

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.





Vanguard Archers

★★★★



Unit Damage Doctrine V

Increases damage dealt to units by 120 points.

Increases all types of damage by 80 points.

Projectile Doctrine V

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

Veterancy Points: 0

Reset Veterancy





Elite Vanguard Archers

Type: Ranged Infantry - Archer

★★★★

Reset Unit Mastery



Effect Overview

Basic Effects

- 🔥 Increase piercing damage. 70
- 🔥 Increase piercing armour penetration 140
- 🛡️ 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