

Fortebraccio's Elites

Type: Melee Infantry - Polearm

LV.24 MAX

Max 24

0

M

100/100

Wounded:



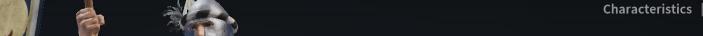




Veterancy

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Doctrines



♥ Health ♥ Strength Ø Leadership Ø Speed Range ∰ Ammo Labour 4.48

Basic Attributes

Attributes

	Piercing Armour Penetration	2174
0	Slashing Armour Penetration	0
•	Blunt Armour Penetration	0
#	Piercing Damage	1656
10	Slashing Damage	0

🐞 Blunt Damage

Attack Attributes

Defence Att	indutes
Piercing Defence	50
Slashing Defence	44
Blunt Defence	30

Block Recovery

Against Infantry + Cavalary

Replace Charge & Stun if unit has it from the Skilltree naturaly.

Depending on your focus, go more DPS or DEFF

Doctrines



Allows the unit to use the Pike Assault order.



Increases damage dealt to units by 120 points. Increases all types of damage by 80 points.



Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing by



Bracing weapons stuns enemies. This may only be applied to units with Brace-type skills.



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

Charge scales with mobility speed so use these if it is a charge pike unit

Mobility Doctrine V

Type: Mobility

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

Epic Movement Doctrine

Type: Other

Increases health by 300.
Increases movement speed by 10%.

Full Anti-Cavalary

Doctrines



Increases slow effects on cavalry by 15%. Increases damage dealt to cavalry by 10%.



Reduces damage taken from cavalry when using Brace-type skills by 40%.

Increases damage versus cavalry while bracing by



Reduces damage taken from cavalry when using Brace-type skills by 30%.



Allows the unit to use the Pike Assault order.



Bracing inflicts a bleeding effect on enemy cavalry, dealing damage equal to 16% of the enemy's maximum health plus 400 points, every 2 seconds.

This unit is the lower tier of the current Phallanx unit.

Long pikes, solid damage, multiple hit veterancy.

Has no protective skills and bad armor stats, vulnerable to any kind of CC, range and cannot handle buckler/Shield units well because of low shield break stats.

The Assault Doctrine can counter some situations due impact dmg

