

Unit Traits

▲ [Swift]

This unit is able to move quickly.





Elite Ironcap Scouts

★★



Gallop Doctrine V

Increases movement speed by 30%.

Increases slashing damage by 90 points.

Increases slashing armour penetration by 60 points.

Sword Cavalry Battle Doctrine

While the Sprint skill is active on this unit, it will deal an extra attack that deals double damage. This extra attack cannot be triggered when using active skills.

If this unit does not have the Sprint skill, this doctrine has no effect unless another Doctrine that adds this skill is applied first.

Carnage Doctrine V

Increases damage dealt to infantry by 250 points.

Reduces charge cooldown by 7 seconds.

Temporary[Silla] Epic Leadership Doctrine

Reduces unit's Leadership cost by 16%.

Mobility Doctrine IV

Increases movement speed by 5%.

Unlocks Sprint: increases movement speed

★★
Elite Ironcap Scouts
LV.18

Veterancy Points: 0

Reset Veterancy ↻





Elite Ironcap Scouts

Type: Cavalry - Melee

★★

Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases health. 630
- Increases slashing damage. 70
- Increase slashing armour penetration. 100

Unit Type Effects

- Increases damage against all ranged units by 150 points.
- Increases charge damage by 300 points.

Rampage

Grants the Rampage skill. Ironcap Scout Cavalry launches several charges against the current target and attacks other enemies along the way. This skill deals 50% less damage to heroes and its cooldown cannot be reduced by doctrines.

Military Dressage

Reduces the cooldown of Rampage by 5 seconds and increases its duration by 3 seconds.

Elite Ironcap Scouts – Quick Guide

T2 cavalry focused on single-target charge strikes and high speed.

Their special skill **Rampage** allows them to charge repeatedly at one target, hitting others along the path. With **+150 bonus damage vs ranged** and **+300 charge damage**, they are ideal for eliminating backline threats.

Military Dressage extends Rampage by 3 seconds and reduces its cooldown by 5 seconds. Perfect for **hit-and-run tactics** and **taking out key units** quickly.

Doctrine Highlights:

- **Gallop V**: +30% speed, +90 slashing damage, +60 pen
- **Sword Cavalry**: Extra double hit while Sprint is active
- **Carnage V**: +250 vs infantry, -7s charge cooldown
- **Epic Leadership**: -16% leadership cost
- **Mobility IV**: +5% movement speed, unlocks Sprint

Strengths:

- Very fast, deadly anti-ranged cavalry
- Excellent for assassinating heroes, archers, artillery
- Low leadership with proper doctrine
- *Rampage* hits multiple times and benefits from buffs

Weaknesses:

- Rampage deals -50% damage to heroes
- Weak in prolonged melee
- Requires precise use and positioning