

Light pikeman

1st lvl



Compared to other units of the faction:

- * The cheapest unit of faction excluding Archer (costs 15 gold).
- * One of three units with 24 points of total damage (8-3), while other two are Heavy Infantryman and Dragoon. Note: unlike blade attacks, which latter two have, pierce attack of the Light Pikeman doesn't inflict additional damage to weak-armored units (like archers and mages), but does inflict additional damage to cavalry and flying units (with almost any scout belongs to one of two groups).
- * Third easily upgraded unit after Archer and Apprentice Mage (32 XP to upgrade)



Portrait of Light Pikeman by z5x1

Compared to Default Era:

Loyalist Spearman is the unit whom you possibly want compare to the Royal Army Light Pikeman.

- * Light Pikeman is more expensive by 1 gold coin (15 vs 14).
- * Light Pikeman is slimmer by 1 hitpoint (35 HP vs 36).
- * Light Pikeman has't ranged attacks, so he is completely defenseless against enemy archers.

* Light Pikeman inflicts more melee damage than Spearman or any other unit of Default Loyalists faction (with Spearman inflicts 7-3 damage and Light Pikeman inflicts 8-3).
















* Light Pikeman requires 10 experience points less to upgrade (42 XP for Spearman and 32 for Light Pikeman).

* Like most of the Royal Army units, Light Pikeman has additional trait, which increases his resistance and HP recovering while unit in the village.



cost	14	15
HP	36	35
MD	7-3	8-3
RD	6-1	--
XP	42	32

Compared to its counterparts in foreign factions:

									
	=	=	=	=	=	=	+	-	+
	=	+	+	=	=	=	-	-	+
	+	+	-	+	=	=	-	+	-
	n/a	n/a	-	-	n/a	n/a	-	-	=
	-	-	n/a	n/a	-	+	n/a	n/a	n/a
	+	+	-	-	-	=	-	-	+

* *As damager of pierce type:* Light Pikeman inflicts the highest total damage among all units with melee pierce attacks (8-3), on par with Frog Warrior (12-2). These two are far superior to Skeleton Spearman, Mountain Warrior, Runaway Convict and Raider (although latter two also have ranged attacks) and even slightly superior to Guard (who also has alternative melee attack). Sniper inflicts greater total damage, but with ranged attack.

* *As moderately mobile covering unit:* Can endure less physical damage than Strongman, Mountain Warrior, Forest Warrior, Guard and Frog Warrior (but latter two are more vulnerable to some magical attacks), but more than Runaway Convict and Raider. More resistant to impact, arcane and fire attacks than Skeleton Guard and Skeleton Spearman, but less resistant to blade, cold and pierce attacks than they. Inferior in mobility to Runaway Convict, Raider, Forest Warrior, Skeleton Spearman and Light Infantryman, especially at the rugged terrain.

* *As defending unit:* Has firststrike in defense and inflicts high retaliatory damage — combination which none of its counterparts has. Better suitable for village defending, but no as good in natural shelters.

* *As unit for 15 gold:* Skeleton Archer, Apprentice Druid, Strongman and Sailor have the same cost as Light Pikeman, but plays different roles in their factions. Fighter has the same cost and plays similar role, except having impact damage.

Tactics by team:

* DV, creator of the era: *Light pikemen as supporting units*

«I don't use pikemen as army basis, as i prefer small army of stronger units to minimize the cost of upkeep. But i still can take one or two pikemen if there is possibility of cavalry attack — light pikeman is cheaper than any cavalryman in the era, but still can beat any of them. Intercept enemy cavalry with two pikemen and even three or four dragoons wouldn't dare to attack them since retaliatory damage is too high.» (by DV)

* z5x1, artist and tester: *Light pikemen as army basis*

«Pikemen are well suited to be the army basis. Just take one or two scouts (dragoons or light infantrymen depending of the map) and one or two archers (optionally), then pikemen on the remaining amount of gold. Pros of such army are its efficiency in both offense and defense and impregnability for cavalry attacks (those new cavalrymen are frighteningly effective against other units). Due to their universality pikemen don't require ingenious maneuvers — they are best choice for beginners. Minuses of pikemen-based tactic are possibilities to encounter army of heavy infantrymen or those monstrous orcish strongmen, whom pikemen can't defeat. Pikemen also aren't very effective against numerous agile units, such as archers or thieves, though there is very small chance to meet a whole army of thieves...» (by z5x1)

* py6aka, well-known russian player and participant of the IWT 2016: *80-percent pikemen armies are obsolete*: «In the default era spearmen were basis of any loyalist army but in the silver age new powerful abilities were presented and offensive potential of factions is much higher now, so you can no longer feel safe behind the wall of spears. New-style army should be mobile and flexible and there are better opinions for the royal army... <a lot of words about light infantrymen> ... however it may be a good idea to take one or two light pikemen in beginning of the duel to prevent enemy scouts from break into your rear - whether they are dragoons or sky hunters, pikemen will easily get rid of them (most likely the very a threat of light pikemen would relieve your opponent from thirst for adventures). As soon as one of these happen, there is no more need in pikemen so they can join usual offensive team.» (by py6aka)

Trivia:

* *Maximal damage*: at daytime "strong" Light Pikeman influenced by Captain's leadership may inflict to enemy Dragoon or Vampire up to $[(8+1)*1,2*1,25*1,25]*3=48$ damage points.

* *Minimal damage*: at night Light Pikeman influenced by terror may inflict to Ghost not more than $[8*0,8*0,75*0,4]*3=6$ damage points.

* *Maximal durability*: "resilient" and "strong" Light Pikeman in village can withstand up to 44 points of blade, impact or arcane damage. It's equal to four hits by "strong" Heavy Infantryman at daytime!

* *Fast death*: "quick" and "intelligent" Light Pikeman has only 33 damage points, so

he can be killed with only three hits of Strongman (just one successful attack) at night.

* *Size matters*: due to their high pierce resistance, high levels of Light Pikeman are particularly effective against Light Pikeman. With equal random values, Warder may beat two Light Pikemen, while Halberdier surpasses three. If Legionnaire manage to successfully use his slowing attack, he may divide and overpower two Warders or four Light Pikemen.



* *He whose pike is longest, laughs best*: the ability of Elite Pikeman is especially effective against units with two strikes in melee attack, such as Young Troll or Squire, since it reduces their total damage by half. Worst possible goal for the ability are Wose and its upgrades since their damage doesn't depends on number of strikes at all.



Upgrades:

Upgrade is moderately hard as even "intelligent" Light Pikeman requires 26 XP to upgrade, but still quite available if you manage to finish 2nd level opponent — e.g one of weak and easy-upgraded like Plague Carrier.

"Intelligent" Warder requires 64 XP to upgrade, so Halberdiers and Legionnaires are easy to get in campaigns and survivals (only 90 XP from 1st level to 3rd for "intelligent" unit).

* Warder: quite thick unit(54 HP), which has 70% defense in castles and increased resistance to pierce(20%) and blade(10%). Not high damage for 2nd level(10-3), though still has firststrike in defense. Cannot respond ranged attacks.

2nd lvl



* Elite Pikeman: offensive unit with zero resistance and average hitpoints(50 HP). Defenseless against ranged attacks. Inflicts high damage(12-3) and receive one less counter strike in offense, but also does one less counter strike in defense. Ignores ability of some units to attack without counter strikes (such as Menaulatoi or Frog Chastener) Can't upgrade.

2nd lvl



* Halberdier: upgraded Warder. Thick unit(72 HP) with high resistance to pierce(30%) and blade(20%) attacks. 70% defense in castles. Pierce attack (13-3 damage) inflicts firststrike, so it's very suitable for defense. Blade attack (18-2 damage) inflicts critical strikes to light-armoured units, depriving them of the possibility of evade attacks and do counter strikes. Unit is very good in both offense and defense, but suffering from incapacity to respond ranged attacks.

3rd lvl



* Legionnaire: upgraded Warder. Exclusively thick unit(81 HP, 20% pierce resistance, 10% blade, fire and cold resistance) with large arsenal. Can use blade (8-4 damage) or pierce (10-3 damage with firststrike) melee attacks. Highly accurate ranged attack (10-1 damage) can slow the opponent, but can't be used offensively, so unit still vulnerable for ranged attacks. Unit hasn't defense bonus in castles, which Warders and Halberdiers have.

3rd lvl

