



Fortebraccio's Elites

Type: Melee Infantry - Polearm

★★★★★

LV.24 MAX Max 24

235 32/32 100/100 Wounded: 0

Veterancy

Doctrines



Characteristics | Attributes

Basic Attributes

Health	11116
Strength	32/32
Leadership	235
Speed	3.8
Range	-
Ammo	-
Labour	4.48

Attack Attributes

Piercing Armour Penetration	2174
Slashing Armour Penetration	0
Blunt Armour Penetration	0
Piercing Damage	1656
Slashing Damage	0
Blunt Damage	0

Defence Attributes

Piercing Defence	502
Slashing Defence	449
Blunt Defence	307
Block	400
Block Recovery	26

Disband Unit

ESC Back

Against Infantry + Cavalry

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

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

