

Hello Muse,

This is my epic-length post about the balance changes from the latest patch. I'll start with...



## THE GOOD:

**Harpoon:** The harpoon *feels great* now, but the problem is the duration of the "stick" in the enemy COMPARED to the long reload time and the *necessity* to reel in the enemy *manually*. In last week's Sunday testing session, someone suggested making the harpoon stick in the enemy for the duration of the relatively long reload time. I thought this was a good idea... but then someone else said that because of a physics/engine problem, a harpoon cannot stay in an enemy for a long amount of time because it "breaks" the physics. He said there was once a time where you could "pile drive" an enemy into the ground with a harpoon, in fact PUSHING them away from you instead of PULLING them. I have no idea if this is true or what the deal is or was, so I'd like to ask you directly: is there an issue with the game engine that would prevent the harpoon from having an increased duration attached to the enemy? If yes... could we solve it by reducing the reload time? Either way, the "reel in" feature needs to be automatic once right-click is pressed to begin the reeling process. That way, you can take advantage of the tactical leverage the harpoon has given your ship by actually mounting and firing a REAL gun. *Reward skilled players!*

**Hwacha:** So far, I'm digging the new hwacha rocket speed. I watched a GOOD gunner miss an entire clip versus a Squid today and it just felt... *right...* to watch him whiff. He

got cocky! This is definitely a step in the right direction... and I'm not sure if any more steps are even necessary to completely balance it. It feels better balanced now... however, one issue has struck me. Compared to the new heavy flak, the hwacha still does a shit-ton of damage to the hull *once the armor is down*. I realize the hwacha reloads slowly and the heavy flak reloads quickly and that the heavy flak has a longer range, but this scenario pops up often: on a Galleon or Spire, the **first** blast of hwacha rockets will disable the enemy... then the gatling(s) open(s) fire and the **next** hwacha volley waits for the armor strip to inflict massive damage on the enemy's hull. Perhaps that needs toned down *ever so slightly*. Not a lot, just a little, to make heavy flak better at pounding hull and more appealing to equip in place of a hwacha. As it currently stands, a hwacha is pretty damn lethal versus hull once the armor is down. And that *WAS* fine! But if the heavy flak is going to compete with the hwacha... a slight change might be needed. Slight. SLIGHT!

**Pyramidion:** Moving on to another (*very*) good thing, the Pyra feels **damn good** now. The extra mass makes you a bully in a close range fight, and the lack of turning ability balances it out. It makes it so the Pyramidion cannot rely solely on its forward guns anymore; the side guns really have to come into play if the initial charge forward doesn't result in a kill and backfires. I like this! I'm just sad it took so long, honestly, and I've heard similar notions from other players... but late is definitely better than never! **Three cheers for Muse!** The Pyramidion is back, baby! Every time I died as a Pyramidion (in a fair fight which didn't involve the new lochnager ammo; see below), I felt like I deserved death because I failed the initial ram/kill and was outmaneuvered and outplayed. And as a Goldfish, anytime a Pyramidion sneaked up on me and rammed the snot out of me, I felt I deserved it! Ramming an enemy as a Pyra feels good, but **dying** as a Pyra and RECEIVING rams **from** a Pyra *feels good as well!* As a former dedicated Pyramidion pilot from the old days of heavy ammunition in gats and flaks, I'm quite pleased. The Pyramidion is something to be feared now in the hands of a capable pilot, but can still be countered if you don't let the enemy get too close or simply outmaneuver him when he does (typically by maneuvering vertically away from him). But damn, it can be scary evading! That tension is exciting! I really can't stress enough how perfect Pyra feels now to fight **as** one **and against** one. But the (needed) buffs to the Pyramidion have had an unintended consequence...



## THE BAD:

**Spire:** You guys nerfed the Spire, but you also indirectly nerfed it *waaaaay* more than you realized. Consider the above paragraph about the Pyramidion. The Pyramidion was always the "natural" counter to the Spire: get in there, burn the moonshine, ram him, and hump to completion. It was indeed possible for a Spire to defend itself... but now, because of the (completely unnecessary) turning speed nerf coupled with the increased mass and resiliency of the Pyramidion, the Spire will lose *nearly every time*. I'm okay with the Spire turning more slowly **IF** the armor is increased. **IF!** This would reward engineers (and pilots) who keep the armor up during engagements. The hull could still be weak. Or the opposite... beef up the hull a bit. I really don't care that much about the specifics of how this is done, but I'm partial to raising the armor value because it allows the Spire to get off more shots before the mad rush to the hull. A Spire with higher armor and low hull reward a skilled crew, in my opinion.

**A direct Spire nerf was unnecessary**, as the Pyramidion buff has indirectly yet drastically changed the balance of power between the two ships. Pre-patch, a typical battle between the two was damn close. In that engagement, it's typically a gatling/mortar Pyramidion charging in and a gatling/hwacha Spire backpedaling like mad (I speak from experience :D). Depending on pilot and crew skill, either ship could pull off a victory but while sustaining heavy damage (with a very slight edge to the Pyramidion because of it's easier to engineer and keep alive while still shooting back at the enemy).

Really, though, **the Spire needs a slight BUFF!** It was the only ship that made ZERO appearances in the Cronus League finals a couple of weeks ago... The armor should be upped a bit AND the turning speed should be restored. You can apply a nerf by lowering its top speed! I've heard you guys designed it as a mobile city defense platform. If that's true... I've always imagined an old fortress with vertical "pipes" at the corner where each wall meets. When the enemy attacks, the Spires rise up from inside the pipes and spin around, attacking the enemy. Pretty badass! Logically the Spire should spin like a top; that's physics. It makes little sense to nerf its turning speed when that was its ONLY defense against flanks. Typically, if a Spire gets flanked, he's dead before he even realizes he *needs* to turn around. But if that initial surprise attack fails, the Spire should at least be able to rotate quickly to engage and defend itself... *while still probably dying*. But that **hope** needs to be there! Moving on...

**Squid:** This is the subject I probably care least about in this patch... the Squid. You changed its rear gun. No big deal. I don't fly it often, so I don't really have a dog in this fight. But I do still think the Squid has been increasingly dumbed-down since the game came out. A good Squid pilot and crew in years past was a MENACE to battle... but now, *anybody* can fly the Squid with *relative* success. Do you recall when you proposed to angle the Squid's side gun forward? Many said you'd supplant the Pyramidion entirely by doing this. Why? Because the Squid is too resilient. I smashed into a Junker today at full speed with moonshine and buffed engines and all that happened was my armor went down... how does that make sense? I should have paid for that move. The Squid shouldn't be able to act like a Pyramidion. The Squid should be reserved for the absolute best pilots and crews (not me; I play in pubs, often with nubs, and am a scrub with the Squid!) and should be one of those classic risk versus reward situations. Don't dumb it down. Make it fast, but don't make it a tank... raise the *skill ceiling* by making it **less resilient** but as **nimble** as it ever was.

**Heavy Flak:** I know I've mentioned this before in passing (and in a forum post: see here: <https://gunsoficarus.com/community/forum/index.php/topic,7438.0.html> ), but I feel I have to bring it up again, with as much detail as possible: **please** resurrect the old heavy flak as a "new" gun. Humor me for a moment:

The old heavy flak was an incredibly risky **yet extremely rewarding** choice. Firing the heavy flak when the armor was up was pretty pointless: because of the 45% direct and 55% AoE damage split, the real damage came when the armor was down and shots were landing from a range. Sure, each shot had the chance of lighting four fire stacks on the enemy, but it was best to hold your fire until the armor was down. After all, you'd do 120% more damage per hit compared to armor-up hits (**Sidenote:** Does each shot of

heavy flak still have a large chance to set four fire stacks? If so, that needs addressed considering how much it now shoots compared to before!). And the ammunitions of choice were charged ammo from a distance or lochnager for that "sure shot" at any range, but especially at point-blank. And lochnager was great because it took **skill** to use. You had to know when to load it and even when to UNLOAD it to retarget the enemy. The gun essentially locking position once it was loaded really upped the skill ceiling. *That's a good thing!* That's what made success so INCREDIBLY satisfying! It required a cohesive and communicating crew with courage and skill! Flying a Spire with lesmok gatlings and heavy flak was risky as all hell, but super rewarding if successful. It was easily countered, but devastating to enemies who got cocky. No more mean Mr. Pyramidion bullying poor ol' Spire! Make him EAT LOCH when he over-commits in the hopes of securing that ever-tempting ram kill!

I understand why heavy flak was changed, and in many ways I'm glad. It was a niche weapon used successfully only by the better players who understood how it worked best. I often took a Galleon with a hwacha, gatling, and heavy flak. The hwacha would disable, the gatling would strip the armor, and the heavy flak would get the kill. It was very fun to do, but as a Galleon, you're an easy target... if the enemy let me get close enough to pull up with my port side, my crews and I would make them pay for it! Now we can't do that... and even the Flakfish, rarest of species, was fun to take when the enemy team was underdog. Hard as hell to pull off, but very rewarding because you knew you were handicapping yourself for the sake of the lobby. Give the gunner heatsink and lochnager for close range engagements, lesmok gatlings on the sides, and use phoenix claw and kerosene for precision turns. Cross your fingers and ... **KABOOM!** *Maybe.*

The new heavy flak is much more accessible than the old heavy flak, particularly because players can now use lesmok ammunition to learn the weapon's range and arc to successfully hit the enemy ships. Having ONE shot per clip with the old heavy flak was just awful; three lesmok shots in the new heavy flak seems perfect. But now the gun is the opposite of risky. Instead of holding your clip until the armor drops, there's no point: the new goal is to fire as many heavy flak shots as quickly and as accurately as possible, armor be damned. This is actually encouraged because the direct damage and explosive damage percentages have been drastically altered: the old split of 45% for direct and 55% for explosive is now 70%/30%, meaning instead of a 120% "bonus" for armor-down hits, you only get a 40% "bonus." *There's no incentive to be **smart**, just to **spam**.* And that's **fine**... **IF** you split these guns into two different beasts!

I know, resources are limited and you're all very busy working with Alliance; I gave you guys \$30 years ago to Kickstart it and I'm looking forward to it as much as anybody! But skirmish can't be neglected any more than it already is...

During last week's dev chat, I was completely serious about a simple "reskin" of the heavy flak model to turn it into a "new" gun that functions as the old heavy flak **did**. All the team needs to do is tint the textures another color so it's easy to tell which gun is which. I personally recommend coloring the "old" heavy flak gold or copper or bronze or something like that... kind of like how the hwacha "pops" on the screen because of the golden lion heads. You see a hwacha from a distance and say, "Shit, disabling danger." Imagine if you were to see a golden heavy flak. You'd probably say, "Shit, keep the armor up or we *might* be dead in **one shot**."

Call the **new** heavy flak the heavy flak. *Rename* the **old** heavy flak to something akin to "howitzer." I don't see the point in busting my brain over a badass name yet, because I'm unsure if you guys will "add" this "new" gun "back" into the game. But I do know this would please ALL parties... an accessible, newb-friendly heavy flak and a highly skilled, risky "howitzer."

But just one problem...



## THE UGLY:

**Lochnager**: Lochnager **was** a great niche ammo. Heavy carronades, old heavy flaks, mines, Lumberjacks... those advanced weapons all **required** gunners for optimal usage

with multiple ammo types for certain situations. There was no problem with lochnager ammo. You changed it to try to make it "work" in the new heavy flak, a gun which was completely altered from its previous state (as explained above). Instead of changing an old gun and an old ammo, you should have created a NEW gun and a NEW ammo. If it ain't broke, don't fix it... **and it wasn't broken!** Yes, heavy flak was rarely used, but it **was** used, and to **great effect**, by **skilled players**. Now that's gone and the cascading effect of other changes has nearly broken the game for many players. It's now the Age of Lochnager™ on all light guns; the more bullets, the better, so long as you don't fire the LAST bullet in the chamber. To put it lightly, this is a disaster, and I won't be playing the game again until it's addressed. It simply isn't fun anymore because gatlings loaded with lochnager are making it IMPOSSIBLE to rebuild the hull. I was on a Pyramidion earlier tonight and the armor went down in **UNDER TWO SECONDS** from **ONE** gatling gun. This was not tested. I was at a testing session every week. We just got into matches and played as we normally would... blindly, because we weren't told what had actually been changed in half of the testing sessions. One match on Paritan we were asked to pop each others' balloons. That was the first week, and that gravity change was immediately removed (though I still would like to see it back later in a less extreme form). No other requests were made of testers. Lochnager was not tested. And if it was while I wasn't present... whoever decided to put it into the game has never actually played the game. Because the current situation is hell.

This is another reason to restore the old lochnager ammo and, **if you must**, create a NEW, TESTED ammunition for light guns... **but even that isn't necessary!** If you're dead-set on changing something, change charged ammo... but, again, **it's fine as well!** Hell... don't change anything! **Restore** lochnager! Don't even create a new ammo! If you give us back the "old" heavy flak with the "old" lochnager, the problem is solved!

In the end, I feel like you've dumbed down your game a bit... which would be fine with ADDITIONS, not CHANGES. If you insist you want a "light gun loch" ammo, just introduce a new ammunition type to fill that role. Lochnager is now useless on heavy guns. I feel this was a huge mistake. But we can have it **BOTH** ways! All a new ammo needs is a new name and a new icon. If you want suggestions, I proposed "overbore" as a name in a forum post (See the discussion here: <https://gunsoficarus.com/community/forum/index.php/topic,7469.0.html> ) and it seems to be popular (although I think some of my other suggestions were better; namely, "slug" and "ballista" ammunition). Everybody can be happy! Old heavy flak, old lochnager... and NEW heavy flak, and NEW lochnager. Please consider the benefits this small amount of work would deliver to your game. :)

**Mobula:** Finally... the Mobula changes have been terrible because it has done nothing except **REINFORCE** the *current meta builds*. Literally the **only** viable options for the Mobula now are a Hades or Mercury in the top center slot with Artemis rocket launchers on the wings (because of their range and large horizontal turning arc). I used to run a very risky Mobula build on Dunes which had two Mercuries on the left side and a light flak up top. I could engage from a VERY far distance, but I had to have two gunners to do it. If a ship got near me, I was pretty much dead because I only had one engineer, and flames were a huge issue. I ended up carrying the extinguisher as a pilot, and sometimes I even piloted AS an engineer (which made repairs easier but really damned the ship if the enemy got close...). The window to have those three guns overlap was small, but *large enough* to pull off with very skilled maneuvering and piloting from great distances (kudos to me ;)). Now... it's simply not possible. There's no room for error. The left and right guns point so far AWAY from the center gun that even a light flak on the top is ineffective because of the minuscule trifecta "hot spot" provided by the overlapping fields of fire. You've made me sad, Muse. **You've destroyed fun**. And I know you know many people feel the same way I do. I never took the meta builds on Mobula because they were predictable, boring, and overpowered. I hate that shit. I hate watching four Mobulas duke it out in tournaments. But now, they're the only viable builds... literally... because of the gun arc changes.

And this still hasn't solved the Mobula problem! The Mobula is overpowered because it has all those guns **but it's so hard to hit**. Mobula is **supposed** to have incredible firepower. **That's its thing!** But now it only has one or two setups to use that incredible firepower at long/medium range. Mobula has become **Junker 2.0**... and that's a *bad* thing. You might try to defend this by saying now a Mobula has to swing to its left or right side to engage... but that's *not viable*. Yes, the gunner *can* hop down and fire the top deck wing guns while one engineer shoots the gun on "his" side and the other engineer repairs the opposite sides' balloon or hull... but how is this a good thing? How is this unique? It puts the engineer on the opposite side of the fighting in the glorious position of doing nothing because he/she can't completely abandon the balloon or hull to mount the top gun or run to the other side of the ship. The hull and balloon are too isolated for that.

The altered gun arcs have failed to balance the Mobula. To balance it, all you need to do is restore the gun arcs and alter its obscene vertical mobility. It's already hard enough to hit that thin horizontal profile as it is, especially with parabolic weapons, which also tend to inflict more damage. And I should point out that the Mobula is a freakin' pancake and would have so much drag that it shouldn't be able to rise and fall so easily. So: **restore** the gun arcs, for the sake of fun and variety. **Nerf** the *vertical*



*mobility*, for the sake of balance. I emailed you guys a graphic about my personal views on what each ship's defining role should be (which Mikko replied to), but I'm interested in hearing more thoughts from more team members. The graphic is below, and the forum post where I initially posted it is linked as well:

	Horizontal (top speed)	Vertical (ability to ascend and descend)	Acceleration (ability to reach top speeds)	Resilience (combination of armor and hull)	Rotation (ability to fight flanks)	Firepower (amount and type of weapons)	Total Points	
Squid	5	4	5	1	4	2	21	The Squid is the scout of the fleet. Always on the move, flanking, harassing, and disengaging, the Squid is weakest when in a direct engagement, but is capable of flying circles (literally) around enemies, exploiting weaknesses and hiding in blind spots. An extremely advanced ship, very difficult to fly effectively, but extremely deadly in the hands of a great pilot.
Pyramidion	4	3	3	3	2	3	18	The Pyramidion is the vanguard of the fleet. She is quick to enter battle, charging directly into the face of the enemy, but easily outmaneuvered if she doesn't secure a quick kill. Once engaged in close-range combat against more maneuverable enemies, the Pyramidion shows its weakness.
Goldfish	4	3	3	3	3	3	19	The Goldfish is the jack of all trades. Easy to fly and average in nearly all of its characteristics, the heavy front gun allows it to fill a variety of roles on the battlefield. It has no particular strengths or weaknesses.
Junker	2	4	3	3	2	4	18	The Junker, while slow to enter battle, is capable of fulfilling multiple roles from multiple ranges. This ship is best countered at close range because of its poor maneuverability. Its thin hull profile is difficult to hit, but the large balloon is a tempting target.
Mobula	3	2	3	2	3	5	18	The Mobula is a light weapons platform which can enter the fray much more easily than the Spire with just as much firepower, but at significant risk to itself. The thin horizontal profile makes it hard to hit when engaged at a similar elevation, especially with parabolic weapons, but the ship cannot stand up to sustained firepower once engaged. An advanced ship.
Spire	2	3	2	4	4	4	19	The Spire is a heavy weapons platform slow to move into position but difficult to flank because of its quick rotational and vertical speeds. If an enemy tries to get behind, above, or below it, the Spire can react quickly enough to defend itself. Its tall profile makes it an easy target from long range, but it is capable of defending itself with multiple weapons.
Galleon	3	2	1	5	1	5	17	The Galleon is the protector of the fleet. She is armed to the teeth with heavy guns, capable of hitting targets from a variety of distances, but her predictable movements and huge silhouette make her an easy but resilient target to hit.
	23	21	20	21	19	26		
	3.2857142857	3	2.8571428571	3	2.7142857143	3.7142857143		

<https://gunsoficarus.com/community/forum/index.php/topic,7462.0.html>

Again, thanks so much for reading this email, my longest yet (which is saying something), and for your ongoing efforts. Remember... if we're complaining, it's because we care about the game :D I look forward to your reply and I hope this helps!  
#MakeGOIOGreatAgain

Atruejedi  
Creator of the Mighty Pirate Voice Pack  
And the Howard Decal  
Both of which aren't in the game ;-)

[Additional correspondence from my reply to their reply]

Now, to the meat: I want to reply to your thoughts on the Mobula versus Spire conundrum (and, incidentally Mobula versus Junker) and offer some thoughts:

Why does the Mobula kick so much ass? Why is it so popular in competitive? Because of its incredible vertical maneuverability *coupled with* its thin horizontal profile **and** its **five guns**. Let me reiterate that the overwhelming firepower of the Mobula *isn't* the

problem; that's what makes it **unique**. It can seamlessly transition from long range weapons to close range weapons with a simple hop to another deck. Most (good) Mobula loadouts (prior to this balance patch) include two guns which are typically long range, two which are typically close range, and one which is capable of multiple ranges on the top middle slot. A very typical build has a merc/hades on the top middle slot with Artemis on the sides (in either top or bottom slots). I've taken a merc on the top with two Artemis on the far wings with close range guns on my bottom deck. Hitting an enemy with two Artemis and a merc from long range is brutal enough, and after a **slow and methodical approach**, the Artemis gunners hop down to the lower deck guns (if that's even necessary) to finish the job. Imagine a gatling and a mortar/banshee/flak in those lower slots. If you let an enemy get close enough to you to kick your ass **when you have five weapons** and are hard enough to hit already because of your thin horizontal profile, you shouldn't try to rely on obscene vertical mobility to escape. You don't deserve it ;)

You said: *"Even according to your description, mobula dominates the spire, which it does, while occupying the same space in roles. We therefore want to differentiate further. I would argue that it should not be a weapons platform that is more powerful than the spire, sturdier, and harder to hit."*

Here's where we disagree. The Mobula and Spire **can both** be weapons platforms that operate *very differently*. According to ship layout and design choices, combined with my completely subjective numbers that only exist to compare ship statistics, imagine a world where the ships operated like this:

In this dream world of the future...

- Spire can mount **one heavy weapon** (and three supplemental light weapons) which allows it to engage at nearly any **one** range and perform any **one** duty *extremely* well, but it generally has to stick with that **one ideal** engagement range and duty.
- Mobula can mount **five light weapons** which allow it to seamlessly transition from long range to short range weapons, allowing it to engage comfortably at **multiple** ranges so long as the pilot flies intelligently and isn't flanked.
- Mobula is **faster** than Spire, allowing it to maneuver into position more easily and avoid fire along the journey because of its *thin horizontal profile*, with the balloon often absorbing most of the damage because Mobula pilots often fly above their enemies to avoid exposing their top deck to weapons fire.

- Mobula maneuvers **slowly** *vertically* to balance the fact that its *thin horizontal profile* already makes it difficult to hit with parabolic weapons, like Lumberjacks and Hades, which inflict heavy damage compared to many shorter range weapons.
- Spire maneuvers **more quickly** *vertically* than Mobula to balance the fact that Spire's *tall horizontal profile* make it a **magnet** for parabolic weapons, like Lumberjacks and Hades, **and** to compensate for its slow speed.
- Spire has **more resiliency** than Mobula because Spire is **slower** and its *tall horizontal profile* makes it a **magnet** for parabolic weapons, like Lumberjacks and Hades, and it has less weapons which can engage at multiple ranges.
- Mobula has **less resiliency** than Spire because Mobula can seamlessly transition from long range to short range weapons and easily defend itself with *many* different weapons pointed toward the enemy simultaneously.
- Spire rotates **more quickly** than Mobula to make up for its slow speed and easy-to-hit shape and to defend itself from faster flanking ships.
- Mobula rotates **more slowly** than Spire because of its higher top speed, excellent fields of view, and ability to seamlessly transition from long range to short range weapons.
- Spire is *easy to repair* by **any** number of crew mates because its **open** design allows **any** crew mate (including the pilot) to quickly access many components on the ship, in particularly the armor.
- Mobula is *easy to repair* by **one** crew mate in **each area** of the ship because of its **compartmentalized** design and isolated components; one engineer tends to the balloon, another engineer tends to the hull, and their duties never overlap.

See? Different weapons platforms entirely, but both requiring skill to use. Not easy ships, like the Goldfish (which is still perfect and a great ship for both novices and veterans).

You said, "*People accuse us of not thinking big, but fanning out guns is actually thinking big. It fundamentally changes the way mobula operates. If it was up to me, I would have the guns fan out a lot more, so it can create 2 trifectas at angles, but hard to do, and need the pilots to maneuver to create arcs.*"

This is why the Mobula has become **Junker 2.0**... but *inferior* when it comes to gun overlaps and survivability. The Junker is pretty much perfect right now, so the Junker doesn't need a change. Let me now compare these two ships:

Imagine a *horrifying dystopia* where Mobula is now Junker 2.0 because of its extremely fanned-out gun arcs...

- Junker is *easy to repair* by **many** crew mates because its design allows **multiple** crew mate (including the pilot) to quickly access many components on the ship, in particularly the armor and balloon. Two or three crew mates can easily repair the armor when it goes down, and a crew mate and the pilot can easily repair the balloon when it's popped. Teamwork allows the Junker to **tank damage**. This is a **defining quality** of the Junker at the moment, beyond its ability to achieve **bifectas and trifectas** on *each* side of the ship and to equip each side of the ship to perform specific duties or engage at specific ranges.
- As stated above, Mobula is *easy to repair* by **one** crew mate in **each area** of the ship because of its **compartmentalized** design and isolated components. Left side engineer maintains armor, two guns, and an engine. Right side engineer maintains balloon, two guns, and an engine. The gunner on the top has a gun and an engine. It's simple and straight forward; everybody knows his/her duty, but also knows he/she will have **no help** when shit goes south. The pilot is rarely *ever* off the helm. The Mobula **cannot tank damage**.
- On the Mobula, in order to achieve a trifecta, the crew would have to **completely abandon** either the **armor or balloon** component *and* a turning engine to crew both guns on the left or right sides of the ship. Because of this, not only can the Mobula **not tank**, it can't even *stay alive* when engaging with more than two guns. This is the opposite of the Mobula's defining characteristic: **firepower**.
- The Mobula's top gun choice is extremely limited because it needs to be able to turn left and right far enough to overlap with the left or right side guns **precisely because** one side of the ship has to be **abandoned** to have more than two guns firing on one side of the ship. Conversely, the left and right side guns need to be able to turn left and right far enough to overlap with the top gun. This limits what the Mobula can do and how the Mobula can do it.

What a terrifying prospect. You've pigeon-holed the Mobula, and you might kill it because the Pyramidion buff may be an indirect nerf to the Mobula (as it was with the Spire).