Hoplite

The hoplite is a warrior whose singular prowess and skill can defy even the most overwhelming odds. They are a hero among lesser warriors, the champion of a great army or a band of mighty myrmidons. The hoplite’s discipline and tenacity set them apart from
other fighters. They excel at both holding a defensive line and breaking from their ranks to weave through a battlefield, devastating multiple foes.

Phalanx Tactics

Starting at 3rd level when you choose this archetype, you learn how to lead others to defend themselves as a phalanx unit. If you move half your speed or less on your turn, at the end of your turn, you and allies within 5 feet of you, receive a +1 bonus to AC until the start of your next turn. If you are wielding a shield, you and these allies gain +2 bonus to AC instead. A creature can only benefit from this feature from one Fighter at a time.

Linebreaker

Starting at 3rd level, your learn to overwhelm foes with vicious attacks. If no allies are within 5 feet of you, as a reaction to hitting a creature with a melee weapon attack, you can immediately make an additional melee attack with your shield or the butt of your weapon. The weapon’s damage die for this attack is a d4 + your Strength or Dexterity modifier and it deals bludgeoning damage. A creature damaged by this attack has disadvantage on attacks against you until the start of your next turn.

Sure Stride

Starting at 7th level, your base walking speed is increased by 10 feet and you cannot be shoved or knocked prone. Allies within 5 feet of you have advantage on saving throws against effects that would shove them or knock them prone.

Hero’s Advance

At 10th level you learn to close on enemies with surprising speed and coordination. As a bonus action, you may move up to half your speed and make one weapon attack against a target you have not already attacked this turn. Allies within 5 feet of you may use their reaction to move up to the same distance but must end their movement within 5 feet of you.

Comrades in Arms

Beginning at 15th level, when a creature within 5 feet of you misses you or a friendly creature with a melee attack, you can use your reaction to make a melee weapon attack agaisnt the attacking creature.

Ruthless Cadence

By 18th level your speed and skill have become unsurpassed. Any hit you score against a creature that is at its hit point maximum is a critical hit. Additionally, when you score a critical hit with a weapon attack, you deal additional damage equal to your fighter level.

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