

Unit Traits

- ▲ [Rattan Armour]
- ▲ [Poisoned Weapons]
- ▲ [Swamp]

Rattan armour is cheap, lightweight, and resistant to slashing, but is vulnerable to incendiary weapons.

The weapons of this unit are coated with a poisonous oil, which deals constant damage to enemies struck.

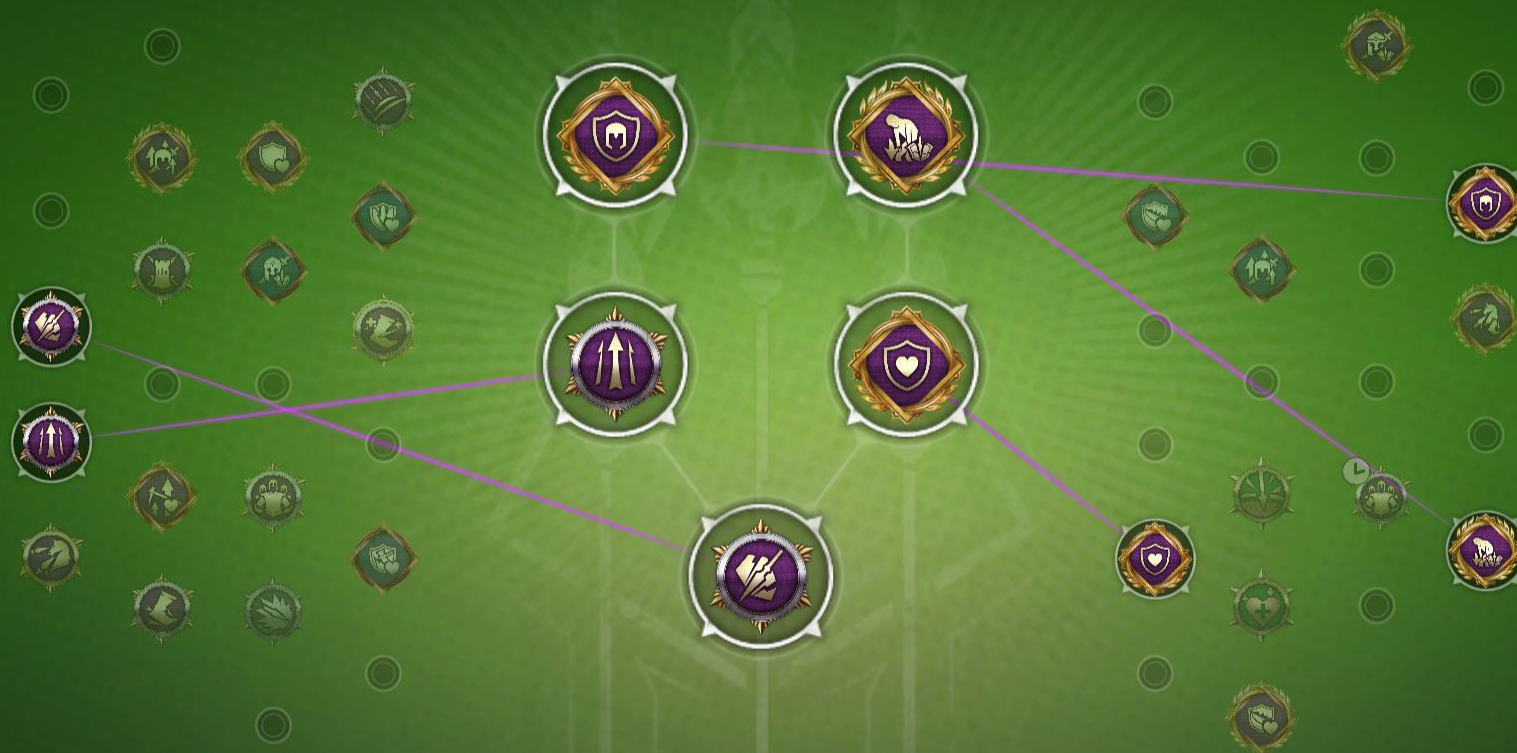
Increases damage dealt to cavalry by 26%, and reduces an attacked cavalry unit's movement speed by 45% for 2 seconds.





Elite Rattan Pikemen

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Defence Doctrine IV

Increases all defences by 80 points.
Reduces damage taken by 4%.

Poisons Doctrine V

Increases all armour penetration by 140 points.
Increases poison damage by 60 points. May stack effect up to 2 times.

Epic Polearm Doctrine III

Allows the unit to use the Pike Assault order.

Supply Doctrine IV

Increases health by 250 points.
Reduces damage taken by 4%.

Epic Polearm Doctrine I

Increases piercing damage by 80.
Increases piercing armour penetration by 120.

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Back

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Elite Rattan Pikemen
LV.18

Veterancy Points: 0

Reset Veterancy ↻



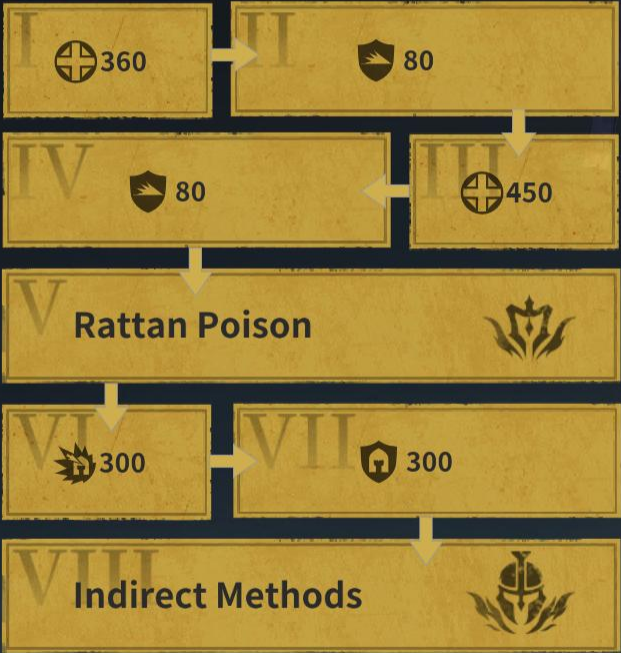


Elite Rattan Pikemen

Type: Melee Infantry - Polearm

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Reset Unit Mastery



Effect Overview

Basic Effects

- Increases health. 810
- Increases slashing defence. 160

Unit Type Effects

- Damage taken from infantry units is reduced by 300 points.
- Damage taken from four-star and five-star units is reduced by 300 points.

Rattan Poison

Every 2 attacks will release an area-effect poison that reduces the enemy's movement speed and damage, causing them to bleed continuously. Note that this effect does not stack.

Indirect Methods

- Rattan Poison causes an additional 20% reduction to the target's movement speed and damage output.

Rattan Pikemen – Quick Guide

T2 infantry focused on debuffs.

Cost-efficient, high unit count, and surprisingly tanky for their tier. Their poisoned weapons deal constant DoT and greatly slow cavalry. Best used in narrow corridors or as a “waste unit” in teamfights.

Most effective when used with the V-command and not stacked. Skill 1 can be ignored – the real strength lies in passive pressure and stacking debuffs.