

Heya, guys! Mikhael here to give you all another Mega Man calc! This one will be on the Mega Man Legends series and a re-calc of a pre-existing calculation: Reaverbot sustaining a storm that lasts loooooooooooooong. Proof of it sustaining the storm is that the storm literally disappears the moment it is destroyed.

The method used in [this](#) calc is mostly fine. The only thing I will change is finding the diameter of the storm since a very recent Mega Man Legends 2 Guidebook came out that releases a map with an actual scale ON THE MAP! WOOOO! See below the map with the scale on the lower right hand corner of the map. The units used for length in the series are miles. So I shall use the map to find the new size and then repeat the same steps as in the previous calc.



744px = 100 miles or 160.934 kilometers

3687px = 797.5317983870967773084 kilometers

Area of Storm: 499557975613.1894050907741231111 m²

Volume of Storm (assuming a height of 8000 meters due to it being a cumulonimbus):
3996463804905515 m³

Energy with strong instability: 15985855219622060962.9047719395552 Joules or 3.8207 Gigatons of TNT (**Large Mountain level+**)

Fucking hell. That's definitely a downgrade. [Fuck!](#)