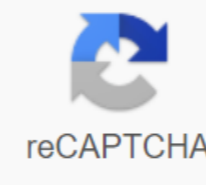




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Brawl stars bull gameplay

in: Brawlers, Common Brawlers, Heavyweight Brawlers View source Comments Share 1.6 seconds0.8 seconds (with Berserker) Bull deals huge damage up close with his shotgun. For his Super he puts up barriers and knocks back enemies! Bull is a Common Brawler who is unlocked as a Trophy Road reward when reaching 250 trophies. Like Shelly, he has a gun. Bull has a high number of hit points and excels in short-range battles. These attributes make him great in ambush and overwhelming enemy brawlers. His Super allows him to load forward, damage enemies and destroy obstacles in his way. His first Gadget, T-Bone Injector, immediately cures him for 1500 health. His second Gadget, Stomper, makes him stomp to a halt during a Super slowing enemies within range. His first Star Power, Berserker, doubles his reload speed if he is below 40% health. His second Star Power, Tough Guy, grants him a shield that reduces all damage taken by 30% after he falls under 40% health. Attack: Double-Barrel Bull's double-barreled shotgun deals heavy damage. It has a very short distance, so Bull likes to get up close and personal. Bull fires a burst of 5 shells that do a small amount of damage on their own, however, if all bull shells connect to a single target, they do a huge amount of damage. The range of Bull's attack is much shorter than Shelly's, but Bull's shells deal much more damage. The attack is more effective at close range because more shells are likely to hit the opponent. Super: Bulldozer Bull puts his head down and bulldozes through opponents and obstacles. He's always been stubborn! Bull loads a long distance in a straight line in each direction he points his super. He destroys all the obstacles he makes contact with and strikes back and directs some damage to enemies he hits. Note that Bull can still be hit by enemies when he uses Bulldozer. If its final destination is in the middle of a lake, its loading distance increases to the nearest piece of land. If he gets a kickback effect, like Shelly's Super, his indictment won't be canceled. Gadgets T-Bone Injector Bull rejuvenates itself immediately for 1500 health. When Bull's Gadget is used, it heals directly for 1500 health. The effect, however, also stops the natural healing process. This gadget cannot be used when Bull is in full health. Stomper Bull can interrupt his Super charge and slow down all nearby opponents with a huge stump for 1.5 seconds. Bull can choose to interrupt his Super dash by punching enemies within 4 tiles of him for 1.5 seconds This can only be used when its Super is used and cancels Supers when used. Star Powers Berserker When Bull falls below 40% health, its top-up rate doubles! If Bull's health is less than 40% of his maximum, he turns red and his ammunition will start to reload at double the normal speed. The The is lost as Bull recovers above 40% health. Tough Guy If Bull falls below 40% health, he gets a shield that reduces all the damage he does by 30%. If Bull's health is less than 40% of his maximum, he gets a shield that is identical to Rosa and Darryl's, and he receives 30% less of all damage, including poison. The effect is lost as Bull heals back above 40% health. Tips Bull can do a lot of damage if he is able to get very close to his goal. Take advantage of shrubs or thin choke points to ambush and defeat enemy Brawlers. Please note, however, that Bull will still be visible in bushes when using its Super. Bull has high health, but be careful, Bull's requirement to get close to his enemies can lead to him under heavy fire. Therefore, try to avoid enemy attacks. Bull has a higher speed of movement than most fighters, so he can rush enemies and avoid their attacks more easily. One downside to this is his big hitbox, so it's a little easier for Bull to get hit. Bull's Super allows him to charge a very long distance in any direction, destroying all the walls in its own way. Since Bull is able to do the most damage when he is close to his goal, this ability can be useful for getting Bull close enough to enemy Brawlers to defeat them. On the other hand, enemy Brawlers often know he's coming and going away, so this can be a disadvantage for you. His Super can also come in handy when Bull has to escape enemy Brawlers because of the long distance of his Super. However, because he can still be hit during his running, other nearby Brawlers could easily beat him on low health. Taurus can be very useful in Heist, rushing over water and breaking the walls in front of the vault. The opening he creates by breaking the walls in his path can also be used by teammates to attack the vault. Bull is also effective in Brawl Ball with its high health and load that destroys obstacles. He can easily clear openings in the field of play, helping his teammates in scoring. Bull's Berserker doubles its damage output, making it the highest in the game for a Brawler. Unfortunately, maintaining such a low amount of health is detrimental to Bull's ability to get close enough to enemies because he can be easily defeated. Bull can use this power to dominate the bots in Boss Fight and Robo Rumble. You also use this in Heist if you happen to be low on health while approaching the safe. Although he's the great fighter in Big Game, however, this doesn't do much of Bull's top-up speed, as the boss already greatly increases your top-up speed. Try not to abuse Bull's ability to refuel and enjoy damage if you just end up letting the enemies charge their Supers, so only expose yourself when needed. Bull's charging Super is great to surprise the enemy in Showdown when you start from a bush and especially in Duo Showdown Showdown your partner is there to finish the job quickly. 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