



Demesne Spearmen

Type: Melee Infantry - Tower Shield

★★★

LV.18

MAX

Max 18



105



40/40



62/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Disband Unit



Characteristics

Attributes

Unit Traits

▲ [Relentless]

▼ [Weak Spot]

[Shieldbearers]

Formations



Unit Orders



ESC

Back

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.

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