

Unit Traits

- ▲ [Heavy Armour]
- ▲ [Melee Masters]
- ▲ [Assault Troops]
- ▲ [Fire-Resistant]
- [Shieldbearers]

This unit wears heavy armour, making it difficult to harm.

This unit has excellent melee combat abilities.

This unit is best used to charge the enemy, as they will cause more damage while attacking.

This unit's armour is less vulnerable to thermal weapons than other units of the same era.





Elite Men-at-Arms

★★★★★



Anti-Infantry Doctrine IV

Increases damage dealt to infantry by 160 points.

Increases block by 200 points.

Defence Doctrine V

Increases all defences by 80 points.

Reduces damage taken by 5%.

Health & Resistance Doctrine V

Increases health by 300 points.

Reduces damage taken by 5%.

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 Men-at-Arms

LV.24

Veterancy Points: 0

Reset Veterancy ↻





Elite Men-at-Arms

★★★★★



Anti-Infantry Doctrine IV

Increases damage dealt to infantry by 160 points.

Increases block by 200 points.

Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Hero Damage Doctrine V

Increases damage dealt to heroes by 115 points.

Increases all armour penetration by 110 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 Men-at-Arms

LV.24

Veterancy Points: 0

Reset Veterancy ↺



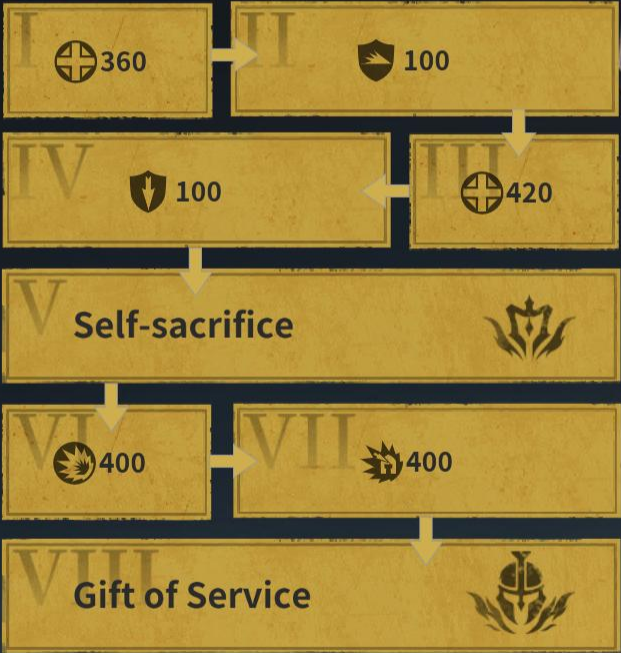


Elite Men-at-Arms

Type: Melee Infantry - Buckler Shield

★★★★★

Reset Unit Mastery



Effect Overview

Basic Effects

- Increases health. 780
- Increases piercing defence. 100
- Increases slashing defence. 100

Unit Type Effects

- Increases charge damage by 400.
- Increases damage versus polearm units by 400.

Self-sacrifice

The unit will rush nearby enemies when using the Cover Commander skill. This can trigger once every 9 seconds.

Gift of Service

Restores 3% health per second when using the Cover Commander skill.

⚔ Offensive Build – Elite Men-at-Arms

Elite Men-at-Arms are a heavy buckler infantry unit designed to **disrupt and punish** enemies in close combat. Their **Self-Sacrifice** passive triggers an automatic charge when using *Cover Commander*, dealing **400 bonus charge damage** and giving them a high-impact opening burst every 9 seconds.

With doctrines like **Charge Doctrine V** and **Iron Damage Doctrine V**, their opening becomes significantly more lethal, shredding even polearm lines with boosted all-around damage. This build is excellent for aggressive frontline pushes or surprise strikes from behind friendly lines.

Strengths: Frontloaded burst, bonus charge synergy, counters polearms

Best Use: Offensive pushes into infantry formations, follow-up after breaches

🛡 Defensive Build – Elite Men-at-Arms

When fully invested in the **defensive tree**, the Men-at-Arms turn into a **resilient, regenerating wall**. *Gift of Service* grants them **3% health regen per second** under *Cover Commander*, giving them surprising sustain. When paired with **Defence Doctrine V**, **Health & Resistance Doctrine V**, and **Anti-Infantry Doctrine IV**, they become incredibly hard to remove from objectives.

Use them to stall, block narrow passages, or serve as a bodyguard unit for high-value allies. Their natural mitigation against polearms makes them great for anchoring points threatened by pike units.

Strengths: High durability, self-healing, objective control

Best Use: Holding chokes, delaying enemies, soaking pressure in long fights