

# **Demesne Spearmen**

Type: Melee Infantry - Tower Shield



LV.18 MAX

Max 18



M 40/40







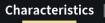
Veterancy



Doctrines



Mastery



Attributes

**Unit Traits** 

- ▲ [Relentless]

Formations





**Unit Orders** 







### Shield Infantry - Max Block/Tank Doctrine Setup

This doctrine combo is focused on turning your unit into a **fortified wall** – maximizing **block strength**, **block recovery**, and **overall damage reduction**. It's especially effective in **defensive sieges**, **gate holds**, or **tight corridor fights**.

## Core Block Enhancers:

- +400 Block
   Massive block boost. A foundational pick for any block-heavy frontline.
- +300 Block & -90 Flat Damage Taken
   Combines raw block value with direct mitigation, making it great for sustained pressure.
- +250 Block & +100% Block Recovery
   Especially useful in extended engagements, allowing your unit to regain block faster between hits.

## General Defense & Resistance:

+130 All Defenses & -6% Damage Taken
 Broad and reliable – covers all damage types and boosts overall tankiness.

# handalan Anti-Cavalry/Anti-Flank:

-500 Damage from Cavalry Charges & -20% Damage from Rear Attacks
 A must-have if you're often flanked or charged. Great for anti-cav lines or backline protection units.

This unit scales a lot with DMG-Reduction % and block rate. This unit can tank as much as any other shield unit, just lacks the skills to self heal/sustain

Doctrines can be changed depending on your doctrine levels, but focus on %-DMG Reduction and block, if you do not have such doctrines, focus on health, pierce/slash defense

In short how to play:
Formation if defending
Press V if youre in a bigger
fight, dont press Skill 1 it
gives dmg but kills your unit...

# Advantages:

- Cost-efficient
- Easy to equip with doctrines
- Low mastery cost
- Stats comparable to higher-tier units

# How to play it:

- Use in narrow corridors in formation
- In open fights, just press "V" and let them do their job
- **Personal tip**: Don't use Skill 1 it's a DPS skill, but the unit performs better by leveraging its block and tankiness rather than going for extra damage

## **Effect Overview**

#### **Basic Effects**

Increases health.	870
Increases piercing defence.	100
Increases slashing defence.	100

### **Unit Type Effects**

Reduces damage taken from infantry units by 600 points.

Restores 360 health upon taking ranged damage.

### Repel

When pushing back enemies, deals a strike worth triple damage.

#### **Heavy Hits**

Pure Attack deals 50% more damage and inflicts an extra attack.

The mastery itself, is sadly less focused on be tanky but more on the new DPS-Potential, sadly this unit even tho can deal a tons of dmg will lack survival skills and die in fights, I personally recommend to not use the DPS Skills, yet its still viable and totally up to yourself to decide