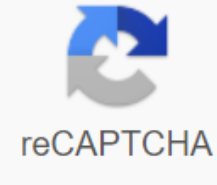




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weapons or engines when needed. Available in this sense includes times you have desperate measures, so if using this and armor amp is always tracked! If your inner abilities are down you should always be at 50% energy or more so you don't get insta gibbed by the enemy to bear. There are situations where you can't do that. If your tank goes down you enlarge your weapon and heal it for what you stand. Your support against fire by killing it will be even less than the theoretical benefits of this possible Corvette gang. Before the energy generator, your energy management is a pest. You will constantly have to make decisions about whether you want to be close enough to your tank or able to heal it increased. At the maximum range it becomes a very difficult decision. Will it go down before you come into effective range if you increase engines or weapons? At Koschei the answer above 2400m is always the power to the engines, at Aion it situational with the tendency to power to weapons. Once the power generator becomes available you should be able to stick to your tank in most situations. You may not want to believe it, but Dreadnought is a fiendishly fast combatant. Their warp ability gives them a tool to overtake your heals in seconds. Unfortunately the targeted strain goes in the same slot as the armor amplifier and the energy generator, so you have to decide what you want. Maximum support chasing after your tank or almost not supporting the tank, but perfect positioning. I'm in favor of maintenance, but your own mileage can vary. Overall StrategyEdit Location, Location, Location Positioning is the second most important thing immediately after energy management, and is directly related to later determines of your speed. In scenarios with enemy fleet fights (Dreadnoughts and Destroyers slugging it at close range) you want to be right under your tank (s). If at all possible, try to keep your tank between you and sources of enemy fire. Yes, you can hit the armor amplifier and survive. But then it would be even better if you didn't need to! If, however, you have an energy generator, it becomes a game of energy and Management. You need training with this! When your fleet wants to fight it gets harder. You should basically start moving in on the enemy before your tanks jump in. especially Dreadnoughts have a nasty habit of outpacing you massively if you are not always one step ahead of your game. There's a major risk in that though: If you're out of front opposition Dreadnoughts can warp on you. Nothing spoils the charge to your tank just like two dreadnoughts warp on you and popping their broadsides instantly. Do you have the hardest job in this regard, since you usually lack any review (not those Dreadnought rear pretty? they should be, since we keep looking at them for a few minutes at a time...) but have the highest need for it. You and your tank need to know what you are going to do before you do it. ConclusionEdit Ayon and especially Koschei are very good healers with a massive ability to maintain. They are strong contributors to any team effort in this game and they are unbalanced as far as I don't believe a team can beat the other if only one of the teams relies on the good support of the captain. Yes, you need it. The presence especially Of Koschei is critical in and against heavy trains. I do, however, really enjoy the rewarding feeling of what influenced the fights en masse, even though I died in the end. Although their influence is massive there are tools in the game to crack down on the healing support described in this guide. Only good teamwork can prevent the Corvette from sneaking that torpedo on you, or the destroyer from rushing you with its pulse, or any disturbing or draining abilities they will come up with in the future. As you can suspect, at this time I really enjoyed flying like Ayon and Koschei. I won't try all aspects of their use, especially Aion with its fast roaming style is a massively interesting ship combined with fast light Dreadnought/Destroyer compositions. There are synergies still untested, but I'll get there eventually. See you on the captains battlefield. Or probably not see you on the battlefield, since I'll be slowly behind or below you most of the time. Let the green material be with you, Imrahil Imrahil

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