

## Unit Traits

▲ [Rattan Armour]  
[Shieldbearers]

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

Ranged damage is reduced while unit is using shields.





## Elite Rattan Roundshields

★★★



### Poisons Doctrine V

Increases all armour penetration by 140 points.

Increases poison damage by 60 points. May stack effect up to 2 times.

### Anti-Infantry Doctrine III

Increases damage dealt to infantry by 160 points.

Increases block by 140 points.

### Rare Sword Doctrine

Increases block by 140.

### Iron Health Doctrine V

Increases health by 300 points.

Unlocks Ironsides: increases piercing, slashing, and blunt defence by 175 points for 12 seconds.

### Health & Piercing Defence Doctrine V

Increases health by 440 points.

Increases piercing defence by 125 points.

ESC

Back

★★★  
**Elite Rattan Roundshields**  
LV.18

Veterancy Points: 0

Reset Veterancy ↻





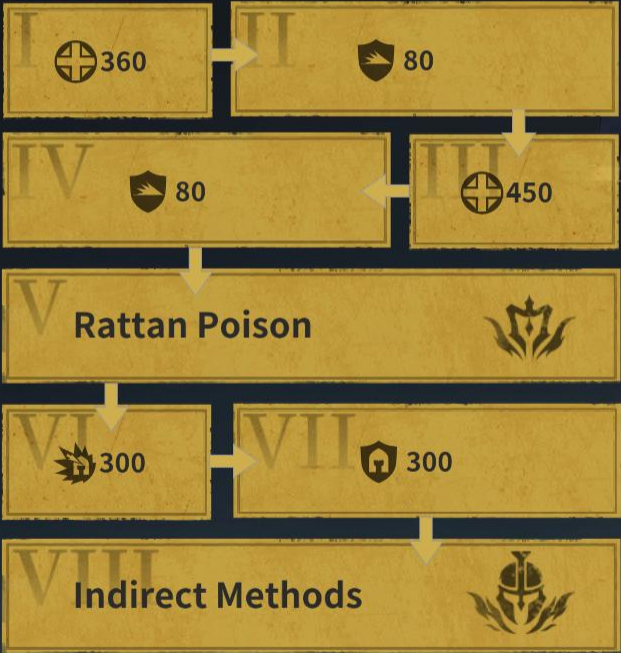


# Elite Rattan Roundshields

Type: Melee Infantry - Buckler Shield

★★★

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.

## Elite Rattan Roundshields – Quick Guide

T2 shield infantry with support potential and DoT-based debuffs.

This unit combines rattan armor with solid slash defense and a good health pool. Thanks to *Rattan Poison*, every second attack triggers an AOE poison that slows enemies and causes bleeding damage over time.

The *Indirect Methods* mastery further reduces enemy movement speed and damage output by an additional 20%.

### Strengths:

- Very cost-effective debuff unit
- Significantly reduces enemy DPS and mobility
- Passive damage reduction vs. infantry and 4–5 star units
- Great for disrupting fights or holding choke points