



Samheart564's

Common Resource Guide



COMMON RESOURCE GUIDE

Comprehensive list of common resources, how to acquire them, and how many of each resource you can acquire in a reasonable time frame of playing Azur Lane.

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Foreword

Comprehensive list of common resources, how to acquire them, and how many of each resource you can acquire in a reasonable time frame of playing Azur Lane.

- This guide assumes you have Merchant, Oil Canteen, Lecture Hall, and all Daily Battles to their maximum level.
- Quantities are only listed if the resource is in high-demand, guaranteed, and on a case-by-case basis.
 - Quantities assume a player has not spent money and/or gems on these resources.
 - Only guaranteed drops are considered. You can get more of these resources in the timeframe provided depending on your RNG (like in commissions, shop rotations, stage drops, etc.).
 - If a quantity says "Not a concern," it means that it is never a limiting factor for mid/late-game players. Sorry beginners, you might still have scarcity issues with them.
 - Weeks are assumed to be 7 Days, Months are assumed to be 30 Days, and Months are assumed to be 4 Weeks long. This means quantities listed can differ from actuality due to how the calendar works.

Theoretically Infinite Resources

List of Common Renewable Resources

Item	Location	Guarenteed Quantities (If applicable)	Total Quantity
 Coins	Merchant, Daily Raid, Clearing Rewards (Chapter 9+, Event D stages/Highest SP Stage), Commissions, Missions	-	Not a concern once you unlock Clearing Rewards.
 Oil	Canteen, Commissions, Missions (Daily and Weekly), Weekly Free Supplies Pack, Monthly Login Rewards	2304 Oil/Day from Canteen + 520 Oil/Day from Daily Missions + 2900 Oil/Week from Weekly Missions + 4000 Oil/Week from Weekly Free Supplies Pack	26,668 Oil/Week (Plus 1500 Monthly Login, Plus Commission RNG, so it's most likely way higher).
 EXP Data Pack	Lecture Hall, Weekly Free Supplies Pack, Cruise Missions, Daily Raid (Tactical Training and Supply Line Disruption)	52 Packs/Day from Lecture Hall + 46 Packs/Week from Daily Raid + 220 Packs/Week from Weekly Free Supplies Pack + 120 Packs/2 Months from Cruise Missions	430 Packs/Week (Plus 120 Packs/60 Days Cruise Missions).
 High Efficiency Combat Logistic Plan	Weekly Free Supplies Pack, Operation Siren (Exchange Shop)	20 Plans/Week from Weekly Free Supplies Pack + 30 Plans/Month from Operation Siren (Exchange Shop)	110 Plans/Month (Plus Mail RNG).
 Wisdom Cube	Commissions, Missions (Daily and Weekly), Monthly Login Rewards, Cruise Missions, Merit Shop, Munitions Shop (ONLY BUY WITH COIN, NEVER BUY USING GEMS)	Net 3 Cubes/Day from Daily Missions + 12 Cubes/Week from Weekly Missions + 30 Cubes/Month from Monthly Login Rewards + 20 Cubes/2 Months from Cruise Missions	168 Cubes/Month (Plus Cruise Missions, Plus Merit/Munitions Shops RNG, Plus Commission RNG, so it's most likely way higher).
 Quick Finisher	Commissions, Missions (Daily and Weekly), Monthly Login Rewards, Munitions Shop	-	Not a concern.



Cognitive Chip

Daily Raid (Tactical Training), Event Shop, Guild Shop, Core Data Shop, Clearing Rewards (Chapter 12+), Fleet Technology Rewards (1-time only), 3-Star Hard Mode Rewards (1-time only)

~200 (195-210) Chips/Day from Daily Raid + 1000 Chips/Month from Core Data Shop

7000 Chips/Month (Plus Daily Raid RNG, Plus Event Shop, Plus Guild Shop RNG, Plus Clearing Rewards RNG, Plus 1-time sources).



Cognitive Array

Daily Raid (Tactical Training), Event Shop, Core Data Shop, Fleet Technology Rewards (1-time only), Chapter 12+ 3-Star Hard Mode Rewards (1-time only)

9 Arrays/Day from Daily Raid + 50/Month from Core Data Shop

320 Arrays/Month (Plus Event Shop, Plus 1-time sources).



Universal Bulin

Missions (Weekly), Merit Shop, Medal Shop, Monthly Login Rewards, Stage Clear Rewards (1-time only)

3 Bulins/Week from Weekly Missions + 3 Bulins/Month from Monthly Login Rewards + 10 Bulins/Month from Medal Shop

25 Purple Bulins/Month (Plus Other Shops, Plus 1-time sources).

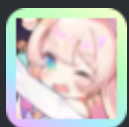


Prototype Bulin MK II

Missions (Weekly), Merit Shop, Medal Shop, Monthly Login Rewards, Stage Clear Rewards (1-time only)

1 Bulin/Week from Weekly Missions + 2 Bulins/Month from Medal Shop + 2 (2-4) Bulins/Month from Merit Shop + 1 Bulin/Month from Monthly Login Rewards

9 Gold Bulins/Month (Plus Exercise RNG, Plus 1-time sources).



Specialized Bulin Custom MKIII

Prototype Shop, Cruise Missions, Bulin-Support Plan (1-time only), Event Milestone Rewards (For UR Events, 1-time only per event)

1 Bulin/Month from Prototype Shop, 1 Bulin/2 Months from Cruise Missions

3 UR Bulins/2 Months (Plus 1-time sources). Note: Provided you have the currency stored, you can buy as much as you need anytime.



Common Plate

Daily Raid (Escort Mission), Campaign/Event Stages, Guild Shop (Blue Plates), Medal Shop, Munitions Shop (ONLY BUY WITH COIN, NEVER BUY USING GEMS), Guild Operation

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Not a concern.



Blue Plate



Purple Plate

Daily Raid (Escort Mission), Campaign Stages (Chapter 6+), Event Stages (C, D, or SP), Guild Shop, Medal Shop, Munitions Shop, Guild Operation

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General Plates might be a concern, but there is no real way to estimate Plate income realistically. Rest of the parts aren't a concern.



Gold Plate

Daily Raid (Escort Mission), Guild Shop, Guild Operation, Operation Siren (Blue Port Shops, Boss Drop RNG, Cat Node RNG)

20 Plates/Week from Guild Shop + 30 Plates/Month from Operation Siren (Blue Port Shops) + 36 Plates/2 Months from Guild Operation

146 Gold Plates/Month (Plus Operation Siren RNG). Plate types outside of Guild Shop are random, however.



Blue Skillbook

Daily Raid (Advance Mission), Guild Shop, Medal Shop, Munitions Shop (ONLY BUY WITH COIN, NEVER BUY USING GEMS)

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Red Skillbooks might be a concern, but there is no real way to estimate Skillbook income realistically. Rest of the skillbooks aren't a concern.



Purple Skillbook



Gold Skillbook

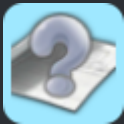


Rainbow Skillbook

Daily Raid (Advance Mission), Operation Siren (Exchange Shop)

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Red Skillbooks might be a concern, but there is no real way to estimate Skillbook income realistically. Rest of the skillbooks aren't a concern.



Blue
Retrofit
Blueprints

Story Hard Mode, Event Milestone Rewards (1-time only per event), Medal Shop (Retrofit Prints are slightly overpriced, try not to buy them here), Guild Shop

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Cruiser prints might be a concern, but there is no real way to estimate Retrofit Blueprint income realistically.



Purple
Retrofit
Blueprints

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Gold
Retrofit
Blueprints

Story Hard Mode (Chapter 3+), Event Milestone Rewards (1-time only per event), Medal Shop (Gold Prints are overpriced, try not to buy them here), Guild Shop

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Cruiser prints might be a concern, but there is no real way to estimate Retrofit Blueprint income realistically.

Finite Resources

List of Finite Resources

Item	Location	Guarenteed Quantities (If applicable)	Total Quantity
 Coins	New Player 8-day Login Campaign, 3* Reward for Campaign Stages, Memento (Collection) Rewards, Commissions (Urgent)	150 Gems from New Player 8-Day Login Campaign + 250 Gems/Chapter + 500 from Memento (Collection) Rewards	4150 Gems (Plus Commission RNG, Plus Special Event/Mail RNG).

Credits

Written by samheart564#4031, with help from various AL community members. If there are any questions, DM me on Discord or ask in various AL-Help Channels.