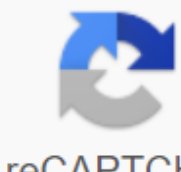


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Starcraft 2 units ranked

Damage Per Second (DPS) is a term commonly used to describe the damage rate inflicted over time. DPS is a gameplay in Starcraft 2 and is a method to standardize the amount of damage dealt by units. The term is an aspect of theory. As a measure of capacity, it is more accurate than a simple damage value that does not reflect how often damage can be inflicted. DPS Explanation[edit] Damage per second is the rate at which damage is dealt to an in-game attackable item for a unit amount of time (1 second). Each unit in the game has a different attack rate and damage per attack. Attack speed is the time interval between each weapon activation of a unit. for example, if a Zelot attacks a Stalker, the time until it attacks the next one is 0.86 sec at faster speed. This time interval is a constant. This property is also known as the attack cooldown. The amount of damage a unit deals is also constant for each unit, although this can be increased in-game, as with attack upgrades, some units also deal volley damage, that is, deal their base damage twice or more per attack, for example, if a Fanatic attacks a Stalker, 8 damage is dealt twice, for 16 damage with each attack. Because each unit has a different attack value and cooldown, it can be difficult to compare its damage potential. DPS is a two-unit comparison method. Generally speaking, the higher the DPS value, the less time it will take for one unit to defeat another unit. Calculation[edit] Damage per second is calculated by multiplying a unit's attack value by its Attack Count and dividing by its attack cooldown. Example: A zelot has an attack value of 8 damage, an attack count of 2, and an attack cooldown of 0.86 sec. What is its damage per second? We use the damage per second equation (attack × the Attack Count / Attack Cooldown). Therefore (8 × 2 / 0.86) to 18.67 damage per second. Weapon damage is usually noted along with damage obtained from weapon upgrades. Therefore, the Zealot attack value is 8 (+1) (×2), and the Zealot DPS per upgrade is (1 × 2 / 0.86) to +2.33. Deficiencies[edit] relying on DPS to determine the value of a unit is unusable due to several key deficiencies. First, DPS doesn't take Splash's damage into account. For example, the Archman's DPS is technically 19.95(+2.39), and this would be the case if the Archman were fighting a lone opponent. However, when an Arcon attacks an opponent closely surrounded by several enemy units, the Archon deals damage to all units Depending on the number and spacing of opposing units, the actual damage dealt can often be what the DpS value of the Archman predicts. Second, base DPS does not take into account the object being attacked. It is only a measure of the damage output of the unit that does the damage. DPS can be reduced by the Armor Value of the opposite unit, which the attack value of the attacking unit by the armor value of the unit being attacked. In addition, some weapons have additional damage against certain attributes, the tags belonging to each unit; If a unit has a bonus against Armored and the defender is not armored, then the damage dealt by that unit will be less than the highest it could be. Third, because DPS is an average, it suffers from several key issues, [1] which can lead to some problems when the attack value or cooldown of a unit is relatively high and the time period that is considered is relatively small. For example, a siege tank in siege mode deals base damage of 40 against un armored units and has a cooldown of 2.14 sec, so it has a DPS value of 18.67 damage. Assuming an attack on a single un armored opposing unit, the DPS value would suggest that 1 second after the tank began attacking it would have dealt 8.72 damage. However, 1 second after it started, the tank would actually have dealt 40 damage, because the siege tank attack occurred at 0 seconds, and all damage was done at that time. Similar discrepancies will occur when DPS is used to predict the damage output at any interval between your attacks, although as the number of times the attack has occurred increases, the discrepancy between the actual damage output and the predicted damage output decreases. DPS can also be misleading about the amount of damage enemy units will take. For example, thor's ground-weapon DPS is the highest in the game, 65.63, but because it is dealt in 60 volleys of damage, much of the damage will be wasted too much against low-health opponents. Finally, because some units and abilities deal only one-time damage, damage per second cannot be calculated. These include Baneling, and Tactical Nuke. Damage and DPS per unit[edit] The following sortable table includes the DPS per unit with multiple permutations. DPS calculations are based solely on the damage output of a unit. Note that the Disruptor, Oracle, and Widow Mine only attack with abilities, and the Carrier and Swarm Host only attack with subunits. Bold indicates special skill or upgrade. GroundDamage AirDamage Cool-down GroundDPS Bonus Despista BonusDPS AdeptoS Resonating Glaives 10 (+1) — 1,610.64 6.22 (+0.62)15.56 (+1.156) — L 12 (+1) 7.47 (+0.62)18.67 (+1.56) Archon Protoss Splash 25 (+3) 25 (+3) 1.25 19.95 (+2 39) 19.95 (+3 2.39) B 10 (+1) 7.98 (+0.8) Carrier Protoss with 8 interceptors 5 (+1) (x16) 5 (+1) (x16) 2.14 37.33 (+7.47) 37.4 Colossus Protoss Splash 10 (+1) (x2) — 1.07 18.67 (+1.87) — L 5 (+1) 9.33 Protoss Dark Templar 45 (+5) — 1.21 37.19 (+4.13) — Disruptor Protoss Purification Nova 145 (+0) 145 (+0) 23.54 6.16 (+0) 6.16 (+0) Shields 55 (+0) 2.34 (+- 0) Protoss of High Templar 4 (+1) — 1.25 3.19 (+0.8) — Immortal Protoss 20 (+2) — 2 1.04 19.31 (+1.93) — A 30 (+3) 28.97 (+2.9) (+2.9) Protoss 5 (+1) (x2) 5 (+1) (x2) 2.14 4.67 (+0.93) 4.67 (+0.93) Protoss Mothership 6 (+1) (x6) 6 (+1) (x6) 1.58 22.81 (+3.8) 22.81 (+3.8) Oracle Protoss Pulsar Beam 15 (+0) — 0.61 24.42 (+0) — L 7 (+0) 11.4 (+0) Phoenix Protoss — 5 (+1) (x2) 0.79 — 12.73 (+2.55) L 5 (+0) 12.73 (+0) Fotones Protoss 20 (+0) 20 (+0) 0.89 2 2.4 (+0) 22.4 (+0) Probe Protoss 5 (+0) — 1.07 4.67 (+0) — Sentry Protoss 6 (+1) 6 (+1) 0.71 8.4 (+1.4) 8.4 (+1.4) Stalker Protoss 13 (+1) 13 (+1) 1.34 9.73 (+0.75) 9.73 (+0.75) A 5 (+1) 3.74 (+0.75) Temp Plus Protoss 40 (+4) 30 (+3) 2.36 16.97 (+1.7) 12.73 (+1.27) MaAir 22 (+2) 9.33 (+0.85) Ray Void Protoss Prismatic Alignment 6 ((6 (+1) 6 (+1) 0.36 16.8 (+2.8) 16.8 (+2.8) A 4 (+0)14 (+0) 11.2 (+0)39.2 (+0) Protoss Zealot 8 (+01) (x2) — 0.86 18.67 (+2.33) — Auto-Turret Terran 18 (+0) 18 (+0) 0.57 31.5 (+0) 31.5 (+0) Banshee Terran 12 (+1) (x2) — 0.89 26.88 (+2.24) — Terran Battlecruclried 8 (+1) 5 (+1) 0.16 49.78 (+6.22) 31.11 (+6.22) Cyclone Terran 18 (+2) 18 (+2) 0.71 25.2 (+2.8) 25.2 (+2.8) Ghost Terran 10 (+1) 10 (+1) 1.07 9.33 (+0.1)93) 9.33 (+0.93) L 1.1 0 (+1) 9.33 (+0.93) Hellbat Terran SplashInfernal Pre-Igniter 18 (+2) — 1.43 12.6 (+1.4) — L 0 (+1)12 (+1) 0 (+0.7)8.4 (+0. 7) Hellion Terran SplashInfernal Pre-Igniter 8 (+1) — 1.79 4.48 (+0.56) — L 6 (+1)11 (+ 1) 3.36 (+0.56)6.16 (+0.56) Liberator Terran Defender Mode 75 (+5) — 1.14 65.63 (+4.38) — Terran LiberatorSplash Fighter Mode — 5 (+1) (x2) 1.38) — Terran LiberatorSplash Fighter Mode — 5 (+1) (x2) 1.38) — Terran LiberatorSplash Fighter Mode — 5 (+1) (x2) 1.1 29 — 7.78 (+1.56) Marauder Terran Stimpack 10 (+1) — 11,070.71 9.33 (+0.93)14 (+1.4) — A 10 (+1) 9.33 (+0.1 93)14 (+1.4) Marine Terran Stimpack 6 (+1) 6 (+1) 0.610.41 9.76 (+1.63)14.64 (+2.44) 9.76 (+1.63)143)143)14 .64 (+2.44) Terran Missile Turret — 12 (+0) (x2) 0.61 — 39.03 (+0) Terran Splash 40 Planetary Fortress (+0) — 1.43 28 (+0) — Reaper Terran 4 (+1) (x2) — 0.79 10.18 (+2.55) — SCV Terran 5 (+0) — 1.07 4.67 (+0) — Siege Tank Terran Tank Mode 15 (+2) — 0.74 20.19 (+19 (+19 (+2.69) — A 10 (+1) 13.46 (+1.35) Siege of siege tankSpamid (+4) — 2.14 18.67 (+1.87) — A 30 (+1) 14 (+14 (+1 0.47) Thor TerranSplashAir Explosive Charge 30 (+3) (x2) 6 (+1) (x4) 0.91G2.14A 65.63 (+6.56) 11.2 (+1.87) LAir 6 (+1) 11.2 (+1.87) Thor Terran High Impact Payload 30 (+3) (x2) 25 (+3) 0.91G0.91A 65.63 (+6.56) 27.34 (+3.28) MaAir 10 (+1) 10.94 (+1.09) Viking Terran Assault Mode 12 (+1) — 0.71 16.8 (+1.4) — Me 8 (+1) 11.2 (+1.4) Viking Mode Terran Fighter — 10 (+1) (x2) 1.43 — 14 (+1.4) A 4 (+0) 5.6 (+0) Widow Mine Terra n Sentry MissilesSplash 125 (+0) 125 (+0) 28.57 4.38 (+0) 4.38 (+0) Shields 35 (+0) 1.23 (+0) Lord Zerg Player 20 (++) 2) — 1.79 11.2 (+1.1 (2) — Zerg broodling 4 (+1) — 0.46 8.68 (+2.17) — Zerg Corruptor — 14 (+1) 1.36 — 10,632 (+0.74) Ma 6 (+1) 4.42 (+0.74) Drone Zerg 5 (+0) — 1.07 4.67 (+0) — Hydralisk Zerg 12 (+1) 12 (+1) 0.59 20.36 (+1.7) 20.36 (+1.7) Infested Terran 6 (+1) 14 (+1) 0.61G1.14A 9.76 (+1.63) 12.28 (+0.88) Zerg Lobster 10 (+1) — 0.43 23.33 (+2.33) — Lu Zerg Splash 20 (+2) — 1.43 14 (+1.4) — A 10 (+1) 7 (+0.7) Mutalisk Zerg 9 (+1) 9 (+1) 1.09 8.26 (+0.92) 8.92 26 (+0.92) Queen Zerg 4 (+1) (x2) 9 (+1) 0.71 11.2 (+2.8) 12.6 (+1.4) Ravager Zerg 16 (+2) — 1.14 14 (+1.4) (4) 75) — Zerg cockroach 16 (+2) — 1.43 11.2 (+1.4) — Gate Crawler Zerg 25 (+0) — 1.32 18.92 (+0) — A 5 (+1) 3.78 (+0) Spore Crawler Zerg — 15 (+0) 0.61 — 24.4 (+0) B 15 (+) 24.4 (+0) Ultralisk Z Splasherg 35 (+3) — 0.61 56.98 (+4,98 (+4,98 488) — Zergling Zerg Adrenal Glands 5 (+1) — 0.50.35 10.06 (+2.01)14.37 (+2.87) — References[edit] - WP: Problems with mean arithmetic mean

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