

Unit Traits

- ▲ [Bashers]
- ▲ [Melee Masters]

This unit inflicts blunt damage.

This unit has excellent melee combat abilities.





Elite Mace Sergeants

★★★



Epic Blunt Damage Doctrine
Increases blunt damage by 90.

Epic Blunt Doctrine
Increases blunt armour penetration by 110.

Unit Damage Doctrine V
Increases damage dealt to units by 120 points.
Increases all types of damage by 80 points.

Hero Damage Doctrine V
Increases damage dealt to heroes by 115 points.
Increases all armour penetration by 110 points.

Devastation
In basic attack, every 6 seconds, you can trigger a heavy attack with high and effects. This attack applies to the units, reducing their Piercing, Slashing, and Blunt defenses by 12%, movement speed by 10% for 12 seconds, up to a maximum of 3 stacks.

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Elite Mace Sergeants
LV.18

Veterancy Points: 0

Reset Veterancy ↻





Elite Mace Sergeants

Type: Melee Infantry - Special

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Reset Unit Mastery ↻



Effect Overview

Basic Effects

Add a soldier to the unit

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Unit Type Effects

- Increases damage versus 4-star and 5-star units by 500 points.
- Reduces damage taken from 4-star and 5-star units by 400 points.

Heart of a Hero

Meteor Strike concusses any enemy troops it hits for 1 second.

Evil Purged

Meteor Strike ignores 50% of the target's blunt defence.

🔪 Elite Mace Sergeants – Quick Guide

T3 special unit focused on CC, blunt damage, and debuff support.

With **Meteor Strike**, they deal high blunt damage and **concuss enemies** for 1 second (*Heart of a Hero*), while *Evil Purged* allows them to ignore **50% of the target's blunt defense**.

The *Devastation* doctrine helps them lower enemy defenses and movement speed, making them ideal as **support-DPS units** in team fights.

Recommended Doctrines:

- **Epic Blunt Damage:** +90 blunt
- **Epic Blunt Pen:** +110 penetration
- **Unit Damage V:** +120 unit DMG, +80 all types
- **Hero Damage V:** +115 vs heroes, +110 pen
- **Devastation:** Defense and movement debuffs

Strengths:

- CC through Meteor Strike (stun)
- High blunt damage with penetration scaling
- Strong debuff support via *Devastation*
- Great for pressuring enemies in tight engagements

Weaknesses:

- No burst or charge mechanics
- Relies on skill placement and stacking effects
- Lacks mobility and shield protection