



# Elite Ironcap Swordsman

Type: Melee Infantry - Buckler Shield

★★

LV.18 MAX Max 18

100

32/32

93/100

Wounded: 0

**Veterancy**

**Doctrines**

**Mastery**



## Characteristics | Attributes

### Basic Attributes

Health	9326
Strength	32/32
Leadership	100
Speed	6.4
Range	-
Ammo	-
Labour	4.48

### Attack Attributes

Piercing Armour Penetration	0
Slashing Armour Penetration	1193
Blunt Armour Penetration	0
Piercing Damage	0
Slashing Damage	1173
Blunt Damage	0

### Defence Attributes

Piercing Defence	279
Slashing Defence	299
Blunt Defence	108
Block	330
Block Recovery	25

Disband Unit

ESC Back

## Buckler Infantry – Charge Doctrine Build

Some **buckler units with charge abilities** are highly effective at disrupting enemy lines and creating openings in tight fights. This doctrine setup boosts their **initiation power, survivability, and mobility**, making them reliable frontline tools.

### 🔥 Charge Damage Boost:

- **Charge Doctrine V**  
+250 charge damage & +450 block break – essential for breaking through shield walls and staggering braced enemies.
- **Stamina Doctrine V**  
-24% charge cooldown +1 target – allows for **more frequent and slightly wider charges**, ideal for sustained pressure.

### 🛡️ Charge Durability:

- **Assault Doctrine V**  
-40% damage taken while charging – crucial when engaging into ranged fire or fortified positions.
- **Iron Charge Doctrine V**  
-14% damage taken while charging and unlocks *Ironsides* – grants +175 to all defense types for **12 seconds** after charging. Great for **survivability during and after the charge**.

### 🏃 Mobility / Utility:

- **Epic Mobility Doctrine**  
Unlocks *Sprint* – +15% movement speed for **8 seconds**. Helps with repositioning, flanking, or avoiding danger after the initial clash.

This unit is the perfect early minute unit for both attackers and defenders. Their charge can hit up to 10-15K on T4-5 Units depending on the impact movementspeed they have. You can easily charge towers down/up and surprise the enemy with dps.

#### Fear Nothing

Lv.1 Points: 0

Effect:

Increases charge damage by **20%**.

#### Fear Nothing

Lv.1

Effect:

Increases charge damage by **15%**.

#### Shock Attack

Lv.1

Effect:

Charging stuns enemy units.

## Advantages:



- Cost-efficient
- High burst potential
- Relatively easy to equip with doctrines
- Low mastery cost

## How to play it:



- Early stage, e.g. when siege towers arrive
- The unit is a pure "waste" unit, meant to deal as much damage as possible in a short amount of time
- Surprise flanks

## Effect Overview

### Basic Effects

-  Increases movement speed. 16%
-  Increases slashing damage. 180

### Unit Type Effects

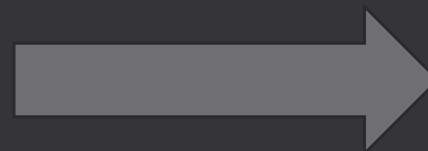
-  Increases damage versus polearm units by 400 points.
-  Increases Ironcap Charge damage by 200 points.

### Focused

Increases Ironcap Charge's block effect by 100% and knocks back units and heroes.

### Fight as one

Unit cannot be dazed while using Ironcap Charge, but it is still vulnerable to other control effects.



Just makes them even stronger in charge, due to their low cooldown of almost zero seconds this is perfect