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This page is currently under construction. We apologize for any inconvenience caused by the use of this page. Inevitably, all Azur Lane players will have the need to grind for raw materials, resources and priority vessels without sufficient oil revenue to sustain these efforts. A solution to this problem is found in such such a fleet or agricultural fleet. The server you're playing will determine the fleet you'll use to grind because of restrictions on the Japanese version of the game. Low level Escort Content includes escort content from W1-W9 and normal stage events, lower levels of content are usually less punishing in terms of enemy statistics and the number of enemies. This level of content reduces costs, where ships are used to maximize OLB savings because of the higher cost of oil provided by many units at this level. It is highly recommended to invest in a low oil grinding fleet for low-level content such as events, grinding for units and equipment. While there are many other great alternatives, they have been discarded in favor of better and generally more reliable units of low cost. Frontline EN/JP In the EN/JP version, Fletcher fleets are not viable because unlike the CN version they cannot be aligned to level 100 without restriction, breaking them. Thus, the typical strategy of grinding is to use the zombies (the term for self-healing units) inexpensive units. The Mahans are the most commonly used units for low-cost farming in the EN and JP Azur Lane versions. This is thanks to their ability to heal themselves when their health drops under 20% to 15% to 25% of maximum health. Their one fuel cost per 0 break limit makes them an excellent addition to raising any one front line at the lower stages to improve the completion time of the stage. This can be effectively done before the end of the world 7 with properly equipped Mahans. The main strength of this skill is the ability to use once in combat, which means that this skill can be activated several times per stage and is not limited to just one use. This skill prolongs the ability of the Mahans to clear the escort fleets at repeated activations. They should be upgraded for a little more health (hull) and reboot. Cassin 0 limit break max stats HP FP TP AA AP Reboot ACC EVA Speed Oil Oil Armour Eff1 Eff2 Eff3 840 36 137 77 0 148 N/A (174 on Lv100) 128 44 66 1 Light 110 % 120% 120% Basic Skills Re-Commissioned, when health falls under 20%, heals 15% (25% maximum health. It can only happen once for a fight. Downes 0 limit break max stats HP FP TP AA AP ACC reboot Speed Luck Oil Armour Eff1 Eff2 Eff3 840 36 137 77 0 148 N/A (174 on Lv100) 128 44 63 1 Light 110 % 120 % 120% Basic Skills Re-Commissioned When Health Falls Below 20%, Heals 15% (25% maximum health. It can only happen once for a fight. Downes almost identical to Cassin except lower luck 3 points Is insignificant Phoenix Phoenix is one of the highest cost ships in this game, boasting decent stats and similar but stronger skill than the Mahans. It offers a permanent DPS, ideal for auto bottom steps as it doesn't use torpedoes and pool health enough for her to help in reducing the damage to the back line from the suicide boats. It is the perfect mule ship that can be taken in just about any fight and works very well on helping the Machans from taking too much damage from the front. Phoenix 0 limit break max stats HP FP TP AA Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1600 74 0 135 0 125 N/A (141 on Lv100) 55 32 88 3 Light 105 % 65 % 100 % Basic Skills Crimson Phoenix When Health Falls Under 20%, Heals 15% (25% maximum health and increases firepower by 30% in 15 seconds. It can only happen once for a fight. CN In Azur Lane, the amount of oil consumed by any vessel increases when the ship breaks the limit. Since ships can be knocked out to 100 on a Chinese server without the limitation of breaking them, the typical grinding strategy is to use a level 100 ships that are not limited to broken with maximum statistics. All ships listed below are supposed to be 0lb unless otherwise specified. Fletchers The most commonly used navy grind in the Chinese version of Azur Lane is Fletcher's fleet. This fleet consists of the destroyer Eagle Union Fletcher and its two conventional twin ships as an escort fleet. One fuel cost of regular Fletcher sisters is a rarity, combined with Fletcher's two fuel cost making Fletcher's full fleet consume only 4 fuels. For comparison, the minimum that one maximum limit of a broken destroyer will cost 7 fuel. The second advantage of this fleet is the synergy of skills. Fletcher herself has skills available without a limit of a violation called SisterLy Temperament, which increases firepower and evasion of Fletcher-class destroyers in the Navy by 30%. With three Fletchers it's almost the equivalent of firepower coming out of the fourth ship in the reconnaissance fleet. Fletcher then has an additional skill called Tactical Command - Destroyer, which increases firepower, torpedo power, and reloading all destroyers in the fleet by 10%. Because of Azur Lane's skill rules, Fletcher's two skills will be powered by the firepower of Fletcher's two skills, and it will increase the firepower of her sisters by 40%. Finally, the synergy of skills extends to her sisters. The Fletcher sisters have a Fast Reboot skill that allows them to increase their own reboot every 20 seconds by 40% within 10 seconds. It also stacks up with Fletcher Skills support skills only to make the Fletcher fleet perfect for any kind of grinding going Azur Lane is just because of dpm get what's going on in their synergy. Let's look at the ships in the class. Fletcher, DD-445, is the name of the Fletcher class ship, of which there were 175 members built during World War II Fletcher 0 0 break maximum stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1222 50 165 100 0 171 150 156 43 73 2 Light 110 % 120% 120% Basic Skills Sister Temperament in Combat, increases FP and Fletcher-type DD evasion by 10% (30%) Tactical Command - DD increases FP, Torp and DDs reboot in the fleet by 1% (10%), which have a similar effect. When playing auto, Dodging is one of the most important stats and then total damage. Fletcher provides as well as costs only 2 per start, but it requires other Fletcher class DD for effective Aulick. DD-569 Aulick 0 break limit maximum stats HP FP TP AA AP Reboot ACC Speed Luck Oil Armour Eff1 Eff2 Eff3 1175 47 162 98 0 178 188 154 42 1 Light 110% 120% 120% Basic Skills Fast Reboot 30% (60%) ability to activate every 20 seconds: increase your own reboot by 20% (40%) for 10 seconds in general Aulick is the same as other normal Fletchers rarities, but its maximum reboot is more than 4 points. Like all regular Fletchers, she uses 1 foot, DD-511 Foote 0 limit break maximum stats HP FP TP AA Reboot ACC Speed Luck Oil Armour Eff1 Eff2 Eff3 1175 47 162 98 0 171 188 154 42 67 1 Light 110 % 120 % 120% Basic Fast Reboot Skills 30% (60%) ability to activate every 20 seconds: increase your own reboot by 20% (40%) Within 10 seconds of the fletchers total, Foote is the average child. None of its statistics are higher or lower than the other two. Like all regular Fletchers, she uses 1 Spence, DD-512 Spence 0 limit break maximum stats HP FP TP AA AP Reboot ACC EVA Speed Oil Armour Eff1 Eff3 1175 47 162 98 0 171 188 154 42 20 1 Light 110 % 120 % 120% Basic Skills Fast Reboot 30% (60%) ability to activate every 20 seconds: increase your own reboot by 20% (40%) Within 10 seconds of the fletcher total, Spence is the weakest. If you're only 20 in luck, you should expect a little more damage, less critical punches, and more missed shots from it than from any other Fletcher. Like all regular Fletchers, she uses one Thatcher, DD-514 Thatcher 0 limit break maximum stats HP FP TP AA AP Reboot ACC EVA Speed Oil Armour Eff1 Eff2 Eff3 1446 56 186 120 0 200 222 182 42 65 2 Light 110 % 120 % 120% Basic Skills Full FirePower 30% (60%) Activation every 20: Within 10 seconds, increases your own FP by 20% (40%) Of the rare Fletchers, Thatcher has the highest reboot. It gives her the highest damage in a minute of rare Fletchers. Like all rare Fletchers, it uses 2 Radford, DD-446 Radford 0 break limit maximum stats HP FP AA AP Reboot ACC Speed Luck Oil Armour Eff2 Eff3 1446 56 186 120 0 193 222 186 45 80 2 Light 110 % 120 % 120% Basic Skills Full FirePower 30% (60%) Activation every 20: Within 10 seconds, increases your own FP by 20% (40%) Like all rare Fletchers, it uses 2 Jenkins, DD-447 Jenkins 0 limit break max stats HP FP AA AP Reboot ACC EVA Speed Luck Luck Armour Eff1 Eff2 Eff3 1464 56 186 120 0 193 222 184 43 81 2 Light 110 % 120 % 120% Basic Skills Full FirePower 30% (60%) Activation every 20: Within 10 seconds, increases your own FP by 20% (40%) Like all rare Fletchers, she uses two Charles Osborn, DD-570 Charles Osburne 0 limit break maximum stats HP FP TP AA Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1500 57 192 123 0 0206 233 182 42 82 3 Light 115 % 120 % 120% Basic Skills 31-Knot Burke 4% Activation When Shooting: Within 8 Seconds increases the speed of the fleet, and evasion of escorts by 20% (40%) Full firepower 30% (60%) Activation every 20: Within 10 seconds, increases your own FP by 20% (40%) Of the elite Fletchers, Charles Osburne has more firepower, more reloading, more accuracy, and more luck. In addition, her skill 31-Knot-Burke allows the entire fleet of escorts more speed and evasion. It has the most dpm of any Fletcher and will enhance the survivability of all 3 front line ships. In addition, its main gun is 5% more efficient than the lower rarity of Fletchers. These features come at great expense, however. Like Nicholas, Charles Osburn uses 3 Nicholas, DD-449 Nicholas 0 limit break maximum stats HP FP TP AA AP Reboot ACC SPEED Luck Oil Armour Eff1 Eff2 Eff3 1490 57 192 123 0 199 222 182 42 80 3 Light 115% 120% 120% Basic Skills Nick When Shooting, 5% Chance to Increase Your Own Dodging by 16% (16% 40%), air damage decreased by 16% (40%) Full firepower Every 20 seconds, has 30% (60%) chance to increase your own FP by 20% (40%) for 10 seconds. Of the elite Fletchers, Nicholas doesn't have any stat higher than Charles Osburne. Her extra nick skill increases her evasion and reduces her air damage. Although Nicholas has slightly less health than Charles Osburne, this skill makes it much harder to kill, making it an improved survivability of the escort fleet. Like Charles Osburne, Nicholas uses 3 Backline Battle Monitors Erebus-class Erebus monitors offering stats comparable or slightly better than any alternative for its price and impressive firepower boasting at an extremely low price for the back line unit. This makes it a great unit for agriculture escort fleets at lower levels, where there's a lack of back line pressure due to rare aircraft and suicide boats, allowing it to be viable. Strong constant dps against suicide boats and anti-air is essential for the survival of later worlds with it. As a result, Erebus is often used as a prime example of why beginners should not save on the cost of oil due to its lack of late game viability, although it remains effective until the start of World 9 with the proper equipment. Erebus 0 limit break Maximum Stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1575 128 0 75 0 102 N/A (72 on Lv100) 22 12 91 3 Light 90% 200% 100% Basic Skills Infinite Darkness 30% (60%) Activation every 20 seconds: Shoots a special flurry at enemies (damage based on skill skill Terror 0 Limit Break Maximum Stats HP FP TP AA Reload ACC EVA Speed Oil Armour Eff1 Eff2 Eff3 1575 128 0 75 0 102 N/A (72 on Lv100) 22 12 19 3 Light 90% 200 % 100% Basic Skills Infinite Darkness 30% (60%) Actvation every 20 seconds: Fires a special flurry on enemies (damage based on skill level) Unlike Erebus, which has 91 luck, Terror has only 19 luck. Therefore, terror is not so recommended to use compared to Erebus. Battleboats Rare Battleships Hyuuga strong firepower and firepower enhancement skill allows her to really shine compared to her sister Ise, so she is the best OLB battleship against the back line of intense cards. Doubling the cost of Erebus class ships by OLB, it is not recommended to use rare battleships in lower-level agriculture because the lower stages are usually not aimed at the back line. The use of these is mostly limited to later stages due to insufficient equipment, low-level event stats where the pressure of the back line is strong or when the front presence is lacking, for example, when running 1-1 (1 Backline, 1 Vanguard) fleets. Hyuuga 0 limit break max stats HP FP TP AA Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 3262 192 0 103 0 102 N/A (56 on Kai) 10 23 60 6 Heavy 105 % 180% 80% Basic Artillery Command Skills - Main Fleet Increases FP main fleet by 5% (15%). Fire coverage increases your own FP by 10% (20%) At this stage, it is very comparable to Ise in terms of every aspect except that of additional skills. Ise 0 limit break Maximum Stats HP FP TP AA Reload ACC EVA Speed Oil Armour Eff1 Eff2 Eff3 3262 192 0 103 0 102 N/A (56 in Halfkai) 10 23 14 6 Heavy 100 % 200 % 80% Basic Skills Covering Fire Increases Your Own FP by 10% (20%) Yamashiro 0 limit break maximum stats HP FP TP AA Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 3437 186 0 99 0 106 N/A (A) 52 in Halfkai) 10 23 14 6 Heavy 100 % 200 % 80% Basic Skills Covering Fire Increases Your Own FP by 10% (20%) Yamashiro is definitely a weaker substitute compared to Hyuuga, but can perform the same role in rear pressure line tanks. It has a slightly higher health pool compared to Fusou. High-level escort content looks at W9-12 content, especially where stages are much more punishing and OLB ships are no longer as viable. To maximize cost savings, it is preferable to use max limit break Lv100 units for grinding, as they survive much more efficiently and clear content at the expense of the level advantage multiplier. apply to worlds that have been declared a safe threat level, as the level of enemy advantage is reduced, allowing OLB units to be more viable. While not every good ship is listed here due to the fact there are many with fairly homogeneous roles, lower unit costs and basic units particularly outstanding favored features in relation to others. Front Destroyers Impressive DPS, offered starter destroyers perfect cleaning content, their constant DPS and not too heavy reliance on torpedoes makes them ideal for auto games. Meanwhile the rest feature healing skills, allowing them to be very effective in expanding their effective use due to the punishing nature of later worlds. Yukikaze Max Limit Break Lv100 Stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1855 59 478 140 0 194 186 186 42 98 10 Light 75% 150% 75% Basic Skills Yukikaze Kure While Alive in Navy. Fleet, Navy The fleet reduce damage received on the back line by 3.5% (8%), their max HP. Unsnuk Happy Ship 5% (25%) Chance to activate when taking damage: decreases said damage 1. Full barrage Every 15 (10) times the main battery has been fired, trigger a full barrage - the Yukikaze II Yukikaze is a little different from the zombies as it offers the back line to heal and has incredible survivability compared to other destroyers. Thanks to her 98 luck points, high evasion, and skills, it makes her very hard to die. Despite missing out on the main damage cannon, its impressive torpedo makes it ideal to howly priority enemies such as Triforce (tough difficulty) BBs in later stages. Pair it with Vestal and Shouhouhou/Unicorn for maximum value. No 23 Max Limit Break Lv100 Stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 1951 154 309 196 0 173 167 157 42 65 9 Light 175 % 120% 85% Basic Blood Pioneer Skills When Shooting, 5% chance of increasing your own firepower by 30% (60%) for 8 seconds. Full barrage Every 15 (10) times the main battery has been fired, trigger a full barrage - No 23 II (Retrofit) Destruction Mode every 20 seconds, has 40% (70%) chance to activate the destruction mode by firing a powerful barrage and spawning 2 rotating shields that can block 5 enemy projectiles each when launching a wave of 4 slow homing torpedoes. and within 10 seconds the critical speed main gun becomes 100%. No 23 Kai is an excellent gunboat, and offers a constant DPS for very low value. Laffey Max Limit Break Lv100 Stats HP FP TP AA Reboot ACC Speed Luck Oil Armour Eff1 Eff2 Eff3 1815 148 306 153 0 191 195 197 45 18 9 Light 165 % 125 % 125% Basic Skills Solomon Wargod 5% activation when shooting: Within 8 seconds, increases its own firepower. Rebooting and dodging by 20% (40%) (Retooling) Cessation mode every 20 seconds, has 40% (70%) ability to activate the mode increasing your own reboot stats by 200% within 10 seconds and releasing a powerful barrage when firing machine gun blast fast torpedoes. Full barrage Every 15 (10) times the main battery has been fired, trigger a complete barrage - Laffey II Lofki Kai is the perfect balance destroyer as it possesses constant dps at the same time having great torpedoes. Cassin Max Limit Break Lv100 Stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 3932 0 0 251 304 159 65 50 28 28 20 Average 145% 135% 80% Basic Carrier Support Skills After Launching an Airstrike, Heals Escort Fleet at 3.5% (8% 88%) Their maximum HP Reload Command - Vanguard increases the reboot of the escort fleet by 5% (15%). Shouhou 0 limit break Maximum Stats HP FP TP AA AP Reboot ACC EVA Speed Luck Oil Armour Eff1 Eff2 Eff3 3932 0 0 251 304 159 65 50 28 28 20 Average 145% 135% 80% Basic Carrier Support Skills After launching an airstrike, Heals The Escort Fleet at 3.5% (8% 88%) their maximum air support HP (Retrofit) after each airstrike, increase the Air Force other CVLs by 5% (15%) Within 8 seconds Shouhou also offers great heals, offering more damage to enemy units compared to the Unicorn thanks to its dive bombers. It is also a very large unit of value, which is often unnecessarily overlooked. Battleships armadillos are essential for late maintenance games to clear the deathboats, provide DPS and tank damage. While they are particularly favored for their nation's synergy, and DPS, battleships that only feature this will be omitted in favor of lower cost ships because it is cost guidance rather than a tier of the list. It is highly recommended that at least 1 battleship be launched in any fleet. These ships include ships such as the Duke of York, Monarch, Washington, Hood, Tirpitz and Amagi, despite being very good and viable ships that can replace Hyuuga Kai below. Hyuuga Max Limit Break Lv100 Stats HP FP TP AA AP Reboot ACC Speed Luck Oil Armour Eff1 Eff2 Eff3 6205 351 0 337 241 115 56 13 23 60 13 Heavy 175% 200% 95% Artillery Command Skills - The Main Fleet increases the FP of the Main Fleet by 5% (15%), (Refitting) Melee Artillery can only be activated 10 seconds after the start of the battle. When enemies enter a certain range, fire lv 1 (10) 1 (10) Flurry. It can only be activated once every 10 seconds. Seconds.

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