

Armor Shots by Mishigne

1. Basic Shots

Here we have the power for the parts of your screen. I like to divide my screen in 20 parts. If u like to divide yours in 30, just multiply each part for 1,5. If you are crazy and divide in 100 parts, just multiply each part for 5. You don't need to memorize all power for all angles; You gonna memorize some, the others you gonna consult the table. That's easy.

¼ Screen = 5 parts

½ Screen = 10 parts

¾ Screen = 15 parts

1 Screen = 20 parts

1 ¼ Screen = 25 parts

1 ½ Screen = 30 parts

Angle/Distance	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
32	0,5	0,75	0,9	1,05	1,2	1,3	1,4	1,5	1,6	1,7	1,75	1,85	1,95	2	2,1	2,15	2,25	2,3	2,35	2,4
40	0,5	0,75	0,9	1	1,1	1,25	1,35	1,45	1,55	1,6	1,7	1,8	1,85	1,95	2	2,1	2,15	2,2	2,25	2,35
50	0,5	0,75	0,9	1,05	1,15	1,25	1,35	1,45	1,55	1,65	1,7	1,8	1,9	1,95	2,05	2,1	2,15	2,25	2,3	2,35
60	0,55	0,8	0,95	1,1	1,25	1,35	1,5	1,6	1,65	1,75	1,85	1,95	2	2,1	2,2	2,25	2,3	2,4	2,45	2,5
70	0,65	0,9	1,15	1,3	1,45	1,6	1,75	1,85	1,95	2,1	2,15	2,25	2,35	2,45	2,55	2,65	2,7	2,8	2,9	2,95
80	0,9	1,25	1,55	1,8	2	2,2	2,4	2,55	2,7	2,85	3	3,15	3,25	3,4	3,5	3,65	3,75	3,85	4,0	-

Angle/Distance	21	22	23	24	25	26	27	28	29	30
32	2,5	2,55	2,6	2,65	2,75	2,8	2,85	2,9	2,95	3
40	2,4	2,45	2,5	2,55	2,6	2,7	2,75	2,8	2,85	2,9
50	2,4	2,5	2,55	2,6	2,65	2,7	2,75	2,8	2,85	2,9
60	2,6	2,65	2,7	2,8	2,85	2,9	2,95	3	3,1	3,15
70	3,05	3,1	3,2	3,25	3,35	3,4	3,45	3,5	3,6	3,65

(Table for Wind 0)

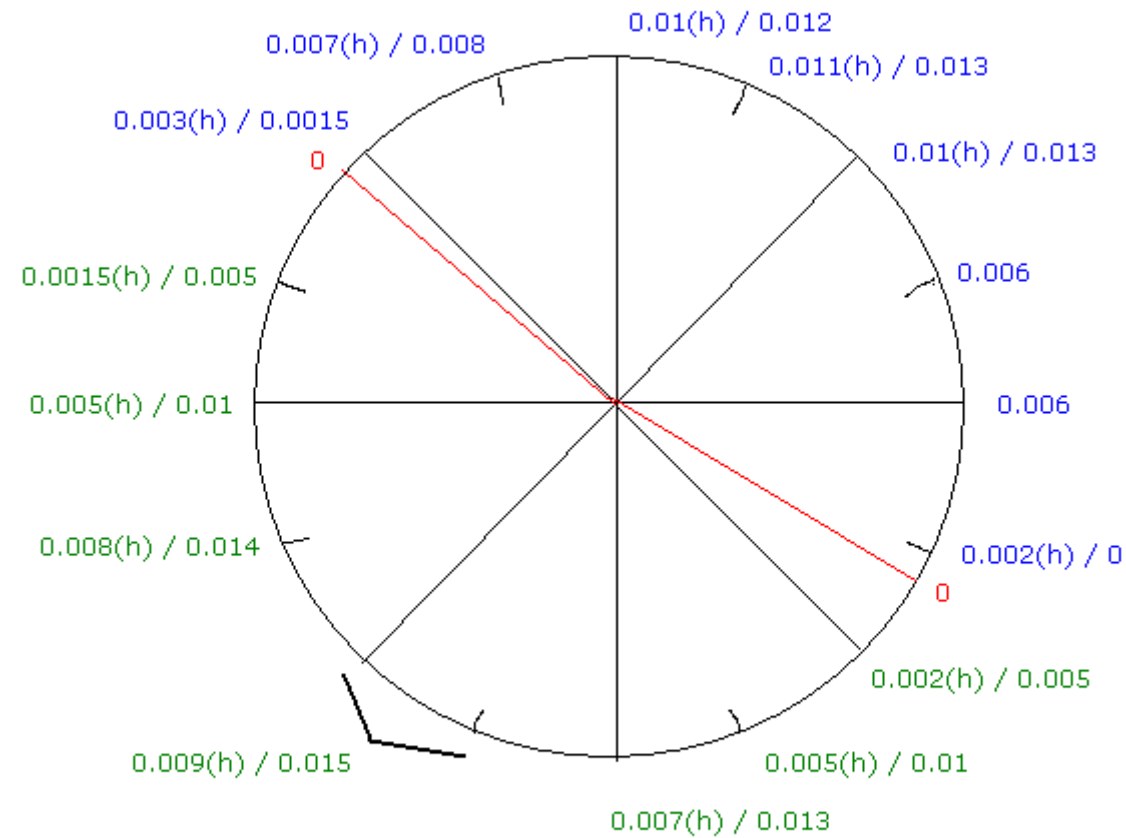
Maybe some of the power above can be wrong. If you find anything wrong, tell me :).

2. Using formulas

2.1. Angle 32 Fixed

The angle 32 is very useful for armor because it's the default angle when armor is over a perfectly horizontal plain. Here we have a formula for calculating the power when the wind is different of 0. When the wind is 0, just consult the first table.

Angle 32 Fixed



(h) - Inside Half-Screen

Blue = Reduce Power
Green = Add Power

How to calculate:

Ex1:

Wind 16 against you and the target is half-screen away:

Power for wind 0 = 1.7

Power for this wind = $1.7 + 16 * 0.005 = 1.78 \sim 1.8$

Ex2:

Wind 20 with you, perfectly horizontal and the enemy is 1 screen away:

Power for wind 0 = 2.4

Power for this wind = $2.4 - 20 * 0.006 = 2.28 \sim 2.3$.