



Elite Pike Militia

Type: Melee Infantry - Polearm

★★

LV.18

MAX

Max 18



110



32/32



90/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Characteristics | Attributes

Basic Attributes

Health	10088
Strength	32/32
Leadership	110
Speed	6.0
Range	-
Ammo	-
Labour	4.48

Attack Attributes

Piercing Armour Penetration	1658
Slashing Armour Penetration	0
Blunt Armour Penetration	0
Piercing Damage	1100
Slashing Damage	0
Blunt Damage	0

Defence Attributes

Piercing Defence	292
Slashing Defence	236
Blunt Defence	98
Block	-
Block Recovery	-



Disband Unit

ESC

Back

Against Infantry + Cavalry

Replace Charge & Stun if unit has it from the Skilltree naturally.

Depending on your focus, go more DPS or DEFF

Doctrines



Allows the unit to use the Pike Assault order.



Increases damage dealt to units by **120** points.
Increases all types of damage by **80** points.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.
Increases damage versus cavalry while bracing by



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



Increases piercing damage by **80**.
Increases piercing armour penetration by **120**.

Charge scales with mobility speed so use these if it is a charge pike unit

Mobility Doctrine V

Type: Mobility

Increases movement speed by **7%**.
Unlocks Sprint: increases movement speed by **15%** for **12** seconds.

Epic Movement Doctrine

Type: Other

Increases health by **300**.
Increases movement speed by **10%**.

Full Anti-Cavalary

Doctrines



Increases slow effects on cavalry by **15%**.
Increases damage dealt to cavalry by **10%**.



Reduces damage taken from cavalry when using Brace-type skills by **40%**.
Increases damage versus cavalry while bracing by



Reduces damage taken from cavalry when using Brace-type skills by **30%**.





Allows the unit to use the Pike Assault order.





Bracing inflicts a bleeding effect on enemy cavalry, dealing damage equal to **16%** of the enemy's maximum health plus **400** points, every **2** seconds.

Effect Overview

Basic Effects

-  Increases health. 810
-  Increase piercing armour penetration 180

Unit Type Effects

-  Increases damage versus cavalry by 800 points.
-  Reduces damage taken from ranged units by 220 points.

Steadfastness

When Stand Firm deals damage, the target will be slowed by 75% for 1 second.

Persistence

When there are fewer than 23 soldiers left, the first attack suffered will increase all defences by 300 points and damage values by 300 points, for 10 seconds.

