

## Unit Traits

- ▲ [Chargers]
- ▲ [Swift]

After ordering a charge, the unit's charging damage and speed will increase by 20% for every 1.5 seconds it is charging, up to a maximum of three times.

This unit is able to move quickly.





## Elite Coustiliars

★★★



### Lancer Charge Doctrine V

Reduces charge cooldown by 14 seconds.  
Increases piercing damage by 100 points.

### Epic Assault Doctrine

While charging, damage increases by 6% every time damage is dealt. Lasts 3 seconds. Every hit on the enemy is counted separately.

### Epic Lance Doctrine I

Increases charge damage by 225.

### Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

### Attack Doctrine V

Reduces damage taken while charging by 50%.  
Increases movement speed by 9%.

★★★  
**Elite Coutiliers**  
LV.18

Veterancy Points: 0

Reset Veterancy ↻



## **Elite Coutiliers – Quick Guide**

T2 lancer cavalry with scalable charge power and great flexibility.

Every 1.5 seconds spent charging grants +20% **charge damage and speed**, up to 3 stacks. With high mobility (*Swift*) and strong doctrines, they excel at **classic flanks** and **reinforcing ongoing infantry fights**, turning the tide with explosive impact.

### **Doctrine Highlights:**

- **Lancer Charge V:** +100 piercing damage, –14s cooldown
- **Epic Assault:** Each hit during charge boosts damage for 3s
- **Epic Lance:** +225 charge damage
- **Attack V:** –50% damage taken during charge, +9% speed
- **Leadership Doctrine:** –16% leadership cost

### **Strengths:**

- Fast, scalable, and flexible charge cavalry
- Excellent for breaking into ongoing melee fights or punching through lines
- Low leadership cost with proper doctrines
- Especially good against ranged or distracted units

### **Weaknesses:**

- Charge timing is key
- Vulnerable after impact
- Weak in prolonged melee engagements