

Unit Traits

- ▲ [Soldiers of Fortune]
- ▲ [Shield Bashers]
[Shieldbearers]

This unit is proficient in shield-bashing their enemies.





Elite Condottieri

★★★



Anti-Infantry Doctrine V

Increases damage dealt to infantry by 200 points.

Increases block by 250 points.

Condottieri Guards' Doctrine I

Reduces Shock Attack's cooldown by 3 seconds.

Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Rare Sword Doctrine

Increases block by 140.

Iron Damage Doctrine V

Unlocks Ironsides: increases piercing, slashing, and blunt defence by 175 points for 12 seconds.

While this skill is in effect all types of damage are increased by 120 points.

ESC

Back

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Elite Condottieri
LV.18

Veterancy Points: 0

Reset Veterancy ↺





Elite Condottieri

Type: Melee Infantry - Buckler Shield

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Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases health. 870
- Increases slashing defence. 100
- Increases piercing defence. 50

Unit Type Effects

- Reduces damage taken from polearm units by 300.
- Increases damage versus polearm units by 400.

Ceres

[Shock Attack] grants 30% damage reduction, which gradually decays to 0 within 3 seconds.

Sicilian Vespers

During the [Shock Attack] skill, the first shield attack will become [Power Shield Bash].

✂ Elite Condottieri Guards – Quick Guide

T3 sword & shield infantry built for mobility, burst engage, and anti-polearm play.

Their skill **Shock Attack**, combined with *Ceres* and *Sicilian Vespers*, grants **30% damage reduction** (decays over 3 sec) and turns their first shield hit into a **Power Shield Bash**, making them excellent initiators and brawlers.

With **+400 damage vs polearms** and **–300 damage received from them**, they're especially effective at spear disruption.

Doctrine Highlights:

- **Anti-Infantry V:** +200 infantry damage, +250 block
- **Condottieri Guards' Doctrine:** –3s Shock Attack cooldown
- **Unit Damage V:** +120 unit DMG, +80 all types
- **Rare Sword:** +140 block
- **Iron Damage V: Ironsides:** +175 DEF (all), +120 DMG (12s)

Strengths:

- Excellent engage and burst opener
- Good balance of mitigation and pressure
- Strong against polearms
- Useful in aggressive frontline tactics

Weaknesses:

- Weak in sustained melee
- Defensive buffs are time-limited
- Can be vulnerable to ranged or block-breaking burst