



Elite Imperial Pikemen

Type: Melee Infantry - Polearm

★★★★★

LV.24 MAX Max 24



240



28/28



96/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Disband Unit



Characteristics | Attributes

Basic Attributes

Health	11841
Strength	28/28
Leadership	240
Speed	5.0
Range	-
Ammo	-
Labour	4.48

Attack Attributes

Piercing Armour Penetration	1880
Slashing Armour Penetration	0
Blunt Armour Penetration	0
Piercing Damage	1452
Slashing Damage	80
Blunt Damage	768

Defence Attributes

Piercing Defence	841
Slashing Defence	593
Blunt Defence	288
Block	320
Block Recovery	21

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. 160
-  Increases piercing defence. 120

Unit Type Effects

-  Increases Advance's damage versus cavalry units by 800 points.
-  Reduces melee damage taken from infantry while using Advance by 500 points.

Unending Loyalty

When using Advance, the unit gets a new skill: Loyal Strike. Using it will instantly end Advance and the unit will deliver an all-out attack. For each enemy soldier killed, the cooldown on Advance will be reduced by 2 seconds.

Awe-Inspiring

After the first 3 hits dealt by Advance, this unit will be immune to control effects. The more damage is dealt while Advance is active, the more damage Loyal Strike will inflict. The additional damage is calculated separately for each unit.

This Unit has the nice charge kit:

The charge skill COUNTS (!!!) as brace, that means all brace veterancy effects and all doctrines applying to the charge (advance)

That means, all the anti cav docs stacking, as well the stun doctrine and the charge dmg doctrines.

