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Ishizuchi world of warships

I've been reading around online for tips on Ishizuchi I thought id just ask here to confirm a few thingsEverywhere I saw it says, that its AP shells are pretty bad, that's still true legendson the other hand, it's got a pretty good HE and a decent range for me would be better to stick he in most cases and just go to AP cruises or I should just stick to the high explosive them as wellAnd there's a gold range I should try to follow or it's a ship to fight up to the next level iv2.500Sizuichi – Japan's premium iv tier armored. One of the projects projects is a battlecruiser imperial Japanese navy that later materialized as a Congolese class. The ship had high speed and impressive artillery. The layout of the main turrets allowed her to fire completely overboard with all the main battery guns. The known flaw in the design of the ship was very weak horizontal armor. Fire speed (shots/min)180° turning time (sec.) Maximum dispersion(m)Maximum DAMAGE TO HE housing (HP) Fire probability due to the target caused by HE Shell(%)Maximum AP Shell Damage(HP) (exp) () 305 mm /45 Mk102.441.861945.200328.000 00 Points(HP)(mm)(mm)Main turrets (pc) Secondary Gun Turrets (pcs.) AA stands (pcs) Torpedo Tubes (pcs.) Hangar capacity (pcs.) (appropriate) () Ishizuchi45,70013254516/660 00 Increase in the burning range (%)Maximum firing range (km) (exp) () Type4 mod. 1015.3 00 Maximum speed (knot) (exp) () Propulsion: 64,000 hp27.5 00 Socket 1 Socket 2 Ishizuchi, while sold as an IV-stage armored vehicle, can be properly called battlecruiser. It features pretty good maneuverability and speed for an armored vehicle, but its armor just can't take the punishment of its contemporaries like Kaiser or Wyoming. At first glance, it is very reminiscent of Tier V congo, which is basically true: Ishizuchi is basically a Congolese prototype. She looks a lot like her V-tier cousin, but that's where the similarities end. Ishizuchi has a bearable steering wheel shift time of less than 13 seconds and has a top speed bordering on 28 knots, making her one of the faster battleships in the game. It also has five (5) two-gun turrets containing decent 305mm guns. Unfortunately, it suffers from absolutely terrible anti-aircraft defenses and almost no armor, which means that it needs to be careful and often look at the map for torpedo bombers and enemy warships. Its 305mm piercing rounds will also give players a little headache. Do not expect them to reliably penetrate enemy warships. hilariously, it is better off shooting high explosive rounds in enemy battlewagons. With a 32% base fire capability from its HE shells, it can reliably light enemy combat ships on fire and keep them from burning for a long time. Fortunately, its AP rounds are fully appropriate against enemy cruise ships, due to the low chance of overpenetrating the citadel. Arguments for: Great for the armored vehicles. A good health pool in its tier of nearly 50,000 hit points. The best in-tier reboot time is 25 seconds for your main battery. Battery. He shell the performance in his tier. Better than the average turret traverse for the IJN armored range is good for its tier armored 15.3 km Many secondary weapons; Destroyers trying to close with it will get a nasty surprise. Unusual armored vehicles, its excellent HE performance and heavy secondary battery make it an effective destroyer. 305mm guns deadly cruise ship. Cons: Towering anti-aircraft kit. Paper thin armor; Most warships and some cruisers can penetrate your main armor belt. The 305mm AP enclosures are defective historically, and shatter almost everything. High surface detection over 15 km. Abysmal protection against torpedoes. Easily citadeled between #3 and #4 turrets on a raised citadel. LittleWhiteMouse Premium Ship Review: Ishizuchi from NA forums As a premium ship, Ishizuchi does not have any research updates. The recommended updates for Ishizuchi are as follows: Slot 1 gives players the first option in choosing the desired role. Typically, basic armament modification 1 is recommended to provide additional survival to the main battery, but players who want to specialize in secondary armaments should choose auxiliary munitions replacement 1 (). The pilot-in-command shall provide the following information to players wishing to establish a permanent master of the ship. Those players who retrain the captains or use the vessel to gain additional experience as captain should consult the page relating to the ship to which the master will be assigned. Keep in mind that manual fire control secondary armaments do not provide the precision bonus it makes for ships in tier 7 and over; it may be better not to have it. Recommended Commander Skills Price (Points) Endurance Attack Support Versatility ***** X X X * X ***** x X X ***** x X ***** ***** X X ** X * ** key: *** - very useful ** - Often useful * - Sometimes Useful No Stars - Meh X - Not recommended Performance Ishizuchi provides the following supplies: Socket 1: Damage Control Party () Socket 2: Repair Party () Camouflage As a premium ship, Ishizuchi comes along with type 9 camouflage, which reduces your detection radius, reduces the accuracy of the shells it receives and increases the amount of experience it has earned. Signals Ishizuchi can connect 21 flags at once. Survival flags are highly recommended to reduce the damage it will receive in battle. Economic flags are somewhat recommended to increase the return received from the highest quality ship, but could be used more efficiently with higher tier premium vessels. Flags that buff he-fire chance are recommended to increase ishizuchi's strong HE shells and a towering fire chance. Sierra Mike is welcomed to increase Ishizuchi's battlecruiser top speed. Recommended Signal Flag fight ***** ***** ***** Economic ***** Special ** Key: *** - Very ** - Often Useful * - Sometimes Useful No Stars - - A useful gallery silhouette quarterdeck and aft turrets close-up forward turrets and superseding swears, each keeps hitting me for 10,000 damages for a shot, not a volleyball shot. I ask them and they say AP rounds. I tried ap shells point blank, I tried it in the range. I've hit their top decks. I've hit their broadsides. I've hit everywhere on enemy ships, but I've only ever dealt with 800–2000 damage to the AP. At this point, with Congo, I swear the enemy team sees me as free points because I have up to four ships to turn and charge me. Now I'm not bleeding into them. I'm trying to get out of afar or from the cover of Allied ships, but I always have at least 2-4 ships directed at me. I have no idea what I'm doing wrong, but at this point it seems that the Japanese line of battleship is garbage. Page 2 15 comments General information Game description Being one of the first prototypes of congo, Ishizuchi following in the footsteps of HMS Non-bitter. It featured 305 mm dual-purpose main weapons and reached a good balance between firepower and defense. Advance infoR&DAdd-onsStrategy Ishizuchi 12345678910Ishizuchi 12345678910 Боеспособность(HP)Башни лавно калибра(шт.) Бшанности вспомогательного калибра(шт.) Точки ПВО(шт.) Торпедные аппараты(шт.) Вместимость ангара(шт.) (опыт) () Ishizuchi45 700516/660 00 Максимальная скорость хода(уз) (опыт) () ЭУ 64 000 л.с.27.5 00 Увеличение дальности стрельбы(%)Максимальная дальность стрельбы(км) (опыт) () Type4 mod. 1015.3 00 Скорострельность(выст./мин)Время поворота на 180°(с)Максимальное рассеивание(м)Максимальный урон ОФ снарядам(НР)Вероятность поджога при попадании в цель ОФ снарядам(%)Максимальный урон ББ снарядам(НР) (опыт) () 305-мм/45 Mk102.441.861945200328000 00 Слот 1 ⇌ Слот 2 4 Слот 1 Слот 2 Достоинства:хороший запас очков боеспособности;большое количество и лучшее время перезарядки орудий ГК;хорошее время вращения башен ГК;хорошая скорость хода. Недостатки:большой радиус циркуляции;низкий урон ББ снарядам;слабое ПВО вооружение. ОЧКИ СТОЙКОСТЬ АТАКА ПОДДЕРЖКА СМЕКАЛКА 1 2 3 4 1 2 3 4 5 6 7 1 2 ⇌ 5 Доступен и по умолчанию используется постоянный камуфляж Тип 9 , который обеспечивает как оба вида боевых бонусов (рассеивание снарядов противника и заметность корабля), так и ряд экономических (стоимость обслуживания, опыт за бой и т.д.). Для увеличения опыта за бой, свободного опыта за бой и т.д. можно использовать соответствующие типы стандартного (Тип 6 или Тип 59) или акционного камуфляжа. Справочные материалы Примечания : рус. «Каменный молот». Происхождение названия: назван компанией Lesta Studio согласно традиция именования кораблей Японии в честь горы в префектуре Эхиме. Тема на официальном форуме en:Vessel:Ishizuchi en:Vessel:Ishizuchi

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