



Elite Mace Sergeants

Type: Melee Infantry - Special

★★★

LV.18

MAX

Max 18



150



28/28



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Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Characteristics | Attributes

Basic Attributes

Health	10062
Strength	28/28
Leadership	150
Speed	5.0
Range	-
Ammo	-
Labour	5.60

Attack Attributes

Piercing Armour Penetration	0
Slashing Armour Penetration	0
Blunt Armour Penetration	1081
Piercing Damage	0
Slashing Damage	0
Blunt Damage	1175

Defence Attributes

Piercing Defence	428
Slashing Defence	387
Blunt Defence	435
Block	-
Block Recovery	-



Disband Unit

ESC

Back

Devastation

Type: Other

In basic attack, every 6 seconds, you can trigger a heavy attack with high and effects. This attack applies to the units, reducing their Piercing, Slashing, and Blunt defenses by 12%, movement speed by 10% for 12 seconds, up to a maximum of 3 stacks.

Epic Blunt Doctrine

Type: Armour Penetration

Increases blunt armour penetration by 110.


Epic Combat Doctrine

Type: Assault

After every 3 attacks, the next attack's damage will be increased by 11%. Every 6 attacks, 15% maximum health will be restored. Every 9 attacks, a 2.5-second control immunity effect is granted.



Effect Overview

Basic Effects

 Add a soldier to the unit

4

Unit Type Effects

-  Increases damage versus 4-star and 5-star units by 500 points.
-  Reduces damage taken from 4-star and 5-star units by 400 points.

Heart of a Hero

Meteor Strike concusses any enemy troops it hits for 1 second.

Evil Purged

Meteor Strike ignores 50% of the target's blunt defence.

Unit scales with blunt damage doctrines, you can play them in blue lock on defense doctrines, simple to play use covercommander and skills whenever you can

