

Weapons/passives Multiplier

Result has to be multiplied with the sum of base dmg of all equipped weapons to get total DPS e.g.

$$\begin{array}{rcl} \text{Supercrit Build (2cl/3d)} & \Sigma \text{ Base Dmg} & \\ 59,727 & \times & 1250 = 74658 \end{array}$$

Basic assumptions:

Crit is maxed at 45%

Clone laser clones all lasers including itself

Crew dmg bonus just adds as wep, pfc and the damage enhancer passive bonus does

my ranking (so far)

1.	Ultracrit Build (2 clone/3dam)	61,703
2.	Supercrit Build (2 clone/3 dam)	59,727
	Ultracrit Build (3 clone/2dam)	58,338 basically a worse #1 that needs an extra lcl - no reason to build it
3.	Gatlingish Build (Crit) 3 ldam/2 lcl w crit enhancer	50,789
4.	Crit Build (2 clone/3 dam) or (3 clone/2 dam)	50,020 good interim config
Sp.	Melee Build #3	93,173 basically useless as laser range is not boosted at all

Crit Builds

Supercrit Build (2 clone/3 dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	SCP	SCP
	1,25	0	0	2,25	2,25

Damage Multiplier					
	DMG	WCU	LCL		
Base	5,500 x	1,250 x	2,500 =	17,188	
	Base	SCP			
Crit Bonus	2,000 +	4,500	=	6,500	
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)		
Total DMG	9,453	+	50,273 =	59,727	

My fav combo
decent rate of fire and good DMG
enough scps take a while when u are not
reolling passives

Range: 300
350
Bonus 75%
Total **1138**
unverified

Supercrit Build (3 clone/2dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	SCP	SCP
	1,25	0	0	2,25	2,25

Damage Multiplier					
	DMG	WCU	LCL		
Base	4,000 x	1,250 x	3,250 =	16,250	
	Base	SCP			
Crit Bonus	2,000 +	4,500	=	6,500	
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)		
Total DMG	8,938	+	47,531 =	56,469	

worse than 3d/2lcl variant and lcls
are harder to get

Range: 300
350
Bonus 75%
Total **1138**
unverified

Crit Build (2 clone/3 dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	PFC	SCP
	1,25	0	0	1	2,25

Damage Multiplier					
	DMG	WCU	LCL		
Base	6,500 x	1,250 x	2,500 =	20,313	
	Base	SCP			
Crit Bonus	2,000 +	2,250	=	4,250	
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)		
Total DMG	11,172	+	38,848 =	50,020	

OK Damage/RoF
Good config to wait for more SCPS

Range: 300
350
Bonus 75%
Total **1138**
unverified

Crit Build (3 clone/2dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	PFC	SCP
	1,25	0	0	1	2,25

Damage Multiplier					
	DMG	WCU	LCL		
Base	5,000 x	1,250 x	3,250 =	20,313	
	Base	SCP			
Crit Bonus	2,000 +	2,250	=	4,250	
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)		
Total DMG	11,172	+	38,848 =	50,020	

worse than 3d/2lcl variant and lcls
are harder to get

Range: 300
350
Bonus 75%
Total **1138**
unverified

Ultracrit Build (3 clone/2dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	SCP	Range	Leech	SCP	SCP
	2,25	0	0	2,25	2,25

Damage Multiplier				
	DMG	WCU	LCL	
Base	4,000 x	1,000 x	3,250 =	13,000
	Base	SCP		
Crit Bonus	2,000 +	6,750	=	8,750
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	7,150	+	51,188 =	58,338

Good total DMG but slow shooting
Best for t5 heavies/sucks at inters
enough scps take a looong while
when u are not rerolling passives
needs more lcls

Range: 300
350
Bonus 75%
Total 1138
unverified

Ultracrit Build (2 clone/3dam)

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	SCP	Range	Leech	SCP	SCP
	2,25	0	0	2,25	2,25

Damage Multiplier				
	DMG	WCU	LCL	
Base	5,500 x	1,000 x	2,500 =	13,750
	Base	SCP		
Crit Bonus	2,000 +	6,750	=	8,750
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	7,563	+	54,141 =	61,703

Best total DMG but slow shooting
Best for t5 heavies/sucks at inters
enough scps take a looong while
when u are not rerolling passives

Range: 300
350
Bonus 75%
Total 1138
unverified

DMG Builds

Pure DMG (no crit whatsoever) Build - 3 lcl/2ldam

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	DMG	DMG	DMG	Rng	Rng	Rng	Rng	Rng
	30%	30%	30%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	PFC	PFC
	1,25	0	0	1	1

Damage Multiplier					
Base	DMG	WCU	LCL		
	6,900 x	1,250 x	3,250 =	28,031	
Crit Bonus	Base	SCP			
	2,000 +	0,000	=	2,000	
	Reg Shots (Base*0,95)		Crit Shots (Base*Crit*0,05)		
Total DMG	26,630	+	2,803 =	29,433	

Range: 300
350
Bonus 75%
Total **1138**
unverified

Pure DMG (no crit whatsoever) Build - 2 lcl/3ldam

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	DMG	DMG	DMG	Rng	Rng	Rng	Rng	Rng
	30%	30%	30%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	PFC	PFC
	1,25	0	0	1	1

Damage Multiplier					
Base	DMG	WCU	LCL		
	8,400 x	1,250 x	2,500 =	26,250	
Crit Bonus	Base	SCP			
	2,000 +	0,000	=	2,000	
	Reg Shots (Base*0,95)		Crit Shots (Base*Crit*0,05)		
Total DMG	24,938	+	2,625 =	27,563	

Range: 300
350
Bonus 75%
Total **1138**
unverified

Gatling Build (DMG) 3 ldam/2 lcl

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	DMG	DMG	DMG	Rng	Rng	Rng	Rng	Rng
	30%	30%	30%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	WCU
	1,25	0	0	0,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	6,400 x	1,750 x	2,500 =	28,000	
Crit Bonus	Base	SCP			
	2,000 +	0,000	=	2,000	
	Reg Shots (Base*0,95)		Crit Shots (Base*Crit*0,05)		
Total DMG	26,600	+	2,800 =	29,400	

Range: 300
350
Bonus 75%
Total **1138**
unverified

Gatling Build (DMG) 2 ldam/3 lcl

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	DMG	DMG	DMG	Rng	Rng	Rng	Rng	Rng
	30%	30%	30%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	WCU
	1,25	0	0	0,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	4,900 x	1,750 x	3,250 =	27,869	
Crit Bonus	Base	SCP			
	2,000 +	0,000	=	2,000	
	Reg Shots (Base*0,95)		Crit Shots (Base*Crit*0,05)		
Total DMG	26,475	+	2,787 =	29,262	

Range: 300
350
Bonus 75%
Total **1138**
unverified

WCU-heavier Builds

Gatling Build (Crit) 2 Idam/3 lcl

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	WCU
	1,25	0	0	0,25	0,25

Damage Multiplier				
Base	DMG	WCU	LCL	
	4,000 x	1,750 x	3,250 =	22,750
Crit Bonus	Base	SCP		
	2,000 +	0,000	=	2,000
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	12,513	+	20,475 =	32,988

Range: 300
 350
 Bonus 75%
Total 1138
 unverified

Gatling Build (Crit) 3 Idam/2 lcl

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	WCU
	1,25	0	0	0,25	0,25

Damage Multiplier				
Base	DMG	WCU	LCL	
	5,500 x	1,750 x	2,500 =	24,063
Crit Bonus	Base	SCP		
	2,000 +	0,000	=	2,000
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	13,234	+	21,656 =	34,891

Range: 300
 350
 Bonus 75%
Total 1138
 unverified

Gatlingish Build (Crit) 2 Idam/3 lcl w crit enhancer

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	SCP
	1,25	0	0	0,25	2,25

Damage Multiplier				
Base	DMG	WCU	LCL	
	4,000 x	1,500 x	3,250 =	19,500
Crit Bonus	Base	SCP		
	2,000 +	2,250	=	4,250
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	10,725	+	37,294 =	48,019

Range: 300
 350
 Bonus 75%
Total 1138
 unverified

Gatlingish Build (Crit) 3 Idam/2 lcl w crit enhancer

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	Rng	Rng	Rng	Rng	Rng
	15%	15%	15%	70	70	70	70	70

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	Range	Leech	WCU	SCP
	1,25	0	0	0,25	2,25

Damage Multiplier				
Base	DMG	WCU	LCL	
	5,500 x	1,500 x	2,500 =	20,625
Crit Bonus	Base	SCP		
	2,000 +	2,250	=	4,250
	Reg Shots (Base*0,55)		Crit Shots (Base*Crit*0,45)	
Total DMG	11,344	+	39,445 =	50,789

OK Damage/fast-firing
 Range: 300
 350
 Bonus 75%
Total 1138
 unverified

Melee Builds

Melee Build #1

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	DMG	DMG	DMG	DMG	DMG
	15%	15%	15%	30%	30%	30%	30%	30%

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	PFC	Leech	SCP	WCU
	1,25	1	0	2,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	6,500 x	1,500 x	3,250 =	31,688	
Crit Bonus	Base	SCP			
	2,000 +	2,250	=	4,250	
	Reg Shots (Base*0,55)	Crit Shots (Base*Crit*0,45)			
Total DMG	17,428	+	60,602 =	78,030	

Range: 300
 Bonus 0%
 Total **300**
 unverified

Melee Build #3

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	DMG	DMG	DMG	DMG	DMG
	15%	15%	15%	30%	30%	30%	30%	30%

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	SCP	Leech	SCP	WCU
	1,25	2,25	0	2,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	5,500 x	1,500 x	3,250 =	26,813	
Crit Bonus	Base	SCP			
	2,000 +	4,500	=	6,500	
	Reg Shots (Base*0,55)	Crit Shots (Base*Crit*0,45)			
Total DMG	14,747	+	78,427 =	93,173	

Range: 300
 Bonus 0%
 Total **300**
 unverified

Melee Build #2

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	DMG	DMG	DMG	DMG	DMG
	15%	15%	15%	30%	30%	30%	30%	30%

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	ldam	lcl	lcl
Bonus	1,5	1,5	1,5	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	PFC	Leech	SCP	WCU
	1,25	1	0	2,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	8,000 x	1,500 x	2,500 =	30,000	
Crit Bonus	Base	SCP			
	2,000 +	2,250	=	4,250	
	Reg Shots (Base*0,55)	Crit Shots (Base*Crit*0,45)			
Total DMG	16,500	+	57,375 =	73,875	

Range: 300
 Bonus 0%
 Total **300**
 unverified

Meleeish Build

Crew	C1	C2	C3	C4	C5	C6	C7	C8
	Crit	Crit	Crit	DMG	DMG	DMG	DMG	DMG
	15%	15%	15%	30%	30%	30%	30%	30%

Weapons	W1	W2	W3	W4	W5
Name	ldam	ldam	lcl	lcl	lcl
Bonus	1,5	1,5	0,75	0,75	0,75

Passives	P1	P2	P3	P4	P5
	WCU	SCP	Leech	SCP	WCU
	1,25	2,25	0	2,25	0,25

Damage Multiplier					
Base	DMG	WCU	LCL		
	5,500 x	1,500 x	3,250 =	26,813	
Crit Bonus	Base	SCP			
	2,000 +	4,500	=	6,500	
	Reg Shots (Base*0,55)	Crit Shots (Base*Crit*0,45)			
Total DMG	14,747	+	78,427 =	93,173	

Range: 300
 Bonus 75%
 Total **525**
 unverified