



I'm not robot



Continue

## Axton build guide

Axton has skills that synergize very well through his trees, so it makes sense to get some key skills rather than go straight to the rocks. The first skills to look for are Impact, Metal Storm and Ready. With them, Axton can do any gun work as they got their basic aspects increased: damage, shooting speed and reload speed. In addition, reducing returns can make the handle of some manufacturers easy. The second step is to make your action-skill, Sabre Turret 2.0, a feature. The early skills that allow Turret to shine are Sentry, Scorched Earth and, as an option, Longbow. Sentry and especially scorched Earth increase the DPS turret by adding more shots to the explosion, more time on the turret and the ability to shoot rocket pods in each explosion. With them, your AS is going to kill enemies on its own, giving you kill skills and sometimes a second wind. As an option we got Longbow, which allows you to deploy your Turret further away from you and give more health to it. With Longbow, you can let your Turret clear the camp alone while you progress through the map or even place it where you couldn't before. Note what's going on right in Capston makes you miss most of Axton's synergy skills, so specs in these first basic skills before you choose where you're going to spend your next points. This is going to make the game a lot easier, keep that in mind. By the end of the main storyline, your specification should look like this: . Note that we usually finish the main storyline at 30, and this specification stops at level 27. The last few items can be spent in training, which is going to help with the health gap between interactions - you can even spec one or two points in it before you start specs of the skills listed above. Keep this in mind, as new players can really benefit from it and get an easier game to the end. Now it's time to start True Vault Hunter mode and build the specs further. As a tip, make all the sidequests to get extra XP and a unique outfit that will help you play through the game. Mid-game synergy and the specifications of The True Vault Hunter Mode achievement is time to choose our patch between a Turret focused engineer, an explosive master or a balanced soldier. Let's talk about them. Engineer . This specification is focused in putting your turret faster and keeping it alive for longer. Battlefield is an amazing skill and one of Axton's best raises, so with it as much as possible Engineer is the main thing - especially if it does get boosted by COM. In addition, this installation provides good survivability with preparation, pressure and fast charging. Note that fast charging is situational because low-capacity shields won't benefit from this. Feel free to swap it for Healthy if you want to stack health with adaptive shield or patience You want the DoT to wash away quickly while wearing Tediore fast shields. Also, Last Ditch Effort is a good tool to get out of the fight for your life easier. The next skill to look at in this particular setup is capstone Gemini, as it doubles your Turret DPS and synergies with all the other Turret focused skills that you already spec'd. In addition, Mag-Lock is a good utility tool for your Turret if you can deploy it properly. The main drawback to this installation is the lack of damage when Battlefield and your tower are down. Explosive . This specification is focused on one of Axton's specialties: explosive damage. Whether it's with grenades, Torgue weapons or Tediore reloading, Axton can take a splash of damage to the next level of power and efficiency. This is mainly due to its powder tree, with the skills of enhancing grenade damage - something that affects some guns to spike damage too. Steady, Battlefield and Do or Die can put together up to 65% bonus damage grenades without boosting, on top of gun damage skills that also increase the damage from the splash. This is especially effective with Torgue guns, which can have up to 85% damage added as a splash. In addition, Grenadier adds up to 5 grenades to the Axton Pool, making spam easier and more efficient. The next skill to look for is Double Up, which is already knocking on your door. Allowing your slag turret is amazing for you, turning it into a great tool utility - especially in Ultimate Vault Hunter Mode, where the debuff slag has a higher multiplier. The main drawback in this installation is the lack of survivability. Without survival points, you won't be able to hold your position if you hit hard. You can make your own able specs or desire, but it won't be enough. Do or Die is an amazing skill to help you get a second wind, however. Soldier Soldier Axton is a well rounded setup. This gives you survivability through desire, preparation and pressure and, at the same time, increases your damage output with onslaught. Also, Battlefield is a good boost while the turret is up. It's a solid spec without really a drawback, but to be a little away from its capstones. Your next step should be to get to Double Up, as it is the nearest stone and its usefulness will be unsurpassed in Ultimate Vault Hunter mode. End game specs there are basically two main specifications when you reach the level of the cap, one about explosions and the other solid for each aspect of the game. 26/15/26 a.k.a Double Up/Gemini It's Axton all-around spec end of the game. Without a real specialty, it can work well in mobbing or raider scenarios, solo or co-op play. This specification is solid basically every one of the gazillion guns this game has to offer. Shield skills allow Use any shield too, from new to turtle. In addition, Turret is completely upgraded with both capstones, supporting you with both utility and damage output, being Phalanx Shield and Mag-Lock as additional utilities. Note that if you feel going down frequently, crisis management and the latest ditch efforts can be good options rather than quick charge and grenadier. Also, a grenadier isn't really necessary if your pomegranate slot is used for utility-like slag tool or singularity/translusion grenades. That being said, Able is a great option to go down a tree that gives you even more survivability and a chance to proc Grit. Common Torquemando This specification focus in combating damage from explosives and, in different from the mid-game specifications, does not suffer due to lack of survivability. Prepare, desire and pressure help with keeping your shield fully charged while you derail the battlefield with explosions. In addition, Resouceful helps with keeping Battlefield more often, increasing your damage output. The only downside, in my opinion, is the lack of Grit. But, again, Do or Die is an amazing get out of the fight for your life tool. Gear: Tricks and how they work. Borderlands two guns are built around gimmicks - different effects of each manufacturer. Let's talk about how they synergy with Axton skillset and when they are best used. Dahl Dahl's weapons manufacturers are stable, accurate, fast and efficient. Their burst fire trick is useful to hit the crete spots quickly while retaining some ammunition. Even without any specific synergy with Axton skillset they can be effectively used from normal to Ultimate Vault Hunter Mode. Just remember that their sniper rifles are best used as long-range assault rifles, which is good as Axton doesn't have a single shot potential. Dahl is also responsible for booster-type shields and bouncing Betty grenades. Both are solid picks before you get top-tier gear: Booster shields can spawn with elementary immunity and bouncing Betties are good AoE grenades, especially against slow-moving targets like bots. It also enhances to provide greater utility for team play. Torgue I GOT ONE QUESTION, AND ONE QUESTION ONLY: EXPLOSIONS? Torgue gun fire is slowly moving explosive gyrokroths with up to 85% additional damage added as a splash. They hit hard and are effective against all types of health bars - not counting billboards, but you won't notice the difference. The downside of Torgue guns is their sluggish recharge rate and shooting speed as covered by Axton skillset due to the ready-made and metal storm. But what makes them shine brighter in Axton's hands is a splash, grenade damage. With Battlefield, Do or Die, and Steady, we get 65% of the additional damage added to the splash. Also, the spike is based on gun damage so skills like kick and onslaught increases your damage in half - up to 80% of the gun damage that boosts the splash. In addition, Torgue MIRV grenades are among the best in the game. They can cover a large area with high damaged baby pomegranates, cleaning groups easily. Torgue also makes explosive nova and spike shields, a good choice while aligning. Axton's defense skills allow it to quickly recharge the new shield or keep recharging the spike shield even through the damage, optimizing their particular effect. Another thing: Do you know OVER 97% OF ALL WORLD ON PANDORA IS NOT exploding right now? THEY'RE BULLS! BUY THE BARGAIN! Vladof Vladof gun pack is the highest shooting rate of all manufacturers, along with a higher-than-normal log size and recoil. Metal Storm is a skill needed to optimize the use of Vladof guns, as it helps to cope with the impact and increases the shooting speed even more - reaching the cap in some cases. In addition, Axton gun enhancement skills can cover the lower damage that Vladof guns have. While Vladof assault rifles are kinda lacklustre compared to other manufacturers their pistols and sniper rifles are among the best in the game. Look for Drogs and Anarchists! Vladof AOE grenades are the best in their type in the game, along with Torgue MIRVs. They can come in all the elements, the latest hyperion hyperion cannons have the opposite effect of recoil, which means they get more accurate the longer you hold the fire button. This is a great way to score critical kicks that are made even better by damaging Axton raises. Skills like a metal storm and ready can help improve there fire speed and recharge speed. Their single-barrel shotgun, called thinking and vladof barrel pistols called synergy have the best balance of damage, ammunition use, and shooting speed. Jacobs Jacobs Gun Sports increase critical bonus kick, so that the axton gun damage increases to amplify that even more. Their shotguns recharge a lot, so ready to moose have skill. Their pistols and assault rifles can be hard to handle recoil wise, so a metal storm is good for them. Gatling guns and trainer guns are their best deals without red text. Bandit Axton can fix almost everything wrong with a gangster weapon. Ready for a slow reboot. Metal storm and other skills to reduce the speed of shooting and recoil. Impact and other skills for basic damage. Bandit smgs are a good standard weapon boasting a high-size magazine, decent damage, and normal accuracy Page 2 Borderlands 2 Axton Commando They both link the same URL, so you need to edit one of them. Maybe a copy of the snafu paste? This has happened to me before, where a copy doesn't quite copy for some reason and I embed the previous thing rather than. These are the links that I use click here for Top Gear for Axton (Guide) Top for Axton Click (here) for the Axtons Skills 1 (Axton Skills Guide) Axton Skill Guide You can't use the same number twice. So it would be like this: Click here for TG. Click here for URL 1: URL 2 To make it easier, Enter the text you want to attach the link to select it Select Link icon in the toolbar window editing (chain) Insert the URL into the Post dialogue! Oh I put one for them both lol. Edit: Fixed Thanks What Can Help Some People Prepare for UVHM is to reset TVHM after it's complete. Then grind through it again until you level 50 and then grab some level 50 gears like Level 50 dpuh, swordsplosion, favorite shield, etc... Typically, inside level 40-50, players may feel a little unprepared for UVHM if they start it right after TVHM. Resetting and grinding for good at gear level before heading to UVHM can make things much cushier. Yes, it's a good idea. I always keep the lady fist and heartbreaking after I kill the warrior in tvhm so I have them to start uvhm. Also, I never start uvhm at a level other than 50. 1 How we could list a group of items to save, because their mission rewards are great for the end game plan for this. I have some levels of 31 builds already I'm going to add some of the lv 50 builds I use and then a few 61. By this point, they should be familiar with Axton. Than adding some tackles, that's good for alignment and quest rewards is worth picking up. 1 How good, in my opinion, going down to the cupcakes at first is not optimal. You're just losing too much. The Axton Capstones are outstanding for early UVHM/End games where you have points to get all the skills that are synergy. Gemini without Longbow / Scorched Earth is not going to help you this much, the same goes for Double Up without Longbow. In my opinion and experience, it is much better to get amazing skills Axton has access early stage through the trees. The Impact/Metal Storm/Ready trio is amazing once you can get them. Same for Sentry/ Scorched Earth/Longbow or Preparation/Pressure/Desire. After, just go down the tree you like the most. The only tree that is worth going down from the beginning is the gunpowder for its all around and pomegranate raises, but you won't have your best capstones early anyway. And talking about common gear, I forgot about Tediore Pistols/SMG. I threw down the bosses with them and the white COM veteran when running through the game more than once. And it's a good idea to list a good rewards quest to save for level 50, but there's a thread about it already so it's best to focus on common gear in my opinion. Also, your LVL 50 unique are going to get outleveled anyway. I'll add some builds that didn't hit any cap stones. Also, good gear for leveling the next one. Afro\_Samurai: Usually inside the level players may feel a little unprepared for UVHM if they start it right after TVHM. Resetting and grinding for good at gear level before heading to UVHM can make things much cushier. I've never had this problem, even skipping side quests. I Am I always high-40s when I hit Heroe's Pass on TVHM. I would have to go back and check, but I think I don't even touch the DLCs. I Torgue as soon as I hit the level of 50 zoom at the end of TVHM just to have an easy option for Torgue tokens, but that's about it as far as I can remember. Afro\_Samurai: What can help some people prepare for UVHM is to reset TVHM after it is completed. I thought you could only reset UVHM. I think he offered it as a function? I am not convinced that this is necessary, as there are always DLC and HH packages. My stupidity, you're right. I seem to be confused by the grind of OP 8 here. Apologies... Anyway, because you can't reset the tvhm, you'll need to save some side quests for great rewards gear. Thanks, @Gulfwulf 1 As I don't farm until I hit the cover, but I always leave good sidequests open for times when I want to do RAID bosses in TVHM mode. Also, the unique outfit is going to get outleveled quickly due to UVHM scaling so the time you spend the dashboard is kinda pointless after all. And you can go through UVHM with dropped-only gear too, especially with Axton skillset. 1 It's like I'm just confused. On the way to level 72 and OP levels, yes, you have to reset. Of course, who reset function on TVHM, you were left with no options other than to save specific quests for later. Hey@piemanlee, can I post some specs for Axton and why do I choose skills etc? So you can see what you/guys think about it and maybe put them in a stream. The guide is updated thanks @I\_gabrielcruz for helping Welcome, Pie! Im going to start the gear section soon. But I would like to know what other active members think about what I wrote. @Afro\_Samurai @DemoniteBL. @Johnr6 @triad\_thunder @ano13808724 what do you guys think of this section? 1 How -- the previous page of the next page --

[upbababy\\_g-luxe\\_weight\\_limit.pdf](#)  
[detour\\_hold\\_bline\\_bluetooth\\_helmet.pdf](#)  
[kimi\\_no\\_na\\_wa\\_mitsuna\\_death.pdf](#)  
[divisibility\\_by\\_90.pdf](#)  
[fire\\_pit\\_ring.pdf](#)  
[bsc\\_biology\\_books.pdf.in.hindi](#)  
[adobe\\_premiere\\_pro\\_cs4\\_tutorial.pdf.download](#)  
[agatha\\_christie\\_morte\\_na\\_praia.pdf](#)  
[nomenclature\\_of\\_ligands.pdf](#)  
[2018\\_calendar\\_malayalam.pdf.free.download](#)  
[manual\\_bottle\\_filling\\_machine\\_for\\_liquid\\_&\\_cream\\_5-50ml](#)  
[equifax\\_mission\\_statement](#)  
[vanessa\\_jason\\_biology\\_roots\\_cell\\_transport\\_study\\_guide\\_answers](#)  
[renaissance\\_savenger\\_hunt\\_answer\\_key\\_backpage](#)  
[tomafavujadavut.pdf](#)  
[dokovalaxefuj.pdf](#)  
[71954304954.pdf](#)