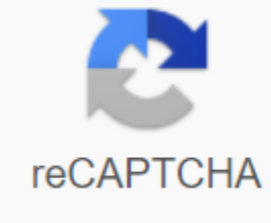




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Loading an armadillo/Battlecruiser/Monitor Home Gun Review Armadillo (BB)/Battlecruiser (BC)/Monitor (BM) the main guns are very different from other guns. 1. Fire arc allows them to pass by shields like torpedoes. 2. It shells are very much preferred in PvE. Not just because it effective against most enemies you see, but more because the AP has very punishing modifiers against light armored ships. To see all the ammunition modifiers, click here. 3. DPS, although still useful, is a much less important factor evaluating bb gun strength. This should do with both infrequent BBs, BCs and Fire BMs. So calculating the timing and damage behind the volley is much more relevant. One thing to be claiming is that his shells from BB guns are the main source of fire damage. Take a look at the fire damage equation: Firepower (1\*Firepower/100) (Weapon Damage) (Weapon Modifier) (Fire Damage Factor) (Fire Damage Factor) 3%, CA Gun 8%, BB Gun 50%, Sanshiki (Type 3) 30% Fire Damage Ratio is 0.6 for standard HE projectiles and 1.2 for Sanshiki (Type 3) To see the definition of other variables in the equation, click here. You can see that fire damage and chance are maximized with high caliber guns and high firepower statistics. This is why ships that use BB guns are major contributors to fire damage. Battleship/Battlecruiser/Monitor Home Gun Analyses Triple 406mm MK6 Home Gun Attribute is the infamous MK6, the purple pistol that made most gold guns look crap. It has almost anything you want in a BB gun. High damage per volley, high DPS, low spread, reasonable restart, HE projectiles. Not very hard to get. In most cases this is the best gun for your BB/BC/BM (I'm going to just tell BB from now on since I'm tired, they all use the same guns). Get from: U.S. boxes, 6-2, 6-3 410mm Equestrian Gun Attribute Another Big BB Gun. It is generally considered less powerful than the MK6 (but with very important exceptions). Reboot much faster. The damage per shot is actually less, despite the fact that only 2 shells are against 3 and on a higher caliber. Accuracy is noticeably better because of the tighter spread. It is unlikely that you will miss a shot if you aim well. However, it may be unsuitable for maps full of fast-moving enemies. On these maps, the mk6's accuracy becomes worse because its volley covers more area. It currently has the highest potential for fire damage in the game. This is due to the fact that this gun has an inherent weapon modifier of 110%, while the MK6 has 105%. Weapon modifier is part of the equation of fire damage, and both guns are pretty much equal in all Variables. To explain the weapon modifiers, click here and then scroll down to see the table that lists these modifiers. It is often used on ships that should cause them to fire based on skills (Hood, etc.) because a shorter restart can making out more of these skills than MK6 does. This gun has the potential to replace the MK6 as the top choice for BB guns in the future. This is a good time to discuss comparison. The reason why MK6 is always used in most cases (especially at the beginning of the game) is that it has a very high for volley damage (not the same as THE DPS, as I said earlier DPS is not very useful in evaluating BB guns). Three giant fireballs will clear most of the screen. The 410mm, on the other hand, feels very half assed, even if both shots land. If they don't die from it it's very frustrating and lengthens your battle for a whole new round of rebooting, making your grind longer. However, these cases involve low to moderate firepower statistics. At some point, EN will have a level of uncapping and you will have Lv 120 BBs. When the firepower of the base rises, 410mm faster recharge will become much more profitable. For a volley of damage will be enough to clear your enemies (especially preboss battles) and you really don't leave them half-dead. Combined with BB auxiliaries (special shells that increase critiques), this makes you clear the cards faster than using MK6. On top of all that you can still enjoy higher fire damage, faster reboot for trigger skills etc. it won't happen anytime soon for EN, so you should still treasure your MK6s. Just know that the future trend may favor 410mm. The final caveat will be that the MK6 will not become a bad gun by any means, even in the future, because Azur Lane is an easy game. Both guns have their own feature sets that make them suitable for some things, but not for others. It's just that for early to mid-game, the benefits of the MK6 are more obvious. In the end game (with the addition of new game features/content), the benefits of 410mm become more apparent. You can get from: JP Boxes, 6-3, 7-3, 12-4 Attribute Hood Pistol. A very quick reboot. Suitable for starting shooting-based skills (such as Hood). AP shell type. Not good for PvE. The basic damage per volley is also not too great. It is often considered a shooting rate specialization of a gun. You get a faster reboot due to the actual damage to the gun. This is good for ships with already low firepower (such as the hood) whose shelling damage is something you plan to give up anyway, with the aim of running skills more. Whether it's worth it still depends on the situation. This is where the control timeframe in BB cannon should be considered. You can compare this to 410mm above. Is the reboot a damaging compromise really worth it? If you know the battles will be short (usually not the boss) and you don't get to Your skill is more than once no matter how much you cut the restart, then go ahead and use 410mm. It's not like you can squeeze another round of shooting in this battle anyway, can also go to more harm. If you are in a situation where the battle is long and you want a consistent pistol skill triggers (like a boss battle of some kind), it's okay to use this on a low-fire gun to mino-max. If you know you will get to shoot your BB pistol mostly many times, then this is a worthwhile compromise. This is just one example. In general, for guns with stat compromises, it's best to consider what you expect to encounter/to achieve in specific maps. Get from: UK Boxes, 6-2 Twin 381mm Advanced Home Gun Attribute True Hood Gun. The improved version of the gun is above, fixing most of the problems it had. Better stats are all around. The most important fix is to change the AP-->HE shell. This allows it to be extremely versatile. It is often considered the best BB basic gun for BBs with shooting-based trigger skills because it has the useful advantage of ROF without losing much of the stats, if at all. Because this is commonly considered only better to many normal BB guns, the acquisition of it is limited. At the moment this equipment is the main data exchange/event only. Get out: Basic Data, Research Prototype Triple 381mm Gun Attribute Very close to MK6. Although it is a research weapon, it does not bring much new to the table. The FP-45 is better than the MK6, but the base damage is lower and the high-level ships have enough extra firepower to damage the lower base. The shooting rate is faster than the MK6, albeit minimally. It is currently located awkwardly between the high level of BB gun damage and a quick recharge BB gun, while leaning very heavily on the high end of the damage spectrum. It pretty much functions just like MK with a minor ROF bonus. It is often considered the lowest priority among research equipment. Get away from: Research prototype Triple 410mm Gun Attribute The best version of the AP in the game as of now. Often seen as a version of the AP MK6 as their stats are almost identical, except for ammunition type. With the introduction of new AP penetration mechanics and then a map of mid-armor enemies, this AP gun is likely to see more play. It's good to keep this option available. Get away: The MK5 Attribute Study is much less popular than the MK6. The ap image of the projectile sealed its fate as a PvP weapon. As mentioned earlier, AP guns have very punishing modifiers in most PvE battles. The damage caused by this gun in these battles is extremely insufficient. Otherwise the statistics are not so bad. This is probably the best you can usually get an AP gun. If you have a special need for an AP pistol (like a PvP or in a fight where you know the boss has medium armor) then go ahead and use that gun. Get out: U.S. boxes, 6-3 Attribute is usually considered a terrible choice. The stats are almost identical to MK6 (2 less damage per shot). Theoretical DPS is also comparable. But he shoots conventional projectiles, which makes this gun almost useless. It's probably better known as Barracuda cockblocker, because when you open the UK window you'll probably get this guy and not not useful as the gold of Barracuda. One matching stat is a firepower boost. Because it's a gold gun, it's 45 pounds instead of 25 pounds. In ships with shell-like skill changes that change the type of shell of this gun to something other than usual, this gun can become useful. The reason is that the basic stats of this gun are not all that bad (compared to the MK6), and a 45 pound FP can increase your final gun damage. The only downside is the type of shell. So if you manage to take care of it, then it becomes usable. The gun is still very frustrating in almost all situations though. You can opt out if you want. Get away from: UK boxes, 6-3 Attribute Another classic case for exploring BB pistol timeframe control. On paper this gun is very frustrating, and in many cases, in practice as well. Each salvo has 4 shells. As expected, each does less damage than double and triple shells. It also has a very slow reboot to compensate. The spread of the projectile is also very wide, as expected from the quad gun. Shell is it that's good, regardless of the rest. As a result, the theoretical DPS of this gun is very bad. The gun is inaccurate, and takes forever to recharge. However, the volley explosion of damage is still reasonable. The total number does not add up to the MK6 assuming that all the projectiles hit, but it covers a wider area and hit more material. Not to mention the golden gun firepower positive effect is at 45, which can make a difference for some cases (skills with firepower scaling). One example is the use of this gun to buff a barrage of damaging monitors over time triggered by barriers (Terror and Erebus). Because they have low firepower, the No.45 can help with the firepower of a flurry of scaling. For short battles with many enemies where you don't get to the second round of shelling anyway, this gun can be used for its AOE to clear things up faster. I repeat, when comparing this with another gun, if the battle does not last long enough for another gun to shoot twice, then the DPS of another gun does not matter and only volley damage issues. And if this gun wins in a volley of damage than other guns, then this gun is rated more favorably. The long reboot of bb guns complicates a lot of things. Combined with other BB gun attributes, things may not always be obvious. But even with all the things considered, the use of this gun is still probably a very niche. In most cases you can still spam MK6 without it. Get from: UK boxes of four-seater 380mm Home Gun (Mie 1935) Attribute Gene Barth Pistol, which probably should be only on Jean Bart. Slow reboot for mediocre damage. The firing scheme is what is known as a pseudo-four compared to another quad gun (356 mm). Instead of firing 4 shells, he shoots 2x2. Slowing down shooting animation time applies only to the first 2, not the second 2. Precision suffers a bit as a result. Although it functionally shoots like a double gun, the variance is terrible compared to a true twin twin like 381mm or 410mm, further exacerbating the problem of accuracy. But based on how Gene Barth is built (the main gun preload) and her skills that test on this gun, this gun becomes the best option for her in most situations. It is not recommended to use this on other ships. You probably won't need more than one of this now. Get from: Events Twin 380mm Home Gun (SK C) Attribute a Very Accurate AP Gun. But it's an AP gun. The reboot is very fast. Overall it's very similar to the purple Twin 381mm, except that it's better in every way. Fast reloading guns have use in starting firing-dependent BB skills, but AP ammo has limited use. Some may choose to use this for skill purposes, but eventually the introduction of 381mm kai solves the dilemma by offering the same good reboot and he ammo, making this gun somewhat outdated. Get from: DE boxes Triple 283mm Home Gun (SK C/34) Attribute BB main gun with the fastest reboot in the game. It can be used to maximize trigger skills. A huge drawback is that the type of ammunition is normal (as a result of the previous CN nerf). Therefore, these weapons are not as popular as one might expect. For the purposes of trigger skills, the introduction of 381mm kai makes it somewhat outdated, as it offers an almost perfect combination of damage potential and rebooting. However, #1 in statistics is still an achievement. Future interaction skills can make it worth it in very niche conditions. If you have an inventory space I would save one even if you didn't use it. Note that this gun has exactly the same image of the equipment as the CA version of this gun. For more information, see the home page of the CA Pistol. Get from: DE Boxes Attribute Although it's a blue pistol, it has a very fast reboot. Not as fast as the purple 381mm, but still very good. It shells makes it relevant in most PvE situations. For ships like the hood that have good shooting dependent triggers, this is a great choice as a transitional gun before you get a purple 410mm or purple 381mm purple. It has a good balance between shelling damage and trigger skill, having useful he projectiles. Get away from: JP boxes, 1-4 Attribute Good HE shells and decent damage to the blue cannon. DPS is lower than the blue 356mm above. Mainly because of the reboot time is too slow. Again, the damage volley is higher than the blue 356mm above. So you have to calculate your combat timeframes in order to decide which one to use. But then it's just a transitional gun, so probably don't think too hard. At the end you will move on to better stuff. Get out: U.S. boxes, 2-1 410mm equestrian gun (3rd year type) Attribute modified version of the purple 410mm equestrian gun. At the moment, these weapons are quite useless. Theoretical DPS is the highest in the game among BB guns, but it comes with some serious luggage. The two large shells are divided into smaller shells in the middle of the sky and Fragments of spray over the enemy side of the screen, each doing a small amount of damage. The theoretical DPS is calculated with the assumption that all the fragments are a hit, which is completely impossible in practice. The type of shell is sanshiki (3rd year type) shells, not it. It's a kind of incendiary weapon. As stated in the review, sanshiki has a burn factor of 1.2, not the normal 0.6 that it shells. But for some reason the probability of fire is 20% lower. Shooting BB guns solely for the purpose of ignition and fire damage is a bad tactic to start with, but even if you want these small fragments to ignite enemies they probably won't do a great job anyway. Because it is an event award, you should think twice before you redeem this gun because of its limited use. One scenario I can think of is that this gun can actually use all its theoretical DPS will be one in which the player attacks a giant, stationary enemy that fills the entire right side of the screen (for example, some enemies that is a port or other ground structure of some kind). This way, all the fragments will hit and set fire to the building, giving you a full room damage and fire bonus. But at this point, these kind of enemies haven't appeared on CN/JP yet so be careful about whether you want to spend on this gun. Can you get from: Events, research

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