

The Lawbringer: An Analysis

An Opinion Piece



Introduction:

I'm by no means an expert on this game or balance in general, let's get that out of the way immediately. This is not a massive rework suggestion nor rant about how garbage the character is (even if I come off as mostly critical): I main the big lad and I do much better with him than I do with other characters, all things considered. This is likely not meant for the rep 60 Lawbringers who have their own lexicon of tactics to victory, but I like to think that there's some bits in here that are relatively apparent to both casual and competitive players. This is a comprehensive critique on the Lawbringer. It's not perfect, it doesn't have millisecond counts or what the Lawbringer can do with feats or with exploits. Maybe you disagree, maybe you don't. In the end, this is just another voice in the pot.

Combos and Damage at a Glance:

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As far as damage goes (minus gear stats which I hear will be going the way of the dodo soon), the Lawbringer's damage output is a thing of arithmetic simplicity. All heavies do 30 damage from any direction unless it is the unblockable, at which point it does 45 damage. All light attacks do 15 damage unless it is the special followup after the heavy-into-side-into-top-heavy combo which does 10 damage. The zone attack does 20 damage unless it is after a parry, at which point it does 25. Light Riposte and Impaling Riposte (light and side-heavy after a combo, respectively) do 20 damage. Blind Justice, the parry top heavy does 45 damage. The impaling charge off a sprint does 15.

At a glance, it's a relatively healthy spectrum of damage. 15 for lights is par. It's higher than some recently nerfed assassin lights and what appears to be the Tiandi's lights, but not as high as Kensei top lights or what appears to be the Jiang Jun's lights. 30 off of most heavies is likewise respectable, par with Warden side heavies, and a decent middle ground between the 25 damage heavies enjoyed by the Centurion and conquerer, and the 35-40 heavies enjoyed by the Orochi (top) and Raider (side) respectively. The Lawbringers combos and damage output is thus:

- Light+heavy+heavy= $15+30+45=$ **90**
- Light+heavy+light= $15+30+15=$ **60**
- Heavy+light+heavy= $30+15+30=$ **75**
- Heavy+light+topheavy+light= $30+15+30+10=$ **85**

However, there is a distinct difference between the decent damage potential the Lawbringer has, and the sub-par damage reality the Lawbringer experiences. This is due to predictability, which is not a unique flaw by any means, and the character's lack of an opener, which is

somewhat unique. Ubisoft has recently begin revamping the combo unpredictability of the original cast, as well as some other heroes. Besides the Warden whose slate, but not composition, of combos has remained unchanged, characters like the Kensei, Orochi and Valkyrie have been given complete combo freedom. That is, they can use light and heavy attacks in any order they desire. Should a Kensei throw a light attack first, there is no way to immediately know what move is coming afterwards. Smaller changes involve those given to the Centurion who can now go from a single light attack into a heavy, and the Berserker whose infinite combo was given a feint focus.

By granting unpredictability, Ubisoft makes it so that parrying timing for a later attack cannot be memorized upon experiencing an initial attack. Consider the Valkyrie, for example. Prior to rework, an opening heavy intended to start a combo, not reset to neutral, could only be followed by a light attack. Likewise, an opening light intended to start a combo, not reset to neutral, could also only be followed by a light attack. This placed an immense penalty of risk on Valkyries once their opponents understood that their follow-up light was guaranteed if they did not reset to neutral, and that the parry timing was consistent no matter what so long as the direction was matched. The parry was much more likely.

Look above at the Lawbringer's combos. Every light is followed by a heavy, no matter what. Every heavy is followed by a light unless it was preceded by a light, at which point there is a choice between a relatively slow light attack finisher and a massive, unblockable, audio-cued heavy attack that does not possess hyper-armor. Translated into medium-to-high level play, this means that players fighting Lawbringers automatically know the parry timing for the attack after

the attack they did not parry. Furthermore, they understand the complete and limited slate of choices the Lawbringer has after any attack that is not parried. We will assume an actual hit for these examples since a blocked light will reset the Lawbringer to neutral. Consider the following situation where a Lawbringer faces off against a character, a Warden let's say.

- If the Warden eats the Lawbringer's first opening heavy attack, then the Warden knows that if the Lawbringer does not reset to neutral or shove, the next attack indicator can be nothing but a light attack and can confidently prepare the parry.
- If the Warden eats the Lawbringer's first opening light attack, then the Warden knows that if the Lawbringer does not reset to neutral, the next attack indicator can be nothing other than a heavy which may or may not be feinted. So there is no need nor reason to rush the parry.

Now let's say the Warden arrives to the fight just as the Lawbringer kills off another player with their first combo move and rapidly switches targets to land the second combo move on the Warden.

- If the Warden eats the Lawbringer's second heavy attack in a combo and there is no reset to neutral or shove, then they know that only an unblockable heavy or a finishing light is possible. If there is no unblockable indicator, the parry timing is certain (and I'm told this light attack is slower than the Lawbringer's other lights).
- If the Warden eats the Lawbringer's second light attack in a combo and there is no reset to neutral, then only a heavy can follow and there is no reason to rush the parry.

Shoves will be addressed, don't worry. But we can see here that the Lawbringer's options after most attacks are rapidly mapped out and available for memorization during a fight. This makes performing the rest of a combo after landing an initial hit very hazardous. However, there are arguments against this and other heroes who do not have the unpredictability trait to their combos. The Warlord is, by this logic, in an even worse spot as he possesses only two combos: heavy into light and light into heavy. The Raider is also in a similar position with awkward and skewed combos which can be mapped. However, I would argue that these two characters are compensated with other elements of their kit and/or have more combo potential.

Consider the Raider's heavy-light-heavy and heavy-heavy-heavy combo. The Lawbringer parallel would be the light-heavy-heavy and light-heavy-light combos. When the Lawbringer reaches this singular crossroad, the choice is between two immediately identifiable attack types. An opponent who rushes the parry expecting a finishing light but instead sees the heavy unblockable getting charged up will have time to feint and properly react as the Lawbringer cannot reliably feint the final unblockable fast enough to punish with a guard break. Compare this to the Raider. After the initial heavy attack lands or is blocked opponents can choose to just passively block, leading to nothing just like with the Lawbringer, or they can guess the parry timing. But, unlike the Lawbringer, making the choice to parry a possible Raider light is riskier. For one, the Raider can feint their heavy much quicker and there is no special indicator flashing it as it's starting up: both light and heavy indicators are plain red and undecorated with the unblockable indicator. The Raider can let the heavy rip, and it will hit before an opponent's failed parry if they choose not to feint it (unless said opponent happens to be a Centurion who shoves his Gladius forward much faster than most heavies). More still, that heavy can be

immediately soft-fainted into a stunning tap almost as soon as the heavy is initiated. This combo has a distinct aspect of unpredictability that the Lawbringer lacks, however their other combos are distinctly similar in predictability. However, the Raider can transition any combo attack, except their finishers, into the unblockable zone, the keystone of their pressure and mixup potential. And this zone can be initiated from neutral as well. The Lawbringer must follow through with a single combo in order to reach his unblockable: his only real move that possesses any pressure. In these regards, the Lawbringer's combos are significantly worse off than characters who can easily reach their pressure moves through their combos, despite having a limited slate of combo variety. Consider the Raider, Centurion and Warden who have limited combos, but either have quick access to their unblockables and/or can more adequately mix-up their combos.

Now consider the Warlord and his abysmal variety of combos. Light-heavy and heavy-light makes dealing with Warlord combos immensely simple: an attack indicator following a Warlord's heavy attack may as well be a billboard reading 'free parries here'. Hyper-armor for trading aside, opponents have the parry timing for the Warlord's second attack memorized utterly. Unlike the Raider and Lawbringer who at least had a fleeting element of mixup potential in their combos, the Warlord does not. However, it is not usually the Warlord's combos that make him a threat. The Warlord exerts pressure with every dash forward, and even just by standing still. More in depth analysis can be done regarding the visual similarity between the Warlord heavy and lights, as well as the significant difference of timing between them. However, for simplicity's sake, the Warlord makes just memorizing his combos unsafe by being able to rapidly open from neutral, feint with the headbutt (by just dodging that is; I'm not saying the

headbutt can be feinted) and relatively quick zone. Effectively, while players fighting a Lawbringer can focus most of their attention to the combos and attack indicators, players fighting the Warlord must split their focus between the Warlord's indicators and the Warlord's ability to rapidly open from neutral. The Warlord and the Lawbringer will be compared again later in this essay, but for now the basic take-away is that while both the Lawbringer and the Warlord lack in combo unpredictability and, thus, viability in compared to other character combos, only the Warlord makes up for it by constantly exuding pressure with a rapid opener that can be launched from neutral and following a feint. In this regard, the Warlord is more similar to the Warden, Gladiator and Centurion who also have limited combos but can still impress on to their opponents a degree of pressure that discourages acting on that memorized subsequent attack parry timing.

The Lawbringer's combos are not unpredictable. For all combo attacks except one, the subsequent attack and its parry timing is memorized if it is performed and no reset to neutral occurs. And even for that one attack that can be varied, there is such a difference in both the timing and the quality of the mixup options that the opponent can safely recuse themselves from punishment, and the Lawbringer cannot parry fast enough to exert punishment for the attempt. Secondly, the combos cannot transition into any form of pressure unless a heavy hits (and even then the shove is dodgy) and he must move on to his light-heavy-heavy to perform an unblockable where other limited-combo characters such as the Warden, Gladiator, Highlander and Raider can rapidly exert pressure and/or strongly encourage if not force a reaction at any time during their combos via top unblockable in any combo or move, skewer, offensive stance and unblockable zone. The Lawbringer's combos are unsatisfactory in two regards: they cannot

be relied upon for inherent mixup potential like those of the Kensei, Valkyrie, and Orochi, and they are not compensated with tools that encourage action and/or exert pressure like those possessed by the Warden, Gladiator and Highlander combos. The Lawbringer is hardly alone in this current situation, and arguments can be made putting him above or below other characters. However, the overall quality of his combos is apparent.

To recap: The Lawbringer's combos are limited and players can easily memorize the timing for a consecutive attack after blocking/taking the first attack in a combo. This is not a unique situation but other characters sharing this limitation make up for it with improved access to their unblockables, innate pressure exertion and/or mix-up potential. The Lawbringer has none of these traits and is alone in those regards.

The Zone Attack:



The Lawbringer's zone attack is a pitiful abomination feared only by the foot soldiers in Dominion. The Lawbringer's zone attack comes in two flavors, the base form and the parry form. The base form is simply a slow, sweeping attack with a decent arc and a par 20 damage. The significantly faster and safer Gladiator zone does 20 damage as well. After a parry, it is a guaranteed sweeping attack with a decent arc that does 25 damage and bestows hyper armor for a moment. We will address them both.

The base zone attack is slow. It is an impressive foot soldier exterminator and it is quite satisfying to wade into the center of a bloated foot soldier line before unleashing it. A couple can be let loose consecutively before stamina is drained but by then the foot-soldier zone is effectively the site of a war crime. In combat with human players however, it is a stamina intensive, highly telegraphed move that is easily parried unless it catches the opponent off guard. However, this does not make it viable in the same way that OOS attacks are viable because they sometimes they hit a surprised opponent. It cannot be feinted. It cannot be chained. It can be interrupted. It is slow. The damage potential is not much higher than the likely punish. Against some characters, like the Centurion or Warden, throwing a Lawbringer zone attack is a quick way to receive 25-65-death, or get sucked into Vortex 3.0. However, as far as its explicit purpose goes, it does its job. It has an arc, and it clears minions. Even the game's new tutorial for zone attacks implicitly demands that zones be reserved for minions as it gives players control of the Raider.

The parry zone is slightly better in regards to damage, hyper-armor trait and the fact that it is guaranteed to hit. It is the same in regards to its arc, telegraphed startup and inability to feint. This flavor of the zone is intended to be used in ganks, with Ubisoft likely expecting that in an X v 1 situation, where X is any number greater than 1, the Lawbringer will be able to attack all of his opponents after parrying just one. It fails in this purpose. For one, it is telegraphed and blockable, meaning that once the ganking players see one of their own get parried, and hyper armor flash on the Lawbringer (which only ever happens on a shove otherwise), they can simply stop attacking and hold their guard as needed. Characters who do not block but dodge can grab

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the Lawbringer on recovery. Characters who can actively punish attacks not targeted at them can punish the Lawbringer for pulling off an anti-gank move as they are ganking him. The Aramusha can blade blockade the arc and land guaranteed damage, the Conquerer can full-block and land heavy guaranteed damage, the Highlander can crushing counterstrike the move, and skilled assassins can deflect punish the move itself. The move is poorly tuned for viability in the mid game, and horribly masochistic at higher level play.

Curiously, the Lawbringer's zone attack has clearly already had a rework. Outdated 'how to fight' videos for the Lawbringer show a time where, instead of a graceful crescent-like swing upwards, the Lawbringer, at one time, swung the most versatile weapon ever invented fully around him in a monstrous, circular sweep. Why this was reworked can only be speculated upon but, as we can see from its improvement, the reasons had nothing to do with providing a more effective anti-gank move.

To recap: The Lawbringer's zone attack is bad from more or less any angle that isn't killing tiny foot soldiers.

The Long Arm:



The only unblockable bash the Lawbringer can perform from neutral, his only 'opener', one of the intended follow-ups to the shove, and one of the worst unblockable moves ever

invented, the Long Arm serves as For Honor's fancy pool noodle in a game that is quickly becoming populated with bashes that guarantee damage, can be feinted and/or cannot be punished. However, it is not without its smattering of benefits.

By benefits I meant benefit, singular. It is the move that forces ganked opponents to always keep an eye on the Lawbringer while they fend off attacks. Much like how ganked opponents get nervous when the Shugoki is just standing at the edge of the fight, the Lawbringer can, at any time, flip the opponent over his shoulder like a pancake. In a gank, getting hit by the long-arm is a veritable death sentence, even if you survive every attack that hits once the pole-axe's shaft hits you in the scrotum.

It can be spammed and there is a measure of humor at the prospect of endlessly flipping someone everywhere until they are nothing more than red paste at the bottom of the pole-arm, but Ubisoft has interpreted the long arm as a very serious problem. For one, it is trivially easy to dodge, even in a gank. A single sidestep in near any direction except into the move (although there are sightings protesting to the contrary) will make the long-arm miss. In a duel situation, the long-arm is pointless and is more or less a way to have the Lawbringer bend over and display their desire to no longer have a sphincter.

It is just as simple to dodge, it is just as slow, it cannot be feinted, the recovery time is long enough for some characters to land a heavy attack without even needing to guardbreak the Lawbringer and, most importantly, it does not provide a reward proportional to its risk. That is, Lawbringer heavy attacks deal 30 damage if not unblockable. A guardbreak will net the

Lawbringer 30 damage. Landing the long-arm will net the Lawbringer 30 damage. A countered guard break does not lead to the Lawbringer himself getting grabbed. A countered long-arm *does* lead to the Lawbringer himself getting grabbed. Contrast this with the situation enjoyed by other bashes that satisfy the risk-reward ratio. The Shugoki's Demon's Embrace, another candidate for worst bash, is hopelessly slow, deals an incredible amount of damage to him if missed, and has a recovery time that can and will lead to him getting torn into greasy chunks by the grateful opponent. If the Shugoki had hyper-armor, it's even worse because the first attack on him if the embrace misses will not stagger him out of the recovery animation. If it lands, however it does the same amount of damage as a side heavy (40), or +1000 damage if at critical health. Furthermore, both flavors provide health regen, and Demon's Embrace is even more effective in ganks due to the long amount of time the opponent is stuck in the animation. Now consider the dreaded Warden, whose uncharged shoulder-bash nets less than 20 damage while the fully charged bash nets 40. Both can be punished with guard breaks, but one is more difficult to dodge than the other on paper. However, I won't dwell too long on the Wardens; they get their own amount of discourse and this opinion piece is not about them.

At its core, the long-arm is a ganking tool. Nothing else. It gives the appearance of a mixup move to marry to the shove, but it will only catch characters who dodge and do not have a dash attack. Much like the less stamina-intensive grab, it does not have hyper-armor and can be easily interrupted. As Wayne Jude said in regards to the Swine God, "it is a travesty."

To recap: the Long Arm does not adhere to risk-reward mechanics, is only slightly viable in ganks, and absolutely useless in duel situations.

Blind Justice and Light Riposte:



If there is anything the Lawbringer comparatively excels at, it is in his ability to impressively tailor good punishes to his parries in order to match the situation. However, these punishes are not without their flaws and they may be more curse than boon in a game where parries are purposefully becoming more and more difficult, and less and less dependable in the movement to quash the turtle-meta.

Blind Justice, arguably the Lawbringer's signature move, is as satisfying to land as it is flashy. Able to be initiated off of any parry but only guaranteed after a light attack, Blind Justice is an unblockable heavy attack that deals a whopping 45 damage, blinds the opponent, drains a modicum of stamina and can be immediately followed up with a shove. The unblockable property is curious however. I've rarely seen the move used when it is not guaranteed, and many heavy parries are instead followed up by one of the more guaranteed options as opposed to a gamble that will net maybe 15 extra damage or nothing at all (by feinting into a guardbreak that in turn leads to a 30 damage heavy). There is little to say about the move other than it can be interrupted and a group fight scenario can see the move shut down repeatedly by an opponent's teammate.

If Blind Justice is the Lawbringer's hammer, then Light Riposte is his scalpel. Like its louder sibling, Light Riposte stuns, deals decent damage for its caliber (20 damage) and can be followed up with other moves; it is a chain starter. Unlike Blind Justice, it is guaranteed to hit off any parry and there is no attack indicator. It either hits, or it doesn't activate. While it cannot be interrupted per se, it can certainly be punished in a group fight. For one, there is a recovery time on it. If the Lawbringer does not follow it with a heavy attack, it is possible to grab him after they use it by the now concussed opponent's ally. The other flaw is related to the discussion on combos. Even if the attack blinds, opponents know that the Lawbringer can only chain the move into one other move: a heavy.

These are flaws yes, but they are healthier than not. Arguments can be made for and against buffs regarding recovery and follow-up potential with relative ease in regards to these. Furthermore, while great parry punishes, the Lawbringer is certainly not king. More on this later.

Impaling Riposte is also a parry punish but, like the zone after a parry, it gets its own section.

To recap: Blind Justice and Light Riposte are both good parry-punishes. But they come with their own flaws. Blind Justice has no hyper-armor and can be interrupted by another opponent in group situations, and Light Riposte suffers from both a punishable recovery time and the combo setbacks outlined above.

Impaling Riposte and Charge:



The Lawbringer can impale opponents and run them straight for a significant distance following a parry or a successful sprint. Impaling Charge deals 15 damage. Impaling Riposte deals 20. Both can wall-splat, both can ledge, and both drain a significant amount of stamina from the Lawbringer when either blocked or successful. Like the Raider, stamina can be further invested to increase the distance travelled.

Impaling Charge is, fundamentally, a poor man's Stampede Charge. The Raider's Stampede Charge is unblockable where Impaling Charge has an attack indicator and can come from only one direction. Stampede Charge guarantees a 28 damage zone attack or stunning tap if it does not wall-splat while Impaling Charge only guarantees the initial 15 if it hits but does not wall-splat. If a wall-splat does occur, Stampede Charge deals 15 damage, exacerbating the stamina drain, and guarantees an additional 15 attack for a total of 30 damage. Some Raiders have begun launching zones after a wall-splat and some say it's guaranteed for a total of 43 damage and others say the parry time is just tricky. I eat them like Augustus Gloop eats candy so I'll leave it to the Raider mains. Furthermore, the Open Test seems to hint that these punishes will start getting much better.

Impaling charge, if it wallsplats deals 15 damage and guarantees a heavy for 45. This number goes up to 50 if an Impaling Riposte was used instead. In a gank situation, Impaling Charge stunlockes the opponent fully if a wallsplat occurs and Impaling Charge stuns the opponent up until they leave the spike; if a wallsplat occurs the first attack on them will un-splat them. However, the Impaling Charge does excel over, if not match, the Stampede Charge in certain, vital respects. The first is speed. The Impaling Charge is very fast and it has deceptively respectable range. An oblivious opponent (likely in a gank) who initiates a heavy attack with the intent to feint it can fully be caught by the impale once the Lawbringer sees the guard disappear. Furthermore, the Impaling Charge is relatively 'quiet'. A flash of an indicator and a grunt is all that will precede the attack from off-screen whereas the Raider effectively lights on fire, roars and speed-hunch-walks towards the player with arms outstretched. Do not let this be misleading however. At higher level play, players can switch guards on reaction to an external impale. Having their impales blocked is one of the fastest ways for Lawbringers to bankrupt their stamina. Parrying an attack right before an Impaling Charge hits will also parry the charge while there is no parrying, nor dodging, a Stampede Charge during parry animation. The Impaling Charge is a soup of good, horrible, excellent and sub-par qualities.

Impaling Riposte, on the other hand, is fantastically unique and, in my opinion, one of the more excellent aspects of the Lawbringer. Before the parry changes went live, the Lawbringer was one of few characters who could immediately run an opponent off a ledge or into a wall after a parry. These few characters were the Lawbringer via Impaling Riposte, the Raider via grab into charge, the Warlord via the marathon grab, the Shugoki via Demon Ball and the Shaman via the weird super throw. We are considering long distance ledging and/or wallsplatting, not cases

where the parry occurred within a few feet of a ledge/wall. Once the grab after parry stopped being guaranteed, the characters who became capable of long-distance ledging/wall-splating after any parry became reduced to effectively one: the Lawbringer via Impaling Riposte. In this regard, the Lawbringer is currently unique and special. He is not the only one who can deal 45 damage off a light parry, the Shugoki can do that too. He is not the only one who can deal 20 damage off a heavy parry, the Kensei can do that too. He is not the only one who can land a 25 damage zone after a parry, the Warlord can do that too (and it appears the Jiang Jun is set to trump both parties). Impaling Riposte is a tool that can immediately end a fight by sending a fellow, deadly warrior into two centimeters of water on Tower Ruins, or wall-splat an opponent for a 50 damage parry punish (any parry, light or heavy) that can then be further acted upon via shoves and/or combos (even if the combo potential is limited for the reasons covered above). The argument can be made that, through this, the Lawbringer has the best parry punish in the game. 50 damage off any parry is amazing in comparison to the Aramusha and Warlord parry punishes. However, this argument falls quickly. If we consider the Impaling Riposte as the best parry punish provided we assume wall, then we must consider the Centurion's parry punish if a wall is assumed. Any parry into a wall guarantees a full Centurion cutscene: 65 damage. Thus, while the Lawbringer's parry game is strong, very strong if a wall or cliff is behind the opponent, it is not the most potent in the game in any regards save for the singular circumstance in which the Lawbringer parries an opponent and there is a cliff behind them such a distance away that only the Impaling Riposte can close the distance.

To recap: Impaling Charge is more stamina intensive and less potent than the Raider's Stampede Charge, but it makes up for it with a decent speed and deceptive range. Impaling Riposte, on the other hand, is a fantastic parry tool that now stands in the big

leagues as far as heavy and light parry punishes are concerned if a wall is present, and at the very top where heavy and light punishes are concerned if a ledge is such a distance away from the opponent that only Impaling Riposte can carry them there.

Blinding Top Heavies:



It's not easy to land but it's a nice flavoring of style and relatively practical. In a group fight, getting blinded by an attack that slips through can make guard-break and attack spamming slightly and momentarily more viable.

The Shove on Contact:



Oh boy, here we go. It's about time we addressed the 10,000-ton taunt-hating elephant in the room. The shove. So, the shove needs to be dissected quite a bit so I'm going to be a bit more

explicit with how this section is going to be routed out. First, we are going to analyze the shove once it hits in order to critique its viability upon contact. Afterwards, we are going to discuss the differences and qualities of the shove on block, the dash into shove and heavy into shove to analyze its viability before contact. Let's...start digging into the shit.

Once the shove hits, mindset is important. There are generally two ways to think of the shove once it connects with an opponent, although they are about as different as the opinions that a glass is half full or half empty. Those two mindsets are either the shove guarantees a light, or the shove guarantees nothing (which is our operative mindset for this paper). As I implied, there is really no difference in these opinions on the battlefield but they heavily affect any talk about reworks and viability. Yes, the shove guarantees a light. If the opponent does not move then the light will hit, no matter what, every time. No, the shove guarantees nothing. The light can be dodged/deflected/superior-blocked. The heavy can be blocked/dodged/parried. The guard-break can be countered by not moving, rolling away and by some dash attacks. Now I stated that these two ways of thinking about the shove affect talk about reworks and viability. Put simply, these can be reworded as the 'Ubisoft Mindset' and the 'Player Mindset' because Ubisoft and those who share its concerns about the shove guaranteeing lights are very reluctant to buff or improve it in any way to prevent spam. After all, it can be initiated on blocks for crying out loud and a bash that 'guarantees' damage on a block is veritably unthinkable. However, the 'Player Mindset' has spent time on the battlefield where the shove becomes steadily worse over time as skill improves and it stops being viable to go for the 'guaranteed' option. The shove becomes much much worse. Now, since the players don't rework characters and Ubisoft does, let's try to dissect this reasoning.

In the perfect world of game development, the shove is a mechanic that immediately flips the pressure exertion on an opponent during a fight. It disables their combos and immediately puts them at risk of small damage if they do nothing. Definition, if not synonym, of the turtle meta aside, the real world proved to be much different. With the Valkyrie's shield charge now guaranteeing a light if it hits, there are only 4 characters who have bashes that do not guarantee follow-up damage, meaning that the opponent must eat the attack if the bash connects; we're not using the shove-guarantees-light mindset. Those characters are the Gladiator with his dash-buckler-punch, who can follow it up with a heavy attack that can be blocked, the Lawbringer, the topic of this paper, the Aramusha, whose blade blockade into kick guarantees no damage if no wall or insufficient distance is present, and the Shugoki, who can't follow the headbutt with anything to begin with. Because the Shugoki's bash can't be followed up with anything anyway, we will be removing him from consideration in regards to the shove.

But how about the others? The Gladiator's bash blinds and drains stamina before being followed with a heavy that can be blocked. It sounds relatively humble on paper but if you've ever fought a Gladiator, you can understand the ferocious feint game they have, as well as the number of swift, other, unblockables they can throw out. Being blinded, in a state where some players sometimes can't counter-guardbreak consistently, while having to fight the Gladiator's feint/mixup-game, and with reduced stamina, is rather stressful. Usually, the Gladiator finds a way to sneak in a toe stab or a zone at the very least. The Gladiator Bash, as we will refer to it henceforth, does not guarantee damage but does blind, stamina drain and immediately allow the character to transition into a state where their already potent mixups and feints, which are

difficult to deal with consistently, become even more potent. Does the Lawbringer have a Gladiator bash? No. Being shoved by the Lawbringer does not blind nor drain a considerable amount of stamina. So, the opponent will still see the indicators and hear the sound cues needed to respond to Lawbringer inputs as if they were initiated without the shove. Furthermore, the Lawbringer's feint and mix-up game is not potent, for reasons covered at the beginning of this paper, meaning that once the subsequent input after the shove connects or whiffs, the opponent has the Lawbringer's options memorized. That is, if the Lawbringer follows up the shove with a heavy, the opponent can block it easily, parry it or realize that the Lawbringer can only follow it up with a light or reset to neutral if it connects, block or hit. While the shove does allow the Lawbringer to move into his combos more safely than simply initiating one from neutral, this is insufficient to qualify it as a Gladiator Bash and is true of all bashes in the game.

How about the Aramusha? Technically, the Aramusha has two bashes, both of which are guaranteed to hit after a successful blade-blockade: the nose shatter and the kick. Since the nose-shatter directly deals damage and this focus is on bashes that do not, we will be considering the kick. It primarily sends the opponent back quite a distance, blinds them and can wall-splat, which is always a useful trait (just ask the Season 2 Centurions). If an opponent is sent into a wall and the Aramusha is close enough to initiate attacks from neutral, a punish of 30+ damage can be performed via the side heavy into top light. If there is no wall, then it guarantees nothing. Hence, it is rarely seen in scenarios where there is not a wall or ledge between the Aramusha and his opponent. The Aramusha Kick, as it will be henceforth referred to, is thus a tool that can drain stamina and blind, but is primarily used to execute a wall punish or ledge kill. Does the Lawbringer have an Aramusha Kick? No. The shove does not wallsplat and while it can certainly

ledge, the small amount of distance that opponents travel after being shoved makes it more similar to the Warlord's headbutt than the Aramusha Kick, albeit without the guaranteed damage. In this case, the blinding and stamina drain that was so vital for the Gladiator Bash is largely inconsequential here due to the kick's utility and style of use. In any case, the Lawbringer shove cannot be sufficiently considered an Aramusha Kick.

With the Shugoki out of the discussion, we can see that the Lawbringer's shove stands largely alone. But he does not stand alone like the hero of a saga, but rather like Emperor Palpatine stands alone electrocuting Luke Skywalker before Darth Vader, a more viable character, picks him up and throws him down the elevator shaft. The Lawbringer Shove, once it connects with the enemy, is unique among bashes that do not guarantee damage, for actively punishing the character who implements it. The most important thing to understand is that the 'guaranteed' light is the worst option the Lawbringer has. Consider this, if the light attack after a shove hits, what comes next? It's the second hit in the combo so the only thing that can follow is the heavy, blockable, chain finisher. Consider throwing a light attack after shoving an assassin, let's say an Orochi for one example. If the Orochi messes up the deflect, they will still manage to hit with a dash attack for 15 damage, punishing the Lawbringer for shoving. If the Orochi does not mess up the deflect, then the Lawbringer is in deep trouble and will eat either the 35 damage guaranteed punish or the 50 damage non-guaranteed punish. If a Berserker performs the deflect? Then there's a 33 damage guardbreak punish, a 38 damage wallsplat punish or a 3000 damage punish if there are spikes or a ledge nearby, and on and on it goes. The assassin class, by itself, is a hard counter to the Lawbringer. If a character has a superior block or deflect, this is true as well. A Conquerer will punish with a bash of their own after dodging into the light attack, and a

Kensei can grab the Lawbringer if they use the top light as a follow-up after a shove. Uniform with all characters, however, is the ability to guardbreak the Lawbringer after a dodged light; it has that much of a recovery time after whiff if resetting to neutral. This is, however, a double-edged sword. One of the more satisfying Lawbringer tricks is to immediately follow up the whiffed light with a heavy. The guardbreak won't break through the start-up animation and the heavy is fast enough to catch them. This does not work on characters who dodge the light and do not attempt to guardbreak you, nor does it work on characters with certain dash attacks or dash bashes, who will land their moves before the heavy does. A Warden can shield bash after dodge, the Kensei can heavy on dodge, the Valkyrie can light after dodge, the Conquerer can bash-light after shove and on and on it goes. Shoving into a light attack is the worst option on the plate, due to the ludicrous number of characters who can directly punish it after getting shoved, and the ludicrous number of characters who can indirectly punish it by dodging following the shove. Considering that the Lawbringer has only 15 damage to gain for this, it is not particularly surprising that, at higher levels, most Lawbringers are conservative with their shove-lights.

Shove into heavy merits little discussion. It will catch an opponent for 30 damage if they dodge and their guard is in the wrong position, and can be followed up with the unblockable chain finisher, which has no hyper armor. It can be parried if the opponent does not dodge after the shove, and its utility on the Lawbringer's hard counter, the assassins, is limited considering they all have swift dash attacks. Feinting into the parry is an option, but not always, and higher-level assassins are equally conservative with their dash attacks. The viability of the shove-heavy on dodging characters in general depends on if the opponent in question has a dash attack/bash

and its speed. Otherwise, it is a limited viability, but satisfying to pull off move. An apt description of the Lawbringer in general but more on that later.

Finally, there is the shove into guardbreak. Famous and infamous, or specifically one or the other depending on who you ask. It would not be an exaggeration, necessarily, to state that the Lawbringer has one of the best guard-break punishes, without wallspat, in the game. As far as damage goes, the Nobushi reigns supreme with a 38 damage guardbreak punish in an arena where many characters can only pull off 25. As far as utility goes, the argument for who is king/queen can be made for a wide variety of characters. Perhaps it is the Shaman who can apply bleed off a guardbreak and set herself up for heals, or even get 50 damage if her opponent is already bleeding when the guardbreak connects. Perhaps it is the Warden, who can deal 30 damage and follow up with the unblockable for instant pressure following good damage. It is here the Lawbringer has standing. 30 damage is good, and can be immediately followed up with a shove that will always hit no matter what. If the light connects, that's a 45 damage guardbreak punish, effectively, but then we'd have to consider if the Nobushi kick lands since the light can be evaded. But what about when the heavy into shove causes a character to dodge, and they are grabbed by the Lawbringer? Well that's another 30 damage, which can be followed by a shove that is guaranteed to hit. And perhaps the opponent assumes that this time the light is coming so they dodge again, but are grabbed. And on and on it goes, with the Lawbringer applying 30 damage per grab and immediately transitioning into another one. I have personally fought players who never fall for the follow-up grabs, leaving me with only 30 damage for that initial guardbreak, and I have fought opponents who dodge like Neo in the Matrix, netting me upwards of 90 damage from a single, initial guardbreak. For the Lawbringer, it can almost be said that the

guardbreak is itself part of a combo just as how the Centurion's light attacks can be followed by one. Much like the Centurion's light into guardbreak, the Lawbringer can be countered, and some dash attacks can punish the Lawbringer for attempting to do this. It is satisfying to pull off, the chain of grabs into heavies into shoves and grabs and so on. But with the game now populated by characters who can do the same, like the Valkyrie, Warden and even Centurion, with more success, the Lawbringer stands alone at the bottom of the shaft.

To recap: the shove, as it connects to an opponent, is fundamentally a non-viable mechanic. It is a bash that is ferociously countered by the entire assassin roster, as well as any character with a dash attack/bash. The supposedly guaranteed light attack ages poorly with skill and is not only not guaranteed, but also not guaranteed in the sense that one outcome on the wheel is 30+ damage punishes for attempting it; this becomes reality at the higher skill levels. The shove into heavy, ostensibly to catch dodgers is fantastic if it hits, but can be countered by dodging with the guard in the correct position, swift dash moves and standing still, which becomes much safer as skill bracket increases. The shove into guardbreak can potentially chain into massive damage from a single input, but can be countered, again, by swift dash moves and standing still, making it also less viable as skill bracket increases. You can see here the fundamental problem with the shove: all of its options become less and less viable with as both the Lawbringer and his opponents become better players, and the shove wasn't exactly solid to begin with. This is not a good bash, even among bashes that don't guarantee damage. There is only one reason, well two actually, that this mechanic is not reworked or improved: the ease to which it can connect.

Shove Activation:

Just now, we analyzed the shove once it connected with an opponent, effectively immediately after the shove was inputted into the controller/keyboard/mouse/Donkey-Kong-Bongo. Now we will analyze the moment immediately before, effectively how the Lawbringer gets the shove to land in the first place and simultaneously the biggest gatekeeper to a good rework. The shove can be initiated three ways: during a dash, after a heavy attack lands, and on block.

The shove had good recovery time, meaning that the Lawbringer isn't usually guardbroken following a dodged shove. That's good, because the dash into shove is so slow that it is almost always dodged. Unlike the Nobushi and Valkyrie, the Lawbringer must connect with the shove in order to continue their actions directly. The Valkyrie and Nobushi have guardbreak vulnerability if they do not attack after their bashes, hit or miss. The Lawbringer can, at best, start an attack from neutral following a missed shove. But since most players know that the Lawbringer has no, if not minuscule, guardbreak vulnerability, the attempt is rarely made and the return to a staring contest is usually assured. However, the dash-shove, as we will now call it, is simply bad because it never hits and there aren't really any ways to use it as bait. The dash-shove is absolutely pathetic and wretched in that they prohibit the Lawbringer from punishing moves that practically every character in the game can punish. Consider the current dichotomy between characters who have dash moves and characters who do not, in regards to dodging a Warden's shoulder charge, for example. Let's use the Kensei and the Warlord as an example. The Warden slides past a dodging Kensei whose dash attack connects for 20 damage. The Kensei can safely

collect a reward for a good read/reaction. The Warden slides past a dodging Kensei, who does not have a dash move and is able to quickly grab the Warden once the dodge recovery is complete. The top heavy connects for 25 damage and the Warlord can safely connect a reward for a good read/reaction. The Warden slides past a dodging Lawbringer who does have a dash move. If activated on purpose, it shoves the Warden and now nothing is guaranteed, elaborated in the previous section. So, the Lawbringer goes for a guardbreak after dodge. However, hit the input too early and the shove will instead come out. Hit the input too late and the Warden will recover and be unable to be safely guardbroken. The Lawbringer cannot safely be rewarded for good reads and good reactions using dodges. Unlike characters like the Kensei and the Warlord, the Lawbringer can only 'punish' an opponent after a dodge with a move that is fundamentally non-viable in itself, and unnaturally strict in usage unlike dash attacks and shoves. Now the argument could be made that the Lawbringer is not alone here, and that other characters too are in a position where they must be careful with their guardbreak timing or else a different move will come out. Consider the Conquerer who wants to grab a Warden for the 25 damage heavy punish but instead bashes them for 13 damage. It's not the reward the Conquerer wanted by 12 points of damage; just below 50% of the desired outcome was gained instead. When the Lawbringer's shove comes out instead of a guardbreak, and his follow-up fails, no damage is dealt. It's not the reward the Lawbringer wanted by 30 points of damage; exactly 0% of the desired outcome was gained instead. If the Lawbringer successfully shoves into a heavy, by catching the Warden's dodge, then he gets 30 damage for effectively 2 reads instead of 1 following the initial dodge where they would have gotten 30 anyway without the dash-shove. Then consider characters like the Gladiator who also theoretically stand to get 0% of the desired outcome if they shield bash instead of dodge-grabbing. But this is not the case. As discussed

above, the Gladiator Bash is useful in its own ways and is a stressful punish, especially for the Warden's who need that shoulder stamina. The dash-shove, is not. The dash-shove, is only a guaranteed punish if the fight takes place in a certain orientation to an environmental hazard. But then...wouldn't a normal guardbreak do instead? Where most characters get a reward with no questions asked if they make a good dodge read, the Lawbringer must pass an extra exam after a good dodge read. The dash-shove is bad.

The heavy attack into shove, henceforth the heavy-shove, is the next way the Lawbringer can land the shove. Unlike the dodge-shove, the shove in the heavy-shove is guaranteed to connect. The question is whether or not the heavy attack hits. Transitioning from an attack into a bash is nothing new: the Warden could do it from day one and the Marching Fire heroes come with their own. But there is a difference between attacks that can transition into a bash independent of whether the attack was blocked or not, and attacks that can transition into a bash only if the attack hits. Consider the Nobushi and Centurion, who can kick and punch, respectively, regardless of whether their heavy attacks hit the opponent or get blocked. Then consider the Warden and Lawbringer, who can only shoulder bash and shove, respectively, if their light and heavies, also respectively, connect with flesh and bone, not the steel/wood of a weapon/shield. This means that the Lawbringer can only initiate his heavy-shove if the opponent does not block or parry his heavy attack. There's really not much to say here other than it's likely because of this that the Lawbringer's combos will remain limited. The Warden's combos remained unchanged following the rework because Ubisoft doesn't consider expanding the Warden's combos to be viable. Why give a light-heavy-light chain and so on if the shoulder-bash is more reliable? Similarly, why give the Lawbringer less predictable chains if the first heavy

that connects is 'intended' to transition into the shove 'mixup' instead? Unfortunately, the Lawbringer's heavy-bash is less viable than the Warden's light-bash. With the combos being as limited as they are, shoving after a heavy instead of using a memorized light attack is safer, but the shove itself isn't exactly safe or viable either. This is arguably the least problematic of the three ways the Lawbringer can get his shoves to connect. It can't be spammed unless the opponent consistently eats heavy attacks, which is their problem not Ubisoft's nor the Lawbringer's. And it does put the opponent in the mixup, regardless of the quality and viability of said mixup. However, as far as bashes that follow attacks go, the heavy-shove is rather sub-par.

Then there's the shove on block, henceforth block-shove. It is a wretched abomination and both the single thing stopping the bash from being made viable through patches, and the single thing that will determine how good the Lawbringer rework is depending on how Ubisoft handles it. Consider this, the shove can *never* be allowed to guarantee damage so long as it can be activated on block. Let's say the shove guarantees a light. I'm not saying we should revert back to the flawed mindset discussed above, but rather let's imagine a hypothetical universe where getting shoved guaranteed a light that could not be dodged, blocked, deflected or anything. Then the Lawbringer would never attack. 8 blocks would deal 120 damage ($120/15=8$), enough to put most characters in the ground. 10 blocks would deal 150 damage and be more than enough to put every character in the ground. What if the light did only 10 damage: equal to the Shaman's first light attack but without the double-hit (making it effectively the weakest light attack in the game)? 12 blocks to kill many, 15 to kill all. So long as the Lawbringer has the reaction time to block, they will win. By being able to bash on block, the Lawbringer's shove is effectively the most reliable to trigger. It is for this reason alone that the shove is so massively

underpowered and guarantees nothing: because otherwise it would be exclusively used. The near unanimous consensus has been that block-shove should be removed. It is a relic, a stalwart one, of the turtle meta. However, and more importantly, it also needs to be removed because it is a gatekeeper preventing a substantial and healthy rework of both the shove upon contact and character in general. Consider what would happen if block-shove was just cut out. Then there'd be no problem in allowing it to guarantee damage. The dash-shove is slow enough to not be spammed, but reliable enough that it could be used as an effective counter and chain starter on good reads upon dodging. After heavies it could guarantee a bit of extra damage and move into another chain and encourage heavies to be used more often. Now, to be perfectly clear, this is just a possibility that opens once block-shove is removed. This is absolutely not what I believe needs to be done for a rework since it removes mixups completely from the character. If Ubisoft doesn't want to make a substantial rework, they could just remove block-shove and make the shove guarantee damage for a quick injection of wins. Let's hope that doesn't happen. But regardless, block-shove absolutely needs to go. It is an atrocity.

To recap: go back and read this section fully. It's important.

The Lawbringer's Identity:

When Ubisoft reworks a character, they claim to be consistent with the character's 'identity'. So, what is the identity of the Lawbringer? Well, this is a matter of critical stress actually, because reworking the Lawbringer according to his identity is not exactly the best idea.

In fact, reworking the Lawbringer in accordance to his identity might very well lead to disaster. If the sentence following this one is not the most important statement of this paper, then just know that I intend it to be.

The Lawbringer, as a character, is fundamentally reliant on parrying attacks and/or being a severe hazard in group fights in a game that is actively and explicitly in the process of discouraging the reliance on parrying attacks and/or being a severe hazard in group fights.

Let's dissect this a bit. We know that the Lawbringer's parry game is the core of his character. He has more special parry follow-ups than any other character in the game, and they are all solid if not fantastic. His closest competitors are the Centurion for a single parry follow-up that requires a wall, and the Aramusha's blade blockade which also has several options but not all of them are solid. Carelessly attacking the Lawbringer is a quick way to get impaled into a wall or eat 20-50 damage. In a group fight, the Lawbringer's long arm can spell doom for careless opponents or those frozen in place and unable to dodge in time, and his shove can shut down a variety of attacks that aren't even targeted at him. Furthermore, the shove becomes a lot less simple to deflect or otherwise punish, and therefore seemingly more viable, in a group or gank situation.

But where is For Honor going, as a game? The short answer is away from the turtle meta. The longer answer is away from the mechanics that the Lawbringer depends upon. Consider one of the aspects that has been consistent with every single character rework thus far: sped up

attacks. Consider an aspect that has been consistent with nearly all of the character reworks and many of the DLC heroes: unblockables and/or feints designed to punish parry hunting and/or idling. 400ms attacks are practically the staple of the new Wu-Lin faction, and they've enjoyed a degree of success in the game thus far using their test characters such as the Valkyrie and the Orochi. Now, the fight against the turtle meta is admirable. But you have to remember that before the turtle meta got its name, it was known as 'defensive play' by the developers. On day one, some characters were designed to be aggressive, others defensive, and others a mix. The Lawbringer was never intended to be as aggressive as, say, the Berserker or Raider. The Lawbringer was intended to parry and punish. With the turtle meta under attack and attacks now getting either too fast or too risky to parry, this aspect of the Lawbringer's identity has to change.

In a group fight, revenge is slated to become more powerful, and an increasing number of characters are being given tools to better manage fights in which they are outnumbered. Bashes, for example, no longer work on revenged opponents in the middle of their attacks, making the Lawbringer only slightly useful before revenge proc, and significantly less useful after revenge proc. Considering that his shove guarantees nothing, and that long-arm is easy to dodge, and that both rapidly generate revenge, this is also an untenable niche. What can be done then? What aspects of the Lawbringer's identity is left to work with? Is a new identity needed? These are healthy questions and more fruit will be yielded via open discussion rather than me just typing things out. Personally, I think there's a lot of untapped potential in the introduction in his character trailer. Most specifically, consider the following lines.

- “Their armor, has no equal.”
- “And they carry the most versatile weapon ever invented.”
- “Pray that you have done no wrong.”



These quotes are all aspects of the Lawbringer identity that can be worked upon. The first can focus on hyper-armor, for example, and trading. If Ubisoft wished, it could do something with ‘proactive defense’. The second quote is currently a lie, the pole-axe is not the most versatile weapon in even the game seeing as how it does not adapt well to many situations. For a rework this could be changed to become true. The third offers potential for style and flavoring. With the executions, the Lawbringer has steadily evolved into almost a slasher film character, and the slow walk in the trailer lends credit to this. The executions are gruesome, the guard-break animation is ferocious, and the size and stance of the character is intimidating. This could offer routes for new moves or new animations and so on to better exemplify this trend. My point is that, even though the gameplay identity of the Lawbringer is built around parries and being a gank hazard, these are not viable attributes that can be improved upon to rework the character in a satisfactory and healthy manner. However, they are not the only areas rich in rework fuel. Just the introduction trailer alone gives fertile ground and the For Honor community can certainly provide more. But let’s just further stress this by exploring possibilities.

Rework:

I think we can all agree that there is a significant difference between the rework that the Kensei got, where the whole character was practically reimagined and rebuilt from the ground up, and the rework that characters such as the Peacekeeper got, where almost nothing changed save for some numbers and aspects of the moveset. I don't think I'm alone when I say many players, Lawbringer or not, would like to see the Lawbringer receive a rework, Kensei-Style. That's because a re-imagined, repaired, remastered character is *always* better than a character that just gets its screws tightened before being let loose back into the wild. But it's time, work and money. And the better the product, the more expensive it is. If the Lawbringer rework comes out as part of Marching Fire, there is a good possibility that he will get only a Peacekeeper-Style tune-up. If the Lawbringer rework comes out afterwards, then there is a better possibility of a Kensei-Style remastering. I would vote for the latter. I hope you agree. And if Ubisoft somehow reads this much, I hope you understand as well. The Lawbringer is a fun and stylish character on paper. Many of his moves are immensely satisfying to pull off. But he doesn't age well, and so many possibilities were snuffed out, and are still being suffocated, by that infernal shove. If the Lawbringer is to be a character at all, one that is fun and enjoyable to use by both the reputation 60 Lawbringers and the new players who instinctively long-arm after shove because the tutorial video told them to, then he needs to be reworked. What standard he needs to be brought up to is up for debate, as is who the ideal baseline character is. Personally, I'd like to see the Lawbringer be par with the Kensei. But this is just writing, and who knows what's going on in the studios.

A Note on the Jiang Jun:

One of the most important things to understand is that the new Jiang-Jun hero that is added as part of Marching Fire will completely marginalize the Lawbringer. Both characters have a zone on parry, but the Jiang-Jun's is not only much faster, but unblockable, making it viable in anti-ganks where assassins, Conquerers, Aramushas and other deflect/superior-block characters are part of the gank. The Lawbringer must follow through with a single combo chain before reaching a slow, high damage unblockable attack whereas nearly any attack by the Jiang Jun can immediately be followed up with a fast, high damage unblockable attack which can also be soft-feinted. The Lawbringer has no dash attack and must rely on a shove which guarantees nothing whereas the Jiang Jun has a dash-attack with a gracious compliment of feint and mixup potential that does not preclude dodging in order to guardbreak punish a missed bash. We can further dissect these comparisons and contrasts. We could go through the damage values and speeds, as well as how likely those damage values are applied by both characters. We could analyze health-pools, parry punishes, group-fight potential and even their feats. But the central point that needs to be conveyed is this: the Jiang Jun can better or similarly, but never more poorly perform the roles and actions of the Lawbringer. This is one of the more controversial points, I admit. I'm particularly a fan either as I managed to still do better as the Lawbringer than as the Jiang Jun during the Open Test. But I chalk that up to experience. On spectating both allied and enemy Jiang-Juns, I at least observed them to be near universally more capable of holding off ganks, contributing to group fights and even being proactive in duel situations: they have an opener, after all.

Conclusion:

The Lawbringer: An Analysis

If you hop on to the competitive subreddit, you won't see this opinion piece there unless someone reposts it. I don't really pay much attention to milliseconds, guard-switch bugs and all the special between-the-lines phenomenon that happens in-game. That's mostly why I didn't really include any particular rework suggestions here; I don't know enough to write them. This was written by a casual Lawbringer with some time to burn and some paper-writing skills to practice. If you've made it all the way through, thank you for your time. It's the discussion that accompanies this piece that's arguably more important since many folks don't have the time to read this all the way through, and I hope it's a fruitful one that's of some merit to casual players, competitive players and, maybe, even Ubisoft itself. Again, thank you for your time¹.



¹ Seriously. You just made it through 36 pages and 10618 words.