



Samheart564's

Fleetbuilding Guide



FARMING GUIDE

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Updated: 6/30/2022, 7:27:05 PM
Revision: 1.1.0
Link: <https://slaimuda.github.io/ecgc/#/guide?id=00004>

Foreword

Fleetbuilding for hard content is something many players struggle with. This guide hopes to give a comprehensive overview of fleetbuilding for hard content in Azur Lane.

If you just started Azur Lane...

Just stick to 1 fleet for now and ignore this guide. This guide is meant for mid-game players who have enough ships leveled to get a second fleet going.

You can use unlocking Operation Siren as a benchmark. Once you have unlocked Operation Siren, come back.

Note: When farming, refer to the [Farming Guide](#) for more information.

Mob Fleet vs Boss Fleet

- **Mob Fleet:**
 - Kills everything on a stage that is **NOT** the main boss.
 - Built to sustain multiple grueling battles.
 - Can be used for leveling.
 - Used for 90% of all Azur Lane content.
- **Boss Fleet:**
 - ONLY attacks and kills the main boss.
 - This is due to the **Ammo Bonus** damage advantage.
 - Built to do the maximum amount of damage in one, extremely hard fight.
 - Has your best ships and gear.

Backline Ship Roles

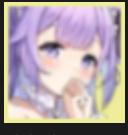
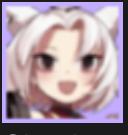
Notes:

- Consult a tierlist/other guide, or make your own judgements for ship viability. Don't follow the order listed below.
- Some ships might fall into multiple roles! Read their skills for more information. The roles assigned below are roles I would use them in personally.
- See [Preloads/Staggering Damage](#) for more information regarding them.
- See [Skill Syncing](#) for more information on **Faction Fleets** and **Pair Skills**.

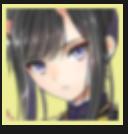
Healer

They sustain a mob fleet over the course of a sortie through enormous healing.

Permanently Available:

	
Unicorn	Shouhou

Event-Locked:

	
Perseus	Ryuuhou

Flagship BB

Provide a strong (position-dependant!), frontal barrage and/or have fleetwide benefits from being in this slot from their skills. This slot also gives BBs optimal secondary gun range.

Permanently Available:

					
<u>Friedrich der Große</u>	<u>Gascogne</u>	<u>Marco Polo</u>	<u>Monarch</u>	<u>Izumo</u>	<u>Alabama</u>

Event-Locked:

					
<u>Richelieu</u>	<u>Kii</u>	<u>Sovetskaya Belorussiya</u>	<u>Sovetskaya Rossiya</u>	<u>Lützow</u>	<u>Scharnhorst META</u>

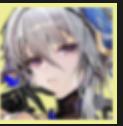
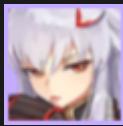
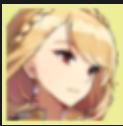
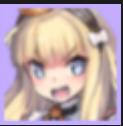


Off-Flag BB

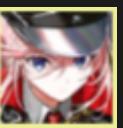
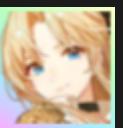
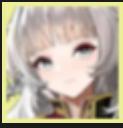
Provides strong damage and/or support **without being position-locked**. Also provides extra secondary gun support.

Note: All BBs in this section can act as the Flagship BB, but the opposite is not true!

Permanently Available:

					
<u>Warspite</u>	<u>Champagne</u>	<u>Georgia</u>	<u>Odin</u>	<u>Tosa</u>	<u>Gascogne μ</u>
					
<u>Hyuuga</u>	<u>Prince of Wales</u>	<u>Queen Elizabeth</u>			

Event-Locked:

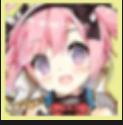
					
<u>New Jersey</u>	<u>Ulrich von Hutten</u>	<u>Gneisenau META</u>	<u>Repulse META</u>	<u>Seydlitz</u>	<u>Vanguard</u>
					
<u>Howe</u>	<u>Vittorio Veneto</u>				



Damage CV

Provides strong damage (usually more AoE oriented).

Permanently Available:

					
Hakuryuu	Enterprise	Essex	Saratoga	Intrepid	Shangri-La

Event-Locked:

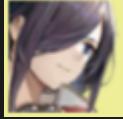
					
Taihou μ	Peter Strasser	Katsuragi			

Off-Flag Support

These ships have slightly less per-strike damage in exchange for additional fleet support (fleet buffs/enemy debuffs/additional healing/"fast loads").

Note: Permanently Available ships are placed higher than Event-Locked ships.

Slow Support:

		
Ark Royal	August von Parseval	Formidable

Damage Support:

					
Duke of York	Centaur	Shoukaku	Independence	Casablanca	Illustrious μ

Bulk Support (Healing/Shields/Damage Reduction):

			
Illustrious	Graf Zeppelin	Aquila	Volga

Damage Stagger:

	
Akagi μ	Impero

Vanguard Ship Roles

Notes:

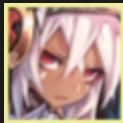
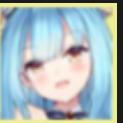
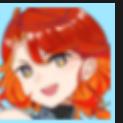
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Mob Main Tank

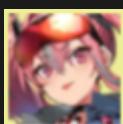
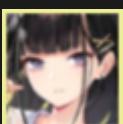
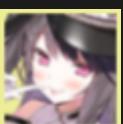
These ships are more susceptible to high damage bullets, but work great as Mob Tanks.

Note: Most Mob Main Tanks can also fall into the [Damage Dealer](#) and/or [Support](#) category.

Permanently Available:

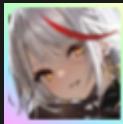
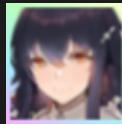
Event-Locked:

			
Bremerton	Noshiro	Pamiat Merkuria	Jervis

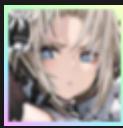
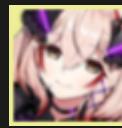
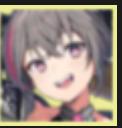
Boss Main Tank

These ships are extremely tanky, in addition to having decent damage.
Note: All Boss Main Tank ships can Mob Main Tank, but the opposite is not true!

Permanently Available:

					
New Orleans	Prinz Eugen (Really Desperate)				

Event-Locked:

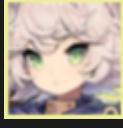
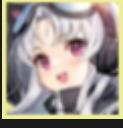
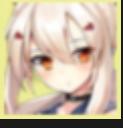
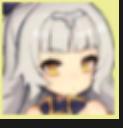
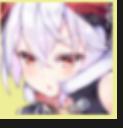
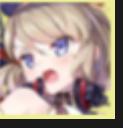
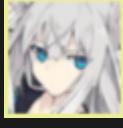
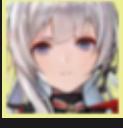
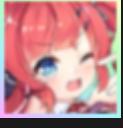
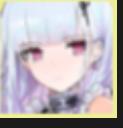
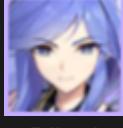
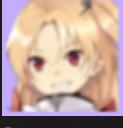
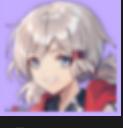
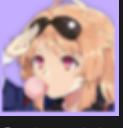
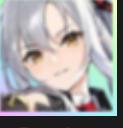
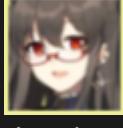
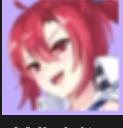
Damage Dealer

Ships that focus on dealing strong personal damage.

Notes:

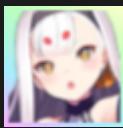
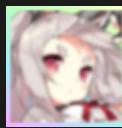
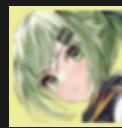
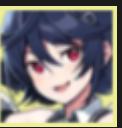
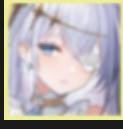
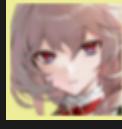
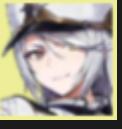
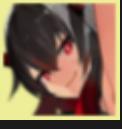
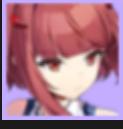
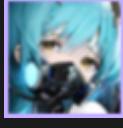
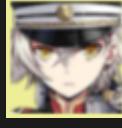
- Damage levels can vary wildly in this section; read the ships' skills or other guides for more information.
- Bulk Levels can vary wildly in this section; read the ships' skills or other guides for more information.
- Regarding Torpedo-Oriented Ships: On auto, they are noticeably worse than other ship types. On manual, they are noticeably better than other ship types. Use with caution.

Permanently Available:

					
Kitakaze	Chang Chun	Ayanami	Z46	Laffey	Z23
					
Kawakaze	Mainz	San Diego	Seattle	Dido	Belfast
					
Biloxi	Cleveland	Denver	Columbia	Drake	Ibuki
					
London	Wichita				



Event-Locked:

					
Shimakaze	Yuudachi	An Shan	Allen M. Sumner	Suzutsuki	Tashkent
					
Kiev	Bristol	Pompeo Magno	Le Malin μ	Le Terrible	Tashkent μ
					
Emden	Duca degli Abruzzi	Chapayev	Kirov	Magdeburg	Birmingham
					
Boise	Kinu	Baltimore			

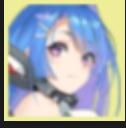
Support

These ships have less personal damage in exchange for additional fleet support.

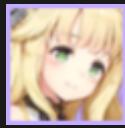
Notes:

- Read the ships' skills for more information about their support.
- Permanently Available ships are placed higher than Event-Locked ships.

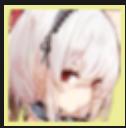
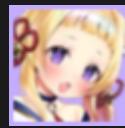
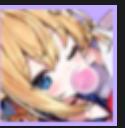
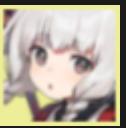
Damage Stagger:

	
Helena	Helena META

Damage Stagger:

	
Swiftsure	Aurora (Light Boss Only)

Damage Support:

					
Sirius	Curlew	Ariake	Stephen Potter	Stephen Potter	Bellona

Curlew, Ariake, Potter, Kazagumo, and Bellona skills don't stack!

Damage Support:



Damage Support:



Damage Stagger:



Fleet Composition

Mob Fleet Composition

- Slot 1: [Healer](#)
- Slot 2: [Flagship BB](#)
- Slot 3: [Off-Flag BB](#) or [Off-Flag Support](#) or [Damage CV](#)
- Slot 4: [Boss Main Tank](#) or [Mob Main Tank](#)
- Slot 5: [Damage Dealer](#) or [Support](#)
- Slot 6: [Damage Dealer](#) or [Support](#)



Example Mob Fleet

Boss Fleet Composition

- Slot 1: [Off-Flag BB](#) or [Off-Flag Support](#) or [Damage CV](#)
- Slot 2: [Flagship BB](#)
- Slot 3: [Off-Flag BB](#) or [Off-Flag Support](#) or [Damage CV](#)
- Slot 4: [Boss Main Tank](#)
- Slot 5: [Damage Dealer](#) or [Support](#)
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Example Boss Fleet

Submarine Fleet Composition

As a new player, don't worry about Submarines. Focus on Main/Vanguard Fleets first!

Iron Blood Submarine Composition

- Take 3 of U-96, U-37, U-81, U-47.
- Substitution: U-101

Eagle Union Submarine Composition

- Take Archerfish plus 2 of Nautilus, Cavalla, Albacore.
- Substitution: Minato Aqua, U-47, I-58 (with Augment), assuming Archerfish Skill requirement is met.



Damage Distribution

Main Fleet / Submarines:

- They rarely take damage.

Vanguard:

- Slot 4 takes the most damage.
- Slot 6 takes the second-most damage.
- Slot 5 takes the least damage. Put the frailest ship here.

Note: FOR ADVANCED PLAYERS! To determine relative ship bulk, check out this eHP sheet. Sheet and numbers are a work in progress; don't rely on it too much.

Damage/Support BB vs Damage/Support CV ("Slot 3 Dilemma")

"Do I use 1 BB and 2 CVs in my fleet? Or 2 BBs and 1 CV in my fleet?"

Why BBs could be better:

- Secondary guns help with suicide boats.
- More light armor focused than CVs.
- Can single target focus with minimal support.

Why CVs could be better:

- Every CV launch clears the screen of enemy projectiles.
- More Anti-Air than BBs.
- More AoE damage.
- "Hidden" mechanic gives them a damage boost while hidden.

Depending on the above, choose whether a BB or CV works better for you. In the end, if a ship is good, they will perform well, regardless of hull type.

Preloads / Staggering Damage

Having all your BB shots or CV airstrikes overkill a wave does not help with clear times. This is why staggering damage helps.

Ways to Stagger Damage:

- Preloads! The preload and subsequent fast airstrikes are perfect for staggering.
- Equipping one of these on some (not all!) of your ships can help stagger damage artificially.



High Performance Fire Control Radar



Admiralty Fire Control Table



Homing Beacon

- Slightly adjusting Planes (CVs) or Main Guns (BBs) can help stagger.



Skill Syncing

Timed Skill Syncing

20 Second Syncing:

Example: Helena

With standard equipment, all backline options sync with Helena. Do NOT use an SG Radar on Helena!

Yes, it's that easy.

Note: Helena has different sync timings with SG Radar; use at your own risk.

15 Second Syncing:

Don't bother; BBs need the Twin 457mm (Mark A Prototype), which is hard to get, and CVs can't sync at all.

On Shot/Strike Syncing

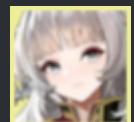
Example: Vanguard, Duke of York or Ark Royal, August von Parseval, Formidable

- Step 1: Read ship skills.
- Step 2: Adjust equipment so all ships launch at roughly the same time (within 1 second of each other).
 - if a ship needs to launch first (ex. Centaur, Duke of York, etc.), make sure they launch first.

Faction Fleets

Faction Fleets are sub-optimal. A well-built mixed faction fleet will perform better than a well-built faction fleet 100% of the time.

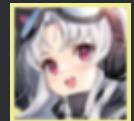
Ship	Faction	Viability
Nagato		Not a concern once you unlock Clearing Rewards.
Bismarck		Only good in KMS fleets.
Prince Of Wales		Only good in USS fleets, ideally with USS CVs.
Queen Elizabeth		Personal damage being bad outweighs the faction buff in most cases. Not worth using at all.
Richelieu		Amazing Flagship BB in general, with or without other French ships in the fleet. Worth using regardless of Faction.



Vittorio
Veneto



Amazing Off-Flag BB in general, with or without other Italian ships in the fleet. Worth using regardless of Faction.



Chang
Chun



Amazing Damage Dealer in general, with or without other Chinese or Russian ships in the fleet. Worth using regardless of Faction.

Pair Skills

These are ships that receive buffs from sorting with specific ships (usually ships within their faction).

- If 1-2 other ships are needed to receive the full benefit, it is fine to build the fleet around it. Example: Howe.
- If 3+ ships are needed to receive the full benefit, the benefit is good, and all ships in the fleet can be good, it is fine to build the fleet around it. Example: Amagi.
- If the skill requires bad ships to get added to the fleet, don't build the fleet around them. Example: Portland.

BELOW IS FOR ADVANCED PLAYERS ONLY

The following sections are for more advanced players only.

Hard Campaign First-Clear (Lethal) Fleetbuilding Tips

Note: When farming, refer to the Farming Guide for more information.

Chapter 10 & 11

Due to the increased presence of suicide boats, as well as the abundance of light armor enemies, BBs are preferred over CVs here.

For the Mob fleet:

- Using a Fire Extinguisher on the Flagship is preferred, as enemy BB snipes are deadly without it.



Fire Extinguisher

Chapter 12 & 13

Due to the increased presence of enemy aircraft, and the need to maintain Air Supremacy, CVs are preferred over BBs here. **There are no suicide boats in Chapter 12 & 13.**



Example Chapter 12/13 Mob fleet.





Example Chapter 12/13 Boss fleet.

For Both Fleets:

- Make sure Airspace Control is green. You can check it before entering the stage.

For the Mob fleet:

- 3 CVs (including a Healer) in the backline is recommended to meet Air Supremacy.
- Semi-decent AA ships are needed in the vanguard to deal with planes.

For the Boss Fleet:

- Using at least 1 BB to deal with the enemy Command Ships helps.
- Using one of San Diego (Retrofit), Cheshire, or Isuzu (Retrofit) in the vanguard is necessary to help deal with planes.

Note: To determine relative AA damage output, check out [this slightly outdated AA sheet](#). It still gets the job done.



Chapter 14

Due to how the enemy can snipe your backline, and how high the vanguard pressure is, don't be afraid to reset if you are about to lose. That's just part of the process unfortunately.



Example Chapter 14 Mob fleet



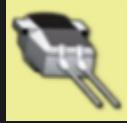
Example Chapter 14 Boss fleet



For Both Fleets:

The BB secondary guns should be one of:

CL Gun:

	
Twin 150mm (SK C/28 Prototype)	Triple 155mm (3rd Year Type) Kai

DD Gun:

	
Twin 130mm (B-2LM)	Twin 128mm/45 SK C/41

Only use DD guns if the ship cannot equip CL guns.

- Defensive Auxes (like VH Armor Plating, Improved Hydraulic Rudder, etc.) on the backline can help mitigate RNG, but nobody is immune from it.
- Stagger your backline damage! Read this section for more information.
- Due to the Night Battle Mechanic, ships that contribute to "bullet spam" are preferred, as their barrages can reveal enemies faster.

In the Mob Fleet:

- For best results, your flagship must be one of Friedrich der Große, Ulrich von Hutten, Gascogne, or Richelieu. Other flagships might work, but you will have an easier time with one of these 4 options.
- Gascogne is permanently available, and can get coin-upped for easy maxing.
- The Healer should be Unicorn (Retrofit) or Perseus. They can heal the backline, which is very important.
- You need ASW! You want a Hedgehog, as well as 1-2 General Motors TBM-3 Avenger (ASW) (from Gear Lab) on your healer.

	
Hedgehog	General Motors TBM-3 Avenger (ASW)

- Due to the Concealment Mechanic, using DDs/CLs are preferred, as they can both contribute to Anti-Sub as well as dodge enemy attacks more easily.



Event Fleetbuilding

Note: When farming, refer to the Farming Guide for more information.

When first clearing, the mechanics work the same way as here. Create a normal Mob and Boss fleet, and run with it.

Operation Siren Fleetbuilding

Note: When farming, refer to the Farming Guide for more information.



Example OpSi Mob fleet. Ships that are max level aren't necessary for most farming.



Example OpSi Mob fleet. Ships that are max level aren't necessary for most farming.





Example BB Boss fleet.



Example CV Boss fleet.



Example Mixed Boss fleet. These should only be used if a BB or CV boss fleet cannot be constructed.

Theory

Operation Siren has enemies that are weak to a specific type of damage (like shelling or airstrike). Building around those weaknesses is most optimal.

Mob Fleet

This works the same way as here.

Shelling Focused Fleet

This works the same way as here, except all backline ships are BBs.

Support Options:

In a BB fleet, it is recommended to use one of Vanguard, Howe, or Duke of York due to their support. Helena and Helena META work great here. Situationally, ships like Swiftsure or Aurora work as well.

Carrier Focused Fleet

This works the same way as here, except all backline ships are CVs.

"Ryuusei Memeing":

Involves using a slow support ship (ex. Ark Royal, August von Parseval) along with other damage oriented CVs to slow down an enemy enough for all converging Torpedos (ex. Aichi B7A Ryuusei, Junkers Ju-87 D-4, Prototype Saiun Kai, etc.) to land. Highly recommended in Operation Siren. Example above shows one such fleet.

Faction Carrier Fleets:

Involves using Nagato along with IJN CVs, or Bismarck along with KMS CVs. Since both flagships have skills that buff CV damage, it is viable.

Support Options:

In a CV fleet, it is recommended to use one (or two) of the damage boosting options listed here or here.

Mixed Boss Fleet

This works the same way as here.

Submarine Fleet

This works the same way as here.



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.