

Unit Traits

- ▲ [Swamp]
- ▲ [Shield Breakers]
- ▲ [Heavy Armour]
- ▲ [Fire-Resistant]

Increases damage dealt to cavalry by 26%, and reduces an attacked cavalry unit's movement speed by 60% for 2 seconds.

This unit is skilled at penetrating enemy armour and will deal significant damage to heavily armoured foes.

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

This unit's armour is less vulnerable to thermal weapons than other units of the same era.





Elite Halberdier Sergeants

★★★★★



Epic Polearm Doctrine I

Increases piercing damage by 80.

Increases piercing armour penetration by 120.

Rare Polearm Doctrine I

Increases damage while bracing by 100.

Anti-Cavalry Doctrine V

Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing by 16%.

Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

Siege Fighter Doctrine

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



Elite Halberdier Sergeants

LV.24

Veterancy Points: 0

Reset Veterancy





Elite Halberdier Sergeants

Type: Melee Infantry - Polearm

★★★★★

Reset Unit Mastery



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.

Elite Halberdier Sergeants *(Tier 4 – Polearm Infantry)*

🛡️ **Traits:** Swamp, Shield Breakers, Heavy Armour, Fire-Resistant

⚔️ **Specialization:** Anti-Cavalry, Armour Penetration

The Elite Halberdier Sergeants are a well-armoured and durable Tier 4 infantry unit, equipped with long polearms and wearing heavy armor. Their main role is countering cavalry and breaking through enemy formations with high armour penetration and mobility control.

Thanks to the **Swamp** trait, they deal **26% increased damage to cavalry** and significantly slow their targets, reducing movement speed by **60% for 2 seconds**. Combined with the **Shield Breakers** trait, they excel at cutting through even the most heavily armored foes.

Their **Sure-Footedness** upgrade increases their charge range and damage, while **Great Defence** causes them to automatically enter **Stand Firm** after charging—boosting their attack rate and holding the line more effectively.

With **two additional soldiers** in their ranks and solid damage reduction from ranged attacks, this unit is a formidable frontline force, capable of withstanding pressure and retaliating with deadly efficiency.

Recommended Role:

Hold and contest narrow corridors, stall cavalry advances, or support other frontline units with lockdown control and sustained damage.