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## Azur lane gear guide

Renewal 01/01/2020: All existing guide pages are in the process of being renewed. More hidden and mechanical statistics will be added and discussed. Most importantly, this will also add the new equipment introduced between now and the last update (which was months ago). Update 06.29.2019: French event equipment and major data updates added. Update 04.13.2019: Search equipment added to tabs. 02.22.2019 Update: EN Winter Crown event equipment has been added to the guides. Update 02.16.2019: EN main data store equipment added. 12.13.2018 Update: EN's Divergent Chessboard event equipment has been added to the guides. 10/26.2018 Update: EN Fallen Wings event equipment has been added to the guides. 09.30.2018 Update: EN Red-Dyed Visitors event equipment has been added to the guides. Last year I wrote an equipment guide for Azur Lane: received some attention when the EN version was released. Because en's progress is different from CN and JP and the game has changed since I wrote the guide, the information in it is not always applicable/updated. After reader requests, I decided to do a remake of the old guide. This time with updated mechanics and including only equipment available in the EN version from now on. Instead of being fast and dirty, this time I'll make it deeper and explain the mechanics of the game along the way. I hope you like i'm breaking equipment by type and each type gets its page separately. For easy navigation, see the index below. What you can expect from these in-depth guides: 1. Each piece of equipment will be discussed, but I'll only discuss T3 and T0 versions. If you don't know the reason for this, click here. Bad equipment in lower rarities will also be covered. Even if people never use them, discussion and analysis can be useful to those who are interested. 2. I will mention the strengths and weaknesses of each equipment, but I will not list each ship for which the equipment is good. What I hope you will learn by reading this guide series is that the configuration of the equipment is very dependent on the context/goal. It depends a lot on what you're trying to achieve. Besides, it's impossible for me to have a definitive list of ships that should use each outfit. If you need specific advice, jump into the group discord and ask me. You need to mention it to me and state your purpose before using discord server features. 3. I will discuss only the equipment currently available in EN. I hope that as more content is added to en, I'll come back to update that. 4. For easy navigation, I list the most used/useful equipment for less However, it only shows the GENERAL trend. Just because something is listed on top of another doesn't mean that one is better than the other by exactly one position. Often the best 1-3 or even 1-4 equipments are all good in themselves and are equal global in strengths. Please remember that. 5. This guide is intended primarily for PvE. PvP equipment choices follow different reasons why the objectives are different. I will briefly mention pvp in some parts of the guides, but as I personally did not rate #1 in any pvp season I do not feel qualified to comment on PvP equipment. Maybe someday I will get someone else in my group to write one. 6. The statistics mentioned in the discussions are maximum enhanced (+10 for purple and gold, +6 for blues) unless otherwise stated. 7. The method of obtaining each equipment is listed at the end of each discussion. The general員層奮勵努 eq. RecommendationGen. Eq. Rec. [with ship icon] Legend | Criteria and Ratings -- UPDATED Loading 03/03/19 Please use the Gurosebe Equipment guide for now as I don't have time to update it due to real life concerns. It can be found here. PvE equipment guide from customer EN TO LAZY, CLICK ME TO TL;DR LIST OF EQUIPMENT MADE BY Enbayft#2527! ANOTHER GREAT EQUIPMENT GUIDE BY GUROSEBE#4054 THAT ALSO COVERS SOME DETAILS (some equipment may not be available for EN) Otherwise, please stay in this guide for a comprehensive equipment guide. For more questions about equipment choices, you can dm me directly @pootatoast#1337 or visit my Discord Server This guide is for people who want a quick way to equip their ships with proper equipment. It is mainly focused on PvE, but can work in PvP with some tweaks. This is not a guide to detailed explanations and calculations on the use of equipment nor is it a guide to the best equipment on a given ship. If you want calculations and math on how the equipment works, you can go to this link. There may be personal opinions and bias towards this equipment, but at least this guide is for you to learn strictly not to follow guides blindly. The guides are made to guide you to the game, formulate your own compositions, fleets and equipment settings based on the guide, and experience the game at your own pace. This guide is still being updated at times so that changes can be applied. NOTE BEFORE PROCEEDING VERY IMPORTANT! PLEASE READ THE GUIDE CAREFULLY. NOT READING GUIDES CAREFULLY CAN OFTEN RESULT IN MISUNDERSTANDINGS AND MISINFORMATION. I'm using the greatest rarity of the equipment as a reference. I will get note of the lower rarities as well and their usability as a substitute. Please try not to use white rarity equipment as they will not climb well with other rarities. Not to mention that they can only be upgraded to +3. All fall locations are only those available on the EN client. For some equipment in Tech boxes, T3 Tech boxes can be Blue and Purple rarity equipment, T4 Tech boxes can contain Purple and Gold rarity equipment, T5 Tech boxes always contain Gold rarity equipment and are only found completing missions and events. If the technology box has not specified any nation, it means it can be found in any technology box. For Gold equipment not found in the listed maps obtained obtained they can be obtained in T4/T5 Tech boxes in their respective nations or any technology box if no nation is mentioned. The equipment statistics shown in the guide may not be accurate as they originate from the wiki itself. As such, check the game-based statistics. Weapon efficiency can affect weapon performance, depending on the projectile/torpedo/bomb you use and what it uses. As such, I'll add weapon efficiency to some sections of the guide. For safe equipment for scrap, check the Safe to Scrap page. For a complete list of equipment drops, see Map Drops and Event Drops. Legend of ship classification It is important to know these classifications of ships as my guide uses this a lot. Icon Hull Class Ship Type DD Destroyer CL Light Cruiser CA Heavy Cruiser BM Monitor CB Big Cruiser BB Battleship BC Battlecruiser BBV Aviation Battleship CV Aircraft Carrier CVL Light Aircraft Carrier AR Repair Ship SS Submarine SSV Submarine Submarine Carrier When using HE or AP? Typically, the main factor in choosing the type of ammo to use depends on what boss on the map and which enemies are found on the map. For reference: HE weapons are usually better for mafia bosses and ships that have light armor. AP weapons are usually better for mafia bosses and ships that have medium to heavy armor. They also tend to have faster shell speed than he. For DD Guns, it is preferred though most of the time, you are choosing which weapon you want to use in a particular role. Do not use AP weapons due to their low efficiency. For cl guns, it is often used on specialized CLs he and ships with weak FP, while AP is good everywhere. Often the Twin 150mm Tbstk works everywhere in this function and that is why the AP is recommended. For ca guns, it depends on what boss is the CA facing. He for light armor, AP for medium to heavy armor. Unlike CLs, CA weapons can be used interchangeably depending on enemies, but due to many enemies are on light armored ships, it is usually recommended. Bb Main Guns ALWAYS use HE weapons, AP weapons deal less damage on light armor, which is a big disadvantage. Secondary weapons only depend on the spread and range of the weapon. For gunboat cl/CAs, usually most Eagle Union cruisers, they tend to use an AP gun for the main weapon (sometimes he's gun to CA), and a HE gun for secondary weapon. PvP loadout primarily uses HE loading due to the abundance of light armor in PvP comps, although an AP weapon can be used to counter CAs on the front line. DD Main DD weapons can be divided into two categories: general purpose weapons and Proc weapons. General purpose weapons offer high-damage weapons with a slow cooldown (usually between ~2s and ~1.5s). These weapons are recommended as a general use for Proc-guns, with low damage and lower range are compensated for having a quick recharge (between ~1.5s to ~0.6s). These weapons are useful if you want to spam dams and chance skills to proc-when-shoot. These weapons are usually reserved for ships that have a good dam or ships with abilities that have a chance to upon firing. It is usually the type of ammunition recommended for DD weapons, although the weapons themselves will depend on what specific purpose they are used for. The efficiency of shell for different types of ammunition against different types of armor can be found by this table below: Ammo Type Armor Modifier Light Medium Heavy Normal 100% 50% 20% Normal+ 100% 60% 20% HE 120% 60% 60% AP 90 % 70% 40% Single 138.6mm Main Gun (Mle 1929) T3 Type DD Gun Rarity Super Rare ★★★★★ Nation Iris Libre Obtainability and Equipment Notes obtained from Event Limited Equipment Notes Ammo Type: HEFires five projectiles in sequence toward the target. Description A general purpose weapon. The best overall weapon the game has to offer. While its slow firing rate makes it a bad choice for ships that benefit from proc and dam chance abilities, its high damage production makes it a strong choice for destroyers that don't benefit much from either. Its purple rarity version, although also a viable option, is considered to perform poorer than the Twin 120. Stats 35 Damage 5 -- 15 Fire Rate 2.00s -- 1.60s Spread 15° Angle 360° Volley 5 × 1 shells Volley Time 0.20s Coefficient 110% Ammo Type HE Block Characteristic 127mm Mk12 Dual Gun T3 Type DD Gun Rarity Super Rare ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 5-1 (Gold and Purple), 8-1 (Gold), 10-3 (Gold), T3/T4/T5 Eagle Tech box Equipment Notes Ammo Type: HEFires two volities with two projectiles parallel to each other toward the target. Description A general purpose weapon. I call it the Atlanta gun because the Atlanta class always have this weapon as stock equipment. A very good weapon with high damage, but slow firing rate. It also has a slow shell speed due to being HE. Blue rarity fires normal shells while purple and yellow fires HE bullets. Useful as a general purpose DD weapon, but can be outdone by its alternative, the 120mm twin. Stats 11 14 Damage 4 -- 14 Fire Rate 1.96s -- 1.53s Spread 15° Angle 360° Volley 2 × 2 shells Volley Time 0.10s Coefficient 110% Ammo Type HE Characteristic Lock-On Twin 100mm Type 98 AA Gun T3 Type DD Gun Rarity Super Rare ★★★★★ Nation Sakura Empire Obtainability and Equipment Notes obtained from 6-1 (Purple), 7-3 (Purple), 8-2 (Purple), 9-4 (Gold), T3/T4/T5 Sakura Tech Equipment Notes Ammo Type: NormalFires two volities with two projectiles parallel to each other toward the target. Description A Proc Weapon. Also known as the Akizuki weapon or the Duck Pistol (named Revcat#2000) due to the weapon being historically used in the Akizuki class. With a shorter range than the Atlanta weapon and only firing normal projectiles, this weapon has a very fast reload and acceptable damage output. Recommended for ships with a good barrage and chance-on-proc skills while still have acceptable fp statistics. Stats 15 30 Damage 4 -- 12 Fire Rate 1.20s -- 0.96s Spread Angle 360° Volley 2 × 2 shells Volley Time 0.10s Coefficient 110% Type of Ammunition Normal Characteristic Lock-On Twin 120mm Main Gun T3 Type DD Gun Rarity Elite ★★★★★ ★★★★★ Royal Navy Obtainable Notes and Equipment obtained from 4-2 (purple), 8-1 (purple), T3/T4 Royal Tech Box Equipment Notes Ammo Type: NormalFires two volities with two projectiles parallel to each other toward the target. Description A general purpose weapon. The discount version of the Atlanta gun, maybe even better. Although it fires normal shells that are poor for heavy armored units, it compensates for this deficiency by having faster shell speed, faster reload, and better firepower. It's also cheaper to upgrade than its competitor, the Atlanta-gun. Recommended as an alternative to slow shooting gun atlanta. Stats 25 Damage 4 -- 15 Fire Rate 1.70s -- 1.44s Spread 10° Angle 360° Volley 2 × 2 shells Volley Time 0.10s Coefficient 125% Normal Ammo Type Characteristic Lock-On Single 1 27mm Main Gun T3 Type DD Gun Rarity Elite ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 3-2 (purple), 10-1 (purple), T3/T4 Eagle Tech box Equipment Notes Fires three projectiles in sequence toward the target. Type of ammo description: HEA Hybrid General-purpose General-purpose Proc-gun. Commonly called the Fletcher weapon due to being equipped by the Fletcher class as a stock weapon. The only weapon version of the Atlanta weapon with similar stats, but reloads faster and having three projectiles fired sequentially. Only the purple rarity shoots bullets he, the rest shoots normal shells. Recommended as an initial DD weapon until you can get atlanta gun and for some ships it has chance-on-proc skills but still have good FP stats. Stats 25 Damage 4 -- 15 Fire Rate 1.46s -- 1.06s Spread 15° Angle 360° Volley 3 × 1 shells Volley Time 0.30s Coefficient 125% Ammunition Type HE Characteristic lock 76mm AA Gun T3 Type DD Gun Rarity Rare ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 3-3 (blue), T3 Eagle Tech Equipment Notes Ammo Type: Normal+Fires 1 projectile toward the target. Description A Proc Weapon. Also known as the Poi weapon, as this is usually equipped in Yuudachi due to its barrage and skill. From close range and sacrificing a lot of damage potential, the weapon has an unusual reload speed that works best to activate dams and chance skills in proc. Only recommended if the dam is really good, but with poor ship fp and have a chance-on-proc skill (Ayanami for example). Personally, I don't like this gun and I prefer the 100mm instead. Stats 12 Damage 3 -- 7 Fire Rate 0.76s -- 0.6s Scatter 0° Angle 360° Volley 1 × 1 shells Volley Time 0s Coefficient 125% Normal Ammo Type+ Characteristic Lock-On Single 120mm Main Gun T3 Type DD Gun Rarity Rare ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from 1-4 (Blue), T3 Royal Tech box Equipment Notes Ammo Type: NormalFires 1 projectile toward the target. Description A Weapon Slightly slower than the 76mm Poi gun, the 120mm single instead gains some track and a modest increase in damage. It may be slightly better than the 76mm for ships with low efficiency, but having a good amount of Regardless, it is still a proc-gun and is primarily to activate chance-on-proc abilities and dams with a slight increase in effectiveness at a cost of some reload. I also personally don't like this gun either and prefer the 100mm instead. Stats 12 Damage 4 -- 11 Fire Rate 0.87s -- 0.76s Spread 7° Angle 360° Volive 1 × 1 shells Bullet Time Coefficient 0s 125% C's



damage caused, the area of effect of the pumps themselves, the dispersion of the pumps, that is, how accurate they are dropped. Also the effectiveness of the dive bomber can be based on what bombs it has and whether there is a mixture of different bombs for each load. All pumps once the final damage has been calculated deals with 80% of that final damage. For the purposes of this guide, different pumps are divided into two types: light pumps and heavy pumps. More information for these can be found at this link. Light pumps cover 100 lb and 500 lb. They tend to have the slightest dispersion, but also have a small area of effect and low damage. They tend to be good for precision attacks on their target primarily due to their smaller dispersion of bombs, but are weaker than heavy bombs. Heavy pumps in comparison cover the 1000 lb, 1600 lb and 2000lb. They have a high damage, large area of effect, but a larger dispersion in return. They are usually good for bombing multiple targets due to the large area of effect, hitting many targets at the same time, but they tend to err if the fall was ineffective. SB2C Helldiver T3 Type Dive Bomber Rarity Elite ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 3-2 (purple), T3/T4 Eagle Tech box Equipment Notes A dive bomber. Equipped with a 2000 lb pump, two 500 lb pumps and two 12.7 mm MGs. Description An example of why higher rarity != good equipment. Commonly known as Heccdiver, Helldiver and SB2C, this is one of the best dive bombers in the game due to having a 2000 lb bomb to kill larger targets, and two 500 lb bombs for precision bombardment. Highly recommended for any aircraft carrier that equips dive bombs. Stats 25 Damage 100 x 3 → 249 x 3 Fire Rate 13.77s → 11.88s Spread 8° Angle 90° Characteristic Bombing Junkers Ju 87C T3 Type Dive Bomber Rarity Elite ★★★★★ Nation Ironblood Obtainability and Equipment Notes obtained from T3/T4 Ironblood Tech Equipment Notes A Bomber. Equipped with a 1000 lb pump, four 100 lb pumps and three 7.92 mm MGs. Description According to only the Helldiver in terms of total damage, the Ju 87C commonly known as Stuka has the highest amount of bomb bombs a single dive bomber, four 100 lb and a 1000 lb bomb. They are not as effective as heavy armored torpedos, but they are quite effective at causing damage to lightly armored ships and even ending with low hp. An alternative, but not a replacement for the SB2C. Works best for Graf Zeppelin due to its skill. Stats 25 Damage 84 x 3 → 210 x 3 Fire Rate 13.57s → 11.57s Spread 8° Angle 90° Bombing characteristic Fairey Firefly T0 Type Bomber Rarity Super Rare ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from the fall equipment Gacha Gacha of Crown Exchange Observes a dive bomber. Equipped with two 1000 lb pumps, and four 20 mm automatic canons. Description A niche dive bomber. Although it is slightly faster than the two best dive bombers, it is hampered by its questionable bomb loading that reduces its effectiveness against ships. However, it has the best AA blast of all dive bombers thanks to its four 20mm automatic canons. But you still don't win Fulmar's AA DPS. Stats 45 Damage 161 x 2 → 402 x 2 Fire Rate 13.77s → 11.11s Spread 8th Angle 90° Characteristic Bombardment D4Y Suissei T3 Type Dive Bomber Rarity Super ★★★★★ Rare Nation Sakura Empire Obtainability and Equipment Notes obtained from 5-2 (purple), T3/T4/T5 Sakura Tech box Equipment Notes A bomber dive. Equipped with a 1000 lb pump, two 100 lb pumps and two 7.7 mm MGs. Description A fast-reload dive bomber. In the game, it's called Comet. Having a bad bomb load compared to the other bombers, it is compensated for having a better reload compared to the other two bombers. They are niche bombers used primarily for proc-on-airstrike ships, but are generally not recommended for most cases. Stats 45 Damage 100 x 3 → 249 x 3 Fire Rate 12.57s → 10.44s Spread 8° Angle 90° Bombing characteristic Fairey Fulmar T3 Type Bomber Rarity Elite ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from 7-1 (purple), T3/T4 Royal Tech box Equipment Notes A fighter dive bomber. Equipped with two 100 lb pumps and eight 7.7 mm MGs. Description: This dive bomber is a fighter disguised as a dive bomber worse than. The bomber has a very fast reload, faster than the Comet, and an impressive machine gun count for a dive bomber (best AA DPS for a dive bomber actually), but the shipment is abysmal due to having only 100 lb bombs. Useful for loading memes, but otherwise not recommended for general use. Stats 25 Damage 69 x 2 → 173 x 2 Fire Rate 11.17s → 9.18s Spread 8° Angle 90° Torpedo Bombers (TB) Torpedoes are aircraft whose payloads are aerial torpedoes. These torpedoes are different compared to torpedoes by ships, as they are influenced by aviation statistics rather than torpedo statistics. Because of this reason, they ignore the damage reduction of the Anti-Torpedo Bulge. They also have a slightly better torpedo efficiency for medium armor, but other than that, they work similarly to torpedoes carried by ships, but launched from the air. There are two types (for now) of Bombers: Parallel spread torpedo bombers, and converged torpedo bombers. Parallel spread torpedo bombers launch aerial torpedoes in a parallel spread. This type of torpedo bomber is often useful for general cleaning and are the standard type for most torpedo bombers in the game except Sakura Empire torpedo bombers. In comparison, Sakura Empire converged torpedo bombers launch target-focused aerial torpedoes. This type of torpedo bomber is often useful for concentrating damage from a single target. Choosing between parallel spread TB and convergent TB is practically your personal preference, as some may prefer one more than the other. Fairey Barracuda T3 Torpedo Bomber Rarity Super Rare ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from 7-2 (purple), T3/T4/T5 Royal Tech box Equipment Notes A parallel torpedo spread bomber. Fires three torpedoes for each torpedo on the shipment. It also comes with two 7.7mm MGs. Description One of the best parallel spread torpedo bombers in the game. Boasting a decent reload and good damage, these torpedo bombers can do a short job of their mafia cleanup while still having a decent reload for proc skills. Highly recommended as it fits well for all CV/CVLs. Stats 45 Damage 108 x 3 → 288 x 3 Fire Rate 12.64s → 10.31s Spread 0° Angle 90° Characteristic Torpedo Strafing Blackburn Firebrand T0 Torpedo Bomber Rarity Super Rare ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from Winter's Crown Exchange Gacha Equipment Notes A parallel spread torpedo bomber. Fires three torpedoes for each torpedo on the shipment. It also comes with four 20mm Automatic Canons. Description Barracuda's Cousin and one of the best parallel torpedo bombers scattered in the game. In statistical terms, it is almost identical to Barracuda, the damage, amount of torpedoes are similar to each other. The only difference is that it sacrifices some RoF for its Autocannon AA 4x 20mm explosion, which is one of the best AA torpedo bomber bursts in the game (it has ok AA DPS though). A good alternative to Barracuda if you don't mind the insignificant increase from RoF to AA. Stats 45 Damage 108 → 288 Fire Rate 15.30s → 11.64s Spread 0° Angle 90° Range 90 Torpedo Strafing Feature Aichi B7A Ryusei T3 Torpedo Bomber Rarity Super Rare ★★★★★ Nation Sakura Empire Obtainability and Equipment Notes obtained Currently not obtained Converged Equipment Notes A convergent torpedo bomber. Fires three torpedoes aimed at one target for each torpedo bomber on the charge. It also comes with a 13mm MGs and two 20mm automatic cannons. Description A converged torpedo bomber. Torpedoes fired from this torpedo bomber are aimed at a specific target. Best used for due to concentrated damage from the torpedoes although there may be a tendency for this torpedo bomber to fail due to the target moving very quickly. An alternative to Barracuda if you want targeted torpedoes. Limited item found at visitors dyed in red event. Statistics 45 45 52 x 3 → 260 x 3 Fire Rate 13.77s → 11.37s Spread 0° Angle 90° Torpedo Characteristic Strafing Nakajima B6N Tenzan T3 Torpedo Bomber Rarity Elite ★★★★★ Nation Sakura Empire Obtainability and Equipment Notes obtained from 5-4 (Purple), T3/T4 Sakura Tech Box. The equipment notes a converged torpedo bomber. Fires three torpedoes aimed at one target for each torpedo bomber on the charge. It also comes with two 7.7mm MGs. Description A converged torpedo bomber. The discount version of Ryuusei works pretty much the same as its undiscounted counter-off with slightly weaker stats. Also more abundant than ryuusei, for it can be grown. Another alternative to Barracuda if you want targeted torpedoes. Stats 25 Damage 48 x 3 → 240 x 3 Fire Rate 13.52s → 11.63s Spread 0° Angle 90° Torpedo Characteristic Strafing TBF Avenger T3 Torpedo Bomber Rarity Elite ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 5-1 (purple), 9-1 (purple), T3/T4 Eagle Eagle Tech box Equipment Notes A parallel spread torpedo bomber. Fires three torpedoes for each torpedo on the shipment. It also comes with two 7.7mm MGs. Description The discount version I-don-don-have-Barracuda from Barracuda. Identical to Barracuda in terms of damage and quantity of torpedoes, the big difference is that it suffers from a slow reload and has a little less HP. This torpedo bomber is an alternative for players without Barracudas, but does not want convergent torpedo bombers like the Tenzan, but with its long reload, it is not a recommended choice. Stats 25 Damage 108 x 3 → 288 x 3 Fire Rate 16.56s → 14.57s Spread 0° Angle 90° Torpedo characteristic Strafing Fairey Swordfish T3 Torpedo Type Bomber Rarity Elite ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from 7-1, T3/T4 Royal Tech Box Equipment Note a parallel spread torpedo bomber. Fires three torpedoes for each torpedo on the shipment. It also comes with two 7.7mm MGs. Description Another discount version of Barracuda. Compared to the TBF Avenger, it swaps 1 less torpedo for a faster fire speed almost comparable to Tenzan's reload. It can even surpass the TBF Avenger due to its reload, despite the reduction in the count of torpedo bombers. Only recommended if you don't have Barracudas, but want to keep the recharge faster. Stats 25 Damage 108 x 2 → 288 x 2 Fire Rate 13.97s → 11.97s Spread 0° Angle 90° Strafing Characteristic Torpedo What plan? There are many airplane options, but the shipments determine which ones are usable in choosing which one. Here are some good tips for choosing good planes: Fighters, you have many options. Anything that has two 500 lb pumps is good choices. Hellcat, Reppuu, VF-17 and Seafang are good examples. For dive bombers, SB2C Helldiver. No exceptions. Although comet has a faster recharge, you stuck with a bad output of damage. Torpedo Bombers depends on the type of spread you want to use. Be a parallel bomber spread mainly to the area In PvE use as the Barracuda, or the converged bombers for the PvP-focused attack to use as the Ryusei. Other aircraft can be used depending on the situation or if you do not have other aircraft available to use. Anti-Air Guns anti-air weapons, commonly known as AA Weapons, AA or flyswatters are your answer to those annoying planes that your enemies throw at you. They are the ship version of their fighters also known as flying flyswatters. They are used as a deterrent to those annoying planes that come both on your front line and on the bottom line. The ships that can equip the AA are all front-line ships, all BB/BC/BMs, all ARs (can equip two AA pistols) and some CVLs (Shouhou and Unicorn, for example). The dashed circle on your front line determines your AA range. This dashed circle is also where planes can be damaged and destroyed. The way AA works in this game can be explained by clicking this link and this link (Some maths may apply. You've been warned!). Please note that this guide will not help to fully maximize AA, since mathematics is based on the relative difference of a fleet in individual AA capabilities. For lazy people who don't want to read and do math, here's the tl;dr way of how AA works: AA Range = Average frontline and backline AA tracks. The range is the dashed circle. AA Reload = Average frontline and backline AA reload times and backline + absolute reload. Damage aa = Sum of damage aa from the front line and bottom line. Please note that absolute cooling is a fixed constant, the exact value is 0.5s, hidden in the game, added upon reloading of the equipment. This constant is not affected by the reload statistic. AA weapons are separated into 3 categories: Heavy AA weapons, medium AA weapons, and Light AA Heavy AA Guns Heavy AA Guns, have long-range weapons, and also deal high volive damage. However, they are slow to reload. They are often most used for ships that have a high reload statistics like DDs and some CLs with good reload statistics. However, equip them on the front line or bottom line if you don't have enough AA weapons. Twin 113mm AA Gun T3 Type AA Gun Rarity Super Rare ★★★★★ Nation Royal Navy Obtainability and Equipment Notes obtained from 7-2 (Gold and Purple), T3/T4/T5 Royal Tech box Equipment Notes A long-ranged, high damage flyswa-I mean AA gun. Description See the description of the AA weapons above. Commonly known as Roomba. The best AA weapon for high-reload ships. Stats 45 Damage 52 → 130 Fire Rate 1.71s → 1.36s Angle 360° Type of Ammo Normal Twin Anti-Air Feature 105mm AA Gun (SK C) T3 Type AA Gun 2Rarity Super Rare ★★★★★ Nation Ironblood Obtainability and Equipment Notes obtained from 6-4 (Purple), 9-1 (Gold), T3/T4/T5 Ironblood Tech box Equipment A long-ranged, high damage flyswa-I mean AA gun. Description See the description of the AA weapons above. Less than the 113 mm double, but it is still competitive with other AA weapons. The most balanced AA weapon that can fit in many ship classes. Stats 45 Damage 49 → 122 Fire Rate 1.54s → 1.24s Angle 360° 360° Enter Normal Anti-Air Feature 127mm Mounted AA Gun T3 Type AA Gun Rarity Elite ★★★★★ Nation Sakura Empire Obtainability and Equipment Notes obtained from 4-4, T3/T4 Sakura Tech box Equipment Notes A long-ranged, high damage flyswa-I mean AA gun. Description See the description of the AA weapons above. Use this if you don't have other options for long-range weapons. Stats 25 Damage 46 → 116 Fire Rate 1.90s → 0.52s Angle 360° Type of Ammo Normal Feature Anti-Air Medium Weapons AA Are a middle ground between long-range AA and long-range AA. These AA weapons have good damage and range as Heavy AA, while having a similar reload speed, but not near the Light AA. Often the standard AA gun for CLs, but can be used for rear liners if the gun fires fast enough. You can still equip them on any ship you like, but they work best with the roles mentioned earlier. Quadruple 40mm Bofors Gun T3 Type AA Gun Rarity Super Rare ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 5-4 (Gold and Purple), T3/T4/T5 Eagle Tech Equipment Box Notes A mid-ranged, DPS oriented flyswa-I mean AA gun. Description See the description of Medium AA Guns above. The best weapon jack-of-all-AA trades in the game (except some range). Mainly for high-level AA ships, but viable in any class of ships. Stats 45 Damage 48 → 120 Fire Rate 1.29s → 1.04s Angle 360° Type of Ammo Normal Feature Anti-Air Octuple 40mm Pom Pom Gun T3 Type AA Gun Rarity Super Getting Notes Royal Navy equipment and Rare ★★★★★ obtained from 5-4 (purple), 7-1 (gold), 9-1 (purple), T3/T4/T5 Royal Tech box Equipment Notes A hybrid mid-ranged flyswa-I mean AA gun. Description See the description of Medium AA Guns above. It deals the greatest damage of any medium-range AA, but hampered by its shorter range than Bofors. This is a discount version of the Bofors. Stats 45 Damage 50 → 128 Fire Rate 1.47s → 1.17s Angle 360° Type of Ammo Normal Feature Anti-Air Twin 40mm Bofors Gun T3 Type AA Weapon Rarity Elite ★★★★★ Nation Eagle Getting Notes union and equipment obtained from 5-3 (purple), 9-4 (purple), 10-2 (purple), 10-3 (purple), T3/T4 Eagle Tech box Equipment Notes A mid-ranged, DPS oriented flyswa-I means Gun AA. Description See the description of Medium AA Guns above. Another discount version of quadruple Bofors. A little weaker than your quadruple opponent, but it fires faster. Stats 25 Damage 25 → 62 Fire Rate 1.00s → 0.79s Angle 360° Normal Ammo Type Feature Anti-Air Quadruple 40mm Pom Pom Gun T3 Type AA Gun 2 Notes obtaining equipment and capacity of the Royal Navy ★★★★★ Royal Navy obtained from 4-2 (purple), 8-2 (purple), T3/T4 Royal Tech Box Equipment Notes A mid-ranged, DPS oriented flyswa-I mean AA gun. Description See the description of Medium AA Guns above. A version of the quadruple Bofors discount. A little weaker than your octuple but shoots faster. Stats 25 Damage 34 → 84 Fire Rate 1.29s → 1.04s Angle 360° Normal Ammo Type Feature Anti-Air Light AA Weapons Weapons AA Weapons are the opposite of Heavy AA weapons. Light AA weapons tend to have a short range and have low volive damage. However, they are quick to reload. These weapons are often equipped on backline ships because their slow reload can be mitigated by having a quick reload on AA weapons. However, they are niche in these functions and usually replaced by Medium AA Guns for that purpose. Twin 37mm AA 70K T3 Type AA Gun Rarity Elite ★★★★★ Nation Ironblood Obtainability and Equipment Notes obtained from 7-2 (Purple), 8-3 (Purple), T3/T4 Ironblood Tech box Equipment Notes A hybrid short-range, fast firing flyswa-I mean AA gun. Description See the description of light AA weapons above. A compromise between medium-range and short-range weapons. Trade some damage for more range and a little more fire rate. Stats 25 Damage 20 → 50 Fire Rate 1.00s → 0.79s Angle 360° Normal Ammo Type Anti-Air Feature Quadruple 28mm Chicago Piano T3 Type AA Gun Rar Elite ★★★★★ Nation Eagle Union Obtaining Notes and Equipment Obtained from 3-3 (purple), 9-2 (purple), T3/T4 Eagle Tech box Equipment Notes A short-range hybrid, flyswa-I fast shooting means AA gun. Description See the description of light AA weapons above. A compromise between medium-range and short-range weapons. Trades some range and slightly at the rate of fire for more damage. Stats 25 Damage 29 → 72 Fire Rate 1.10s → 0.87s Angle 360° Type of normal ammo triple anti-air feature 25mm mounted AA Gun T3 Type AA Weapon Rarity Elite ★★★★★ obtaining and equipment of sakura empire sakura nation obtained from 4-3 (purple), 9-1 (purple), 10-4 (purple), T3/T4 Sakura Tech box equipment notes short A-range, range, fast firing flyswa-I mean AA gun. Description See the description of light AA weapons above. Often used for min/maxing AA. Stats 25 Damage 18 → 45 Fire Rate 0.65s → 0.52s Angle 360° Ammo Normal Type Anti-Air Feature Exceptions There are some exceptions to the AA lists shown above. CAs and CVLs can usually use any AA weapon, depending on their AA and Reload statistics. Quadruple bofors or 105mm SKC are often preferred. For some rear liners (South Dakota or Hood, for example) where their AA value is high, they are best paired with high damage but firing fast AA to compensate for their low reload statistic while maintaining a respectable DPS. This example is the Quadruple Bofors. Due to low range, but high Pom Poms Octuple, may not be suitable on some ships. Maybe personal opinion, but feel free to test weapons if you want. The 105mm SKC is a balanced AA weapon despite being classified as a heavy heavy AA weapon can find your home on many types of ships, preferably those with high reload and good AA statistics. TL;DR equip your best Heavy AA Guns weapon (particularly the Twin 113mm) in DDs Equip your best average AA weapons (particularly the Quad Bofors 40mm pistol) in other classes. No need to equip Light AA weapons unless you want min/max AA DPS. Octuple 40mm Pom Poms can be used to replace one of the Quad Bofors 40mm. The 105mm is a replacement for the lack of 113mm AA and Quad Bofors. Try and adjust to suit your preference. All ships in the game have 2 auxiliary equipment slots (3 for AR due to repair crane count as auxiliary equipment). Auxiliary equipment is basically equipment that provides additional or additional help for your ship's statistics. Some ancillary equipment may have additional effects in addition to your statistics. These effects will not accumulate and the higher rarities will replace the lower rarity effects (Gold&gt;Purple&gt;Blue&gt;White). However, despite this, the statistics of each auxiliary equipment can still stack regardless of the effects that do not stack. Regarding statistics, it should be noted that for ships with high values in a statistic, should focus more on trying to improve other statistics that are missing. Increasing statistics in an already high statistic will provide decreasing returns due to the nature of formulas, while low statistics give more back. As, for example, CAs have a low dropout statistic, so stacking evasion equipment helps a lot. Compared to DDs, however, they already have a high evasion and therefore the benefits for stacking equipment that increase evasion are not worth in the long run. Naval Camouflage T3 Rarity Type Rare ★★ National Universal Procurement and Equipment Notes obtained from 2-2 (Blue), Any T3 Technical Cash Equipment Notes Can be equipped on all ship classes. Description This auxiliary equipment increases the evasion statistic and slightly the HP statistic. Best paired with CA due to its lack of evasion. Interchangeable with hydraulic Steering Gear, as they work in much the same way. Statistics 20 → 44 9 → 17 Hydraulic Equipment T3 Auxiliary Type Rarity Rare ★★ Nation Universal Obtainability and Equipment Notes obtained from 2-1 (Blue), Any T3 Tech box equipment notes can be equipped in all ship classes. Best paired with CA due to its lack of evasion. Interchangeable with naval camouflage, as they work the same way. Statistics 20 → 44 9 → 17 Fuel Filter T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 3-1 (Purple), 9-2 (Purple), Any t3/t4 technical box equipment notes can be equipped on all by ship. By statistics, it is surpassed by the Purple Repair Toolkit. But this is a good alternative to the Blue Repair Toolkit as the slight increase in evasion along with a better health buff can can the ship survives longer. Best paired with CLs. Stats 140 → 350 2 → 5 Repair Toolkit T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 3-4, 10-3, Any t3/t4 technical box equipment notes can be equipped in all ship classes. Restores 0.3%/0.6%/1% max hp every 15 years (White/Blue/Purple). The effect does not stack and the greatest rarity will only take effect. Description One of the most important auxiliary equipment in the game, this auxiliary equipment, commonly known as Toolbox due to its icon, increases hp statistic massively (up to 500 in +10 upgrade). Pair with two together, and you have a great buff for HP, which is very good for DDs. This outfit also has a non-stackable passive scar that may not be noticeable, but helps. You often need to have dD/CL and an extra wildcard for DD. This equipment is also very useful for some soft ships like BMs. Stats 200 → 500 Fire Extinguisher T3 Type Auxiliary Rarity Rare ★★ Nation Universal Obtainability and Equipment Notes obtained from 2-3 (Blue), Any T3 Tech box equipment notes can be equipped in all ship classes. Chance of catching fire reduced by 10%/20%/30%, reduces the duration of the fire effect by (N/A)/3s/6s, reduces fire damage by 10%/15%/20% (White/Blue/Purple). The effects do not stack and the greatest rarity will only take effect. Description: DON'T THROW IT AWAY! I REPEAT DON'T THROW THIS AWAY! Players seem to underestimate the blue rarity of this helper. In addition to the HP statistics buff, this equipment allows burn damage and reduced duration, as well as reduces the chance of being set on fire. This is very good to have helpers especially once you climb into later worlds. Useful for both frontline and backline ships. A note from Enbayft#2527, a Discord user: Although I find the fire extinguisher garbage, it offers benefits. Statistics 140 → 266 Anti-Torpedo Bulge T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 4-1 (Purple), 7-4 (Purple), Any T3/T4 Technology Box Equipment Notes Can be equipped in all ship classes except DD. Reduces torpedo damage by 10%/20%/30% (White/Blue/Purple). The effect does not stack and the greatest rarity will only take effect. Description This auxiliary equipment increases the HP statistic to a good amount. This auxiliary also has damage reduction of torpedoships which is useful in front-facing ships. Please note that this damage reduction does not apply to aerial torpedoes and suicide boats. As such equip this on backlining ships is not recommended. Statistics 140 → 350 Improved Boiler T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 5-1 (Purple), 9-1 (Purple), Any Equipment Notes from T3/T4 technology can be equipped in all ship classes. Hidden normally in the game statistics, this auxiliary also increases the speed of a ship. Mainly useful for DDs and CAs to some extent. Statistics 98 → 245 Spd 3 → 8 Rammer T3 Auxiliary Type Rarity Rare ★★ Nation Universal Obtainability and Equipment Notes obtained from 1-4 (Blue), Any T3 Tech box equipment notes can be equipped in all ship classes except CV/CVL. Description: This helper increases firepower and reload stats. Self-explanatory, he pulls DPS to his target. Often useful for BB/BC rear liners and to some extent CL/CA front liners. The blue Rammer is almost identical to the blue autoloader. Statistics 3 → 5 Autoloader T3 Type Auxiliary Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 6-3 (Purple), Any T3/T4 technical box equipment notes can be equipped on all ship classes except CV/CVL. Description This auxiliary gear also increases firepower and reload stats. Again, self-explanatory, he pulls DPS to his target. Often useful for BB/BC rear liners and to some extent CL/CA front liners. The blue Autoloader is almost identical to the blue Rammer. The only difference is that the Autoloader can go for the purple rarity, which is a big improvement as it can be +10'd compared to +6 blue. Statistics 3 → 7 Drop Tank T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 5-3 (purple), any t3/t4 technical box equipment notes can only be equipped in CV/CVL. Increases the HP of aircraft carrier-based aircraft by 40/80/120 (White/Blue/Purple). The effect does not stack and the greatest rarity will only take effect. Description This auxiliary equipment increases aviation statistics while slightly increasing the HP statistic. The Purple Drop Tank is virtually identical to that of the purple steam catapult. The only big difference is that the Drop tank has a non-stackable passive hp for cv/cvl-equipped aircraft. As such, this is mainly useful for PvP although it is also usable in PvE as well. Statistics 20 → 60 28 → 70 Steam Catapult T3 Auxiliary Type Rarity Super Rare ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 3-2 (purple), 7-2 (purple), any t3/t4/t5 technology box equipment notes can only be equipped in CV/CVL. Description This auxiliary equipment also increases aviation statistics, while slightly increasing hp statistics. Once again, the purple Steam Catapult is virtually identical to the purple statistic of the Drop Tank. The only big difference is that the Steam Catapult can go all the way to the gold rarity, which can further increase statistics. Equipping at least one is required for all carriers. Statistics 25 → 75 40 → 100 Gyroscope T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 6-2 (Purple), Any t3/t4 technology box equipment notes can be equipped all ship classes except CV/CVL. Description This helper increases the accuracy statistic. In the Caldera, this helper also increases the speed of a ship that is hidden in the game. Often useful in PvP for CL/CAs as Accuracy is what can counteract contrary Otherwise, it is niche in PvE. Statistics 14 → 35 Spd 3 → 8 Air Radar T3 Auxiliary Type Rarity Elite ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 2-3 (Purple), 2-4 (Purple), Any T3/T4 Technical Box Equipment Notes can be equipped in all ship classes. Very niche and often not useful as even without AA radar, you can still fly-swat these planes very well. This auxiliary is safe to scrap if you need plates. Statistics 28 → 70 Fire Control Radar T3 Rarity Elite Type ★★★★★ Universal Procurement Notes and Equipment obtained from 4-3 (Purple), Any T3/T4 Technology Box Equipment Notes can only be equipped in the DESCRIPTION CA/BB/BC/BM This assist increases accuracy statistics and Firepower Stat. An alternative to Autoloader/Rammer, this helper, commonly known as FCR, emphasizes accuracy compared to Autoloader/Rammer Reload which is most useful in PvP. A highly recommended equipment for BB/BC/BMs (better to have at least one). CAs can benefit from this too, but it tends to be overshadowed by SG Radar. Stats 8 → 21 9 → 24 SG Radar T3 Auxiliary Type Rarity Super Rare ★★★★★ Nation Eagle Union Obtainability and Equipment Notes obtained from 6-1 (Gold and Purple), 7-4 (Purple), T3/T4/T5 Eagle Tech box Notes can be equipped in all ship classes except CV/CVL. Improves the likelihood of avoiding ambushes by 5%/8%/12%, reduces the likelihood of encountering Ambush/Air Strikes by 5%/8%/12% (Blue/Purple/Gold). The effect does not stack and the greatest rarity will only take effect. Description: This helper increases the accuracy statistic and some Stats Evasion. This helper also has a non-stackable passive effect that reduces the encounter of ambushes and air strikes and improves the likely hood to escape an ambush that is useful for PvE. Please note that the effect applies if any of the ships in a fleet have at least 1 SG radar and the effects do not stack fleet throughout the fleet. Also, avoiding an ambush is not always guaranteed even at 99% escape. In PvP, its main selling point is the statistics it gives, as it gives the largest increase in accuracy statistics, while having an acceptable evasion increase that is valued for CAs and BB/BC/BM bottom lines. Also, it is usable on any non-CV/CVL ship, although it is not generally recommended for DDs. The fact that when you receive 99% evasion rate and still can't escape the ambush, but if you get a 43% dodge rate, you still escape anyway. Statistics 6 → 15 14 → 35 Ship Maintenance Crane T3 Auxiliary Type Rarity Super Rare ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from 5-2 (purple), 9-2 (gold and purple), any t3/t4/t5 technology box equipment notes can only be equipped in AR. Every 5s, restore 6/10/15 HP (Blue/Purple/Gold) to the ship Damaged. The effect does not stack and the greatest rarity will only take effect. Description ARs have the only exception for the two auxiliary equipment, as they can equip three. This auxiliary equipment is the why and is only equipped by them. Having benefits similar to the HP stat Repair Toolkit, the Ship Maintenance Crane, also known as the Repair Crane, heals your ship for a certain amount every 5 seconds. He prioritizes the most damaged ship first. In addition to the HP statist, the cure that the cranes themselves do not stack and having multiple cranes does not allow multiple healing of ships. I wonder how many gold cranes do you have now? Statistics 200 → 500 Little Beaver Squadron Tag T0 Auxiliary Type Rarity Super Rare ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from Little Beaver Squadron Reward Collection Equipment Notes can be equipped in all ship classes. Increases the movement speed of all ships by 20%. Description A collection reward for completing the Little Beaver Squad collection, this helper increases evasion and slightly hp statistics. It also has a passive effect of increasing the movement speed of all ships in the fleet. A highly valued auxiliary for CAs as the effect and evasion benefits them the most, but you can practically use it on any ship, specifically front-facing ships. Note that you can only get one of this helper so as not to accidentally shave it. Stats 25 → 75 14 → 35 Pearl Tears T0 Auxiliary Type Rarity Super Rare ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from Tears of Pearl Harbor Collection Reward Equipment Notes can be equipped in all ship classes. When the ship carrying this item sinks, it restores 10% HP for all other ships. Description A collection reward for completing the Tears of Pearl Harbor collection, this helper, similar to the Repair Toolkit and Repair Crane, has a similar HP statistic increase. The only difference is in its effects. When a ship sinks while it is equipped on the sunken ship, it heals some health on other ships. This helper is most useful in PvP for ships that die first as DDs and especially Juneau (due to its ability stacking with healing). It's niche and often not useful for PvE, but you can equip it if you want. Note that you can only get one of this helper so as not to accidentally shave it. Statistics 200 → 500 Type 93 Pure Oxygen Torpedo T0 Rarity Auxiliary Type ★★★★★ Nation Sakura Empire Obtainability and Equipment Notes obtained from the Core Data Store: 1500 Equipment Notes can be equipped on all front-facing ships, although they are often equipped on ships with torpedoes transported by ships. Description. This equipment, when burst, will give 100 flat torpedoes, which is a big problem for the torpedoes. Highly recommended for all DDs like Ayanami and Yuudachi, for example. This auxiliary also benefits CLs and CAs from torpedoes, as well as to increase production (especially CAs due to a more effective gain). Now available in the Core Data store! Statistics 40 → 100 Healing Cat's Paw T0 Rarity Type Auxiliary Super Rare ★★★★★ Nation Universal Obtainability and Equipment Notes obtained from Questline S1-18 Quest reward equipment notes can be equipped in all ship classes. When equipped by Akashi, it increases healing effects by 20%. Description This auxiliary equipment is best equipped by Akashi to benefit from bonuses. In addition to some acceptable increase in HP, the helper increases Akashi's healing effects by 20%. This includes healing the Repair Crane, passive healing, and its ability to heal all ships. Not recommended if not equipped by Akashi. Note that you can only get one of this helper so as not to accidentally shave it. Statistics 120 → 300 High Performance Fire Control Radar T0 Type Rarity Auxiliary Super Rare ★★★★★ National Universal Procurement Notes and Equipment obtained from equipment notes not currently obtained can only be equipped in CA/BB/BC/BM. Reduces the cooldown of the first bombardment by 15%. Description An updated version of FCR. It works identically to FCR with better stats, but has a unique feature that reduces the cooldown time of the first bombing volhee. This auxiliary is best used for ships, usually BBs and BCs, which has a dam when firing main weapons, but can be used on anyone who can equip it. Limited item found in the Fallen Wings event. Statistics 12 → 30 14 → 36 Auxiliaries are quite useful for increasing your ships. Although choosing the wrong helper for a ship can do some harm than good. Here are some options: DDs usually equip a toolbox, and an oxytor or a wildcard equipment. The wildcard equipment can be another toolbox, boiler, fire extinguisher, etc. The Equipment CLs are roughly the same for DDs, which is toolbox and a wildcard equipment. The wildcard equipment can be anti-torpedo, fire extinguisher, etc. CAs are best paired with evasive aids such as naval camouflage or rudder. The beaver badge works great for CAs. The SG radar may have some uses as well. BB/BC/BMs are mixed bag. FCR is a compromise between having a good hp buff and precision buff. The automatic loaders are good at the beginning of the maps, but fall later due to increased evasion and does not work well for the PvP radar. SG is only when you really need a lot of precision to drill high-evasion enemies. CV/CVLs are simple. Or double catapult to PvE or Catapult and Drop Tank to PvP. Either way, what equipment you will use varies depending on the situation. Of course there is also limited equipment that can fit home on some ships, again depending on the situation. Submarine and anti-submarine warfare equipment See this guide for more information: Anti-submarine warfare equipment anti-submarine warfare equipment Equipment some special thanks Suffolk#2549 and Ayanamie#9873 Enbayft#2527 Emzkie#9228 Kawaii FIVE -O#2305 Enderhazard#5939 Verner#3006 Fish #6225 And for all the people who have seen this guide and wish such support in making this guide possible. Possible. Possible.

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