

Unit Traits

- ▲ [Melee Fighters]
- ▲ [Assault Troops]
- [Shieldbearers]

This unit is great in melee combat.

This unit is best used to charge the enemy, as they will cause more damage while attacking.





Elite Men-at-Arms

★★★★★



Anti-Infantry Doctrine IV

Increases damage dealt to infantry by 160 points.

Increases block by 200 points.

Hero Damage Doctrine V

Increases damage dealt to heroes by 115 points.

Increases all armour penetration by 110 points.

Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Stamina Doctrine V

Reduces charge cooldown by 24%.

Increases the number of charge targets by 1.

Charge Doctrine V

Increases charge damage by 250 points.

Increases charge's block break by 450 points.

ESC

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Elite Squires

LV.18

Veterancy Points: 0

Reset Veterancy 





Elite Squires

Type: Melee Infantry - Buckler Shield

★★★★

Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases health. 870
- Increases piercing defence. 100
- Increases slashing defence. 100

Unit Type Effects

- Increases Sprint Strike' s damage by 400 points.
- Increases damage versus polearm units by 400.

Onrush

Unlocks Sprint Strike.

Will to Fight

When Shield Rush hits an enemy, the cooldown of the Sprint Strike skill is cleared.
When Sprint Strike hits an enemy, the cooldown of the Shield Rush skill is cleared.

✂ Elite Squires – Quick Guide

T3 assault infantry with synergized skills and strong anti-polearm potential.

This unit thrives in melee with two skills (*Shield Rush* and *Sprint Strike*) that reset each other's cooldown through *Will to Fight* – enabling a **loop of skill-based aggression** if both hit. *Onrush* unlocks *Sprint Strike*, their primary burst tool.

They also deal **+400 damage vs polearm units** and get **+400 damage on Sprint Strike**.

Strengths:

- Fast-paced skill rotation for continuous pressure
- Great against polearms and isolated targets
- Solid frontline with strong burst potential
- Best when diving into weak or distracted units

Weaknesses:

- Skills must land to be effective – poor aim punishes hard
- No AOE or crowd control
- Less suited for static defense roles