



Sunward Phalanx: Titanic

Type: Melee Infantry - Polearm

★★★★★

LV.30

MAX

Max 30



300



40/40



95/100



Wounded: 0



Veterancy



Doctrines



Characteristics | Attributes

Basic Attributes

Health	10192
Strength	40/40
Leadership	300
Speed	4.0
Range	-
Ammo	-
Labour	6.40

Attack Attributes

Piercing Armour Penetration	2268
Slashing Armour Penetration	0
Blunt Armour Penetration	0
Piercing Damage	1611
Slashing Damage	0
Blunt Damage	0

Defence Attributes

Piercing Defence	463
Slashing Defence	437
Blunt Defence	305
Block	300
Block Recovery	21



Disband Unit



View

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.

Sunward Phalanx: Overwhelm

Type: Other

Unlocks [Divine Gaze]

Creates semi-circular totem of 8 meters at a distance of 50 meters in any direction. Enemies within range gain a stack of [Expose], stacking up to 10 times. Stacks are lost after 5 seconds.

The Sunward Phalanx deals 40% increased damage against enemies with 5 stacks of [Expose].

Base cooldown: 50 seconds.

Base duration: 15 seconds.

Sunward Phalanx: Glory

Type: Other

Damage taken reduced by 20% for 5 seconds after hitting an enemy with [Ares' Flurry].

This Doctrine can be discussed, my personal opinion:

It is a very strong doctrine, in fights which you can predict the enemy movement the effect is really huge, there are doctrines you can replace with this one without losing lot of DPS/Survival Stats

I would suggest, try it out for some games and find out for yourself which playstyle and doctrine build suits you better



Top Vet:

- High impact DMG
- High DPS
- Works well in all situations
- (!!) Got nerfed recently (!!)



Bottom Vet:

My personal favorite, works well in all situations, solid constant dmg, stun doctrine works as well, mobile and poke potential