

BIG DISCLAIMER: Ok so I've been seeing people run around spreading this guide as evidence for small bamboos being "good" against later bosses, and I'm clearing it up right now - this guide was to show the efficiency of small bamboos versus big bamboos, not the objective efficiency of either. I don't recommend leveling either of these squads until late late game when you don't have anyone to level and want to meme around. Also, Dreamer was put there as an example, as she's the boss with the highest HP that bamboos can be used against. By no means should you use bamboos against Dreamer until you know what you're doing, because otherwise you're gonna get beamed the fuck out
(<https://www.youtube.com/watch?v=YDHtO4nw-cg>)

Yes. They are.

Every test hereon will be assuming these two squads:

Large Bamboo:



Small Bamboo:



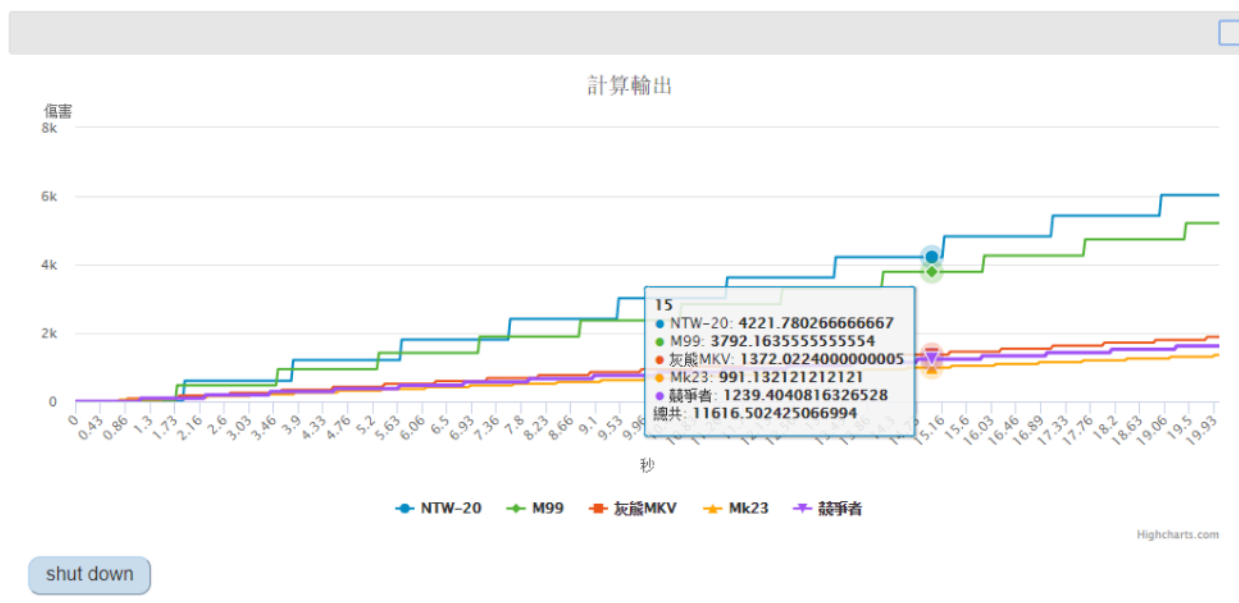
First of all, how much damage can either squad deal?

Let us consider the Large Bamboo squad first. Both of them deal 8x their firepower, with 166 and 157 fp for NTW and M99, respectively. Normally, they'd be equipped with EOT, boosting 8 more FP. Contender's skill contributes 1.4x, Grizzly's skill contributes 1.25x,

and Mk23's skill contributes 1.2x at day. I'm also using a Lv100 3* mortar fairy. Considering all this, the equation for the damage the skills of the Large Bamboos would be something like this:

$$8 * 5 * 165 * 1.25 * 1.4 * 1.2 * 1.6 * 1.33 + 5 * 8 * 173 * 1.25 * 1.4 * 1.2 * 1.96 * 1.33$$

This comes out to approximately 67K damage, but we also need to calculate the damage dealt before the skill activates. Using the DPS Calculator, we get these results:



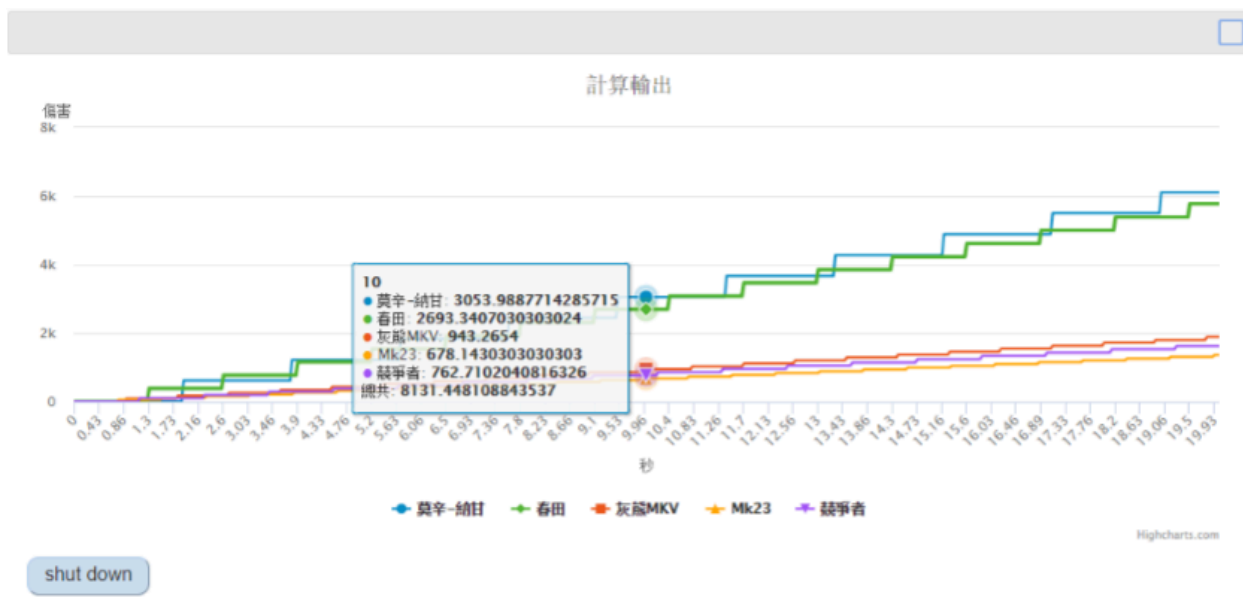
That's around 8K more damage, adding up to a grand total of 75K damage. (The HG damages were left out since most bosses are armored and HG damage ends up being irrelevant in the end anyways)

Now, what about small bamboos?

Both Springfield and Mosin-Nagant deal 6x damage, with 128 fp and 131 fp, respectively. After equipment calculations, that becomes 136 and 174 FP, respectively. Keep in mind that both Springfield and Mosin-Nagant have special equipment, which boosts their damage output by quite a bit, but comes with the downside that special equipment are a pain to level in general. Assuming the same variables as above, the equation comes out to be:

$$6 * 5 * 136 * 1.25 * 1.4 * 1.2 * 1.6 * 1.33 + 5 * 6 * 174 * 1.25 * 1.4 * 1.2 * 1.96 * 1.33$$

This equals approximately 47K in damage. Their sustain damage before their skill looks something like this:



Adding this up, we get to around 52k damage to the boss with a Small Bamboo squad.

So, why are small bamboos better? Aren't large bamboos, with 23k more damage, vastly superior?

The answer lies in the actual enemies that these units are put up against.

The bosses in this game simply don't have enough health for using Large Bamboo squads to be worth it. Dreamer, the last boss who has low enough health to use a bamboo squad against, has 45k health on her strongest form, which appears on Ch8-4E. The boss after that, Judge, has 52k to 68k health, but as her shield blocks 70% of all damage dealt, a bamboo squad is not ideal against her. As all bosses that bamboos are viable against can be easily killed by both small and large bamboos, it's significantly better to use a small bamboo squad, which takes 11.5s to fire, over a large bamboo squad, which takes 17s to fire.

Now, what if you don't have a 3* Mortar Fairy? Where's the tipping point?

Assuming no fairies, there indeed is a use for Large Bamboo squads, that use being 8-4E Dreamer, as without fairies, Small Bamboo squads only reach around 42K

damage by 15s. However, even a 2* Lv. 1 Mortar fairy, which adds a 1.135x FP multiplier, makes using a Large Bamboo squad the worse choice.

QED, Large Bamboo squads are outdated, replaced by a quicker, better option in Small Bamboo squads.

Dissenting Opinion (written by Chae Kenny) : Big Bamboos are outdated when compared to Mosin-Springfield, and I can't deny that right now, there isn't a boss Big bamboos can kill that Mosin-Springfield can't. However, I still feel that they aren't always "outdated", especially when you have less resources available to you - basically, NTW-20/M99/PTRD/DSR-50/etc's bigger damage output allow you to shift resources. Instead of using Contender, you can use, say, MP446 or any other HG that offers less buffs. Instead of requiring a 3, lv.100 mortar fairy, you can be fine with using a 1*, lv.20 mortar fairy, and so on. While this is less of an issue as you progress in-game, and as you get access to dupe fairies, dupe T-Dolls, etc, I strongly feel that at least in the early-to-mid game, large bamboos are worth the investment, since they essentially allow you to "make dividends" and allow for stronger teams in general as you can shift resources that would've been used up by the Mosin-Springfield team to other squads. Moreover, in terms of investment, they require less farming - since none of the "large bamboos" have farmable exclusive equipment currently or require them to dish out their damage output, you simply have to level them and their skills up, and that's it, compared to farming for Springfield's ammo in 1-4N and Mosin's memory chip in 5-4N. A 100 is good, but a 95 or a 93 is still an A - and sometimes, you just need an A to pass, and in that analogy, although they lose their flair late-game, I feel that it's not a bad idea to invest in big bamboos early-to-mid game.*

~~*Also, DSR-50 is the literal definition of s@x, how can you not level big bamboos after seeing her*~~

All complaints can go to Catbomb#9530 on discord