



Elite Ironcap Scouts

Type: Cavalry - Melee

★★

LV.18 MAX Max 18



100



22/22



86/100



Wounded: 0



Veterancy



Doctrines

VIII

Mastery



Characteristics | Attributes

Unit Traits

▲ [Swift]

Formations



Unit Orders



Disband Unit

ESC

Back

Sword Cavalry – High Mobility & Slashing Burst Doctrine Setup

This doctrine set is designed for **sword cavalry units** that rely on **speed**, **slashing damage**, and **burst potential during Sprint**. Perfect for cavalry meant to harass flanks, chase down targets, or dive backlines with explosive impact.

⚔️ Core Offense:

- **+90 Slashing Damage & +30% Movement Speed:**
Increases both damage and chase potential. Excellent for striking quickly and rotating across the battlefield.
- **+60 Slashing Armor Penetration & Sprint Double Hit:**
Grants an **extra double-damage attack while Sprint is active**. This massively boosts the cavalry's **first strike impact** during a charge.
- **+250 Infantry Damage & -7s Charge Cooldown:**
Boosts their effectiveness **against infantry blobs**, making them strong at sweeping squishy or unbraced targets.

🐎 Mobility Tools:

- **Unlocks Sprint & +15% Movement Speed for 12s (+5% baseline):**
Crucial for **engagement timing**, quick repositioning, or escaping danger. Sprint now becomes both a **mobility and damage tool**.

🧠 Field Efficiency:

- **-16% Leadership Cost:**
Makes your cavalry **cheaper to deploy**, allowing for more flexible comps or doubling up on mobile units in the same warband.

You can swap the Leadership doctrine to some more damage, this unit deals already enough but survival doctrines doesn't make sense in most cases on this unit.

Cavalry scales with mobility speed, that means your charges, autohit damage and skill dmg scales with the speed you have during impact

Advantages:




- Extremely powerful sword cavalry
- Cost-efficient
- Easy to equip with doctrines
- Very mobile, with strong AI focus

How to play it:



- Use for flanking maneuvers
- Focus on single targets
- Most effective when hitting the backline or during a sally out

Effect Overview

Basic Effects

| | | |
|---|---------------------------------------|-----|
|  | Increases health. | 630 |
|  | Increases slashing damage. | 70 |
|  | Increase slashing armour penetration. | 100 |

Unit Type Effects

-  Increases damage against all ranged units by 150 points.
-  Increases charge damage by 300 points.

Rampage

Grants the Rampage skill. Ironcap Scout Cavalry launches several charges against the current target and attacks other enemies along the way. This skill deals 50% less damage to heroes and its cooldown cannot be reduced by doctrines.

Military Dressage

Reduces the cooldown of Rampage by 5 seconds and increases its duration by 3 seconds.