

Unit Traits

- ▲ [Shock Troops]
- ▲ [Assault Troops]
- ▼ [Combat Penalty vs Heroes]
- [Shieldbearers]

This unit is most effective when charging an enemy unit, rather than in a sustained melee.

This unit is best used to charge the enemy, as they will cause more damage while attacking.

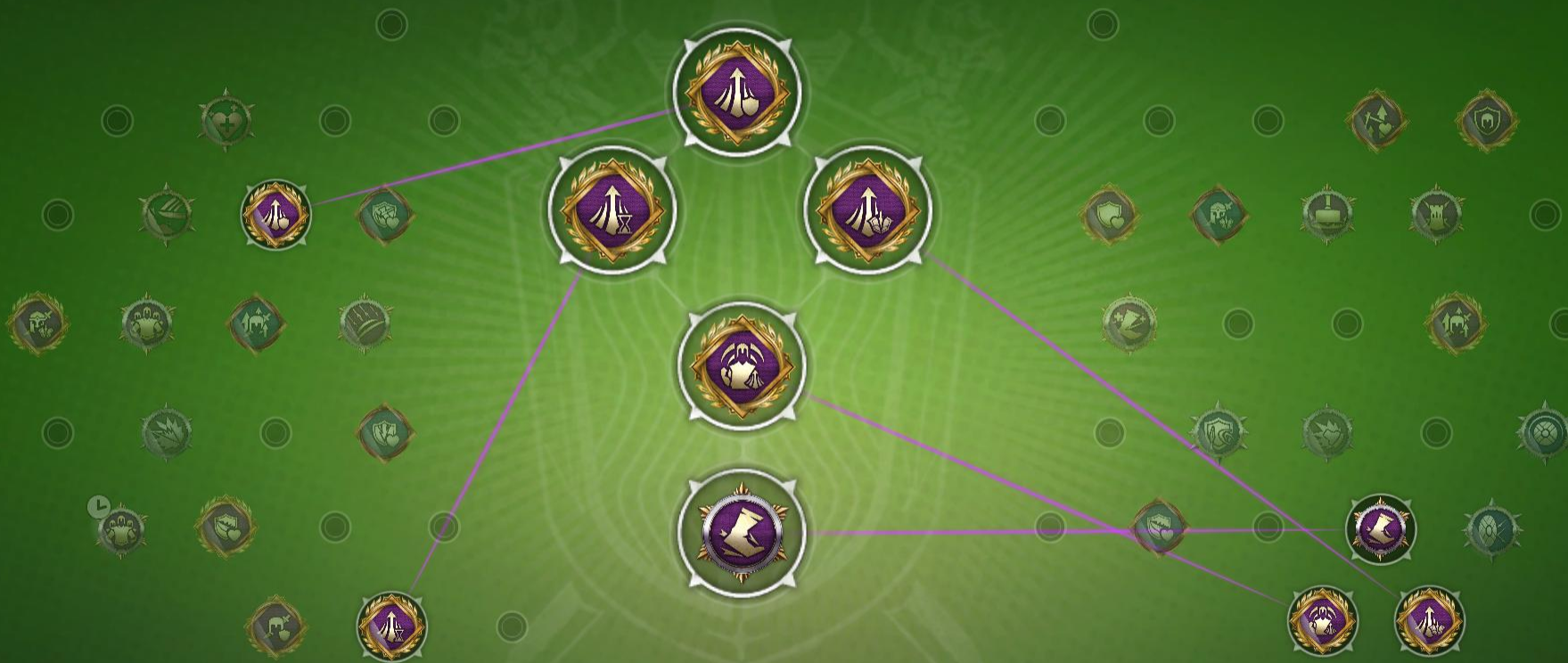
Charging damage dealt to heroes by this unit's charging skills reduced by 15%.





Elite Ironcap Swordsmen

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Assault Doctrine V

Reduces damage taken while charging by 40%.

Stamina Doctrine V

Reduces charge cooldown by 24%.
Increases the number of charge targets by 1.

Charge Doctrine V

Increases charge damage by 250 points.
Increases charge's block break by 450 points.

Iron Charge Doctrine V

Reduces damage taken while charging by 14%.
Unlocks Ironsides: increases piercing, slashing, and blunt defence by 175 points for 12 seconds.

Epic Mobility Doctrine

Unlocks Sprint.
Increases movement speed by 15% for 8 seconds.

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Elite Ironcap Swordsmen
LV.18

Veterancy Points: 0

Reset Veterancy ↺





Elite Ironcap Swordsmen

Type: Melee Infantry - Buckler Shield

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Reset Unit Mastery ↻



Effect Overview

Basic Effects

- Increases movement speed. 16%
- Increases slashing damage. 180

Unit Type Effects

- Increases damage versus polearm units by 400 points.
- Increases Ironcap Charge damage by 200 points.

Focused

Increases Ironcap Charge's block effect by 100% and knocks back units and heroes.

Fight as one

Unit cannot be dazed while using Ironcap Charge, but it is still vulnerable to other control effects.

Elite Ironcap Swordsmen – Quick Guide

T2 infantry focused on charge damage and mobility.

Designed as **shock troops**, they shine in **charging**, not prolonged melee. *Ironcap Charge* deals strong damage, knocks enemies back, and gains bonuses from *Focused* (+100% block effect & knockback) and *Fight as one* (immune to daze during charge).

They deal +400 damage to polearm units and get +200 charge damage.

Downside: -15% charge damage penalty vs heroes.

How to play:

- Target squishy or tightly grouped enemies with your charge
- Great for flanking and quick breakthroughs
- Avoid extended fights – disengage and charge again