from cavalry charges by 500 points.

Reduces damage taken from rear attacks by 20%.

ESC

Back



Elite Imperial Spearmen

LV.24

Veterancy Points: 0

Reset Veterancy



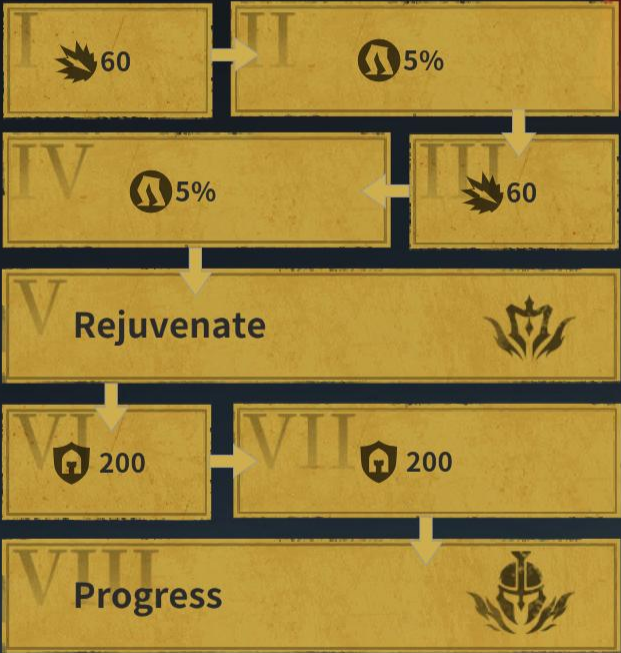


Elite Imperial Spearmen

Type: Melee Infantry - Tower Shield

★★★★★

Reset Unit Mastery



Effect Overview

Basic Effects

- 🔥 Increase piercing armour penetration 120
- 🛡️ Increases movement speed. 10%

Unit Type Effects

- 🛡️ Reduces damage taken from 5-star ranged units by 200 points.
- 🛡️ Reduces damage taken from cavalry units by 200 points.

Rejuvenate

Restores 40 health per second.

Progress

Striking the same hero or unit 5 times in 2 seconds will concuss them for 1 second. This effect can only be triggered once every 5 seconds.

Elite Imperial Spearmen (T4 – Melee Infantry, Tower Shield)

Defensive Focus – "Shielded Fortitude"

The Elite Imperial Spearmen are a defensive powerhouse, designed to hold the line against both cavalry and ranged units. Their unique *Lock Shields* trait reduces all incoming damage by 35% while their formation remains intact, making them one of the most durable frontline units in their tier. The **Rejuvenate** skill passively restores their health over time, while **Progress** punishes enemies who overextend—stunning them if they receive repeated strikes within a short time window. These traits, combined with high armour and resistance to fire, make this unit ideal for soaking pressure in choke points and against high burst threats.

Unit Traits

- [Lock Shields]: Reduces incoming damage by 35%, formation automatically repels frontal charges.
- [Heavy Armour]: Excellent durability against both melee and ranged.
- [Insulated]: Resistant to fire-based attacks.
- [Sluggish]: Below-average mobility; not suited for chasing or flanking.