

Unit Traits

- ▲ [Prefecture Drill]
- ▲ [Assault Troops]
- [Shieldbearers]

This unit has been trained to the standards of the Prefecture Army, and can use their combat orders in battle.

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

Back



Elite Prefecture Guards

LV.18

Veterancy Points: 0

Reset Veterancy





Elite Prefecture Guards

Type: Melee Infantry - Buckler Shield

★★★★

Reset Unit Mastery ↻



Effect Overview

Basic Effects

- ⌚ Reduces Prefecture Drill's cooldown. 8
- 🔥 Increase slashing armour penetration. 180

Unit Type Effects

- 🔥 Increases damage versus 3-star units and all polearm units by 300 points.
- 🛡️ Reduces damage taken from 3-star units and all polearm units by 300 points.

Recuperation

🛡️ Unit recovers 40 health per second while Cover Commander is active. This effect is twice as potent while in combat.

Ever Onward

While Prefecture Drill is in effect, automatically charge the enemy.

Elite Prefecture Guards – Quick Guide

T3 assault infantry with auto-charges, healing, and skill-based aggression.

These troops combine **offensive pressure**, **auto-engage**, and **sustain**. *Prefecture Drill* activates a **guaranteed charge** via *Ever Onward*, boosted massively by doctrines like *Charge V* and *Stamina V*.

When *Cover Commander* is active, *Recuperation* heals **40 HP/sec**, doubled while in combat – great for drawn-out brawls.

Doctrine Highlights:

- **Anti-Infantry IV**: +160 vs infantry, +200 block
- **Hero Damage V**: +115 vs heroes, +110 pen
- **Unit Damage V**: +120 unit DMG, +80 all types
- **Stamina V**: –24% charge cooldown, +1 target
- **Charge V**: +250 charge damage, +450 block break

Strengths:

- Great auto-engaging frontline brawler
- Strong synergy with doctrines
- Good sustain and pressure during fights
- Bonus damage & resistance vs polearms and 3★ units

Weaknesses:

- Vulnerable if caught after their charge
- Relies on skill timing and positioning
- Less effective in passive roles or tight chokepoints