

Elite Pike Militia

Type: Melee Infantry - Polearm



LV.18 MAX

Max 18

00000

0

M







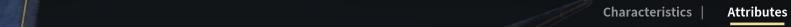
Veterancy



Doctrines

VIII

Mastery



Basic Attributes

•	Health	10088
0	Strength	32/32
O	Leadership	110
1	Speed	6.0
6	Range	
111	Ammo	
4	Labour	4.48

Attack Attributes

	Piercing Armour Penetration	1658
0	Slashing Armour Penetration	(
0	Blunt Armour Penetration	(
70	Piercing Damage	1100
W	Slashing Damage	(
*	Blunt Damage	C

Defence Attributes

πΩn	Piercing Defence	29
		23
U	Slashing Defence	23
Û	Blunt Defence	9
•	Block	
•	Block Recovery	



Against Infantry + Cavalary

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

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

180

Unit Type Effects

Increases damage versus cavalry by 800 points.

Increase piercing armour penetration

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.

