

Unit Traits

- ▲ [Swamp]
- ▲ [Shield Breakers]

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

This unit is skilled at penetrating enemy armour and will deal significant damage to heavily armoured foes.





Elite Halberdiers

★★★★



Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Epic Polearm Doctrine II

Bracing weapons stuns enemies. This may only be applied to units with Brace-type skills.

Epic Polearm Doctrine I

Increases piercing damage by 80.

Increases piercing armour penetration by 120.

Anti-Cavalry Doctrine V

Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing by 16%.

Rare Polearm Doctrine I

Increases damage while bracing by 100.



Elite Halberdiers

LV.18

Veterancy Points: 0

Reset Veterancy 





Elite Halberdiers

Type: Melee Infantry - Polearm

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Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases health. 390
- Increases piercing defence. 50
- Increases slashing defence. 50

Unit Type Effects

- Increases damage versus cavalry units by 400 points.
- Reduces damage taken from cavalry units by 300 points.

Coordinate

Every 5 times Stand Firm deals damage, its next round of damage will be increased by 30%. Each soldier is counted individually.

Attrition

When Stand Firm deals extra damage, health is restored by 500 points.

Elite Halberdiers – Quick Guide

T3 polearm infantry with strong anti-cavalry focus and armor penetration.

This unit counters cavalry with +400 bonus damage and –300 incoming damage, while *Swamp* applies a 45% movement slow for 2 seconds to mounted targets.

Their ability **Stand Firm** scales with *Coordinate*: every 5th hit boosts the next strike by 30%, and if it connects, each soldier heals for 500 HP via *Attrition*.

Strengths:

- Excellent anti-cavalry with damage, slow, and resistance
- Strong sustain through passive healing
- Good armor penetration (Shield Breakers trait)
- Low leadership cost for a T3 unit

Weaknesses:

- No hard CC or control skills
- Vulnerable to AoE or high burst
- Requires strong formation and positioning