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Swift reloading manual number 2 free printable version

Every shipgirl possesses their own set of skills, which provide extra abilities, attacks, or various beneficial buffs in combat. They are sorted into three broad categories: Offensive (Red), Defensive (Blue), and Support (Yellow). Training Skills Skills are trained at the Tactical Academy within the Academy. Skills can be trained anytime regardless of the ship in question in battle or in a commission and a skill book will be consumed. Training does not block a ship from sortieing. Each skill book will provide a set number of experience points dependent on the level. This will be increased by 50% (100% for T4 skill books) for selecting a skill book of the same type/color as the skill that is being trained, without an increase in time. Training can be cancelled while in progress. Prorated Skill EXP will be awarded based on how long the training was in progress, but the skill book will not be refunded. This refers generally not advised. Six T1 skill books can be combined into a single T2 skill book, and the T3 book only contains two thirds as much as the sum of T2 books used to craft it. You will start out with 2 slots to train your ships. Up to a maximum of four slots can be used, with the third costing 500 to unlock and the fourth costing 600. Skill Book Tiers Book level Skill XP (with bonus) Time Cost Medals exchange cost T1 100 (150) 2 hours 1200 6 T3 800 (1200) 8 hours 2400 12 T4 1500 (3000) 12 hours N/A N/A Each Skill Book will provide a set number of experience points dependent on the tier of the book used. The experience value is increased by 50% (100% for T4) for using a Skill Book of the same type/color as the skill being trained, without an increase in time. Any excess experience gained from using books will roll over to the next level advancement. For example, leveling a skill to level 2 requires 100 EXP. Using a T1 Skill Book of the same type/color as the skill provides 150 EXP. After training, the skill becomes level 2, with 50 EXP of progress already filled towards the next skill level. Skill Level Upgrade Chart Skill level 2 3 4 5 6 7 8 9 10 Required EXP 100 200 400 800 1400 2200 3200 4400 5800 Total 100 300 700 1500 2900 5100 8300 12700 18500 Efficiency and time wise, the total amount of related books needed from skill level 1 to skill level 10 is as follows: Amount of Books Total Hours T4 T3 T2 T1 6 0 1 1.78 hr 0.0 0.41 1.166 hr 0.0 0.124 248 hr Equipment Skills Certain equipment in the game may have their own unique equipment skill (ex.: Type 1 Armor Piercing Shell increases a ship's Main Gun critical damage by 25% when equipped). These effects are outlined in green-colored text when viewing the details of an equipment piece, which cannot be altered in any way by enhancement nor Fleet Technology upgrades. Skill Effect Stacking The rules for skill stacking are as follows: 1. Any skill will not stack with another skill that has the same name. Only the one with the highest effect will be active.[1] Example 1: If you have Level 1 Artillery Command: Cruisers (Cruiser Firepower +5%) and Level 2 Artillery Command: Cruisers (Cruiser Firepower +6%), only the Level 2 effect (Cruiser FP +6%) effect will be active. Example 2: If you have the Type 1 Armor Piercing Shell (Main Gun Critical Damage +15%) and the Type 1 Armor Piercing Shell (Main Gun Critical Damage +25%) both equipped on the same battleship, only the higher bonus (Main Gun Critical Damage +25%) effect will be active. 2. Command skills do not stack with other Command skills with the same first word, but they will stack with Command skills with a different first word, as well as with other skills.[2] Specifically, each ship can only be affected by one buff from each of the following boxes: List of Commands skills Anti-Air Command Artillery Command Reload Command: Tactical Command Torpedo Command Anti-Air Command: AllAnti-Air Command: BattleshipsAnti-Air Command: CruisersAnti-Air Command: DestroyersAnti-Air Command: Main FleetAnti-Air Command: Vanguard Reload Command: BattleshipsAnti-Air Command: CruisersReload Command: DestroyersReload Command: Light CarriersReload Command: Main FleetReload Command: BattleshipsReload Command: CruisersReload Command: DestroyersReload Command: VanguardTactical Command: LightCarriersTactical Command: Main FleetTactical Command: CruisersTactical Command: DestroyersTactical Command: Main FleetTactical Command: CruisersTorpedo Command: DestroyersTorpedo Command: Vanguard Example 1: If you have Level 3 3 Torpedo Command: Destroyer (Destroyer Torpedo +7%) and Level 1 Torpedo Command: Escort (Vanguard Fleet Torpedo +5%), they do not stack because they are Command skills with the same first word ("Torpedo"). Destroyers will receive the +7% Torpedo effect, and cruisers will receive the +5% Torpedo effect. Example 2: If you have Level 10 Artillery Command: Vanguard (Vanguard Fleet Firepower +15%) and Level 1 Reload Command: Vanguard (Vanguard Fleet Reload +15%), they will both be active since they have different first words ("Artillery" and "Reload"), even though they are both Command skills affecting the same set of ships. Example 3: If you have Artillery Command: Cruisers (Cruiser Firepower +15%) and Tactical Command: Cruisers (Cruiser Firepower, Torpedo, and Reload +10%), they will both be active because they have different first words ("Artillery" and "Tactical"), despite both skills buffering Firepower on the same ships. This results in a total of +25% Firepower, +10% Torpedo, and +10% Reload for cruisers (confirmed through testing). 3. All other skills will stack with each other, even if they buff the same stat, with the clarifications/exceptions defined below: Known skill exceptions Belfast's Smokescreen Does not stack with other smokescreens. Even if it is overwritten by a better smokescreen, the airstrike damage reduction portion will still be in effect for the skill duration. First-Generation Carrier Langley and Houshou's XP increase stack additively. Example: If you have Reload Command: Destroyers (Destroyer Reload +15%) and Quick Reload (Chance to increase own Reload by 40% every 20s for 10s), they will stack due to only one of them being a Command skill, even though both buff the same stat. List of Skills For a list of skills across all ships, see List of Ships with Skills. Offensive Skills IconSkill NameDescriptionShips 2,700 Pounds of JusticeWhen this ship deals DMG to an enemy with its Main Guns: DMG increase is based on shell traveling distance from 35 to 105 (121), up to a maximum of 15% (30%) instead.(Super-Heavy AP has 65/135/115 modifiers and 20% chance to inflict Armor Break effect. This effect causes enemies to take 8% more DMG for 6s, and only stacks with Armor Break caused by New Jersey and Valiant.)Massachusetts's Legend's InheritanceWhen this ship fires its Main Guns: 40% (70%) chance to fire a special barrage (DMG is based on the skill's level). Barrage preview (gif)Izumo's Legend's InheritanceWhen this ship fires its Main Guns: 40% (70%) chance to fire an improved special barrage (DMG is based on the skill's level).(Replaces "A Legend's Inheritance")Barrage preview (gif)Izumo (Fate Sim 5)A Surprise for Mew!3s after the battle starts, and every 15s after that: fires a Lv.1 (Lv.10) special barrage (DMG is based on the skill's level); when this barrage fires, increases this ship's AA by 5% (15%) for 10s. LittleCheshireAA FirepowerIncreases this ship's FP by 10% (30%) of its total AA stat (base stat plus extra stats gained from gears). NorthCarolinaAbsolute AdaptabilityWhen this ship fires its Main Guns: if all of your afloat Vanguard ships have no less than 50% of their max HP remaining, fires a special barrage (DMG is based on the skill's level). Otherwise, grants a shield that lasts for 6s and blocks up to 6 shells to the ship in the frontmost position of your Vanguard. 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The burn lasts 6s and deals 521 damage per tick, with 1 every 3s.Souryū METAAllOut Assult Every 15 (10) times the main gun is fired, triggers All Out Assault - Emden I (Hinden) Eye Seeing EyeAt the start of the battle and every 20s: decrease this ship's Speed by 5.0% for 3s and a Super-Heavy AP and DMG increase based on shell traveling distance from 35 to 105 (121), up to a maximum of 15% (30%) instead.(Super-Heavy AP has 65/135/115 modifiers and 20% chance to inflict Armor Break effect. This effect causes enemies to take 8% more DMG for 6s, and only stacks with Armor Break caused by New Jersey and Valiant.)Massachusetts's Legend's InheritanceWhen this ship fires its Main Guns: 40% (70%) chance to fire a special barrage (DMG is based on the skill's level). Barrage preview (gifs)Izumo (Fate Sim 5)A Surprise for Mew!3s after the battle starts, and every 15s after that: fires a Lv.1 (Lv.10) special barrage (DMG is based on the skill's level); when this barrage fires, increases this ship's AA by 5% (15%) for 10s. LittleCheshireAA FirepowerIncreases this ship's FP by 10% (30%) of its total AA stat (base stat plus extra stats gained from gears). NorthCarolinaABSOLUTELY ADVICE!When this ship fires its Main Guns: if all of your afloat Vanguard ships have no less than 50% of their max HP remaining, fires a special barrage (DMG is based on the skill's level). Otherwise, grants a shield that lasts for 6s and blocks up to 6 shells to the ship in the frontmost position of your Vanguard.

affected by armor type (armor modifier is always 100%). Additionally, increase main gun damage by 5% (15%).**Black Heart****Two-Faced Fox****During battle**, increases own Firepower stat by 5% (15%). After defeating 3 enemy nodes in a sortie, increases own Torpedo stat by 4.5% (12%). [This skill's sortie battle counter resets when moving to a new area or changing your formation within Operation Siren.]**Shirakami Fubuki****United As One****During sortie with 6 ships in the fleet**, increase own Firepower, Reload by 10% (25%), and Evasion by 4% (10%).**Tai Yuan****Universal Bulin****Can be used as material to Limit Break any ship of Elite (SR) quality and below.****Universal Bulin****Untold Tales****During a sortie, whenever the fleet this ship is in sinks an enemy fleet: increase this ship's AA and EVA by 5.0%** (can be stacked up to 3 times). While this ship is afloat, the following effects are applied to the fleet this ship is NOT in: For the 1st and 2nd battle launches a supporting barrage 20s after battle starts (damage is based on skill level). For the 3rd and 4th battle: decreases damage taken by 3.5% (8%) for all Sardegna Empire ships in that fleet. [This skill's sortie battle counter resets when moving to a new area or changing your formation within Operation Siren.]**Marco Polo****Waters of Styx****Increases this ship's max Airstrike capacity to 3 and restores 1% HP to all ships in the same fleet as this ship once every 40s (every 20s).** 20s after the fleet this ship is NOT in starts a battle: heals that fleet's Vanguard for 1.5% (3%) HP. (In Operation Siren, the cross-fleet healing effect is halved. Toll of War effect does not negate the max Airstrike capacity increase.)**Perseus Whimsical Protector****At the start of the battle: increases this ship's AA and EVA by 5% (15%) every 60s.** While there are 3 ships in your Vanguard and this ship is in the middle position: decreases DMG taken by your Vanguard's frontmost ship by 4% (10%) for 50s, and increases DMG dealt by your Vanguard's backmost ship by 4% (10%) for 50s.**Stephen Potter Will of the Iron Blood****Increases the firecal rate of main guns, torpedoes, and aircraft by 4% (20%), and reload by 4.5% (12%), for Iron Blood ships.** Increase damage dealt by Tirpitz by 20% (40%).**Bismarck Within the Thunder's Roar****Increases this ship's Accuracy by 5.0% (15.0%) and decrease her damage taken from torpedoes by 10.0%.** While this ship is afloat, when a fleet this ship is NOT in engages in a battle: Increase TRP for all DDs in that fleet by 1.0% (10.0%) for the first battle. 30s into that battle, fire a supporting torpedo barrage (damage is based on the skill level).**Sakakaze Youthful Flight****Every 20s, 30% (60%) chance to reduce Firepower, Torpedo stat, and Aviation of enemy ships by 4.5% (12%) for 10s.****Lenayukikaze****of Kure****While alive in fleet, reduce damage received by the backbone by 3.5% (8%).** Once per battle, when any ship in the backbone drops below 20% health, heal said ship for 4% (10%) of their max HP.**Yukikaze****Yuri's Aid****This ship starts the battle with 1 Airstrike loaded.** When this ship launches an Airstrike: heals your entire Vanguard for 3.5% (8%) of its max HP; the first time this effect activates every battle, it also heals your entire Main Fleet for 1% (5%) of its max HP and the lowest percentage HP ship in your Main Fleet for another 1.2% (3%) of its max HP. (Replaces "Support Carrier")**Unicorn****(Retrofit)****Z Vanguard****During combat, increases Firepower and Evasion of Z-class destroyers by 20% (40%).****Z1Z's Counterattack****When this ship is attacked, increases own Reload by 30% (50%) for 8s.** Effect does not stack with itself.**Repulse Defunct Skills Icon****Skill Name Description****Ships North and South Heroic Duo** While in same fleet with South Dakota, increases own FP by 5% (20%) and reduces damage received on South Dakota by 4% (10%)**North Carolina References** ↑ Yostar JP staff reply on skill stacking - Tweet 1 ↑ Yostar JP staff reply on Command skill stacking - Tweet 2

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