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Brawl stars bull

in: Brawlers, Common Brawlers, Heavyweight Brawlers View Source Comments Share 1.6 seconds0.8 seconds (with Berserker) Bull deals massive close up damage with his shotgun. For his Super Move, he charges over obstacles and knocks back enemies! Bull is a common troublemaker who is unlocked as a Trophy Road reward after reaching 250 trophies. Like Shelly, he wields a shotgun. Bull has a large number of hitpoints and excels in short-range combat. These attributes make him great at ambushing and stunning enemy brawlers. His Super allows him to charge forward, damaging enemies and destroying obstacles in his way. His first Gadget, A T-Bone Injector, immediately treats him for 1,500 health. His second Gadget, Stomper, makes him stomp to a halt while Super slows enemies within reach. His first Star Power, Berserker, doubles his reload speed when he is under 40% health. His second Star Power, Tough Guy, provides him with a shield that reduces all damage received by 30% after it drops below 40% health. Attack: Double-Barrel Bull's double-barreled shotgun deals with severe damage. It has a very short reach, so Bull likes to get up close and personal. Bull fires blast 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 scope of the Bull attack is much shorter than Shelly's, but Bull shells deal much more damage. The attack is more effective up close because more clams are likely to hit opponents. Super: Bulldozer Bull puts his head down and bulldozers over opponents and obstacles. He was always stubborn! The bull charges long distances in a straight line in any direction it focuses on its super. He destroys all the obstacles that he makes contact with and knocks back and deals with some of the damage to enemies that he hits. Note that Bull can still be hit by enemies when he uses a bulldozer. If its destination is in the middle of the lake, its charging distance increases to the nearest plot. If he gets the knockback effect, as from Super Shelly, his fee won't be canceled. Gadgets T-Bone Injector Bull instantly rejuvenates itself for 1500 health. When the bull gadget is used, he immediately treats it for 1500 health. However, the effect also stops the natural healing process. This gadget cannot be used when Bull is in full health. Stomper Bull can interrupt its Super charge and slow down any close opponent with a massive stomping at 1.5 seconds. The bull may decide to break his Super Dash by stomp, which slows down enemies caught in 4 tiles from him for 1.5 seconds. It can only be used when its Super is used and cancels supers when used. Star Powers Berserker When bull drops below 40% health, its reload speed doubles! If Bull Health is less than 40% of its maximum, he turns red and his ammunition starts to reload at twice the normal rate. In the event that the is lost if Bull heals back above 40% health. Tough Guy When Bull drops below 40% health, he gets a shield that reduces all the damage he takes by 30%. If Bull Health is less than 40% of its maximum, it gets a shield that is same-looking Rosa and Darryl, and he gets 30% less of all damage, including poison. The effect is lost if Bull heals back above 40% health. Tips Bull can do a lot of damage when he is able to get very close to his goal. Take advantage of shrubs or thin tsai points to the ambush of enemy battlers and defeat them. However, note that Bull will still be seen in the bushes when using his Super. Bull has high health, but be careful, Bull's requirement to be close to his enemies can lead to him getting under heavy fire. Therefore, try to avoid enemy attacks. Taurus has a higher speed of movement than most battlers, so it can rush enemies and avoid their attacks more easily. One downside for this is its a big hitbox, so it's a little easier for Bull to get hit. Bull super allows him to charge a very long distance in any direction, destroying all the walls in his path. 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 the enemy brawlers to defeat. On the other hand, enemy brawlers often know they are coming and moving out, so it could be detrimental to you. His Super may also come ins a good way when Bull needs to escape from enemy Brawlers due to the great distance of his Super. However, because he may still be hit during his run, other nearby Brawlers could easily beat him in low health. Taurus can be very useful in robbery, rushing over water and breaking walls in front of the vault. The hole he creates by smashing walls in his path can also be exploited by teammates to attack the vault. Taurus is also effective in brawl ball with its high health and charge that destroys obstacles. He can easily clear holes on the pitch, helping his teammates in scoring. Bull berserker doubles his damage output, which is the highest in the game for any Brawler. Unfortunately, maintaining such a low amount of health is detrimental to Bull's ability to get close enough to enemies because he can easily be defeated. However, Bull can use this power to dominate the robots in Boss Fight and Robo Rumble. You can also use it in Robbery if you happen to be low in health while approaching the vault. While he is a big troublemaker in the Big Game, however, it doesn't change much of bull reload speed as the boss is already increasing your reload speed tremendously. Try to abuse Bull's ability to refuel and soak up damage when it's not necessary as you can only end up letting enemies charge their Supers, so expose yourself only when appropriate. Bull Charging Super is great for surprising the enemy in the Showdown when you start out of the bush and v Duo Showdown Showdown Your partner is there quickly to finish the job. In Bounty, try to use Bull Super to rush if it's a desperate move. This will just give rival stars and charge them super. Instead, try to use his Super to escape whenever you might get overwhelmed by the attacks. While Bull Super may be good for charging or ambushing other players, it can also be used as an escape. Since bull charge is much faster than regular walking brawlers, its Super can be used in the opposite direction whenever it is on low health. When using Bull Super to attack or escape in the Showdown, keep in mind the poison in the arena or any natural hazard (i.e. water) as he may run too far into the clouds or trap himself in a place that will lead to him being knocked out. Stomper can save you from falling into poison as well as giving enemies a slowdown so they can't escape. Use Stomper to catch the accompanying enemies by surprise. Bull's quick burst of damage will allow him to get shots before Brawler can respond. In some cases Stomper may need to cancel supers that enemies have already countered. Voice lines rubbing in the forehead receiving damage defeated the enemy defeated by attacking activation Super Do not mess with the bull! You better lie bull lying! yes, that'll teach you. Nobody, beats, bull! History 16/8/17: Bull's reload time increased to 1.6s (from 1.5s). 7/12/17: Health and damage statistics of all Battlers were multiplied by 4. Bull star Power Berserker has been added. 18/12/17: Bull health has risen to 5000 (from 4800). His main attack damage was increased to 440 (from 400). Its Star Power now runs at 50% health (from 30%). 22/12/17: Bull's speed of movement has been increased to 700 (from 650). His health increased to 5400 (from 5000). 16/1/18: Bull Star Power now runs at 40% health (out of 50%). His health was reduced to 5200 (from 5400). 27/1/18: Bull's status has fallen to 5000 (from 5200). The number of his needed to charge his Super has increased to 10 (from 8). 21/3/18: Bull's main attack damage has been reduced to 400 (from 440). Each Brawler's speed of movement was increased by 70 points, increasing the bull's movement speed to 770 (from 700). All Brawlers' missile speeds were increased by 9%. 5/12/18: The health of the bull has increased to 5200 (from 5000). Also, Bull and Viking Bull have been rebuilt. Viking Bull is now 80 gems. 1/2/19: Touchdown Bull skin has been added. 26/6/19: Linebacker Bull skin has been added. 10/7/19: Bull star power tough guy has been added. 29/8/19: Bull animations have been reworked. 7/11/19: Bull's status has fallen to 4900 (from 5200). 17/3/20: Bull gadget T-Bone Injector has been added. 13/5/20: Barbarian King Bull skin has been added to the game until 1/7/20. It was a gift to celebrate the 10th anniversary of the founding of the European Parliament. 8/7/20: The design on the back of the Bull jacket has been changed. Bull's health has been raised to 5000 (from 4900) His Super Fee rate has increased slightly from the main attack, and also increased from super attack. 22/10/20: Bull's true silver and true gold leather have been added. 23/10/20 Bull gadget Stomper has been added. Skins Barbarian King (Free for Supercell's 10th Anniversary) Linebacker (2500 Star Body) True Silver (10,000 Coins) Brawlers Common Brawlers Heavyweight Brawlers Community Content is available under CC-BY-SA, unless otherwise stated. Bull Basic Information [su_table Style = Light] Type: Melee Brawler Super Range: 11.67 Tile Attack Range: 5 Tiles Speed: 2.5 Tiles per Second Attack Reload: 1.6s Task: Tank; Short-range attacker. Bullets to Attack: 5 Rarity: Launch brawler star power When bull drops below 40% HP, its reload speed doubles! [/su_table] [su_accordion style=standard] [su_accordion_item title=Level Stats' open=no' icon='caret'] [su_table style=light] HP Level Basic Attack Damage to Super Skoda Shell 1 5200 400 800 2 5460 420 840 3 5720 440 8 80 4 5980 460 920 5 6420 480 960 6 6500 500 1000 7 6760 520 1040 8 7020 540 1080 9 7280 560 1120 [/su_table] [/su_accordion_item]/[su_accordion] Capabilities [su_row][su_column size='1-2' center=no'] Primary Attack: Double-Barrel Bull is a double-barreled shotgun dealing with severe damage. It has a very short reach, so Bull likes to get up close and personal. [/su_column] [su_column='1-2' center=no'] super ability: Bulldozer bull puts its head down and bulldozers over opponents and obstacles. He was always stubborn! [/su_column] [/su_row] Strengths and weaknesses [su_table style=light] Strengths Large tank with high HP Very short attack range. He can deal with tons of damage up close Super is not easy to use as it is necessary to predict enemy movements first. Approach enemies with ease using Super No crowd control skills. Super is great surviving Super can break obstacles. [/su_table] [su_row] [su_column='1-2' center=no'] Best Game Modes for Barley Heist Showdown Gem Grab Boss Fight Battle Ball [/su_column] [su_column Size='1-2' Center='No'] Matchups Great Vs Not Good Vs[/su_column] [/su_row] Complete Guide Using Bull Please Note that this guide is a little outdated. Hello fellow Brawl Stars players, what's your day? I'm BC and welcome to my first ever guide to BrawlStarsUp! Today I will show you a guide to the competition for my favorite troublemaker in this game. yes, that's BULL! Bull is the second tankiest troublemaker in the game. Sitting at 1,200 Whooping Healthpoints, only 100 health under El Primo. Your main goal with this tanker is to deal as much damage as possible to the enemy up close while serving as a tank distraction in your team! He performs just like a ganker, that is, he hides shrubs on the enemy side. And just the moment the enemy is around, you kill him as fast as possible with a high damage-short range shotgun. It can handle up to 500 damage only in a Level 1 attack, which is enough for a 3-shot crate to clear. [su_table style=light] Strengths Weaknesses [su_list icon =icon: plus-circle] High amount of HP High Close-ranged damage best Chasing/Escape Ultimate in the game. Jack all trades (DPS/Tank/Chasing Role) [/su_list] [su_list icon=icon: minus-circle] Kited lightly Weak Mid-Long Ranged Damage Master of None [/su_list] [/su_table] Overview

Of Health Bull may not be the tankiest man on earth, but he doesn't have to! Since its double barreled shotgun can destroy most enemies as it gets wrecked by itself (Self-made XD) S 1200 HP, Bull can take most of the target easily without getting killed. That's why it is also a good showdowner, its relatively large HP can make the situation much easier for free for all where all players are enemies. Bull can also 1 in 1 Shelly, is on the skills of both players, Shelly has the highest and range advantage, while Bull has a health and damage advantage. Attack: Double-Barrel Shotgun, Bull doesn't see ten feet, but he doesn't have to! His high-performance shotgun can easily detonate a barn door. Double-Barrel Shotgun will be your best friend in the fighting, has a little fairly wide but short attack radius. You can easily disparage the crate easily, but you will fight against a moving target. My personal way to kill the enemy is just to hide in the bushes, and gank them when they are close by. A shotgun is best when you're in close proximity, and even you can 3-shot El-primo easily if you can aim. Try to always be visual to see the enemy, bull shotgun is much harder to kill than El Primo's punch. So my personal preference is to use hide n'gank technique to kill opponents easily. Super – Bulldozer Bull charges forward with brute force, bulldozers his way through anything and everything! Your main chasing and escaping ability. Use it against your enemy to kill and escape their 3-man ganks with this supersonic charge. This final is pretty handy in team-based mode, but I don't think it's good enough in showdown mode. If you run away with this skill in clearing, you will probably encounter another enemy who will just hunt you down. And when you use a bulldozer to kill an enemy in a showdown can be good, it's too aggressive and a bad target can be very bad for you. In the late game showdown, where there are only 2-4 battlers only and the poison covers almost the entire map. Using a bulldozer will lead you to poison, which means suicide death. My suggestion enthusiast of this super is to be able to bring 1 opponent over his head. In this way, the enemy can go to poison along with it. (Kamikaze meta?) Matchups Shelly Your Shotgun opponent is not a good teammate fighting together in person because both Shelly and Bull are shotgun-type. Shelly is also one of your hardest matchups, its final can push you, allowing you not to reach maximum damage potential. Shelly also have a larger range than Bull, making shells so they can shoot the bull without being able to get shot back. If you want to deal with Shelly, I would like to wait until you get to her at a very tight distance, this can be done with 2 methods: Use hide n' gank technique, or you can also use a bulldozer super fast to run through it. Chasing a game with Shelly is a bit difficult because you can get kited out with Shelly. So, always try to deal with her as close as possible as you have more damage and health than she does. Colt This dual pistol spammer can be a pain in an a** tackle if this guy is smart enough. You may want to run up to him through the bushes and ambush him. Running towards him in an open space is very disproportionate. The best way to deal with it is to use a bulldozer to get in front of it and quickly use that double barrel shotgun to shoot him up close. Colt won't have a chance to escape, which will give him light meat as long as you're super ready. Brock's same major against the Colt can be used against Brock, but I'd like to say that his bullet is much easier to dodge than colt's. Just make sure to avoid its Ultimate because it deals with absurd tons of damage. Jessie Against solo Jessie as in showdown, the match has to be quite simple. You can 2-shot her turret easily, which is relatively easy. The main problem is when there is a merger with the tank and other support. The turret will defend properly and Jessie will be very difficult to deal with. Your main way to deal with this kind of stuff is to team up with two other players to quickly destroy Jessie and her turret, followed by wiping out the supports and tanks. Remember, team and communication is key in this kind of situation. Nita's 2-man army a little bit can be a tough matchup, especially if her bear is ready to target you. Always kill the bear first, try to 3-shot the bear's body up close and recover, followed by killing Nita quickly. Do not forget to kill Nita quickly, otherwise he will be able to summon another bear, which causes another problem for you. Dynamics Dynamics is not that hard to deal with if you can get close to it, chasing it sometimes to kill you, because Dynamics deals with a decent amount of damage up to 320 damage per shot at level 1. Try to use the charge near him, or take a take to the place and kill him. Chasing him will only get you to blow up his dynamite easily. El Primo Bull is the main opponent of this game. The tank that overcame it can be taken quite easily if you know what you are doing. First of all, you will deal more damage than El Primo itself up close. And the last, super is useful against El Primo's Super. You can chase his super with your super while he cant chase super with his super. Pretty interesting what? Bull This matchup is based on how much potion both Bull have and the skills of their respective users. Full shotgun damage is very necessary in this matchup and if any of the bull escape with super. It can be easily negated by another Bull's cool. You can also make your first opening move against another bull by hiding in the bushes first. This way you can get your first 500 guaranteed damages against it, and a bull player can be easily killed if he didn't respond quickly enough. Ricochet This Colt's rare counterpart is as simple as a Colt deal. If you can focus properly on him to the nearest extent possible, he will die by only 1 shot from the shotgun. That's why I personally wanted to pick up a low health troublemaker as a Bull player. Save your super against ricochet as soon as you see it on the map because that's how you use the bull effectively. Barley barley is slightly better dynamics, its area of ve poison soil damage can somewhat become very large. Try to get hit by his bottle (?) and ambush him up close. Dodge as many bottles as you can against it. Poco One of the best splasher in this game, Poco has a good amount of health while having a stupidly large radius of the field. It also has healing abilities, which has proven to be very useful in team matches. Consider killing him more than any other enemy in the fighting because his ultimate have the ability to heal all his teammates. You can chase him and deal with him up close because of his damage, although its very wide. He is not as big for a tanks player as Bull. Mortis fastest character in this game, scout from TF2 or Tracer from Overwatch. Personally, I find it hard to deal with him. His dash is only very useful as an escape and chase enemies. The only way to kill him is to use your cool to chase him. Quickly followed by a possible shot from a shotgun to destroy him quickly. Bo Bo can be hard to deal with if he knows where to place his final. You may want to run his trap first and recover, followed by chasing him and killing him before he can place more traps. Never run into Bo mindlessly, as Bo usually have trap strategies up your sleeves and you get killed no matter how tanks you are. Spike Along with Poco, Spike is also one of the best splasher in Brawl Stars. He also deals with a ridiculous amount of damage against solo players. However, Bull's tanks enough to deal with his splashing damage. You can try a solo 1 in 1 him as he can cause more problems. Bull is one of the best 1 in 1 character in the game IMHO, so dealing with the spike can be relatively easy. Crow This poisonous dazzling thrower can be one deadly guy. Although not as threatening as Spike would say. Crow can easily stack his poisoning dacha body, and the damage over time is absolutely insane. Try to get hit with a daddle often. The main unpleasent thing about overtime damage is that you won't be able to recover quickly because the poison will still flow in your body. Just use the super bulldozer right on this guy. Crow is just another squishy glass cannon guy. You can get it easily in a 1 in 1 scenario. Upgrade Priority List Updating bull is not as confusing as upgrading other Brawler. Typically, you'll either go cheers or attack and never for Super. Why not Super???? Think of it, you'll usually use super to escape first and last, charging into their army of 3 Brawlers. Although Super Damage is good (200), the Double-Barrel Shotgun is your only reliable damage dealer. This can deal with up to 500 damage per clip compared to the usual 200 super damages that you have to fill first. Now you know why you wont have to upgrade bull Super. At the maximum level, you get only +50 damages that cost 15 fking potions. It's totally not worth it, in my opinion. So now you choose either health or damage. What should you choose first? If it is likely that you play as a team or teammate on the game. Go cheers! Since you can get up to 300 more health levels at the max level, that's more than enough to escape difficult situations. If you are likely to play a showdown or as a solo player. Go to the damage! It can help you deal with crates faster and of course kill more enemies faster! @ Conclusion Bull is one of the best near-ranged injury sellers in the game, while having the second biggest health in the game. His main goal in my opinion is to rush to enemy backlines, distracting all those enemies and killing squishies, while fueling for his teammates in the back. I'm not supposed to be the best bull in this game, currently only level 10 bull. But I'd like to share my ideas and strategy with you. Thanks for those of you who read all these posts full of words. I hope you all have a nice day and a good time. Keep calm and battle on! [su_separator style=dashed top=no text=Top separator_color=#444 link_color=#444 size=5 margin=15] Available skins [su_row][su_column size=1-2' center=no'] Default [/su_column] [su_column size=1-2' center=no'] Viking Skin [/su_column]/[su_row] [kkstarratings] [kkstarratings]

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