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Battle bay gamepedia

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Objects are tools used for battle, which are equipped on ships in Battle Bay. Similar items tend to share a tip, this creation of item classifications, other items are self-contained and do not have similar counterparts. As a rule of thumb, red slot elements are for damage that can come as point damage, area damage, or a mixture of both. Yellow slot items are used to buff yourself and debuff enemies; buffs can take the form of a temporary speed boost and temporary shielding, debuffs come in the form of stunning and speed reduction. Blue slot elements are passive boosters that can increase many of your ship's statistics from bumps to speed, to rotation of the dome, blue slot elements can even give regeneration of the hit. Green slot elements are used to heal allies and remove debuff. Teal slot elements are used to protect allies and reduce allied debuff duration. Red slot items[edit source edit] Slot type Type Name and description CannonPoint damage weapon Cannon cannon is your trusted companion in battle. Use it well and you'il win! Cannon damage weapon blast cannons This powerful cannon deals with impressive damage, but takes some time to recharge. Cannon striking weapon sniper cannon This creepy cannon fire accelerated projectiles with significant range and accuracy. CannonArea damaged weapon explosive cannon This heavy work cannon firearm cannons that explode on impact, damaging nearby ships. Point a Gatling Pistol Fast Fire Cannon, firing multiple projectiles in quick succession. Point a carronade weapon at close range, tearing its enemies apart with a barrage of projectiles. Area damage weapon Grenades fire devastating explosives with a small range of action. Sometimes he fires enemies for five seconds. A mortar damaged the Standard Mortar Long Range weapon and a large blast radius, the mortar can obliterate entire crews from afar. MortarArea damages weapon Long Range Mortar launching bombs at your enemies from far, far away. The scope of this thing is absurd. MortarArea damage weapon Ballpark Mortar mortar has a huge radius of blast when you really do not want to miss. This huge mortar launches an equally gigantic projectile that explodes in impact. Torpedo standard Torpedo fires torpedo that explodes when colliding with a terrain or ship! The torpedo damaged a Weapon Big Torpedo Fires torpedo that explodes when colliding with a terrain or ship! Torpedo torpedo with torpedoes is deadly, but slow. This one is one, but faster. Torpedo damaged triple torpedo weapon fires three torpedoes into an arc. Point damage weapon Railgun The best weapon in terms of damage to a hit. Recharging takes time, so try not to miss. Rocket LaunchEr Fires a Stormy Volley Missiles. What more would you like from a gun? A Multi-rocket fired nine explosive missiles. Area gun damage Min drops a sneaky explosive surprise for your enemies to stumble into. Incendiary weapon Flare Gun Nasty piece of work that puts fire on the enemy dealing with damage over time. Flammable weaponArea damaged napalm launch weapon Puts the water on fire, inflicts damage over time on all enemies stupid enough to get close. Flammable weaponsPanina fire bomb fires a massive incendiary bomb, detonating on impact, setting fire to its enemies. Blue slot elements[edit source edit] Slot Type Type Classifications and Description Shield Standard Shield Giant Armor to protect your ship. It gives extra points to hits. Shield Big Shield A colossal slab of armor to protect your ship. It gives extra points to hits. There is no Turbo Superchars your ship engine to increase speed. Repair item Bandage Ship repairs slowly over time. Increases health every 5 seconds. Repair item Big Bandage Ship repairs slowly over time. Increases health every 5 seconds. Yellow slot elements[edit edit] Slot type Slot type Name and description No Overboost Increases ship speed for a few seconds. Great for covering long distances. No Nitro gives his ship a short jump in speed, jumping out of the way of injury. The Tesla Bolt stuns with the ship, making it completely useless for a few seconds. Tesla doesn't protect you from air projectiles. It stuns you in four seconds when it's broken. Freezing the Frost Blaster element freezes on an enemy ship, slowing it down to crawl and making it an easy target. Frost Launcher's freezing element releases a bolt that freezes all opponents in an area. Green elements of the lot[edit] Type of lot Type of lot Name and description Repair element To start the launcher leaves boxes in the water to take friendly ships and regain lost HP. Repair item Pulse friendly ships within radius around your ship. It also repairs its own ship for 50% effect. Repair of duct tape element A roll of non-deruking adhesive tape to repair your ship when needed. Repair item Repair Ball repairs a friendly purpose. Repair item Repair Plasma launches projectiles that creates an area that heals over time thile slot elements[edit] source edit] Slot Type Name and Description 2 No firewall projects wall that protects you and your teammates from projectiles. 1 No protection Aura redirects incoming damage to your teammates at a reduced rate. 2 There is no bumper armor that reduces the damage you take. 1 No Cleanse Pulse reduces the length of debut of close teammates. [edit | source edit] Some items have been removed from the game, only players who received them when they were on have them. Slot type Name and description Notes Brakes and bolts Great for standing. Always adds to combo bonus when used as fuse material. Used to add melt melt before the 2.0 update. Training cannon used to add fusing bonuses before the 2.0 update. Horn sounds all the horns in range. It can only be obtained as an epic rarity. Gear Lube speed up your dome tracking, allowing you to aim for enemies much faster. Removed in update 4.0. The rudder increases the turning speed of your ship. Great for fighting. Removed in update 4.0. Other items[source edit] Slot type Name and description Notes Jingle Bells 2016 Holiday Gift 2016. Received from the Christmas gift of the calendar in 2016; It can only be obtained as an epic rarity; Originally published as Jingle Bells. Jingle Bells 2017 Holiday Gift 2017. Received from the Christmas gift of the calendar on December 24, 2017; It can only be obtained as an epic rarity. Jingle Bells 2018 Holiday Gift 2018. Received from the Christmas gift of the calendar on December 24, 2018; It can only be obtained as an epic rarity. The next 15 pages are in this category, out of a total of 15. Editing comments Share Battle Bay is a flame-shaped form of water stretching north from the sea of blood, in Kelewan. Along the eastern and northern sides of the bay are the cities of Colt, Jamar and the city of the plains, while the Great Swamp is located on the west side. Battle Bay is so named because of a 12-day battle that once occurred there. A lone ship, a damaged and broken crew, sails into the bay. More ships followed on the other side of the sea. Runners from the city on the plains were sent for help. The building's army has taken over the invading ships. 100,000 people died, thousands of ships burned, and the sand turned red with blood for months. Smoke and ash from the burning ships stained the city gray and covered the land for miles around with dust. From the battle, the Tsuranwans are formed. [edit | edit source] Information from community content in the Empire Trilogy Community Of Trellewan is available under CC-BY-SA, unless otherwise stated. Shooter is a ship in Battle Bay. The ship has more red slots than any other ship, making it able to handle a lot of damage. Before 4.0, this ship got its talent from Bhurt and Mortimer. Basic Statistics[edit] Source Edit] Basic Statistics Defense Speed Max Speed Ship Agility 0 DMG 0.92 1.5 60° 70° Health Statistics Health Expenditure Level 1 1950 HP 0 2 2069 HP 32,000 Gold 3 2189 HP 49,000 Gold 4 2308 HP 79.00 000 gold 5 2428 HP HP 119,000 gold 6 2547 HP 164,000 gold 7 2666 HP 207,000 gold 8 2786 HP 244.5 HP 000 gold 9 2905 HP 271,000 gold 10,3024 HP 287,000 gold 11,3144 HP 295,000 gold 12,3263 HP 299,000 gold 13,3383 HP 304,000 gold 14 14 3502 HP 318,000 gold 15,3621 HP 344,000 gold 344,000 HP 16,3741 HP 383,000 gold 17 38 60 HP 433,000 gold 18,3980 HP 492,000 gold 19,4099 HP 552,000 gold 552,000 HP 18,398 0 HP 492,000 gold 19,4099 HP 552,000 gold 552,000 gold 18,3980 HP 492,000 gold 19,4099 HP 552,000 gold 55000 55000 gold 15000 gold 18 3980 HP 492 000 gold 19 4099 HP 552,000 gold 550 20 4218 HP 608 00 0 gold 21 4338 HP 655,000 gold 22 4457 HP 692,000 gold 23 4577 HP 718,000 gold 1 24 4696 HP 740,000 gold 25,4815 HP 755,000 gold 26,4935 HP 780,000 gold 27,5054 HP 810,000 gold 28 5173 HP 855,000 gold 29,5293 HP 915,000 gold 30,5412 HP 980.00 HP gold 31,5532 HP 1,050 000 gold 32 5651 HP 1 130 000 gold 33 5770 5770 1,190 000 gold 34 5890 HP 1 250,000 gold 35 6009 HP 1 290 000 gold 36 6129 HP 1 3 30 000 gold 37 6248 HP 37 6248 HP 35 HP 1 360 000 gold 38 6367 HP 1 390 000 gold 39 6487 HP 1,430,000 gold 40,6606 HP 1,480,000 gold 41,6726 HP 3 HP 1,540,000 gold 42 6845 HP 1,620,000 gold 43,6964 HP 1,700,000 gold 44,7084 HP 1,780,000 gold 45 7203 HP 3 HP 1,870,000 gold 46,7322 HP 1,940,000 gold 47,7442 HP 2,000,000 gold 48,7561 HP 2,100,000 gold 49,7681 HP 2,150,000 gold 50,7800 HP 2,200,000 gold Update 4.0 made significant changes to ship statistics. Below are the statistics before update 4.0. MK health protection speed Ship agility 1,650 HP 0 DMG 1.08 (max. 1.38) 34.7° (Max: 71.3° on all MKs) 32.5° (max. 77° all MKs) 2 800 HP 5 DMG 0.89 (max. 1.38) 28.28.28,28 7° 29° 3 1100 HP 10 DMG 0.78 (max. 1.42) 24.3° 26° 4 1500 HP 1000 HP 10 15 DMG 0.74 (max. 1.42) 21.3° 24.5° 5 2300 HP 20 DMG 0.7 (Max. : 1.46) 20.4° 23.5° 6 3000 HP 25 DMG 0,69 (Max. 1.46) 19.9° 23° 7 3600 HP 30 DMG 0.7 (Max.: 1.46) 19.9° 23° 7 3600 HP 30 DMG 0.7 (Max. 10 1.5) 20.4° 23.5° slots and slot points[edit source] Red slots 8 8 8 8 4 4 4 4 Patch history[edit source] 2.4 Update - June 29, 2017 : added MK7. 2.6 Update - November 14, 2017: MK1 Red Slots: 2 → 3 MK1 Red Slots: 2 → 3 MK1 Health: 500 HP → 650 HP MK2 Blue Slots: 1 → 2 MK2 Blue Slot Points: 1 → 2 M Health: 700 HP → 800 HP MK4 unlocks level: 22 → 21 MK5 unlock level: 29 → 30 MK6 unlock level: 39 → 40 strategies[edit edit] There are some roles That the shooter can play: Offensive role: Shooters have a lot of slots for weapons. This allows them to maintain a steady stream of damage even with weapons that have long loosening. Weapons with short coolers, such as cannons, usually do not work well with MK4 or higher shooters, although Cannon has a high DPS. This is because the cooling is so short that you do not use the large number of weapons slots that the ship has. For example, if the MK4 Shooter equipped four cannons, each cannon will cool down faster than you could cycle through them. You are better equipping only one cannon, and then three other weapons with long coolers so you can use the cannon while your heavier weapons are refueling. Diversity is key to building a strong shooter load. Since shooters are the team's main dealers, it is important that they can do damage regardless of the situation. For example, if the main engagement occurs under a low obstacle, the shooter with three different mortars will be almost deactivated. Typically, the shooter will want at least one weapon type of weapon (or another weapon fired projectiles straight ahead), at least one Mortar-type weapon (any family of mortars or refractory bombs) and at least one torpedo weapon. This allows the shooter to be useful in any scenario for For blue objects, the best options are usually shields, turbo or bandages. The turbo is practically necessary to avoid torpedo and mortar fire, since the Shooters are very slow without them. Bandages are useful There are no Fixers on your team, and the shields work well to increase durability. Gear Lube and rudder are usually not necessary, because most battles for shooters take place over long distances, where a slow tower or rotation of the ship is not too damaging. The shooter is mostly an offensive ship, so players should take advantage of that. Gallery[source edit] Note: Needs MK1, MK2, MK3, MK6 and MK7 images (before update 4.0). MK4 slots before 4.0 update MK5 slots before 4.0 update MK1 to MK7 Differences[edit source] Trivia[edit source] MK4 Shooter looks like MK4, but MK4 has some red parts on this device. tegatars.

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