

## Unit Traits

- ▲ [Rattan Armour]
- ▲ [Repeating Crossbow]

Rattan armour is cheap, lightweight, and resistant to slashing, but is vulnerable to incendiary weapons.

The repeating crossbow fires lightweight darts, allowing a constant hail of not very accurate fire.





## Elite Rattan Marksmen

★★★



### Gunsight Doctrine V

Increases shooting accuracy by 40%.

Increases piercing damage by 80 points.

### New Ammo Doctrine V

Increases ammo by 35%.

Increases piercing armour penetration by 140 points.

### Double Fire Doctrine V

Unlocks Double Fire. Cannot be used with Focus Fire. Cooldown: 45 seconds.

Increases rate of fire by 12%.

### Poisons Doctrine V

Increases all armour penetration by 140 points.

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

### Epic Crossbow Doctrine III

Increases rate of fire by 23%.

ESC

Back

★★★  
**Elite Rattan Marksmen**  
LV.18

Veterancy Points: 0

Reset Veterancy ↻





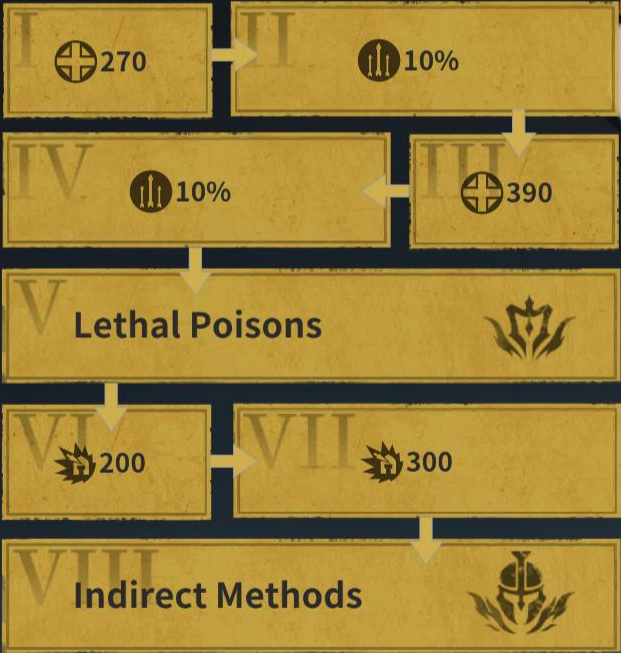


# Elite Rattan Marksmen

Type: Ranged Infantry - Crossbowman

★★★

Reset Unit Mastery



## Effect Overview

### Basic Effects

- ⊕ Increases health. 660
- 🕯 Increases chance of poison attacks. 20%

### Unit Type Effects

- 🔥 Increases damage versus cavalry units by 200 points.
- 🔥 Increases damage versus polearm units by 300 points.

### Lethal Poisons

Increases duration of weapon poison by 20%.

### Indirect Methods

Weapon poison reduces enemy movement speed by 10% and damage by an additional 15%.

## Elite Rattan Marksmen – Quick Guide

T3 crossbowmen focused on poison damage, debuffs, and rapid fire.

They have a 20% base chance to poison, extended by *Lethal Poisons*, and apply –10% movement speed and –15% damage output to targets via *Indirect Methods*. This makes them great for sustained pressure and softening up enemy lines.

Combined with *Double Fire*, *Poison Doctrine*, and *Gunsight*, they excel as a DoT and debuff platform behind tanks.

### Recommended Doctrines:

- **Double Fire V:** +12% fire rate, unlocks multi-shot
- **Poisons V x2:** +60 poison, +140 pen each
- **Gunsight V:** +40% accuracy, +80 damage
- **New Ammo V:** +35% ammo, +140 pen
- **Epic Crossbow III:** +23% fire rate

### Strengths:

- Applies AoE poison debuffs: slow and damage reduction
- High rate of fire
- Bonus damage vs. polearms (+300) and cav (+200)
- Cheap and efficient T3 ranged unit

### Weaknesses:

- Lacks burst or hero-kill potential
- Slow movement, easily flanked
- Better as support-DPS than frontline finisher