



Elite Rattan Roundshields

Type: Melee Infantry - Buckler Shield

★★★

LV.18 MAX Max 18

115

36/36

88/100

Wounded: 0

Veterancy

Doctrines

Mastery



Characteristics | Attributes

Basic Attributes

Health	11420
Strength	36/36
Leadership	115
Speed	6.6
Range	-
Ammo	-
Labour	6.48

Attack Attributes

Piercing Armour Penetration	140
Slashing Armour Penetration	1107
Blunt Armour Penetration	140
Piercing Damage	0
Slashing Damage	1021
Blunt Damage	0

Defence Attributes

Piercing Defence	848
Slashing Defence	589
Blunt Defence	138
Block	640
Block Recovery	25

Disband Unit

ESC Back

Defensive Poison Infantry – Doctrine Setup

This doctrine selection focuses on creating a **durable frontline unit** that can **block effectively**, **withstand focused damage**, and **dish out poison pressure** over time. Ideal for shielded units with **poison synergy** and **solid block mechanics**.

Poison & Penetration:

- **+140 Armor Penetration & +60 Poison Damage (Stackable ×2):**
Core doctrine for any unit that deals **poison damage**. Stack it twice to **maximize DoT pressure** against both light and heavy units.

Block & Anti-Infantry:

- **+160 Damage vs Infantry & +140 Block:**
Excellent for **choke defense** or **frontline skirmishing**. Helps deal with other infantry while boosting block resistance.
- **+140 Block (Blue Doctrine):**
Simple but effective for **increased block stamina**, especially in extended engagements.

Health & Resistances:

- **+300 Health & Ironsides (175 to all defenses for 12s):**
Grants a **temporary tank buff** after taking damage or charging – ideal for units under focus fire.
- **+440 Health & +125 Piercing Defense:**
Massive health boost and defense against archers or piercing-heavy melee (e.g. halberds, pikes). Great for **frontline sustain**.

This unit is similar to the Rattan Pikes but is slightly more durable and applies AOE DoTs without limitations.

The unit scales best with tanky doctrines, as its base damage is low, but the poison damage and damage reduction over time make it perfect for large-scale fights.

Poisons Doctrine V

Increases all armour penetration by **140** points.

Increases poison damage by **60** points. May stack effect up to **2** times.

Advantages:



- Cost-efficient
- Relatively high tankiness for a T2 unit
- Easy to equip with doctrines
- Low mastery cost

How to play it:



- Send it into teamfights as the second or third unit, ideally spreading them with the V command
- This unit is a pure “waste unit” designed to deal as much damage as possible in a short amount of time, while applying debuffs and absorbing damage over time

Effect Overview

Basic Effects

-  Increases health. 810
-  Increases slashing defence. 160

Unit Type Effects

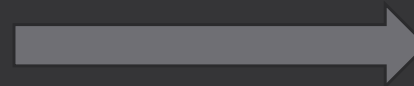
-  Damage taken from infantry units is reduced by 300 points.
-  Damage taken from four-star and five-star units is reduced by 300 points.

Rattan Poison

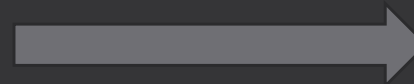
Every 2 attacks will release an area-effect poison that reduces the enemy's movement speed and damage, causing them to bleed continuously. Note that this effect does not stack.

Indirect Methods

Rattan Poison causes an additional 20% reduction to the target's movement speed and damage output.



Same as rattan pikes, this unit scales with the amount of how much they can tank and survive in fights.



A S-Tier support unit