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From the Azur Lane Wiki Jump to the Go to The Induction search the enemy flagships have been destroyed, but new enemies have appeared. This is the old battlefield. Unlock RequirementsHQ Lv. 60Clear Rewards2, 1000, 150 3-star Rewards100, Trial Bullin MKIIEnemy LevelMob: 85Boss: 86 (Maya) Base XP (info) 490, 539, 588, 711Dead Battles4 battles before boss appearsBoss kills to Clear4 boss battles for 100%Star ConditionsSink BossSink 35 FleetsSink all fleets in mapAir Supremacy (info)Real: 770Suggested: 385, 578, 1001, 1540Map drops T1-T3 upgrade parts, T1-T3 Tech boxes, CoinsEquipment Blueprint DropsT3Twin 203mm (SK C/34) T3Triple 203mm (8/55 Mk 15) T3Twin 20 3mm (BL 8 Mk VIII) T3Twin 203mm (3rd year type) T2Twin 203mm (SK C/34)DropsBoss ship onlyMaya Laffey Javelin Z23 York Exeter Nachi Shropshire Kent Suffolk Norfolk Richmond Abukuma Salt Lake City Cassin Downes Craven McCall Beagle Bulldog Le Nevada Oklahoma Bogue Hermes Langley RangerNode Map ABCDEFGH1234567 Introduction Enemy flagships have been destroyed , but new enemies appeared. This is the old battlefield. Ξεκλειδώστε ΑπειρησειςHQ Lv. 703-Star Rewards2x T3 Carrier Blueprint, 250 Enemy LevelMob: 99Boss: 100 (Μάγια)Βάση XP (πληροφορίες) 515, 566, 618, 754Αναταφορολογηθείτε Μάχες4 μάχες πριν από το αφεντικό εμφανίζεταιΠωλεί να Clear4 μάχες αφεντικό για 100%Star ConditionsSink BossSink 30 FleetsSink όλους τους στόλους στο mapAir Υπεροχή (πληροφορίες)Πραγματική: 1350Προσφορά: 675, 1013, 1755, 2700Fleife Περιορισμοί 1: 2, BB 1, CA, 1 DDFleet 2: 1 CV, 1 Π.Χ., 1 CL, 1 DDStat RestrictionsΜεταφορικό επίπεδο μεγαλύτερο από 90, Τορπίλη συνολική αξία μεγαλύτερη από 1200, Δύναμη πυρός συνολική αξία μεγαλύτερη από 1200Map Σταγόνες T1-T3 Carrier Μετασκευή Blueprint, 20 Βασικά Δεδομένα, T1-T3 Ανταλλακτικά Αναβάθμισης, T1-T3 Tech Boxes, Εξοπλισμός Blueprint DropsT3TwinT 34) T3Triple 203mm (8/55 Mk 15) T3Twin 203mm (BL 8 Mk VIII) T3Twin 203mm (3ο έτος τύπος) T2Twin 203mm (SK C/34)Πλοίο DropsBoss μόνοMaya Javeli Zelin23 Υόρκη Exeter Nachi Shopshire Kent Suffolkuma Salt Lake City Cassin Downes Craven McCall Beagle Bulldog Leander Νεβάδα Οκλαχόμα Μπτοκ Ερμής Λάνγκλεϊ RangerNode Χάρτης ABCDEFGH1234567 σε : Mahan Class, Destroyer, Eagle Union, Retrofit Edit Comments Share Name: Cassin No. 005 Category: Mahan Type: Destroyer Nation: Eagle Union Rarity: ★ Construction Time: 00:23:00 Drop Location: 1-3, 1-4,2-1, 2-2, 2-3,3-2, 2-2, 2-3,3-2, 2 3-3, 3-4,4-3, 4-4,7-1, 7-2,8-1, 8-2, 8-3, 8-4 HP Stats 28 0 – 1446 Armor Light Reload 70 – 156 Firepower 14 – 62 Torpedo 53 – 234 Tax evasion 60 – 156 Anti-Air 32 – 137 Aviation 0 – 0 Oil 1 – – 8 ASW 44 – 162 Luck 66 Speed 44 Skills Baptist FlamesRecover 15.0% (25%) HP when HP drops below 20%. Can only be used once Battle. Quick reload (from retrofit) Every 20 seconds, 30.0% (60%) probability of increasing its own reload by 20.0% (40%) for 10 seconds. All out I (II) Activate all out Attack I (II) : Mahan Class once every 15 (10) times the main weapon is fired. Mahan Class Destroyer Eagle Union Retrofit Community Content is available under CC-BY-SA unless otherwise stated. Azur Lane is one of the few mobile games out there with gacha elements that are surprisingly completely playable even without dropping an obscene amount of money. With good prices on some of the highest levels of shippirls and decent chances to build a capable fleet with only normal, rare, and some elite, Azur Lane has become a very underrated game that fans of anime art style should definitely check out. For this guide, we take a look at cost-effective agriculture with nothing more than common, rare, and casual elite shippirls. Low-cost agriculture refers to the grinding department of Azur Lane; eventually, somewhere along the middle stages of the game, you will find that you are running from raw materials and resources to fund your outings through higher levels or improve your shippirls. At some point, you will also need these resources for priority ships, which are special shippirls that need a ton of requirements before they can be built. To get these materials, a good Azur Lane player will turn to agriculture with what is called milling fleets, which are relatively cheap shippirls that still excel for the purposes of cost-effective agriculture. Oil consumption and self-treatment skills Eventually, the shippirls option for your agricultural fleet falls down on two important aspects: low oil consumption and the presence of skills that can self-harvest. There are some other aspects that need to be taken into account, such as tax evasion and firepower, but this is worth taking very seriously if you plan to run the game automatically. For the most part, you will want to get ships with as little oil consumption as possible in order to effectively cultivate stages at the lowest cost to your resources. After these two general criteria, here are some of the best shippirl options for agriculture low-level escort content. Low-level agriculture Low-level content refers to chapters 1 to 9, where enemies are less punitive and a cheap grinding fleet can thrive. It's important to note that cost-effective agriculture at a low content level requires shippirls who haven't upgraded through Limit Breaks yet, as while this increases their overall stats, you'll also end up spending more oil to feed them. In addition to Chapters 1 to 9, you can use this grinding fleet for normal difficulty events. Frontline USS Downes. Photo: Yostar Cassin (Normal Rarity) and Downes (Normal Rarity) - the two Mahan class destroyers (DD) are excellent in low-level agriculture thanks to their minimal oil consumption and self-healing skills. Both are incredibly easy to obtain as well, and it would be nothing short of extremely bad luck if you haven't already acquired them within its early days Both have the recommissioned ability, which treats them for up to 25 percent of their maximum health after their current health falls below 20 percent. While this only activates once per battle, it is extremely useful to have and will easily allow them to be effective even in later stages of the game. USS Phoenix. Photo: Yostar Phoenix (Rare Rarity) - with relatively good all-around statistics, low oil consumption and a self-healing skills to boot, Pheonix is a great light cruiser (CL) compliment to your Vanguard or for solo use if you're running a fleet of 1:1 (1 backline, 1 front line). While missing torpedoes, it provides a good boost to Anti-Air which helps a lot in terms of backline protection. Crimson Phoenix's capability works the same as Mahan's destroyers, except that its own also increases its firepower by 30 percent for the next 15 seconds. Phoenix is a drop from map 1 and 4 of chapters 4 and 5, and can be built if you're lucky. Rear line HMS Erebus. Photo: Yostar Erebus (Elite Rarity) and Terror (Elite Rarity) - these two battle screens are some of the best options to have for your backline. Erebus in particular is excellent thanks to its relatively low cost as opposed to the high firepower it brings, and what's even better is that at the lower levels you can worry less about suicide boats and airstrikes to penetrate through its lower armor rating. Both Erebus and Terror use the Infinite Darkness capability, which has the opportunity to throw a special barrier at enemies every 20 seconds. ITZN Fusu. Photo: Yostar Yamashiro (Rare Rarity), Fusou (Rare Rarity) or any other rare battleship - Japanese battleships are a little more state, and should only be used if you can't really get any of the battle screens. This is because it is double the cost of the latter in six oil consumption. That said, they're pretty good damage traders for lower costs, but using one of them means you're stuck with only one backline ship in order to keep oil consumption down. Stay tuned for more guides on Azur Lane. Check out a recommended shippirl guide for destroyers (DD) here, Light Cruisers (CL) here, Heavy Cruisers here, Battleships (BB) and Battlecruisers (BC) here. Aircraft Carriers (CV) here and Light Aircraft Carriers (CVL) and Repair Ships (AR) here. Page 2Sold by 2 years ago reviews Jason Hidalgo | Reno Gazette Newspaper Today is all about Noctis, boys and girls. I'm not talking about the impressive protagonist of Final Fantasy. Instead, I'm talking about the special event from Azur Lane that puts some extra English in your dock, Aurora Noctis. Notis, by the way, is Latin for the night. I know because I googled it. At this point, here's an analysis to help you get the best out of the event. At the top of the list, of course, are the new ships. We all know where Azur Lane's bread is after all. Finally, warning is that I haven't had a chance to fully test these ships so take what I say with a grain of salt. Or a therapeutic handful of salt. But I'm close to completely limiting the break of most of them so I'm slowly but definitely getting there. Meanwhile, here's a summary of everything you can get from the game. At least what counts. For this event, there are six main ships to look out for. These will be the ships of the Royal Navy Howe, Perseus, Hermione, Eagle, Valiant and Icarus. Of these, four can only be obtained through the construction pool so these are the ones you will need to get with your precious cubes. Hopefully, the slow period before the event allowed you to make up for your cube offer. Anyway, the four ships that are only available from construction are Howe, Perseus, Valliant and Eagle. Let's go through each one quickly. How are you doing? Howe is arguably the best ship from the event in terms of performance. It is rated as a Tier 0 battleship in both the Chinese wiki level list and the Usagi-sensei level list. There's definitely a good reason why. Howe boasts an excellent barrier through her synchronised strike ability that can be fired every 15 seconds. This increases the loading and accuracy statistics of other Battleships, Cruisers and Air Force Battleships by 20% for 8 seconds when smoothed out. Note that the reload push is for the RLD stat, it's not the actual reload rate so it's not as big a buff, but it's still nice to have. One of the best things about its dam is that it can also target enemies without having to take the middle position of your backline, which gives you more flexibility in creating fleet comps. Its second capability, Covent of the Immortal Knights, boosts the rfd's firepower and stats by 12% when smoothed out. The capability also provides an additional firepower and anti-air stat buff to Howe whether it is classified with either King George V, Prince of Wales, Duke of York, Monarch, or three or more Royal Navy ships. In short, Howe is quite stacked in more ways than one, especially when it comes to her huge, huge potential for damage. (For your bundle azur Lane degenerates - you know who you are - I'm talking about her offense.) Release the Kraken, er, cubesMovna on board I'm really looking forward to most of the event, the Perseus Light Carrier. Although its statistics are not impressive as far as the offense goes, it is actually classified as a Tier 0 ship by both the Chinese wiki and Usagi-sensei once again, this time for its healing. You see, in addition to being able to cure your Vanguard of 7% of their maximum HP, it can also cure your backline by 3.5%. And if that wasn't enough, the waters of Styx's ability also allow it to treat ships in its fleet by 1% of their maximum HP every 20 seconds and also ships to your other active fleets by 3%, which is great if the other fleet happens to be, say, say, Fleet boss who ended up dashing before a boss battle and only needs a bit of healing. It can also preload two airstrikes against a significantly increased reload later. While its attack force is not stellar, preloaded airstrikes really give you additional options for healing right off the bat, especially if it's in a fleet of hard-hit mobs. Overall, he's pretty much a kicked-up Unicorn. Actually, I just recently flattened my Unicorn, by the way. On the other hand, the Unicorn does even more damage, so the horse-hugging lolly still has it. Unicorn is still considered a level 0 therapist after all. More loli royaltySadly, Queen Elizabeth did not get a retrofit during this inaugural Aurora Noctis event. However, we are taking another member of Queen Elizabeth's order of the Battleships, Valiant. Unlike Queen Elizabeth, Valiant has no skills to develop the faction. In return, it comes with something Queen Elizabeth doesn't have, and that wouldn't be one but two dams. The first dam fires 10 seconds after its main gun fires and can cause armor break to opponents. The second barrier has a 50% chance of doing so every time her main weapon fires. The only issue is that the Azur Lane battleship option is just filled with monsters that outweigh Valiart in terms of performance and that includes other Royal Navy battleships such as Howe and queen Elizabeth's big ship class weapon, Warspite. It makes Tier 2 on the Usagi-sensei list so it's not really bad. As someone who likes to use off-meta ships, I would definitely encourage folks to use it if they like it. I'm also looking forward to a possible upgrade for this ship. Say hello to Bearn's English cousin, that brings us to the fourth ship only for construction, eagle. Like Valiant, the Eagle won't make the upper echelon of ships for the end of the game. That said, it's almost a close-up copy of my favorite ship from the Skybound Oratorio event, Bearn. I love the design of the bearn game and the mechanics, and the same goes for eagle. Basically, Eagle has the ability to either equip a dive bomber in its third slot for faster airstrikes or a light Cruiser weapon to gain access to a barrier. Where it differs from Bearn is its second capability, which begins a quick plane swordfish strike unlike Bearn's mixed plane and torpedo barrier. Eagle's second ability also doesn't have the five-second delay that Bearn has. Instead, it starts immediately so there is also a difference in the If you missed the Bearn or want a variation in the French carrier's playing style, then Eagle will be for you. Wingardio Leviosa! Then we have a new member of the Dido class of ships, Hermione. While it is possible to get it through construction, its drop rate is lower than the four previously mentioned vessels. Fortunately, you have two more. Two, to catch her. One is from the agriculture boss on either the B3 or D3 event maps. The other is buying the straight up from the event store for 8,000 Royal Coronets.Hermione stats are pretty close to Dido and has a similar All Out Assault barrier that activates every 10 times that its main gun fires. It also has self-buffs, but they work differently than Dido's. Her self-buff of having Royal Navy teammates limited to her injury. It also gets a flat 20% boost in its firepower, Anti-Air, Torpedo and Reload stats if it doesn't have first place in vanguard. While the last buff is not as high as dido, it also relies on simple placement as opposed to having a team stacked with Royal Navy ships. He loses the ability of Dido to buff Queen Elizabeth, but gets a second barrier that procs every 15 seconds. The dam also gets powered if there are no enemies nearby. Basically, Dido has better anti-air and buffs, while Hermione has a better barrier set. And while Hermione is still honked by Dido on the level lists, the gap is not too wide. In fact, it is placed between Dido and Jintsuu on Tier 1's List of Tier 1 Light Cruisers from the production of this video. Don't fly too close to the sunThe last ship is what can be acquired by exchanging event points, Icarus. You can take the Icarus Destroyer by collecting 10,000 points from the event maps and then collecting it as a reward from the special Aurora Noctis Icarus tab from your event list. You can also get extra Icarus ships after accumulating 20,000, 40,000, and 60,000 event points. Icarus comes with a normal barrier plus an extra special barrier. It also has a capability that reduces the damage it receives from torpedoes, while also modifying its own torpedo attack. The only issue is her health. While not as bad as the majority of Royal Navy destroyers, it's still pretty bad compared to other destroyers in general, so here's hoping it gets a retrofit at some point. Anyway, you'll probably get 10,000 exchange points just from agriculture Royal Coronets for the event store, so you could get her for the sake of completion or tech points. Ships to operate from the event maps In addition to the main ships, there are also a few other ships of note that you can get from Aurora Noctis via event map drops. If you are a younger player who missed some of the previous events or an older player who did not get these ships due to bad luck or bad RNG, there are six ships of note that you can cultivate the following maps. A1 and C1 have the chance to shed the English vampire destroyer, who can also limit break to earn special points for the royal crown portrait frame of the event. A2 and C2 have the opportunity to drop the tsun-tsun Heavy Cruiser Admiral Hipster, I mean, Admiral Hipper. She's not happy you're doing it. B1 and D1 can drop the German German U-557B2 and D2 can drop the German Heavy Cruiser Deutschland.B3, D3 and map SP can drop the German Battlecruisers Gneisenau and Scharnhorst.The ability to get extra German ships is especially welcome if you're having a hard time getting enough iron blood tech points for PR ships like Friedrich der Große so make sure to farm them if you can. The event maps, by the way, feature enemy submarines and a good number of planes, and so make sure to bring some good anti-aerial ships to the highest level maps and also equip some anti-submarine warfare gear if you're having a difficult time with submarines. The ASW equipment should let your vanguard get the submarines out before they can trespass on your back line. This is especially true when fielding smaller comps such as 1:1 or 1:2 fleets. Tools blueprints to be on the lookout forSpeaking agriculture, here are some of the most notable tool designs from the event maps. I'm including some solid purple ones here, too, for younger players, but there are some gold tools here that would have been good for some veterans a long time ago. A2 drops the purple Twin 203mm (SK C/34) AP gun for large and heavy Cruisers.A3 drops the purple Quad 533mm torpedo. B1 drops the purple Basic Sonar and improved depth charge for ASW. B2 drops the purple Twin 203mm 3rd Year Type.B3 drops the purple Triple 406mm Mk 6, which remains one of the best battleship weapons in the game. C2 is arguably one of the best all-around maps on the farm, as any drop gear is useful, especially for folks who are still building out their choice of tools. You can get profiles for anti-torpedo lump, repair kit, purple twin 203mm (SK C/34) once again and twin 105mm (SK C/33) anti-air gun. The sirens and boss also have the opportunity to drop plans for the golden version of the Twin 105mm (SK C/33) anti-air gun. C3 Sirens and boss can throw designs on the gold Messerschmitt Me-155A plane. D1 Sirens and boss can drop plans for the 533mm Magnetic Torpedo, which is one of the new tools in the event store. D2 can drop the purple Twin 203mm 3rd year type once again, while sirens and boss can drop the gold 533mm Quadruple Homing Torpedo Mount.D3 drops the purple fire control radar and the purple Triple 406mm Mk 6 once again. Enemy Sirens and the boss can also drop the Twin 381mm (BL 15 Mk II), which is one of the best main weapons in the game for barrier-based battleships that need faster times SP map can drop the layouts for the gold Twin 203mm (SK C/34) AP weapon as well as its purple version. It also drops profiles for anti-torpedo lump, fire control radar and twin 105mm (SK C/33) anti-air gun. Event shop analysis To buy everything sold in the event store, you will need almost 89,000 Royal Coronets. I'm sure I know a guy who won't grow that many crowns. Me. Honestly I just don't have the time or even patience to do this, especially since this is a new event so you don't get the double bonus for hard running stages. If you're like me, you'll probably want to focus on the basics. One would be Hermione, especially if she refuses to fall from construction or event maps. The new 533mm Magnetic Torpedo aux for destroyers and cruisers, while not as powerful as the Rainbow Torpedo aux, is also still worth getting. Basically, it gives you 70 extra torpedo stats and 15 additional precision stats, but it also changes your first salvo of torpedoes to magnetic torpedoes, regardless of what torpedo you have equipped, to homing torpedoes. This makes it great for PvP as well as sirens nodes. The Gold Sea Hornet plane, meanwhile, is certainly a must-have, as it now overtakes the F4U Corsair V-17 as the best-in-cool fighter in the game overall. Anyway, Hermione, the magnetic torpedo aux and the Sea Hornet will set you back 12,025 Royal Coronets.For folks in the middle of the grinding PR ship, the plans are the next priority and will set you back 25,000 coronets, bringing your total up to 37,025. Everything else after that is gravy. The plates to update the tools, for example, will add another 4,500, bringing your operating total to 41,525.For younger players, technological boxes may be more important for filling your equipment. Getting all this will require 4,800. And if you want gear skins, that will set you back an extra 20,000.Other things to getIn addition to the things listed above, here are other things you can get during the inaugural Aurora Noctis event. Vampire Nurse Skin: It can be acquired by performing 7 daily tasks. Royal Crown portrait frame: Gained through the boundary breaking the six main ships from the event, as well as completing some event stages 10 times using a fully boundary-broken Jamaica (A2 or C2), Admiral Graf Spee (A3 or C3), Vampire (B2 or D2) and Belfast (B3 or D3). Manjuu Clinic: Turns your dorm shop into a small medical facility. Leathers: In addition to gear leather boxes from the event store, you can also buy them for 7,000 coins each in the general store. New ship skins: The Outfit Store features seven new ambiguities for the six main event ships, as well as Kongou. With the exception of Howe's Noble Rouge skin, everything else is a nurse-themed skin. And there you go, a summary of the Aurora Noctis event. In the meantime, I wish you calm seas and good luck in your pulling. The inaugural event runs from 6 August to 19 August. Jason Hidalgo covers business and technology for Gazette Journal, and also reviews the latest video games. Follow him on Twitter @jasonhidalgo. 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