



Elite Rattan Pikemen

Type: Melee Infantry - Polearm

★★

LV.18 MAX Max 18

95

32/32

90/100

Wounded: 0

Veterancy

Doctrines

VIII **Mastery**



Characteristics | Attributes

Basic Attributes		
Health		11030
Strength		32/32
Leadership		95
Speed		5.8
Range		-
Ammo		-
Labour		5.12
Attack Attributes		
Piercing Armour Penetration		1547
Slashing Armour Penetration		140
Blunt Armour Penetration		140
Piercing Damage		1051
Slashing Damage		0
Blunt Damage		0
Defence Attributes		
Piercing Defence		668
Slashing Defence		541
Blunt Defence		150
Block		-
Block Recovery		-

Disband Unit

ESC Back

Rattan Pikemen – Recommended Doctrines

Rattan Pikemen are primarily used as **defensive frontline units**, but they also deal **poison damage** through their attacks. This makes a hybrid of **defensive and poison-enhancing doctrines** highly effective.

🛡️ Defensive Options:

- **+80 to all defenses & -4% damage taken:**
A great all-around tank doctrine. Helps them absorb more damage, especially against ranged and AoE attacks.
- **+250 health & -4% damage taken:**
Boosts their durability further. Combines well with the previous doctrine for maximum survivability.

🦏 Poison/Offensive Option (Highly Recommended):

- **+140 armor penetration & +60 poison damage (stackable up to 2 times):**
A must-have for Rattans. They **do deal poison damage**, so this doctrine significantly boosts their offensive pressure.
If possible, stack this one **twice**.

✂️ Piercing Damage Option:

- **+80 piercing damage & +120 piercing armor penetration:**
Situational. Can be used if you want to lean more into damage, especially in PvE or aggressive TW flank strategies.

🚀 Utility:

- **Pike Assault Order:**
Unlocks an aggressive push command. Can be viable if you want to use them offensively – for example, to surprise enemies during a breach.

Based on your quality of doctrines, you can also just go instead of %-Dmg reduction towards Slash/Pierce dmg defense + health.

Mandatory doctrines for higher level sieges are Poison Doctrine and the charge doctrine.

To the Bone

Lv.1

Effect:

Reduces damage taken from poison by **5%**.

To the Bone

Lv.1

Effect:

Reduces damage taken from poison by **15%**.

To the Bone

Lv.2

Effect:

Each level reduces damage taken from poisoned enemies by **5%**.

Venomous Toxins

Lv.1

Effect:

Poison effects can now stack up to **3** times.

How to play the unit effectively and what are its advantages over other units?

Advantages:



- AOE poison effect: Greatly reduces enemy damage, movement speed, and deals poison damage
- High unit count
- Cost-efficient
- Easy to equip with doctrines

How to play it:



- The unit should never be stacked on a single point
- Let the unit charge into the enemy and press V once to trigger auto-attacks
- The unit performs best in team fights

Effect Overview

Basic Effects

-  Increases health. 810
-  Increases slashing defence. 160

Unit Type Effects

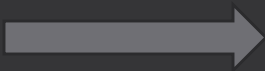
-  Damage taken from infantry units is reduced by 300 points.
-  Damage taken from four-star and five-star units is reduced by 300 points.

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.



This mastery makes them even stronger than before

