## **Unit Traits**

▲ [Guerrillas]

This unit has the ability to move and fire.

## Move and Fire

[On]: When ordering the unit into formation, the unit can shoot while moving, but the damage of [Move and Fire] attacks is reduced by 18%.
[Off]: The unit will prioritize movement and will not shoot while moving.







#### Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

#### Projectile Doctrine

Increases ammo by 60%.
Increases piercing armour penetration by 50 points.

#### Precision Doctrine V

Increases piercing damage by 120 points.
Increases piercing armour penetration by 80 points.

Increases rate of fire by 9%.

### Bowstring Doctrine V

Increases weapons range by 9 metres. Increases rate of fire by 9%.

### Mobility Doctrine V

Increases movement speed by 7%.
Unlocks Sprint: increases movement speed
by 15% for 12 seconds.

\*\*\*
Elite Vanguard Archers

LV.18



1/1

2/2

1/1

1/1



# Elite Vanguard Archers

Type: Ranged Infantry - Archer

\*\*\*1

Reset Unit Mastery 🦈







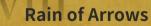


# **Howl of Bowstrings**











## **Effect Overview**

## **Basic Effects**

| 蓉 | Increase piercing damage. | 70  |
|---|---------------------------|-----|
| M |                           | 140 |

Increase piercing armour penetration 1 Increases health. 420

## **Unit Type Effects**

In [Move and Fire], the damage of moving shots against Units is no longer reduced.

Increases damage versus polearm units by 300 points.

## **Howl of Bowstrings**

In [Move and Fire], hitting an enemy infantry unit with a moving shot triggers the [Panic Arrow] effect, with a 20% chance to cause fear for 0.5 seconds.

## **Rain of Arrows**

In [Move and Fire], there is a 30% chance to fire two arrows.

## ☑ Elite Vanguard Archers – Quick Guide

T3 archers built for mobility, disruption, and skirmishing.

They can **shoot while moving**, and unlike other archers, they **don't lose damage** thanks to passives.

Howl of Bowstrings adds a **20% chance to panic (Fear)** infantry, and Rain of Arrows gives **30% chance to shoot twice**.

#### Best used for:

- Flanking and harassment
- Breaking enemy formations
- Countering polearms with +300 bonus damage

### Strengths:

- High mobility with full damage while moving
- Disrupts enemy lines with fear chance
- Consistent harass via rapid-fire
- Versatile in dynamic fights

### Weaknesses:

- Lacks strong burst
- Weak in direct head-on engagements
- Needs room to kite and reposition