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## Intro

If you've reached **595-600** hero power in your inventory, and play on **Legend**, then this guide / list is for you.

Item properties that directly buff your damage:

- +5-10% power vs chaos / skaven (*race distinction*).
- +5-10% power vs infantry / armoured / berserkers / monsters (*armor category distinction*).

On a **charm** or **ranged weapon**, you can roll any combination of these properties, with exceptions:

- no duplicates (like two "power vs infantry" on an item); 2) a **ranged weapon** can't have "vs chaos" + "vs skaven". A **melee weapon** is limited to **one** "power vs" property, and it can only be "power vs race".

The benefit of having +% more damage is clear for high health targets (mini-bosses or Chaos Warriors).

For core, elite and special enemies it's more complicated. The damage buffs allow you:

- to kill an enemy with less swings (actions)
- to kill an enemy faster
- to kill an enemy easier (like not requiring to hit the head)

Next tabs show with what power buffs you'll be past damage breakpoints.

## Notes on the list

For Ranged weapons its assumed that you're closer to the target than the damage drop-off start (if not stated otherwise).

Power requirement for a breakpoint is shown as a single damage multiplier (unless career power is included).

With **melee weapon + charm**, the maximum power buff you can get from **item properties** is **x1.32** (or +32%) - that is achieved by 20% vs race, and 10% vs armor category (1.2 x 1.1 = 1.32).

With **ranged weapon + charm**, the maximum power buff you can get from **item properties** is **x1.44** (or +44%) - that is achieved by 20% vs race, and 20% vs armor category (1.2 x 1.2 = 1.44).

The calculations were made with **600.0** hero-power attacks. Yes, hero-power have fractions, that you can't see in inventory. For example: four 300 items and one 299 item result in 599.8 heropower (on 30 lvl char).

For breakpoint calculation, targeted damage value is: **rounded value needed, minus 0.125**.

Thus, if you want the lists to be 100% accurate, be at 600.0 heropower.

With 597-599 heropower char, for a very rough estimate of requirements add 0.5% to the requirements listed.

## Terminology & legend:

inf = infantry armor category (code 1)

Light = attack made by left mouse click

Light 3 = the third light attack in the combo sequence

Charged = attack made by holding left mouse button

Charged (ranged) = attack made by holding right mouse button

Push atk = attack made by holding block, then pressing&holding left mouse button

fanatic = chaos horde enemy

marauder = chaos core enemy

Mauler = chaos elite with 2h axe

savage = chaos berserker

blight = chaos sorcerer that summons vortex

Light - hit to the body

Light - hit to the head

Light - critical hit to the body

Light - critical hit to the head

If you do a crit chance build, know that for all **melee attacks against infantry**, "critical hit to the body" is equal to "hit to the head" in damage (only one exception I've found is charged 2h axe).

So you can mentally replace **Light** with **Light** for corresponding breakpoints.

+25% power 2 fanatics

^ red number 2 means, that this amount of enemies hit - is achieved by a talent

# +25% power 41.21% vs skaven / monsters

# symbol - marks a breakpoint that is achievable **only** with a help of talents / passives

## Useful links:

[Weapon stats spreadsheet by Squatting Bear \(1.2\)](#) - it's the source of information that was huge for making this breakpoint sheet. There's a lot of numbers there and you may find it intimidating, but remember, the game is complex, and imo this is a good way of representing comprehensive weapon data. *If you need unrounded damage values: [click here](#).*

[Breakpoint calculator by Thrawnarch \(1.2\)](#) - there you can search for breakpoints yourself, and this tool allows you to check any possible setups, any talent, any power vs. Definitely worth checking if you use career talents I haven't covered, or covered not fully.

## Author of this spreadsheet:

Is me, **doom\_hamster**.

## Game mechanics & info:

### How "power vs" and power talents increase damage

Damage buffing from properties and talents can be represented as:

Resulting\_damage = Unbuffered\_damage x [the sum of same power type] x [the sum of same power type] x etc.

**For example:**

With +8% chaos, +7% chaos, +9% infantry, +15% power talent, your damage against **chaos infantry**:

Resulting\_damage = Unbuffered\_damage x (1.08 + 0.07) x 1.09 x 1.15

After that, the **Resulting\_damage** gets rounded to the nearest quarter.

For example: value within [6.125 ; 6.249] rounds to 6.25.

value within [6.001 ; 6.124] rounds to 6.00.

Then it's ready to be applied to enemies.

## Enemy info

Besides a numerical Health stat, every enemy have a Race, and Armor Type.

There are 5 Armor Types:

- Infantry
- Armoured
- Monsters
- Berserkers
- Super Armor\* (for example Chaos Warrior)

\*power vs armoured property increases damage against both Armoured, and Super Armor.

For a quick overview of enemy health, their race and armor categories, check the last tab called [template].

## How the melee cleave is calculated

Two main elements here:

1) Each enemy have a **mass**.

*For example, legend slaverat have 2 mass, legend fanatic have 2.5 mass.*

2) Each **melee attack** have two things: **mass limit for stagger**, and **mass limit for damage**.

*In case of 2h hammer charged attack: 22.625 for stagger, 5.656 for damage (600 heropower). There are exceptions like shield charged bash, or flamesword slap attack - they don't "cleave", they hit with AoE.*

Mass and Mass limit values don't get rounded for calculations.

When your attack meets an enemy, first, enemy's **mass value** subtracts from your:

- **mass limit for stagger**

- **mass limit for damage**

Each enemy you hit does that.

**General rules:**

When the **resulting mass limit for stagger** is  $\leq 0$ , then all enemies hit afterwards won't receive **any** stagger.

When the **resulting mass limit for damage** is  $\leq 0$ , then all enemies hit afterwards won't receive **any** damage.

For example, charged 2h hammer swing will hit 10 fanatics for stagger, and only first 3 of them for damage.

If an attack have a higher **mass limit for damage** than **stagger**, then the same idea happens, **only in reverse**.

*Enemies immune to cleave:* those with Armoured, Super Armoured, Monsters armor category, and Maulers. Charged flail and charged 2h sword are the only attacks that can cleave through these targets.

**Melee attacks** tagged with **LINESMAN** or **TANK** mods - essentially have improved cleave against pre-determined targets (pretty much all cleavable enemies).

These attacks use **reduced enemy mass values** for calculations.

In case of an **attack** with **LINESMAN** mod, it will take in enemies with **LINESMAN** tag as having only **x0.6** mass.

*This kind of info is available in Squatting Bear's spreadsheet.*

## Ways to improve cleave at 600 hero power

**Staggered enemies** (from impacts, not from hitting your block) get their mass multiplied by **x0.75**.

**Mercenary passive ability** - all enemies masses are multiplied by **x0.75**.

*These 2 and LINESMAN/TANK mods stack multiplicatively with each other, reducing enemy mass.*

**Career talents/passives** that give raw power, like 15% from grimoire, 3% from enemies nearby, etc.

*They multiply your attack mass limit.*

Note that any **power\_vs** don't increase cleave. They only increase damage+stagger.

Also note that Mercs passive (x0.75 enemy mass) doesn't work for ranged weapons.

## Regarding damage over time (DoT)

DoT have total duration, and periodical damage ticks inside it. Once DoT is triggered, damage ticks don't vary in damage.

*For example: dual dagger light attack have DoT with: 1s tick, 5s duration.*

DoT starts ticking not instantly after the causing attack, it waits one tick duration.

Important note: tick durations are randomised a bit. Most significant effect of it is that you get inconsistent amount of

My process of making breakpoints is:

- 1) copying all relevant **weapon data** from sources like Squatting Bear's weapon sheet, or Thrawnarch's breakpoint calculator (like Bounty Hunter damage with 25% crit power talent);
- 2) copying it into my own Excel calculator for each weapon: [here how it looks](#)
- 3) there i pick a weapon, and go through every enemy searching for viable breakpoints, with single attacks or inventing attack combos;
- 4) any breakpoints i discovered that worth a damn i put into this spreadsheet, which becomes some sort of a guide.

DoT ticks from these attacks:

- \* dual daggers - light attack / push-stab (4-5)
- \* sword+dagger - light 3 attack (4-5)
- \* wizard dagger - push-stab (4-5)
- \* hagbane bow - arrow (4-5) and explosion (3-4)

To apply DoT, the causing attack needs to deal damage to the target. For example:  
*Dual daggers light attack hits a stormvermin in the body, 0 damage = no DoT triggered.*  
*Do a headshot, or push-stab - stormvermin recieves some damage, and the DoT is triggered.*

I highly recommend checking damage spreadsheets for DoT weapons, due to added complexity.  
Some DoTs have a limit of 1 stack at every moment, others are unlimited.

The talents, that are currently considered while doing breakpoints are set in **bold text**. And the colour coding persists for the breakpoints, that use these talents.

		Shown as:						
MARCUS	<b>Mercenary</b>	<b>The More The Merrier!:</b> +3% x 5 power (nearby enemies) <b>Reikland Reaper:</b> +15% power (Paced strikes proc)	- These 2 power buffs stack additively between each other. For example with 2 enemies nearby and Reikiad Reaper active - your damage multiplies by x(1.15+0.06), or x1.21	+3% power <b>+15% power</b>	+6% power <b>+15% +9% power</b>	+9% power <b>+12% power</b>	+12% power <b>+15% power</b>	+15% power <b>- is a combo of Reaper and 3 enemies nearby</b>
	<b>Huntsman</b>	Hunter's Prowl: +? (active, ranged only) I'm Coming for Ya: +20% power (during active)						
	<b>Knight</b>	<b>Glory Hound:</b> +25% power for 10s (after active)		<b>+25% power</b>				
BARDIN	<b>Ranger Veteran</b>	Disengage: +? (active, ranged only) <b>Last Resort:</b> +25% power (out of ammo)	- done for not all of weapons.	<b>+25% power</b>				
	<b>Ironbreaker</b>							
	<b>Slayer</b>	<b>Trophy Hunter:</b> +10% x 3 damage (stacking buff)	- note that it doesn't increase cleave and stagger! The buff isn't a "true power" one, it affects damage only. Damage stacks affect attacks retroactively, i.e. when you dont have stacks, first hit already gets +10% damage	<b>+30% damage</b>	<- at full stacks <b>Light, +10%</b>	<b>Light, +20%</b>	<b>Light, +30%</b>	<- building from 1st stack
KERILLIAN	<b>Waystalker</b>	Arcane Bodkins: +? (headshot damage increase)						
	<b>Handmaiden</b>	<b>Eldrazor's Precision:</b> +15% power		<b>+15% power</b>				
	<b>Shade</b>	Infiltrate: +? (active) Assassin's Blade: +50% backstab damage Assassin's Blade: +75% backstab damage <b>Hekarti's Bounty:</b> +15% power (grimoire)		<b>+15% power</b>				
VICTOR	<b>Witch Hunter Captain</b>	<b>Witch-Hunt:</b> +20% power vs an enemy for 5s after it was tagged <b>Abjured Temptation:</b> +15% power (grimoire) Increased headshot damage (passive, unlisted) Deathkneel: +? (headshot damage increase)	- Will probably have to separate WHC to another tab later. This career is the most pain in the ass, and Saltz in general. Currently there are no WHC lines with headshots due to different damage.	<b>+20% power</b> <b>+15% power</b>		<b>+15% +20% power</b>		- a combo of grim power and tag.
	<b>Bounty Hunter</b>	<b>Blessed Shots:</b> guaranteed ranged crit <b>Crippling Strike:</b> +25% crit power Necessary Means: +25% power (out of ammo)	- There are lines for Blessed Shots with Crippling Strike only.	<b>BS + CS</b> <b>BS + CS</b>				
	<b>Zealot</b>	<b>Fiery Faith:</b> +5% power for every 25 health missing No Surrender!: +3% x 5 power (nearby enemies)		<b>+5% power</b>	<b>+10% power</b>	<b>+15% power</b>	<b>+20% power</b>	
SIENNA	<b>Battle Wizard</b>	<b>Pyromatic Surge:</b> +10% ranged damage <b>World Aflame:</b> +5% x 5 power (nearby enemies)		<b>+10% damage</b> <b>+5% power</b>	<b>+10% power</b>	<b>+15% power</b>	<b>+20% power</b>	<b>+25% power</b>
	<b>Pyromancer</b>	<b>Searing Focus:</b> +10% ranged damage		<b>+10% damage</b>				
	<b>Unchained</b>	Unstable Strength: +? (Increased melee power on high Overcharge)						

date	Sheet ver.	Patch	Notes
17.10.2018	8.07	1.2	Renamed "stormer" to "blight" in the lists (the special enemy that summons vortex). Reworked "Career talents" tab to have the same colour coding as in the breakpoint lists. Added lines: + exec sword - charged crit bs vs Mauler + 2h hammer (Knight, Ranger Vet, Slayer) - 1 light hs + 3 light bs vs Chaos warrior + 2h hammer (Knight, Ranger Vet) - 2 light hs + 1 light bs vs Chaos warrior + 1h sword (Handmaiden, Shade) - light hs + charged bs vs marauder + blunderbuss and grudge raker - buttstock bashes vs slaverat or fanatic
27.09.2018	8.06	1.2	Sienna_R updated to 1.2. New fireball light shot breakpoints vs SV, and boltstaff breakpoints vs CW. <b>All tabs are updated to 1.2.</b>
26.09.2018	8.05	1.2	Sienna_M updated to 1.2. New breakpoints for flame-sword and dagger - against Stormvermin. New breakpoints for 1h sword and 2h mace - vs packmaster. In 1.2 the damage of charged shield bash and charged fire slap (of flame-sword or dagger) was nerfed from 4.242 to 0 damage vs armored. What's interesting is that it still applies DoT effect to armored enemies (Stormvermin).
26.09.2018	8.04	1.2	Victor_R updated to 1.2. Very few changes, updated brace of pistols lines vs skaven/armoured with headshots. All crit headshot damages (for Victor_R) vs super armor were buffed strong in 1.2, worth checking SB's weapon spreadsheet.  Note that for Bounty Hunter breakpoints i calculate them only with Crippling Strike talent (+25% crit power). Crit power buffs to damage are not straightforward, and the only place i know of where you can get the buffed damage values by crit power - is in Thrawnarch's breakpoint calculator. But in 1.2 the devs changed some parts of the formula that calculates the headshot damage vs armored and super armored, in result some armor headshot values are incorrect in his calculator (not all). So in my list there are a few lines missing like xbow vs Chaos Warrior (on bounty hunter). Don't worry, Squatting Bear's weapon spreadsheet (upon which my breakpoint list is based) - have correct armor headshot values.  Also added two handgun lines vs Mauler.
25.09.2018	8.03	1.2	Victor_M updated to 1.2. Patch related changes are SV and packmaster breakpoints. Added more Zealot specific lines (up to 20% buff from Fiery Faith). Also added a few lines for 1h axe and axe+shield against SV (Bardin and Victor).
12.09.2018	8.02	1.2	Kerillian_M updated as well. Almost all weapons had changes to packmaster and/or SV breakpoints. Kerillian_R updated: no changes except a few new lines for hagbane vs SV (using headshots).
12.09.2018	8.01	1.2	Marcus_R: almost no changes. Added a longbow SV breakpoint at around 18%. Bardin_M: Note that shield bashes no longer damage an armored enemy (down from 4.25 damage). Not much changed, except packmaster breakpoints, and added hammer+shield push atk. Also done a couple dual axes breakpoints vs SV. Bardin_R: no updating was needed.
12.09.2018	8.00	1.2	<b>Starting updating to 1.2.</b> For comparison between 1.1 and 1.2 (in weapon stats): <a href="#">click here</a> In tabs that end with "_compare", the changed values are highlighted with red font.  Marcus_M updated to 1.2. I'll outline most notable changes. There were across the board buffs to monster melee damage, so that affects many packmaster breakpoints. For specific weapons, these were changed in a big way: - sword+shield: push attack now have the same damage profile as charged 2 (stab) - mace+shield: push attack now have the same damage profile as 1h mace charged - 2h sword: brand new push attack. Note that it's one of the very few 'single target' attacks (cleave 2.545) with LINESMAN mod - exec sword: push attack now have the same damage profile as 2h sword charged * Existing breakpoints were updated accordingly, and those weapons were researched again for every enemy, producing new breakpoints.  Not related to patch: i just learned that "Power from enemies nearby"(5%*5) and power from "Paced strikes"(15%) - stack additively between each other, not multiplicatively as i thought. For example with 2 enemies nearby and Reikland Reaper active, your damage multiplies by x(1.15+0.06), not by x(1.15x1.06). The requirements of some Merc's breakpoints were slightly off (lower), now they're fixed.
16.08.2018	7.05	1.1	+ 2h sword (WHC) - charged 2 body shot vs Mauler + longbow (kerillian) - light body shot vs Assassin with 15% power talent + swiftbow - charged body shot vs Assassin with 15% power talent + longbow (kerillian) - charged headshot vs berserkers + 1h sword and sword&shield (Merc) - light 1/2 headshot vs fanatic + exec sword (Merc) - light headshot vs 3rd fanatic
22.06.2018	7.04	1.1	With 1.1.0.6 patch, skaven+chaos charms are rollable again (rolled myself one). +axe&shield and 1h axe: line vs marauder(1.32 %), and stormvermin(31.24 %) +repeater pistol: BH line vs stormvermin(32.04 %) +falchion: line vs marauder(14.37 %)
07.06.2018	7.03	1.1	+drakefire pistols lines, that use barrage trait
06.06.2018	7.02	1.1	Kerillian_M updated to 1.1. <b>All tabs are up to date now.</b> *updated glaive with nerfed 2nd charged attack (less headshot damage), affects effectiveness vs maulers, stormvermins, berserkers, and chaos warriors +sword&dagger and dual daggers - added lots of lines using charged overhead stabs And gone through all ranged weps with corrected cleave values. Old cleave values were lower.
05.06.2018	7.01	1.1	Marcus_R, Bardin_M, Bardin_R updated to 1.1. +empire longbow lines vs berserkers (due to nerfed HS damage) *updated handgun lines vs chaos warrior (due to nerfed HS damage) +2h axe lines with push attack, also charged attack lines vs stormvermin +blunderbuss&grudge line for oneshotting fanatic at 22m
04.06.2018	7.00	1.1	<b>Starting updating to 1.1.</b> Squatting Bear had released new stats spreadsheet. For comparison between 1.0.7 and 1.1: <a href="#">click here</a> (changes highlighted in red) In previous data sheets from Bear, all ranged cleave was inaccurate, now he fixed it. There have been reports from people who couldn't roll skaven+chaos on a charm (since 1.1 dropped), wasting from 100 to 700 rerolls, so be warned. Reports: <a href="#">1</a> <a href="#">2</a> <a href="#">3</a> <a href="#">4</a> Marcus_M updated to 1.1: added sword+shield lines vs stormvermin. Not related to patches: added exec sword line vs chaos warrior.
14.05.2018	6.13	1.0.7	Updated Readme for possible power_vs combos on a ranged weapon - it can't have skaven+chaos at once, sorry for misinformation.
13.05.2018	6.12	1.0.7	+ couple of lines for handgun vs chaos warrior.
10.05.2018	6.11	1.0.7	Added melee lines for Bounty Hunter, that use buff from ranged trait - Hunter. Also added 1 line for dual axes vs chaos warrior.
09.05.2018	6.10	1.0.7	Added Bounty Hunter lines for all ranged, with Crippling Strike only (10th level talent). All the stuff i really wanted to do is done. Only Unstable Strength for Unchained is left, but should wait till it's fixed and settled.
08.05.2018	6.09	1.0.7	Added bolt staff. I can't see breakpoints for flamesword/dragegun, power_vs simply works for straight DPS increase. Thanks to Thrawnarch (uLasrman), for handgun&bolt damage values vs fully armored. Also i'll use his calculator to get Bounty Hunter damage (Blessed shots+Crippling strike). To get his breakpoint calculator, check Readme - Useful links.
07.05.2018	6.08	1.0.7	Gone through all melee weapons that use DoTs: dual daggers, sword+dagger, flame sword, dagger, 2h mace. Dagger attacks with 5 DoT ticks max - randomly give 4 dot ticks, maybe half of the time. So 4 dot ticks is considered maximum for breakpoints. 1.0.8b dummies that show DoTs allowed to remove a few sub-optimal combos, to add better ones. Breakpoints with DoTs can be classified with the time it takes for target to die after the end of combo. Few breakpoints kill the target right as you end the combo, most breakpoints take time to work, from 1s to 2s on average.
06.05.2018	6.07	1.0.7	Updated hagbane bow. For hagbane and dagger attacks that have a bit random amount of DoT ticks, the minimal amount of DoT ticks will be used as a basis. In case of hagbane - its 4 ticks (of 5 max) for arrow DoT, 3 ticks (of 4 max) for explosion DoT. Also added few lines for drakefire pistols, vs elites and marauders.
06.05.2018	6.06	1.0.7	Added Slayer lines that start from 1 Trophy Hunter stack (for all melee).
05.05.2018	6.05	1.0.7	Added dual swords and some sword+dagger lines (using charged 1). Removed breakpoints for infinite slaverats for flamesword and dagger charged 1 attack, because according to 1.0.8b dummies, off-targets receive only 1 dot tick. Added drakefire pistols breakpoints that use charged attack. Turns out Slayer's damage stacks affect attacks retroactively, i.e. when you dont have stacks, first hit already gets +10% damage. Updated dual axes accordingly, also added some new lines.
03.05.2018	6.04	1.0.7	Added conflagration staff. <b>Upd:</b> removed for now, turned out AoE works different from how i imagined. And DoT damage depends on charge level... slaves are complicated.
02.05.2018	6.03	1.0.7	Added fireball staff. In weapon spreadsheet there's only full charge damage for slaves, so there won't be 0 charge breakpoints yet.

date	Sheet ver.	Patch	Notes
02.05.2018	6.02	1.0.7	<p>Looked through all melee lines, removed a few sub-optimal breakpoints.</p> <p>Expanded breakpoints that use power for enemies nearby - for Mercenary and Battle Wizard.</p> <p>Also expanded breakpoints that use Zealot's passive. Power for enemies nearby of Zealot isn't seriously taken into account now.</p> <p><b>Added:</b></p> <ul style="list-style-type: none"> <li># 1h axe - vs stormvermin and marauder with charged</li> <li># 2h axe - for Ranger Veteran</li> <li># glaive - vs mauler (couple lines)</li> </ul>
29.04.2018	6.01	1.0.7	<p><b>All melee tabs updated for patch 1.0.7. Changes in the patch affecting breakpoints:</b></p> <ul style="list-style-type: none"> <li># All stabs recieved the ability to cleave through 1 fanatic by default. And as before, they keep same damage profile for 2nd target.</li> <li># Other low cleave attacks (overheads, 1h axe swings) also recieved the ability to cleave through 1 fanatic (by default). But now they have very reduced damage for 2nd target.</li> </ul> <p>These attacks are:</p> <ul style="list-style-type: none"> <li>1h axe + axe&amp;shield light attack,</li> <li>1h sword + sword&amp;shield + falchion light 3 attack,</li> <li>flail light 3&amp;4 attack,</li> <li>wizard mace light 1 attack</li> </ul> <p><b>Changes in the lists due to patch:</b></p> <ul style="list-style-type: none"> <li># Updated stab breakpoints that one-shot fanatics, added some</li> <li># Overheads and axe swings mentioned above - no longer have the potential to one-body-shot 2 fanatics</li> <li># added: dual axes - vs 2 fanatics with charged 1/2 attack</li> <li># added: flail - vs stormvermin, better combos</li> <li># added: dagger - vs fanatic as 2nd target with charged 2</li> </ul> <p><b>Just new lines:</b></p> <ul style="list-style-type: none"> <li># 1h sword (Marcus) - vs fanatic with charged attack (Merc)</li> <li># sword+shield - added some career lines for charged 3</li> <li># mace+shield - vs fanatic with charged 1 (Merc and Knight)</li> <li># axe+shield and hammer+shield - for Ranger Veteran</li> <li># wizard mace - vs fanatic with charged 2/3</li> </ul>
27.04.2018	6.00	1.0.7	<p>All ranged tabs updated for patch 1.0.7 (melee later). Changes in the patch affecting breakpoints:</p> <ul style="list-style-type: none"> <li>- handgun and crossbow full damage buffs</li> <li>- repeater and volley crossbow have their cleave reduced from 4.90 to 1.23, making them unable to pierce even 1 slaver!</li> </ul> <p><a href="#">Link</a> - open this spreadsheet for comparison between 1.0.7 values and 1.0.6. In the tabs "_compare", the changed values in 1.0.7 are highlighted with red font.</p>
22.04.2018	5.01	1.0.6	<p>So unfortunately I've calculated the power needed a bit higher than real thresholds (at 600.00 heropower that is), the power requirements listed here are slightly higher, it varies from tiny 0.1% to 0.5% or even 1% in rare cases.</p> <p>The 1st cause is, that i haven't aimed for lowest rounding down threshold (targeted value minus 0.125). Instead i wanted to aim for 0.08-0.10 lower, or not do that at all - the reasoning was to give some hero-power range [599.00 : 600.00], for which the guide will remain viable. Turns out that was a silly idea, because this range wholly depends on how big a damage number is for a breakpoint, the lower it is, the wider the range, and vice versa. There's no consistency in this.</p> <p>The 2nd cause is, that i should've listed power %es with more accuracy, to 0.01 increments, not with 0.5% increments below 25%, and 0.1% after 25%.</p> <p>As a rule of thumb, requirements for breakpoints that include weak damaging attacks (under like 10.00) - are more deviated from the real thing, because rounding plays higher role there.</p> <p>Note that no breakpoints are missing due to this, and you need the same amount of power stacks everywhere, because I've checked for these cases during the initial work, and included these edge cases, when you barely reach a breakpoint with stacked buff 10/20/21/32/44%, even if you're 0.125 lower the needed (rounded) damage value.</p> <p><b>Updated Marcus_Melee with more accurate power requirements. To compare old to new:</b> <a href="#">sheet</a></p> <p>This one took 5 hours to do. I plan on fixing 1 sheet each day. No playing for another 10 days, i guess xD</p>
23.04.2018	5.02	1.0.6	Updated Marcus_Ranged with more accurate power requirements.
23.04.2018	5.03	1.0.6	Updated Bardin_Melee with more accurate power requirements.
23.04.2018	5.04	1.0.6	Updated Bardin_Ranged with more accurate power requirements.
24.04.2018	5.05	1.0.6	Updated Kerillian_Melee with more accurate power requirements.
24.04.2018	5.06	1.0.6	Updated Kerillian_Ranged with more accurate power requirements.
25.04.2018	5.07	1.0.6	Updated Victor_Melee with more accurate power requirements.
25.04.2018	5.08	1.0.6	Updated Victor_Ranged with more accurate power requirements.
26.04.2018	5.09	1.0.7	<p>Updated Sienna_Melee with more accurate power requirements. Finished re-calculating all sheets. To compare old values vs new: <a href="#">sheet</a></p> <p><b>Quick notes on patch 1.0.7:</b></p> <ul style="list-style-type: none"> <li>1h axe + axe&amp;shield light attacks,</li> <li>1h sword + sword&amp;shield + falchion light 3 attacks,</li> <li>flail light 3&amp;4 attacks,</li> <li>wizard mace light 1 attack</li> </ul> <p>* seems like they lose the potential to one-body-shot 2 fanatics in one swing (unless it's a falchion, you needed career power to hit 2 fanatics).</p> <p>Other damage changes: handgun(major), crossbow(major), falchion, flail.</p>
20.04.2018	5.00	1.0.6	<b>Release of this google doc.</b> All breakpoints made from scratch. Unless there are balance changes, first priority in to-do list is Sienna staves. Second is ranged weapons for Bounty Hunter.
	<a href="#">4.00</a>	1.0.4	Before proper scaling (or damage nerf - depending on perspective) was implemented.

--START--

Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action					
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;								
1h sword			2.51 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	17.395	7.828	13.626	
			5.35 % vs chaos / inf	fanatic	Charged			17.877			
			8.15 % vs chaos / inf	marauder	Charged	Charged	Light 3 (overhead)	12.234	12.234	14.376	
			9.72 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (overhead)	8.378	8.378	21.876	
			16.23 % vs chaos / inf	fanatic	Light 1	Light 2		8.875	8.875		
			20.45 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	13.626	9.197	16.01	
			22.78 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (overhead)	13.126	9.375	16.32	
			11.91 % vs skaven / inf	clanrat			Light 3 (overhead)	14.875			
			30.39 % vs skaven / inf	2 slaverats	Charged			14.750 / 7.375			
			31.60 % vs skaven / inf	clanrat	Charged			14.876			
			3.95 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)	15.875	15.875	43.179	
			17.05 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)	17.876	17.876	38.896	
			+15% +9% power 8.45 %								
			+15% power 16.94 %								
			+12% power 20.07 % vs chaos / inf	fanatic			Light 3 (overhead)	17.875			
			+6% power 26.87 %								
			+3% power 30.57 %								
			+15% +9% power 27.43 % vs chaos / inf	fanatic			Charged	17.875			
			+15% +6% power 30.59 %								
			+15% +15% power 28.63 % vs chaos / inf	fanatic			Light 1/2	17.875			
			+15% +12% power 31.66 %								
			+15% +6% power 7.76 % vs skaven / inf	2 slaverats			Charged	14.750 / 7.375			
			+15% power 13.38 %								
			+9% power 19.63 %								
			+15% +9% power 16.84 % vs skaven / inf	2 slaverats			Light 1/2	11.063 / 7.375			
			+15% +6% power 19.74 %								
			+15% power 25.98 %								
			+12% power 29.36 %								
			+15% +3% power +Merc cleave	3 slaverats			Light 3 (overhead)	15.685 / 10.012 / 15.685			
			+25% power 7.69 % vs chaos / inf	fanatic			Light 3 (overhead)	17.876			
		+25% power 8.70 % vs chaos / inf	marauder			Light 1	10.375	10.375	18.061		
		+25% power 26.41 % vs chaos / inf	fanatic			Charged	17.875				
		+25% power 4.31 % vs skaven / inf	2 slaverats			Charged	14.750 / 7.375				
		+25% power 5.20 % vs skaven / inf	clanrat			Charged	14.876				
		+25% power 15.90 % vs skaven / inf	2 slaverats			Light 1/2	11.063 / 7.375				
sword +shield			4.61 % vs chaos / inf	fanatic	Charged 1 (bash)	Charged 1 (bash)		8.876	8.876		
			5.20 % vs chaos / inf	marauder	Charged 1 (bash)	Light 1	Light 2	Light 3	8.876	7.988	7.988
			6.41 % vs chaos / inf	marauder	Charged 1 (bash)	Charged 2 (stab)	Push atk	8.926	14.876	14.876	
			8.73 % vs chaos / inf	marauder	Light 1	Light 2	Light 3	8.125	8.125	14.144	
			9.72 % vs chaos / inf	marauder	Charged 2 / Push atk	Light 1/2	Push atk	15.375	8.303	15.375	
			10.50 % vs chaos / inf	marauder	Light 1	Light 2	Light 3	8.378	8.378	21.876	
			14.55 % vs chaos / inf	fanatic	Charged 1 (bash)	Charged 2 (stab)	Charged 3 (slash)	9.375	15.625	14.063	
			14.55 % vs chaos / inf	marauder	Charged 2 / Push atk	Light 2	Light 3	15.625	8.438	14.688	
			16.23 % vs chaos / inf	fanatic	Charged 1 (bash)	Light 1/2		9.375	8.438		
			22.78 % vs chaos / inf	marauder	Charged 2 / Push atk	Light 1	Light 2	38.875			
			26.41 % vs chaos / inf	2 fanatics	Charged 2 / Push atk	Light 1	Light 2	8.875	8.875		
			5.59 % vs chaos / berserkers	savage	Charged 2 / Push atk	Push atk		26.876 x2			
			5.20 % vs skaven / inf	clanrat	Charged 2 / Push atk			14.876			
			11.91 % vs skaven / inf	clanrat	Light 3			14.875			
			16.89 % vs skaven / inf	clanrat	Charged 3 (slash)			14.876			
			30.39 % vs skaven / inf	3 slaverats	Charged 3 (slash)			16.594 / 9.219 / 7.375			
			0.93 % vs skaven / armoured	stormvermin	Charged 2 / Push atk	Push atk	Push atk	17.127	7.136	7.136	
			14.19 % vs skaven / armoured	stormvermin	Charged 2 / Push atk	Push atk		19.377	19.377		
			21.55 % vs skaven / armoured	stormvermin	Charged 2 (stab)	Light 2	Light 3	19.377	0	11.384	
			25.53 % vs skaven / armoured	stormvermin	Charged 2 (stab)	Light 2	Light 3	20.626	0	18.176	
			1.66 % vs skaven / berserkers	monk	Charged 2 / Push atk	Push atk		21.301	8.875	8.875	
			3.95 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3	15.875	15.875	43.179	
			17.05 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3	17.876	17.876	38.896	
			17.67 % vs skaven / monsters	packmaster	Charged 2 / Push atk			74.877			
			+15% power 9.93 % vs chaos / inf	2 fanatics			Charged 2 / Push atk	17.877 / 17.877			
			+9% power 15.98 %								
			+6% power 19.26 %								
			+15% +9% power 8.45 % vs chaos / inf	fanatic			Light 3	17.875			
			+15% power 16.94 %								
			+12% power 20.07 %								
		+6% power 26.87 %									
		+3% power 30.57 %									
		+15% +12% power 7.89 % vs chaos / inf	marauder			Charged 2 / Push atk	19.376	19.376			
		+15% +3% power 16.12 %									
		+15% power 19.15 %									
		+6% power 29.27 %									

#	+15% +15% power	8.05 %							
#	+15% +6% power	16.08 %							
#	+15% +3% power	19.03 %							
#	+15% power	22.14 %	vs chaos / inf	fanatic	Charged 3 (slash)				17.876
#	+12% power	25.41 %		fanatic (as 2nd target)	Light 3				17.876
#	+9% power	28.86 %							
#	+15% +15% power	28.63 %	vs chaos / inf	fanatic	Light 1/2				17.875
#	+15% +12% power	31.66 %							
	+15% power	13.38 %							
	+12% power	16.42 %	vs skaven / inf	3 slaverats	Charged 3 (slash)				16.594 / 9.219 / 7.375
	+9% power	19.63 %							
#	+15% +9% power	16.84 %							
#	+15% +6% power	19.74 %	vs skaven / inf	2 slaverats	Light 1/2				11.063 / 7.375
#	+15% power	25.98 %							
#	+12% power	29.36 %							
#	+15% +3% power +Merc cleave			3 slaverats	Light 3				15.685 / 10.012 / 15.685
#				3 slaverats	Charged 2 / Push atk				16.686 / 16.686 / 16.686
	+25% power	1.13 %	vs chaos / inf	2 fanatics	Charged 2 / Push atk				17.876 / 17.876
#	+25% power	7.59 %	vs chaos / inf	fanatic	Light 3				17.876
#	+25% power	8.70 %	vs chaos / inf	marauder	Light 1	Light 2	Light 3		10.375 10.375 18.061
#	+25% power	9.62 %	vs chaos / inf	marauder	Charged 2 / Push atk	Push atk			19.376 19.376
#	+25% power	12.37 %	vs chaos / inf	fanatic	Charged 3 (slash)				17.876
#				fanatic (as 2nd target)	Light 3				17.876
#	+25% power	4.31 %	vs skaven / inf	3 slaverats	Charged 3 (slash)				16.594 / 9.219 / 7.375
#	+25% power	15.90 %	vs skaven / inf	2 slaverats	Light 1/2				11.063 / 7.375
#	+25% power	29.07 %	vs skaven / armoured	stormvermin	Charged 2 / Push atk	Push atk			27.377 11.407

		4.61 %	vs chaos / inf	fanatic	Light 1/2/3	Light 1/2/3			8.876 8.876
		5.40 %	vs chaos / inf	marauder	Charged	Charged			19.375 19.375
		7.56 %	vs chaos / inf	marauder	Charged	Light 1/2/3			29.659 9.126
		17.03 %	vs chaos / inf	marauder	Light 1/2/3	Charged			17.376 21.513
		20.39 %	vs chaos / inf	fanatic	Light 1/2/3				17.875
		22.29 %	vs chaos / inf	marauder	Light 1/2/3	Light 1/2/3	Light 1/2/3		18.157 10.376 10.376
		0.19 %	vs skaven / inf	clanrat	Light 1/2/3				14.876
		5.97 %	vs skaven / armoured	stormvermin	Charged	Charged			23.376 15.584
		31.75 %	vs skaven / armoured	stormvermin	Charged	Charged			19.375 19.375
		1.66 %	vs skaven / monsters	packmaster	Charged	Charged			37.376 x2
#	+3% power	18.73 %	vs chaos / inf	marauder	Light 1/2/3	Light 1/2/3	Light 1/2/3		18.157 10.376 10.376
#	+15% power	22.60 %	vs chaos / inf	marauder	Charged				38.877
#	+9% power	29.35 %	vs chaos / inf	marauder	Charged				38.877
#	+25% power	12.79 %	vs chaos / inf	marauder	Charged				38.876
#	+25% power	30.02 %	vs chaos / inf	Mauler	Charged	Charged	Charged		29.877 x3
#				lifeleech / blight	Charged	Charged			29.877 x2
#	+25% power	5.40 %	vs skaven / armoured	stormvermin	Charged	Charged			19.375 19.375

		4.61 %	vs chaos / inf	fanatic	Light	Light			8.876 8.876
		5.35 %	vs chaos / inf	fanatic	Light 1	Charged 2 (bash)			8.876 8.876
		5.40 %	vs chaos / inf	marauder	Charged 1 (swing)				17.877
		7.56 %	vs chaos / inf	marauder	Push atk	Push atk			19.375 19.375
		14.19 %	vs chaos / inf	marauder	Push atk	Light			29.659 9.126
		17.03 %	vs chaos / inf	marauder	Charged 1 (swing)	Light	Light		19.377 9.688 9.688
		20.39 %	vs chaos / inf	fanatic	Light	Push atk			17.376 21.513
		22.29 %	vs chaos / inf	marauder	Light	Light	Light		17.875
		0.19 %	vs skaven / inf	clanrat	Light				14.876
		30.39 %	vs skaven / inf	2 slaverats	Charged 1 (swing)				14.750 / 7.375
		31.50 %	vs skaven / inf	clanrat	Charged 1 (swing)				14.876
		5.97 %	vs skaven / armoured	stormvermin	Push atk	Push atk			23.376 15.584
		31.75 %	vs skaven / armoured	stormvermin	Push atk	Push atk			19.375 19.375
		1.66 %	vs skaven / monsters	packmaster	Push atk	Push atk			37.376 x2
#	+3% power	18.73 %	vs chaos / inf	marauder	Light	Light	Light		18.157 10.376 10.376
#	+15% power	22.60 %	vs chaos / inf	marauder	Push atk				38.877
#	+9% power	29.35 %	vs chaos / inf	marauder	Push atk				38.877
#	+15% +9% power	27.43 %	vs chaos / inf	fanatic	Charged 1 (swing)				17.875
#	+15% +6% power	30.59 %							
	+15% +6% power	7.76 %							
	+15% power	13.38 %	vs skaven / inf	2 slaverats	Charged 1 (swing)				14.750 / 7.375
	+12% power	16.42 %							
	+9% power	19.63 %							
	+15% power	14.35 %	vs skaven / inf	clanrat	Charged 1 (swing)				14.876
	+9% power	20.64 %							
#	+25% power	9.62 %	vs chaos / inf	marauder	Charged 1 (swing)	Light	Light		15.501 11.626 11.626
#	+25% power	12.79 %	vs chaos / inf	marauder	Push atk				38.876
#	+25% power	21.40 %	vs chaos / inf	marauder	Light	Light	Light		12.875 12.875 12.875
#	+25% power	21.99 %	vs chaos / inf	marauder	Charged 1 (swing)	Light			25.875 12.938
#	+25% power	26.41 %	vs chaos / inf	fanatic	Charged 1 (swing)				17.875
#	+25% power	30.02 %	vs chaos / inf	Mauler	Push atk	Push atk	Push atk		29.877 x3

#	+20% power	30.02 %	vs chaos / inf	lifeleech / blight	Push atk	Push atk					29.877 x2
	+25% power	4.31 %	vs skaven / inf	2 slaverats	Charged 1 (swing)						14.750 / 7.375
	+25% power	5.20 %	vs skaven / inf	clanrat	Charged 1 (swing)						14.876
	+25% power	5.40 %	vs skaven / armoured	stormvermin	Push atk	Push atk					19.375 19.375

2h hammer		4.04 %	vs chaos / inf	marauder	Charged	Light					19.861 19.125		
		5.40 %	vs chaos / inf	marauder	Light	Light					19.375 19.375		
		24.74 %	vs chaos / inf	marauder	Charged	Light					15.875 22.931		
		15.90 %	vs skaven / inf	slaverat (as 3rd target)	Charged						7.375		
		16.89 %	vs skaven / inf	clanrat	Charged						14.876		
				clanrat (as 2nd target)	Charged						14.876		
		5.97 %	vs skaven / armoured	stormvermin	Light	Light					23.376 15.584		
		31.75 %	vs skaven / armoured	stormvermin	Light	Light					19.375 19.375		
		1.66 %	vs skaven / monsters	packmaster	Light	Light					37.376 x2		
	#	+15% +15% power	8.05 %	vs chaos / inf	fanatic	Charged						17.876	
	#	+15% +6% power	16.08 %			fanatic (as 2nd target)	Charged						17.876
	#	+15% +3% power	19.03 %										
	#	+15% power	22.14 %										
	#	+12% power	25.41 %										
	#	+9% power	28.86 %										
	#	+15% power	22.60 %	vs chaos / inf	marauder	Light						38.877	
	#	+9% power	29.35 %										
	#	+25% power	12.37 %	vs chaos / inf	fanatic	Charged						17.876	
	#	+25% power	12.79 %	vs chaos / inf	fanatic (as 2nd target)	Charged						17.876	
	#	+25% power	12.79 %	vs chaos / inf	marauder	Light						38.876	
	#	+25% power	30.02 %	vs chaos / inf	Mauler	Light	Light	Light	Light			29.877 x3	
	#				lifeleech / blight	Light	Light	Light	Light			29.877 x2	
	#	+25% power	15.87 %	vs chaos / armoured	chaos warrior	Light	Light	Light	Light	Light		39.938 26.625 26.625 26.625	
	#	+25% power	30.20 %	vs chaos / armoured	chaos warrior	Light	Light	Light	Light	Light		44.877 44.877 29.918	
	+25% power	5.40 %	vs skaven / armoured	stormvermin	Light	Light					19.375 19.375		

2h sword		0.33 %	vs chaos / inf	fanatic	Light						17.876		
		1.17 %	vs chaos / inf	marauder	Light	Light	Light				12.875 x3		
		1.66 %	vs chaos / inf	marauder	Charged	Light	Light				25.876 12.938		
		8.75 %	vs chaos / inf	marauder	Light	Light					19.376 19.376		
		9.10 %	vs chaos / inf	marauder	Charged							38.877	
		14.92 %	vs chaos / inf	marauder	Push atk	Light						24.376 14.625	
		17.38 %	vs chaos / inf	Mauler	Charged	Charged	Charged					29.877 x3	
				lifeleech / blight	Charged	Charged						29.877 x2	
		26.41 %	vs chaos / inf	2 fanatics	Charged							32.175 / 17.875	
				fanatic	Push atk							17.875	
		26.99 %	vs chaos / inf	marauder	Light	Light						22.626 16.161	
		5.59 %	vs chaos / berserkers	savage	Charged	Charged						26.876 26.876	
		11.20 %	vs chaos / berserkers	savage	Charged	Light						39.625 14.152	
		4.31 %	vs skaven / inf	4 slaverats	Charged							26.550 / 14.750 / 8.850 / 7.375	
				2 slaverats	Light							13.275 / 7.375	
		5.20 %	vs skaven / inf	2 clanrats	Charged							26.777 / 14.876	
				clanrat	Push atk							14.876	
		16.89 %	vs skaven / inf	clanrat	Light							14.876	
		30.39 %	vs skaven / inf	3 slaverats	Light							16.594 / 9.219 / 7.375	
		1.17 %	vs skaven / armoured	stormvermin	Charged	Charged	Charged					12.875 x3	
		4.90 %	vs skaven / armoured	stormvermin	Push atk	Push atk	Push atk					16.688 11.125 11.125	
		7.26 %	vs skaven / armoured	stormvermin	Charged	Charged	Push atk					13.651 13.651 11.375	
		14.33 %	vs skaven / armoured	stormvermin	Charged	Push atk	Push atk					14.55 12.125 12.125	
		16.89 %	vs skaven / armoured	stormvermin	Charged	Charged	Charged					14.876 x2 8.926	
		21.40 %	vs skaven / armoured	stormvermin	Push atk	Push atk	Push atk					12.875 x3	
		21.80 %	vs skaven / armoured	stormvermin	Push atk	Push atk						19.376 x2	
		1.66 %	vs skaven / berserkers	monk	Charged	Charged						25.876 25.876	
		7.06 %	vs skaven / berserkers	monk	Charged	Light						38.15 13.625	
		5.73 %	vs skaven / monsters	packmaster	Push atk	Push atk						37.377 x2	
		6.82 %	vs skaven / monsters	packmaster	Charged	Light						54.378 20.392	
		22.58 %	vs skaven / monsters	packmaster	Charged							74.881	
		+15% power	9.93 %	vs chaos / inf	2 fanatics	Charged						32.178 / 17.877	
		+9% power	15.98 %		2 fanatics*	Push atk						17.877 / -10.75 / 17.877	
		+6% power	19.26 %										
	#	+15% +15% power	8.05 %	vs chaos / inf	fanatic	Light						17.876	
	#	+15% +6% power	16.08 %										
	#	+15% +3% power	19.03 %										
	#	+15% power	22.14 %										
	#	+12% power	25.41 %										
	#	+9% power	28.86 %										
	#	+15% power	25.56 %	vs chaos / inf	2 marauders	Charged	Light					36.753 + 10.209 / 20.418 + 18.376	
	#	+15% +12% power	20.27 %	vs chaos / inf	marauder	Charged						38.877	
	#	+15% +6% power	26.23 %										
	#	+15% +3% power	29.44 %										
		+15% +6% power	7.76 %	vs skaven / inf	3 slaverats	Light						16.594 / 9.219 / 7.375	
		+15% power	13.38 %										
		+12% power	16.42 %										
		+9% power	19.63 %										



#	+15% +3% power +Merc cleave		4 slaverats*	Push atk		* Weapon data suggests that this breakpoint is achievable with just +9% power and Merc's cleave, but testing in mod realm yields this requirement.	16.686 / -10 / 16.686 / 16.686		
#	+15% power	27.78 %	vs skaven / armoured	stormvermin	Push atk	Push atk		23.377	15.584
	+25% power	1.13 %	vs chaos / inf	2 fanatics 2 fanatics*	Charged Push atk		* With Glory Hound buff you can hit 3 fanatics instead of 2. This is a breakpoint to one-body-shot 2 fanatics - as 1st target and 3rd target hit.	32.176 / 17.876 17.876 / -10.75 / 17.876	
#	+25% power	12.37 %	vs chaos / inf	fanatic	Light			17.876	
#	+25% power	12.76 %	vs chaos / inf	Mauler	Charged	Charged	Light	35.876	35.876 17.938
#	+25% power	15.51 %	vs chaos / inf	2 marauders	Charged	Light		36.751 + 10.209 / 20.417 + 18.376	
#	+25% power	21.80 %	vs chaos / inf	marauder	Light	Light		19.376 x2	
#	+25% power	22.19 %	vs chaos / inf	marauder	Charged			38.876	
#	+25% power	12.76 %	vs chaos / berserkers	savage	Charged	Light		35.876	17.938
	+25% power	4.31 %	vs skaven / inf	3 slaverats	Light			16.594 / 9.219 / 7.375	
#	+25% power	17.55 %	vs skaven / armoured	stormvermin	Push atk	Push atk		23.375	15.583
#	+25% power	8.83 %	vs skaven / berserkers	monk	Charged	Light		34.626	17.313
#	+25% power	17.67 %	vs skaven / monsters	packmaster	Charged			74.877	

	1.86 %	vs chaos / inf	Mauler	Charged				89.879	
	2.64 %	vs chaos / inf	Mauler	Charged	Push atk	Push atk		37.736	26.125 26.125
	5.74 %	vs chaos / inf	marauder	Charged				38.876	
	9.10 %	vs chaos / inf	marauder	Push atk				38.877	
	9.29 %	vs chaos / inf	marauder	Light	Light			28.127	10.818
	9.87 %	vs chaos / inf	marauder	Push atk	Light			27.965	10.875
	11.18 %	vs chaos / inf	Mauler	Charged	Charged			49.051	40.876
	13.05 %	vs chaos / inf	Mauler	Charged	Push atk	Light		49.876	28.775 11.19
	14.92 %	vs chaos / inf	fanatic	Light (as 2nd target)				17.875	
	22.06 %	vs chaos / inf	Mauler	Charged	Charged			44.876	44.876
	24.78 %	vs chaos / inf	Mauler	Charged	Push atk	Light		45.876	31.76 12.351
	26.41 %	vs chaos / inf	2 fanatics	Push atk				32.175 / 17.875	
	12.49 %	vs chaos / armoured	chaos warrior	Charged	Charged	Charged		49.629	49.629 20.679
	1.66 %	vs chaos / berserkers	savage	Charged	Push atk			28.032	25.876
	5.69 %	vs chaos / berserkers	savage	Push atk	Push atk			26.876	26.876
	18.03 %	vs chaos / berserkers	savage	Light	Light	Light		30.376	11.683 11.683
	18.22 %	vs chaos / berserkers	savage	Push atk	Light			42.127	11.702
	4.31 %	vs skaven / inf	2 slaverats	Light				10.325 / 7.375	
	5.20 %	vs skaven / inf	4 slaverats	Push atk				26.550 / 14.750 / 8.850 / 7.375	
	30.39 %	vs skaven / inf	2 clanrats	Push atk				26.777 / 14.876	
			3 slaverats	Light				12.907 / 9.219 / 7.375	
	5.40 %	vs skaven / armoured	stormvermin	Charged	Charged			19.375	19.375
	16.23 %	vs skaven / armoured	stormvermin	Charged	Push atk	Push atk		21.366	8.875 8.875
	1.66 %	vs skaven / berserkers	monk	Push atk	Push atk			25.876	25.876
	14.01 %	vs skaven / berserkers	monk	Push atk	Light			40.627	11.285
	14.15 %	vs skaven / berserkers	monk	Light	Light	Light		29.378	11.299 11.299
	6.92 %	vs skaven / monsters	packmaster	Charged	Light			58.965	15.875
	13.69 %	vs skaven / monsters	packmaster	Push atk	Light			57.875	16.88
	22.58 %	vs skaven / monsters	packmaster	Push atk				74.881	

exec sword	+6% power	8.42 %	vs chaos / inf	fanatic	Light (as 2nd target)			17.876	
	+15% power	9.93 %							
	+9% power	15.98 %	vs chaos / inf	2 fanatics	Push atk			32.178 / 17.877	
	+6% power	19.26 %							
#	+15% +12% power	18.94 %	vs chaos / inf	marauder	Light			38.877	
#	+15% power	31.36 %							
#	+15% +9% power	27.43 %	vs chaos / inf	fanatic	Light (as 3rd target)			17.875	
#	+15% +6% power	30.69 %							
#	+15% +12% power	20.27 %							
#	+15% +6% power	26.23 %	vs chaos / inf	marauder	Push atk			38.877	
#	+15% +3% power	29.44 %							
#	+3% power	31.77 %	vs chaos / armoured	chaos warrior	Charged	Charged		59.879 x2	
	+15% +6% power	7.76 %							
	+15% power	13.36 %	vs skaven / inf	3 slaverats	Light			12.906 / 9.219 / 7.375	
	+12% power	16.42 %							
	+9% power	19.63 %							
#	+15% power	18.07 %	vs skaven / monsters	packmaster	Charged			74.881	
	+25% power	1.13 %	vs chaos / inf	2 fanatics	Push atk			32.176 / 17.876	
#	+25% power	20.85 %	vs chaos / inf	marauder	Light			38.877	
#	+25% power	22.19 %	vs chaos / inf	marauder	Push atk			38.876	
#	+25% power	8.58 %	vs chaos / armoured	chaos warrior	Charged	Charged		59.88	59.88
#	+25% power	18.55 %	vs chaos / armoured	chaos warrior	Charged	Charged	Charged	65.378	27.241 27.241
	+25% power	4.31 %	vs skaven / inf	3 slaverats	Light			12.906 / 9.219 / 7.375	
#	+25% power	8.62 %	vs skaven / monsters	packmaster	Charged			74.878	
#	+25% power	17.67 %	vs skaven / monsters	packmaster	Push atk			74.877	

	4.98 %	vs chaos / inf	marauder	Charged 1 (swing)	Light 2 (stab)			27.018	11.876
	5.40 %	vs chaos / inf	marauder	Push atk (overhead)	Light 3 (overhead)			19.375	19.375
	14.37 %	vs chaos / inf	marauder	Light 1 (swing)	Light 2 (stab)			25.876	12.938

			26.41 %	vs chaos / inf	fanatic	Light 1 (swing)			17.875						
			31.24 %	vs chaos / inf	2 fanatics	Charged 1 (swing)			23.238 / 17.875						
					marauder	Light 2 (stab)			24.126	14.847					
			4.31 %	vs skaven / inf	4 slaverats	Charged 1 (swing)			19.175 / 14.750 / 8.850 / 7.375						
			5.20 %	vs skaven / inf	2 clanrats	Charged 1 (swing)			19.339 / 14.876						
			31.50 %	vs skaven / inf	clanrat	Light 1 (swing)			14.876						
					clanrat	Light 2 (stab)			14.876						
			5.97 %	vs skaven / armoured	stormvermin	Push atk (overhead)	Light 3 (overhead)		23.376	15.584					
			6.25 %	vs skaven / armoured	stormvermin	Push atk (overhead)	Light 3 (overhead)	Light 1 (swing)	15.625	15.625	7.512				
			31.75 %	vs skaven / armoured	stormvermin	Push atk (overhead)	Light 3 (overhead)		19.375	19.375					
			1.66 %	vs skaven / monsters	packmaster	Push atk (overhead)	Light 3 (overhead)		37.376 x2						
halberd			+15% power	9.93 %	vs chaos / inf	fanatic	Light 1 (swing)		17.877						
			+9% power	15.98 %	vs chaos / inf	2 fanatics	Charged 1 (swing)		23.239 / 17.877						
			+6% power	19.26 %											
	#		+15% +9% power	27.43 %	vs chaos / inf	2 fanatics	Light 2 (stab)		17.875 / 17.875						
	#		+15% +6% power	30.59 %											
	#		+15% power	19.15 %	vs chaos / inf	marauder	Light 1 (swing)	Light 1 (swing)	19.376 x2						
	#		+6% power	29.27 %											
	#		+15% power	22.60 %	vs chaos / inf	marauder	Push atk (overhead)		38.877						
	#		+9% power	29.35 %											
	#		+15% +9% power	16.84 %											
	#		+15% +6% power	19.74 %	vs skaven / inf	3 slaverats	Light 1 (swing)		20.487 / 11.063 / 7.375						
	#		+15% power	25.98 %											
	#		+12% power	29.36 %											
	#					3 slaverats	Light 2 (stab)		13.349 / 13.349 / 13.349						
	#		+15% +3% power +Merc cleave			3 slaverats	Charged 2 (stab)		23.360 / 23.360 / 23.360						
	#					You can hit 3 slaverats*	Push atk (overhead)	* You one-body-shot 2 slaverats - the 1st target and the 3rd target hit.	21.692 / 6.674 / 21.692						
	#			+25% power	1.13 %	vs chaos / inf	fanatic	Light 1 (swing)		17.876					
	#			+25% power	9.62 %	vs chaos / inf	2 fanatics	Charged 1 (swing)		23.238 / 17.876					
	#			+25% power	12.79 %	vs chaos / inf	marauder	Light 1 (swing)	Light 1 (swing)	19.376	19.376				
	#			+25% power	15.81 %	vs chaos / inf	marauder	Push atk (overhead)		38.876					
	#			+25% power	26.41 %	vs chaos / inf	Mauler	Push atk (overhead)	Light 3 (overhead)	Light 1 (swing)	Light 2 (stab)	26.611	26.611	20.47	16.376
	#			+25% power		vs chaos / inf	2 fanatics	Light 2 (stab)		17.875 / 17.875					
	#			+25% power	30.02 %	vs chaos / inf	Mauler	Push atk (overhead)	Light 3 (overhead)	Push atk (overhead)		29.877 x3			
	#					vs chaos / inf	lifeleech / blight	Push atk (overhead)	Light 3 (overhead)			29.877 x2			
#			+25% power	15.90 %	vs skaven / inf	3 slaverats	Light 1 (swing)		20.486 / 11.063 / 7.375						
#			+25% power	5.40 %	vs skaven / armoured	stormvermin	Push atk (overhead)	Light 3 (overhead)	19.375	19.375					

Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action		
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;					
handgun			0.93 % vs chaos / inf	Mauler	Shot	Shot	38.535 51.38	
			17.54 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2	
			17.62 % vs chaos / inf	lifeleech / blight	Shot		59.876	
			32.33 % vs chaos / inf	lifeleech / blight	Shot (range ≥50m)		59.876	
			4.45 % vs chaos / armoured	chaos warrior	Shot	Shot	39.879 x3	
			17.54 % vs chaos / armoured	chaos warrior	Shot	Shot	44.876 44.876 29.918	
			34.57 % vs chaos / armoured	chaos warrior	Shot	Shot	51.378 34.252 34.252	
			41.11 % vs chaos / berserkers	2 savages	Shot		53.875	
			17.62 % vs skaven / inf	globadier	Shot		59.876	
			32.33 % vs skaven / inf	globadier	Shot (range ≥50m)		59.876	
			35.88 % vs skaven / berserkers	2 monks	Shot		51.879	
		#	+25% power	41.25 % vs chaos / inf	Mauler	Shot		89.881
		#	+25% power	25.46 % vs chaos / armoured	chaos warrior	Shot	Shot	59.875 x2
			+25% power	12.89 % vs chaos / berserkers	2 savages	Shot		53.876
		+25% power	8.70 % vs skaven / berserkers	3 monks	Shot		51.877	
repeater handgun			5.64 % vs chaos / inf	Mauler	Shot	Shot	29.876 x3	
			37.46 % vs chaos / inf	lifeleech / blight	Shot	Shot	29.876 x2	
				2 marauders	Shot		38.875	
			5.64 % vs skaven / inf	globadier	Shot	Shot	29.876 x2	
			26.86 % vs skaven / inf	assassin	Shot		35.878	
			0.75 % vs skaven / armoured	stormvermin	Shot	Shot	19.375 x2	
			9.58 % vs skaven / armoured	gunner / warpfire	Shot	Shot	20.875 14.911	
			18.79 % vs skaven / armoured	stormvermin	Shot	Shot	22.845 16.126	
			31.68 % vs skaven / armoured	gunner / warpfire	Shot	Shot	17.876 x2	
			42.73 % vs skaven / armoured	stormvermin	Shot	Shot	19.376 x2	
			9.95 % vs skaven / monsters	packmaster	Shot	Shot	24.876 x3	
		#	+15% power	19.53 % vs chaos / inf	2 marauders	Shot		38.875
		#	+15% power	37.98 % vs chaos / inf	Mauler	Shot	Shot	44.876 44.876
			+15% power	24.11 % vs skaven / armoured	stormvermin	Shot	Shot	19.375 19.375
	#	+25% power	9.97 % vs chaos / inf	2 marauders	Shot		38.876	
	#	+25% power	26.94 % vs chaos / inf	Mauler	Shot	Shot	44.875 44.875	
		+25% power	14.19 % vs skaven / armoured	stormvermin	Shot	Shot	19.377 19.377	
blunderbuss			3.87 % vs chaos / inf	fanatic	Buttstock bash	x3	5.875 x3	
			5.20 % vs chaos / inf	Mauler	6 pellets	(instead of 7)	14.876 x6	
				lifeleech / blight	4 pellets	(instead of 5)	14.876 x4	
			26.41 % vs chaos / inf	4 fanatics	1 pellet	< higher % will help you keep this at >10m range	17.875	
			43.65 % vs chaos / inf	Mauler	5 pellets	(instead of 7)	17.875 x5	
				4 fanatics	1 pellet (range =22m)		17.875	
			26.41 % vs chaos / berserkers	savage	3 pellets	(instead of 4)	17.875 x3	
			5.20 % vs skaven / inf	globadier	4 pellets	(instead of 5)	14.876 x4	
				4 clanrats	1 pellet	< higher % will help you keep this at >10m range	14.876	
			26.41 % vs skaven / inf	assassin	2 pellets	(instead of 3)	17.875 x2	
			30.39 % vs skaven / inf	slaverat	Buttstock bash		7.375	
			3.14 % vs skaven / armoured	stormvermin	9 pellets	(instead of 10)	4.375 x9	
			14.92 % vs skaven / armoured	stormvermin	8 pellets	(instead of 10)	4.875 x8	
			32.60 % vs skaven / armoured	stormvermin	7 pellets	(instead of 10)	5.625 x7	
		3.14 % vs skaven / armoured	gunner / warpfire	8 pellets	(instead of 9)	4.375 x8		
		20.82 % vs skaven / armoured	gunner / warpfire	7 pellets	(instead of 9)	5.125 x7		
		38.49 % vs skaven / armoured	gunner / warpfire	6 pellets	(instead of 9)	5.875 x6		
		22.88 % vs skaven / berserkers	monk	3 pellets	(instead of 4)	17.376 x3		
	#	+25% power	25.53 % vs chaos / inf	fanatic	Buttstock bash	x2	8.875 x2	
	#	+25% power	20.23 % vs skaven / armoured	stormvermin	6 pellets	(instead of 10)	6.375 x6	
	#	+25% power	15.51 % vs skaven / monsters	packmaster	12 pellets		6.125 x12	
			5.64 % vs chaos / inf	Mauler	Charged shot	Charged shot	29.876 x3	
				lifeleech / blight	Charged shot	Charged shot	29.876 x2	
			5.79 % vs chaos / inf	Mauler	Heavy Charged shot	Heavy Charged shot	44.878 44.878	
			13.60 % vs chaos / inf	Mauler	Charged shot	Charged shot	32.128 32.128 25.702	
			22.10 % vs chaos / inf	Mauler	Charged shot	Light shot	34.531 27.625 27.625	
			22.74 % vs chaos / inf	marauder	Light shot	Light shot	38.878	
			27.00 % vs chaos / inf	Mauler	Charged shot	Heavy Charged shot	35.917 53.876	
		37.46 % vs chaos / inf	2 marauders	Charged shot		38.875		
		41.15 % vs chaos / inf	lifeleech / blight	Heavy Charged shot		59.878		



Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action			
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;						
1h axe			1.32 % vs chaos / inf	marauder	Light	Charged	20.201 18.625		
			5.40 % vs chaos / inf	marauder	Charged	Charged	19.375 x2		
			17.24 % vs chaos / inf	marauder	Light	Light	23.376 15.584		
			23.08 % vs chaos / inf	marauder	Charged	Light	22.626 16.36		
			11.91 % vs skaven / inf	clanrat	Light		14.875		
			4.84 % vs skaven / armoured	stormvermin	Charged	Light	23.127 15.677		
			5.97 % vs skaven / armoured	stormvermin	Charged	Charged	23.376 15.584		
			11.60 % vs skaven / armoured	stormvermin	Light	Light	16.688 11.126 11.126		
			21.63 % vs skaven / armoured	stormvermin	Charged	Light	16.412 11.126 11.126		
			29.15 % vs skaven / armoured	stormvermin	Light	Light	26.831 12.125		
			29.57 % vs skaven / armoured	stormvermin	Light	Light	12.875 x3		
			31.24 % vs skaven / armoured	stormvermin	Light	Charged	19.376 x2		
			31.75 % vs skaven / armoured	stormvermin	Charged	Charged	19.625 19.3		
			0.21 % vs skaven / monsters	packmaster	Light	Light	41.625 33.3		
			1.66 % vs skaven / monsters	packmaster	Charged	Charged	37.376 x2		
			7.10 % vs skaven / monsters	packmaster	Charged	Light	39.376 35.59		
			12.48 % vs skaven / monsters	packmaster	Light	Light	37.378 x2		
			2.67 % vs chaos / inf	marauder	Light, +10%	Light, +20%	22.518 16.377		
			7.37 % vs chaos / inf	marauder	Charged, +10%	Light, +20%	21.711 17.126		
		#	22.26 % vs chaos / inf	fanatic	Light, +10%		17.876		
		#	27.39 % vs chaos / inf	marauder	Light, +10%	Light, +20%	18.626 20.32		
		#	28.17 % vs chaos / inf	marauder	Charged, +10%		38.876		
		#	+30% damage 3.45 % vs chaos / inf	fanatic	Light		17.876		
		#	+30% damage 8.45 % vs chaos / inf	marauder	Charged		38.876		
		#	+30% damage 12.13 % vs chaos / inf	marauder	Light	Light	19.376 x2		
			1.74 % vs skaven / inf	clanrat	Light, +10%		14.876		
			7.63 % vs skaven / armoured	stormvermin	Charged, +10%	Light, +20%	26.117 12.876		
			8.29 % vs skaven / armoured	stormvermin	Light, +10%	Light, +20%	11.875 12.955 14.034		
		#	+30% damage 20.25 % vs skaven / armoured	stormvermin	Light	Light	23.376 15.584		
	axe +shield			1.32 % vs chaos / inf	marauder	Light 1	Charged 3 (swing)	20.201 18.625	
			4.61 % vs chaos / inf	fanatic	Charged 1 (bash)	Charged 1 (bash)	8.876 x2		
			7.56 % vs chaos / inf	marauder	Charged 1 (bash)	Charged 2 (overhead)	9.126 29.659		
			10.50 % vs chaos / inf	marauder	Charged 1 (bash)	Light 1	9.375 14.688 14.688		
			17.24 % vs chaos / inf	marauder	Light	Light	23.376 15.584		
			23.08 % vs chaos / inf	marauder	Light 1	Charged 3 (swing)	16.36 22.626		
			11.91 % vs skaven / inf	clanrat	Light		14.875		
			4.84 % vs skaven / armoured	stormvermin	Light 1	Charged 3 (swing)	15.677 23.127		
			5.97 % vs skaven / armoured	stormvermin	Charged 2 (overhead)	Charged 3 (swing)	23.376 15.584		
			11.60 % vs skaven / armoured	stormvermin	Light	Light	16.688 11.126 11.126		
			21.63 % vs skaven / armoured	stormvermin	Light 1	Charged 3 (swing)	11.126 16.412 11.126		
			29.15 % vs skaven / armoured	stormvermin	Light 1	Light 2	11.126 11.126 16.412		
			29.57 % vs skaven / armoured	stormvermin	Light 1	Charged 3 (swing)	12.125 26.831		
			31.24 % vs skaven / armoured	stormvermin	Light	Light	12.875 x3		
			31.75 % vs skaven / armoured	stormvermin	Light 1	Charged 3 (swing)	19.376 x2		
			0.21 % vs skaven / monsters	packmaster	Light	Light	19.625 19.3		
			7.10 % vs skaven / monsters	packmaster	Light 1	Charged 3 (swing)	19.375 x2		
			12.48 % vs skaven / monsters	packmaster	Light	Light	41.625 33.3		
			7.10 % vs skaven / monsters	packmaster	Light 1	Charged 3 (swing)	35.59 39.376		
			12.48 % vs skaven / monsters	packmaster	Light	Light	37.378 x2		
		#	+25% power 7.59 % vs chaos / inf	fanatic	Light	Light	17.876		
		#	+25% power 12.79 % vs chaos / inf	Mauler	Light	x5 (instead of x7)	17.876 x5		
		#	+25% power 13.61 % vs chaos / inf	Mauler	Charged 2/3		38.876		
		#	+25% power 15.87 % vs chaos / inf	Mauler	Light 1	Charged 3 (swing)	Light 1	Charged 3 (swing)	18.877 26.106 18.877 26.106
		#	+25% power 16.61 % vs chaos / inf	marauder	Charged 1 (bash)	Charged 2 (overhead)		12.289 26.625	
		#	+25% power 16.61 % vs chaos / inf	marauder	Light	Light		19.375 x2	
		#	+25% power 25.06 % vs skaven / armoured	stormvermin	Light	Light		23.376 15.584	
		#	+25% power 25.80 % vs skaven / armoured	stormvermin	Light 1	Charged 3 (swing)		15.676 23.126	
1h hammer				4.61 % vs chaos / inf	fanatic	Light 1/2/3	Light 1/2/3	8.876 8.876	
				5.40 % vs chaos / inf	marauder	Charged	Charged	19.375 19.375	
			7.56 % vs chaos / inf	marauder	Charged	Light 1/2/3	29.659 9.126		
			17.03 % vs chaos / inf	marauder	Light 1/2/3	Charged	17.376 21.513		
			20.39 % vs chaos / inf	fanatic	Light 1/2/3		17.875		
			22.29 % vs chaos / inf	marauder	Light 1/2/3	Light 1/2/3	Light 1/2/3	18.157 10.376 10.376	
			0.19 % vs skaven / inf	clanrat	Light 1/2/3		14.876		
			5.97 % vs skaven / armoured	stormvermin	Charged	Charged	23.376 15.584		
			31.75 % vs skaven / armoured	stormvermin	Charged	Charged	19.375 19.375		
			1.66 % vs skaven / monsters	packmaster	Charged	Charged	37.376 x2		
			1.44 % vs chaos / inf	marauder	Light 1/2/3, +10%	Charged, +20%	16.568 22.377		
			3.33 % vs chaos / inf	marauder	Light 1/2/3, +10%	Light 1/2/3, +20%	Light 1/2/3, +30%	22.875 24.955 27.034	
		#	9.45 % vs chaos / inf	fanatic	Light 1/2/3, +10%		17.876		
		#	28.17 % vs chaos / inf	marauder	Charged, +10%		38.876		
		#	+30% damage 8.45 % vs chaos / inf	marauder	Charged		38.876		
	#	+30% damage 25.02 % vs chaos / inf	Mauler	Charged	Charged	Charged	29.877 x3		



	3.81 %	vs skaven / armoured	stormvermin	Light	Light					19.377 x2			
	4.27 %	vs skaven / armoured	stormvermin	Charged	Light					25.876	12.975		
	23.56 %	vs skaven / armoured	stormvermin	Charged	Light					23.587	15.375		
	25.24 %	vs skaven / armoured	stormvermin	Light	Light					23.377	15.585		
	7.05 %	vs skaven / monsters	packmaster	Light	Light					41.628	33.303		
	20.15 %	vs skaven / monsters	packmaster	Light	Light					37.378 x2			
	27.90 %	vs skaven / monsters	packmaster	Charged						74.875			

2h axe

	4.48 %	vs chaos / inf	fanatic	Light, +10%						17.877			
	6.66 %	vs chaos / inf	Mauler	Charged, +10%	Light, +20%	Light, +30%	Light, +30%			26.877	19.909	21.568	21.568
	8.86 %	vs chaos / inf	marauder	Light, +10%	Light, +20%					18.626	20.319		
	18.68 %	vs chaos / inf	marauder	Charged, +10%						38.877			
#	23.23 %	vs chaos / inf	Mauler	Charged, +10%	Charged, +20%	Light, +30%				31.052	33.875	24.918	
#	+30% damage	8.05 %	vs chaos / inf	2 fanatics	Charged					32.177 / 17.876			
#	+30% damage	12.92 %	vs chaos / inf	Mauler	Charged	Charged	Light			33.628	33.628	22.834	
#	+30% damage	30.54 %	vs chaos / inf	marauder	Charged					38.875			
#	+30% damage	0.30 %	vs skaven / inf	2 slaverats	Light					20.282 / 7.375			
#	+30% damage	11.45 %	vs skaven / inf	5 slaverats	Charged					33.190 / 18.439 / 9.219 / 7.376 / 7.376			
#			3 slaverats	Push atk						20.488 / 11.063 / 7.376			
	7.99 %	vs skaven / armoured	stormvermin	Charged, +10%	Light, +20%					22.677	16.126		
	9.67 %	vs skaven / armoured	stormvermin	Light, +10%	Light, +20%					22.518	16.376		
#	+30% damage	19.77 %	vs skaven / armoured	stormvermin	Light	Light				19.375 x2			
#	+30% damage	20.50 %	vs skaven / armoured	stormvermin	Charged					38.876			
	4.81 %	vs skaven / monsters	packmaster	Light, +10%	Light, +20%					35.866	39.127		
#	+30% damage	16.28 %	vs skaven / monsters	packmaster	Charged, +10%					74.88			
#	+30% damage	13.15 %	vs skaven / monsters	packmaster	Charged					74.881			
	+25% power	1.13 %	vs chaos / inf	fanatic	Push atk					17.876			
	+25% power	3.51 %	vs chaos / inf	Mauler	Charged	Light	Light	Light		29.64	20.126	20.126	20.126
	+25% power	4.44 %	vs chaos / inf	marauder	Charged					38.878			
	+25% power	4.80 %	vs chaos / inf	marauder	Push atk	Light				18.524	20.377		
#	+25% power	12.37 %	vs chaos / inf	2 fanatics	Charged					32.177 / 17.876			
#	+25% power	17.43 %	vs chaos / inf	Mauler	Charged	Charged	Light						
#	+25% power	15.90 %	vs skaven / inf	7 slaverats	Charged					33.188 / 18.438 / 9.219 / 7.375 / 7.375 / 7.375 / 7.375			
#			3 slaverats	Push atk						20.486 / 11.063 / 7.375			
#	+25% power	0.19 %	vs skaven / armoured	stormvermin	Light	Light				23.376	15.584		
#	+25% power	24.57 %	vs skaven / armoured	stormvermin	Light	Light				19.376 x2			
#	+25% power	25.32 %	vs skaven / armoured	stormvermin	Charged					38.876			
#	+25% power	2.32 %	vs skaven / monsters	packmaster	Charged					74.875			
#	+25% power	17.67 %	vs skaven / monsters	packmaster	Charged					74.877			
	+25% power	- damage&stagger mass limit of Charged attack = 9.898 x 1.25 = 12.373											

2h pick

	0.19 %	vs chaos / inf	marauder	Push atk	Light					27.627	11.334		
	5.35 %	vs chaos / inf	fanatic	Light						17.877			
	5.74 %	vs chaos / inf	marauder	Charged						38.876			
	18.45 %	vs chaos / inf	lifeleech / blight	Charged						59.88			
	22.06 %	vs chaos / inf	Mauler	Charged	Charged					44.876 x2			
	5.84 %	vs chaos / berserkers	savage	Heavy Charged						53.879			
	30.39 %	vs skaven / inf	2 slaverats	Light	Push atk					14.750 / 7.375			
	31.50 %	vs skaven / inf	clanrat	Light						23.969 / 7.375			
	5.40 %	vs skaven / armoured	stormvermin	Charged	Charged					19.375 x2			
	5.71 %	vs skaven / armoured	gunner / warpfre	Heavy Charged						35.875			
	5.97 %	vs skaven / armoured	stormvermin	Push atk	Push atk					23.376	15.584		
	14.55 %	vs skaven / armoured	stormvermin	Heavy Charged						38.875			
	17.64 %	vs skaven / armoured	stormvermin	Charged	Push atk					21.626	17.3		
	31.75 %	vs skaven / armoured	stormvermin	Push atk	Push atk					19.375 x2			
	1.91 %	vs skaven / berserkers	monk	Heavy Charged						51.879			
	14.34 %	vs skaven / monsters	packmaster	Charged						74.88			
#	6.51 %	vs chaos / inf	Mauler	Charged, +10%	Charged, +20%					43.075	46.991		
#	7.68 %	vs chaos / inf	lifeleech / blight	Charged, +10%						59.879			
#	20.38 %	vs chaos / inf	Mauler	Heavy Charged, +10%						89.879			
#	28.17 %	vs chaos / inf	marauder	Push atk, +10%						38.876			
#	+30% damage	8.45 %	vs chaos / inf	marauder	Push atk					38.876			
#	+30% damage	21.55 %	vs chaos / inf	fanatic	Light					17.875			
	+30% damage	19.54 %	vs skaven / inf	clanrat	Light, +10%					14.875			
	+30% damage	0.30 %	vs skaven / inf	2 slaverats	Light	Push atk				14.750 / 7.375			
										23.969 / 7.375			
#	+30% damage	4.14 %	vs skaven / armoured	stormvermin	Heavy Charged, +10%					38.877			
#	+30% damage	18.31 %	vs skaven / armoured	stormvermin	Charged					38.876			
	3.94 %	vs skaven / monsters	packmaster	Charged, +10%						74.876			

	14.92 %	vs chaos / inf	fanatic	1 axe of Charged / Push atk, +10%						17.875			
	19.74 %	vs chaos / inf	marauder	Charged / Push atk, 1 axe +10%, 2nd +20%						18.625			
	20.63 %	vs chaos / inf	marauder	Light, +10%	Light, +20%					20.318			
	26.65 %	vs chaos / inf	lifeleech / blight	Charged / Push atk, 1 axe +10%, 2nd +20%	Light, +30%					22.516	16.376		
	29.88 %	vs chaos / inf	Mauler	Charged / Push atk, 1 axe +10%, 2nd +20%	Charged / Push atk, both axes +30%					19.7	18.625		
										21.491			
										20.202	23.876		
										22.039	23.876		
#	+30% damage	5.40 %	vs chaos / inf	marauder	Charged / Push atk					19.375 x2			
#	+30% damage	21.55 %	vs chaos / inf	fanatic	Light					17.875			

dual axes	+30% damage	21.72 %	vs chaos / inf	Mauler	Charged / Push atk	Charged / Push atk			22.376 x4			
	+20% damage	31.68 %	vs chaos / inf	fanatic	Light				17.876			
	+30% damage	31.75 %	vs chaos / inf	marauder	Light	Light			19.375 x2			
		11.52 %	vs chaos / armoured	chaos warrior	Charged / Push atk, 1 axe +10%, 2nd +20%	Charged / Push atk, both axes +30%		x3		13.01	15.375 x6	
		30.73 %	vs chaos / armoured	chaos warrior	Charged / Push atk, 1 axe +10%, 2nd +20%	Charged / Push atk, both axes +30%		x2		22.876	18.024 x4	
	+30% damage	7.90 %	vs chaos / armoured	chaos warrior	Charged / Push atk		x4			24.956		
										14.876 x8		
		3.94 %	vs chaos / berserkers	savage	Charged / Push atk, 1 axe +10%, 2nd +20%	Charged / Push atk, both axes +30%				12.126	14.33	
										13.228	14.33	
		10.10 %	vs skaven / inf	assassin	Charged / Push atk, 1 axe +10%, 2nd +20%					17.126		
		19.54 %	vs skaven / inf	clanrat	Light, +10%					18.683		
		26.65 %	vs skaven / inf	globadier	Charged / Push atk, 1 axe +10%, 2nd +20%	Light, +30%				14.875		
										19.7	18.625	
	+30% damage	1.15 %	vs skaven / inf	clanrat	Light					21.491		
	+20% damage	9.58 %	vs skaven / inf	clanrat	Light					14.875		
										14.875		
		1.17 %	vs skaven / armoured	stormvermin	1 axe of Charged / Push atk, +10%	Light, +30%				17.704	8.183	
					1 axe of Charged / Push atk, +20%					12.875		
		6.44 %	vs skaven / armoured	stormvermin	Charged / Push atk, 1 axe +10%, 2nd +20%					18.626		
										20.319		
		12.15 %	vs skaven / armoured	stormvermin	1 axe of Charged / Push atk, +10%	Light, +30%				19.625	4.948	
					1 axe of Charged / Push atk, +20%					14.273		
		18.85 %	vs skaven / armoured	gunner / warpfire	1 axe of Charged / Push atk, +10%					20.798		
					1 axe of Charged / Push atk, +20%					15.126		
		28.67 %	vs skaven / armoured	stormvermin	1 axe of Charged / Push atk, +10%					22.516		
					1 axe of Charged / Push atk, +20%					16.375		
	+30% damage	13.03 %	vs skaven / armoured	stormvermin	1 axe of Charged / Push atk					23.375		
					1 axe of Charged / Push atk					15.584		
		2.77 %	vs skaven / monsters	packmaster	Light, +10%	Light, +20%				39.964	34.878	
		15.29 %	vs skaven / monsters	packmaster	Light, +10%	Light, +20%				35.866	39.127	



Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action	
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;				
handgun			0.93 % vs chaos / inf	Mauler	Shot	Shot	38.535 51.38
			17.54 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2
			17.62 % vs chaos / inf	lifeliech / blight	Shot		59.876
			32.33 % vs chaos / inf	lifeliech / blight	Shot (range ≥50m)		59.876
			4.45 % vs chaos / armoured	chaos warrior	Shot	Shot	39.879 x3
			17.54 % vs chaos / armoured	chaos warrior	Shot	Shot	44.876 44.876 29.918
			34.57 % vs chaos / armoured	chaos warrior	Shot	Shot	51.378 34.252 34.252
			41.11 % vs chaos / berserkers	2 savages	Shot		53.875
			17.62 % vs skaven / inf	globadier	Shot		59.876
			32.33 % vs skaven / inf	globadier	Shot (range ≥50m)		59.876
			35.88 % vs skaven / berserkers	2 monks	Shot		51.879
	crossbow			5.64 % vs chaos / inf	lifeliech / blight	Shot (range ≥50m)	Shot (range ≥50m)
			14.55 % vs chaos / inf	2 marauders	Shot		38.875
			17.71 % vs chaos / inf	Mauler	Shot		89.883
			32.23 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2
			5.59 % vs chaos / berserkers	savage	Shot	Shot	26.876 x2
			5.64 % vs skaven / inf	globadier	Shot (range ≥50m)	Shot (range ≥50m)	29.876 x2
			5.71 % vs skaven / inf	assassin	Shot		35.875
			5.35 % vs skaven / armoured	gunner / warpfire	Shot (range ≥50m)	Shot (range ≥50m)	17.877 x2
			32.14 % vs skaven / armoured	gunner / warpfire	Shot		35.876
			43.19 % vs skaven / armoured	stormvermin	Shot		38.876
			1.66 % vs skaven / berserkers	monk	Shot	Shot	25.876 x2
			10.13 % vs skaven / monsters	packmaster	Shot	Shot	37.375 x2
		35.77 % vs skaven / monsters	packmaster	Shot		74.875	
grudge raker			3.87 % vs chaos / inf	fanatic	Buttstock bash	x3	5.875 x3
			5.20 % vs chaos / inf	Mauler	6 pellets	(instead of 7)	14.876 x6
				lifeliech / blight	4 pellets	(instead of 5)	14.876 x4
			26.41 % vs chaos / inf	4 fanatics	1 pellet	< higher % will help you keep this at >10m range	17.875
			43.65 % vs chaos / inf	Mauler	5 pellets	(instead of 7)	17.875 x5
				4 fanatics	1 pellet (range =22m)		17.875
			26.41 % vs chaos / berserkers	savage	3 pellets	(instead of 4)	17.875 x3
			5.20 % vs skaven / inf	globadier	4 pellets	(instead of 5)	14.876 x4
				4 clanrats	1 pellet	< higher % will help you keep this at >10m range	14.876
			26.41 % vs skaven / inf	assassin	2 pellets	(instead of 3)	17.875 x2
			30.39 % vs skaven / inf	slaverat	Buttstock bash		7.375
			3.14 % vs skaven / armoured	stormvermin	9 pellets	(instead of 10)	4.375 x9
		14.92 % vs skaven / armoured	stormvermin	8 pellets	(instead of 10)	4.875 x8	
		32.60 % vs skaven / armoured	stormvermin	7 pellets	(instead of 10)	5.625 x7	
		3.14 % vs skaven / armoured	gunner / warpfire	8 pellets	(instead of 9)	4.375 x8	
		20.82 % vs skaven / armoured	gunner / warpfire	7 pellets	(instead of 9)	5.125 x7	
		38.49 % vs skaven / armoured	gunner / warpfire	6 pellets	(instead of 9)	5.875 x6	
		22.88 % vs skaven / berserkers	monk	3 pellets	(instead of 4)	17.376 x3	
#	+25% power	25.53 % vs chaos / inf	fanatic	Buttstock bash	x2	8.875 x2	
drakefire pistols			3.87 % vs chaos / inf	10 fanatics	Charged shot	Charged shot	5.875 x3
			3.90 % vs chaos / inf	marauder	Light shot	Light shot	22.626 16.161
			5.28 % vs chaos / inf	marauder	Light Shot	1 dot tick	16.376 2.977 x2
			8.49 % vs chaos / inf	lifeliech / blight	Light Shot	1 dot tick	16.875 3.068 x3
			14.92 % vs chaos / inf	2 fanatics	Light Shot	(w/o the use of DoT)	17.875
			15.00 % vs chaos / inf	2 fanatics	Light Shot, ~21m	1 dot tick	- Your range of 1-shooting fanatics increases from 15m to ~21m
			21.35 % vs chaos / inf	Mauler	Light Shot	1 dot tick	x4
			24.57 % vs chaos / inf	marauder	Light shot	Light shot	(w/o the use of DoT)
			32.60 % vs chaos / inf	Mauler	Light shot	x4	20.626 x4 3.750 x2
			8.49 % vs chaos / berserkers	savage	Light shot	x3	1 dot tick (instead of 3 ticks)
			8.49 % vs skaven / inf	globadier	Light Shot	1 dot tick	x3
			30.39 % vs skaven / inf	10 slaverats	Charged shot	Charged shot	16.875 3.068 x3
			10 clanrats	Charged shot	Charged shot	7.375 7.375 x2	
		5.28 % vs skaven / berserkers	monk	Light shot	x3	1 dot tick (instead of 3 ticks)	
		3.67 % vs skaven / monsters	packmaster	Light Shot	1 dot tick	x3	
		Using barrage trait: (note that doing 2 charged shots vs 5 enemies - give you maxed 5 stacks)					
#	+25% power	25.53 % vs chaos / inf	10 fanatics	Charged shot	Charged shot	8.875 x2	
#	+25% power	30.51 % vs chaos / inf	Mauler	Light Shot	1 dot tick	x3	
		+25% power	4.31 % vs skaven / inf	10 slaverats	Charged shot	* if you'll have 30.39% power vs skaven/inf - you will one-shot slaves, and the barrage won't stack from that.	



Actual for patch 1.2										
weapon	#	career talent	buff from properties	enemy	a way to delete		un-rounded damage from each action			
			reminder: 2 stacks: 1.10x1.10=1.21 or 21% 3 stacks: 1.20x1.10=1.32 or 32% 4 stacks: 1.20x1.20=1.44 or 44%							
1h sword (elf)			4.04 % vs chaos / inf	marauder	Charged 1	Light 2	Light 3 (stab)	19.125	7.944	11.77
			5.40 % vs chaos / inf	marauder	Charged 1	Charged 2		19.375 x2		
			10.16 % vs chaos / inf	marauder	Charged 1	Light 2		30.376	8.412	
			16.23 % vs chaos / inf	fanatic	Light 1	Charged 2		8.412	30.376	
			26.41 % vs chaos / inf	fanatic	Light 1/2	Light 1/2		8.875 x2		
					Charged 3 (swing)			17.875		
			5.20 % vs skaven / inf	clanrat	Charged 3 (swing)			14.876		
			31.50 % vs skaven / inf	clanrat	Light 3 (stab)			14.876		
			5.97 % vs skaven / armoured	stormvermin	Charged 1	Charged 2		23.376	15.584	
			31.75 % vs skaven / armoured	stormvermin	Charged 1	Charged 2		19.375 x2		
			1.66 % vs skaven / monsters	packmaster	Charged 1	Charged 2		37.376 x2		
			8.46 % vs skaven / monsters	packmaster	Charged 1	Light 2	Light 3 (stab)	39.876	16.564	18.404
			22.13 % vs skaven / monsters	packmaster	Charged 1	Light 2		56.127	18.652	
	#	+15% power	9.93 % vs chaos / inf	fanatic	Charged 3 (swing)			17.877		
	#	+15% power	16.49 % vs chaos / inf	marauder	Light 1	Charged 2		14.321	24.626	
	#	+15% power	22.60 % vs chaos / inf	marauder	Charged 1/2			38.877		
	#	+15% power	26.69 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (stab)	11.125	11.125	16.482
	#	+15% power	29.54 % vs chaos / inf	marauder	Charged 1	Light 2		27.385	11.375	
					Light 1	Charged 2		11.375	27.385	
		+15% power	14.57 % vs skaven / armoured	stormvermin	Charged 1	Charged 2		19.376 x2		
	+15% power	6.20 % vs skaven / monsters	packmaster	Charged 1	Light 2		56.127	18.652		
dual daggers			1.66 % vs chaos / inf	marauder	Light	1 dot tick	Charged	5.75	4.313	14.375 x2
			3.87 % vs chaos / inf	marauder	Light / Push atk	2 dot ticks	Light	18.213	4.406 x2	5.875 5.875
			13.35 % vs chaos / inf	marauder	Light / Push atk	4 dot ticks		19.875	4.809 x4	
			17.13 % vs chaos / inf	marauder	Light / Push atk	1 dot tick	Light	20.538	4.969	6.625 6.625
			21.91 % vs chaos / inf	marauder	Light / Push atk	2 dot ticks	Light	21.376	5.172 x2	6.896
			25.97 % vs chaos / inf	marauder	Light	2 dot ticks	Light	7.125	5.344 x2	7.125 x3
			27.61 % vs chaos / inf	marauder	Light / Push atk	3 dot ticks		22.376	5.413 x3	
			1.95 % vs chaos / inf	2 fanatics	Light / Push atk			17.876 / 17.876		
			14.92 % vs chaos / inf	2 fanatics	Light	Light	1 dot tick	6.5+6.5+4.875	/	6.5+6.5+4.875
			26.41 % vs chaos / inf	2 fanatics	1 weapon of Charged			17.875 / 17.875		
			26.71 % vs chaos / inf	2 fanatics	Light / Push atk	2 dot ticks		7.167 + 5.375 x2	/	7.167 + 5.375 x2
			5.20 % vs chaos / inf	Mauler	Charged	Charged	Charged	14.876 x2	14.876 x2	14.876 x2
			14.04 % vs chaos / inf	Mauler	Light / Push atk	4 dot ticks	Charged	6.45	4.838 x4	16.126 x2 16.126 x2
			17.57 % vs chaos / inf	Mauler	1 weapon of Charged	Light + 2 dot ticks	1 weapon of Charged	19.95	6.65	4.988 x2 19.95
			26.71 % vs chaos / inf	Mauler	Light / Push atk	2 dot ticks	1 weapon of Charged	16.625		16.625
			31.87 % vs chaos / inf	Mauler	Charged	Charged	Charged	7.167	5.375 x2	17.918 x2 17.918 x2
			17.13 % vs chaos / armoured	chaos warrior	Charged	Charged	Charged	22.377 x2	22.377 x2	
			5.59 % vs chaos / berserkers	savage	Charged			19.875 x6		
			3.87 % vs skaven / inf	clanrat	Light / Push atk	2 dot ticks		26.876 x2		
			5.20 % vs skaven / inf	clanrat	1 weapon of Charged			5.875	4.406 x2	
		30.39 % vs skaven / inf	2 slaverats	Light	Light		14.876			
			clanrat	Light	Light		7.375 / 7.375			
		0.93 % vs skaven / armoured	stormvermin	1 weapon of Charged	Charged		7.375 x2			
		14.19 % vs skaven / armoured	stormvermin	Charged			17.127	7.136 x2		
		1.66 % vs skaven / berserkers	monk	Charged			7.136			
		17.48 % vs skaven / monsters	packmaster	Charged			19.377 x2			
				Charged			25.876 x2			
				Charged			37.378 x2			
#	+15% power	9.93 % vs chaos / inf	2 fanatics	1 weapon of Charged			17.875 / 17.875			
#	+15% power	10.18 % vs chaos / inf	2 fanatics	Light / Push atk	2 dot ticks		7.167 + 5.375 x2	/	7.167 + 5.375 x2	
#	+15% power	14.67 % vs chaos / inf	Mauler	Light / Push atk	2 dot ticks	Charged	7.167	5.375 x2	17.917 x2 17.917 x2	
#	+15% power	10.97 % vs chaos / inf	marauder	Light / Push atk	3 dot ticks		22.377	5.414 x3		
#	+15% power	14.67 % vs chaos / inf	Mauler	Charged	Charged		22.377 x2	22.377 x2		
#	+15% power	19.15 % vs chaos / inf	marauder	Charged			22.377 x2	22.377 x2		
#	+15% power	25.30 % vs chaos / inf	Mauler	1 weapon of Charged	1 weapon of Charged	1 weapon of Charged	19.376 x2			
#	+15% power	30.68 % vs chaos / inf	marauder	Light / Push atk	2 dot ticks		24.451	24.451		
#	+15% power	31.45 % vs chaos / inf	Mauler	1 weapon of Charged	Charged		20.376	20.376		
#	+15% power	27.48 % vs chaos / armoured	chaos warrior	Charged	Charged	Charged	26.351	6.375 x2		
				Charged			25.651	21.376 x2		
				Charged			21.376			
				Charged			24.877 x2	24.877 x2	10.365 x2	
#	+15% power	13.38 % vs skaven / inf	2 slaverats	Light			7.375 / 7.375			
#	+15% power	30.68 % vs skaven / inf	clanrat	Light	Light		7.375 x2			
			clanrat	Light / Push atk	1 dot tick		8.5	6.375		
			3.14 % vs chaos / inf	marauder	Push atk	Charged 1		23.335	7.876 x2	
			13.82 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (dagger)	12.876	6.438	6.438 12.876
			14.37 % vs chaos / inf	marauder	Push atk	Light 1	Light 2	25.876	6.469	6.469
			23.78 % vs chaos / inf	marauder	Charged 1			19.376 x2		
			1.95 % vs chaos / inf	2 fanatics	Light 3 (dagger)			17.876 / 17.876		
			4.98 % vs chaos / inf	fanatic	Light 1	Light 2		11.876	5.938	
			14.20 % vs chaos / inf	fanatic	1 weapon of Charged 1			17.876		

Weapon	Power	Opponent	Enemy	Weapon				Damage				
				Weapon	Weapon	Weapon	Weapon	Weapon	Weapon	Weapon	Weapon	
sword +dagger	16.23 %	vs chaos / inf	fanatic	Charged 1				8.875 x2				
	26.41 %	vs chaos / inf	2 fanatics	1 weapon of Charged 2				17.875 / 17.875				
	26.71 %	vs chaos / inf	2 fanatics	Light 3 (dagger)	2 dot ticks			7.167 + 5.375 x2	/			7.167 + 5.375 x2
	3.14 %	vs chaos / inf	Mauler	Charged 1	Charged 2	Charged 1	Charged 2	7.876 x2	14.585 x2	7.876 x2	14.585 x2	
	15.81 %	vs chaos / inf	Mauler	1 weapon of Charged 2	Charged 1	1 weapon of Charged 2		19.652	8.843 x2	19.652	16.376	
	20.08 %	vs chaos / inf	Mauler	1 weapon of Charged 2	Charged 1	Charged 2		20.376	9.169 x2	16.980 x2		
	24.65 %	vs chaos / inf	Mauler	Charged 2	Charged 1	Charged 2		17.626 x2	9.518 x2	17.626 x2		
	5.59 %	vs chaos / berserkers	savage	Charged 2				26.876 x2				
	5.20 %	vs skaven / inf	clanrat	1 weapon of Charged 2				14.876				
	24.18 %	vs skaven / inf	4 slaverats	Light 1/2				14.048 / 7.375 / 7.375 / 7.375				
	30.39 %	vs skaven / inf	2 slaverats	Light 1/2				7.375				
	31.50 %	vs skaven / inf	clanrat	Light 1	Light 2			7.375 / 7.375				
			clanrat	Light 1/2				7.375 x2				
			clanrat	Light 4 / Push atk				14.876				
	7.85 %	vs skaven / armoured	stormvermin	Charged 1	1 weapon of Charged 2			6.382 x2	18.301	7.625		
	14.19 %	vs skaven / armoured	stormvermin	Charged 2				19.377 x2				
	1.66 %	vs skaven / berserkers	monk	Charged 2				25.876 x2				
	17.48 %	vs skaven / monsters	packmaster	Charged 2				37.378 x2				
	+15% power	7.63 %	vs chaos / inf	marauder	Charged 1			19.375 x2				
	+15% power	8.39 %	vs chaos / inf	Mauler	Charged 2	Charged 1	Charged 2	17.626 x2	9.518 x2	17.626 x2		
+15% power	9.93 %	vs chaos / inf	2 fanatics	1 weapon of Charged 2			17.875 / 17.875					
+15% power	10.18 %	vs chaos / inf	2 fanatics	Light 3 (dagger)	2 dot ticks		7.167 + 5.375 x2	/			7.167 + 5.375 x2	
# +15% power	19.15 %	vs chaos / inf	marauder	Charged 2			19.376 x2					
# +15% power	21.71 %	vs chaos / inf	fanatic	1 weapon of Charged 1, hit as 1st target (7.75)	1 weapon of Charged 1, hit as 2nd target (5.00)	(in brackets unbuffered, rounded damage)	10.688	7.125				
# +15% power	25.30 %	vs chaos / inf	Mauler	1 weapon of Charged 2	1 weapon of Charged 2		24.451	24.451	20.376			
# +15% power	30.68 %	vs chaos / inf	fanatic	1 weapon of Charged 1, hit as 1st target (7.75)	1 weapon of Charged 1, hit as 3rd+ target (4.25)	(in brackets unbuffered, rounded damage)	11.475	6.375				
# +15% power	31.45 %	vs chaos / inf	Mauler	1 weapon of Charged 2	Charged 2		25.651	21.376 x2				
+15% power	7.99 %	vs skaven / inf	4 slaverats	Light 1/2			14.049 / 7.376 / 7.376 / 7.376					
+15% power	13.38 %	vs skaven / inf	2 slaverats	Light 1/2			7.375					
+15% power	14.35 %	vs skaven / inf	clanrat	Light 3 (dagger)			7.375 / 7.375					
+15% power	14.35 %	vs skaven / inf	clanrat	Light 1	Light 2		7.375 x2					
+15% power	14.35 %	vs skaven / inf	clanrat	Light 1/2			14.876					
+15% power	14.35 %	vs skaven / inf	clanrat	Light 4 / Push atk			14.876					
# +15% power	21.07 %	vs skaven / armoured	stormvermin	Charged 1	1 weapon of Charged 2		2.658 x2	23.626	9.844			
# +15% power	30.41 %	vs skaven / armoured	stormvermin	Charged 1	Charged 2		8.875 x2	10.603 x2				
dual swords	3.14 %	vs chaos / inf	marauder	Push atk	Charged		23.335	7.876 x2				
	14.20 %	vs chaos / inf	fanatic	Light	Light	Light	23.335	7.876	7.876			
	14.37 %	vs chaos / inf	marauder	1 weapon of Charged			17.876					
	16.23 %	vs chaos / inf	fanatic	Light	Push atk		25.876	12.938				
	23.78 %	vs chaos / inf	marauder	Charged	Light		8.875 x2					
	26.05 %	vs chaos / inf	marauder	Light	Light	Light	8.875 x2					
	28.73 %	vs chaos / inf	marauder	Charged	Charged	Light	19.376 x2					
	3.49 %	vs skaven / inf	2 slaverats	Light			19.376 x2					
	24.18 %	vs skaven / inf	6 slaverats	Light			19.731	9.625	9.625			
	31.50 %	vs skaven / inf	clanrat	Push atk			19.731	9.625 x2				
	8.98 %	vs skaven / monsters	packmaster	Charged	Light		9.625 x2	9.625	9.625			
	+15% power	7.63 %	vs chaos / inf	marauder	Light	Light	9.625 x4					
	+15% power	9.61 %	vs chaos / inf	marauder	Charged	Light	Light	29.125	9.83			
	+15% power	11.94 %	vs chaos / inf	marauder	Light	Light						
	# +15% power	21.71 %	vs chaos / inf	fanatic	1 weapon of Charged, hit as 1st target (7.75)	1 weapon of Charged, hit as 2nd target (5.00)	(in brackets unbuffered, rounded damage)	10.688	7.125			
	# +15% power	30.68 %	vs chaos / inf	fanatic	1 weapon of Charged, hit as 1st target (7.75)	1 weapon of Charged, hit as 3rd+ target (4.25)	(in brackets unbuffered, rounded damage)	11.475	6.375			
	+15% power	7.98 %	vs skaven / inf	6 slaverats	Light			19.438 / 8.85 / 7.375 / 7.375 / 7.375 / 7.375				
	+15% power	14.35 %	vs skaven / inf	clanrat	Push atk			14.876				
	+15% power	25.98 %	vs skaven / inf	2 slaverats	Light			11.063 / 7.375				
	5.53 %	vs chaos / inf	marauder	Light / Push atk	Light / Push atk		23.876	14.923				
5.74 %	vs chaos / inf	marauder	Charged 2 (overhead)			38.876						
8.46 %	vs chaos / inf	lifeleech / blight	Charged 1	Charged 2 (overhead)		19.938	39.876					
22.06 %	vs chaos / inf	Mauler	Charged 2 (overhead)	Charged 2 (overhead)		44.876 x2						
26.41 %	vs chaos / inf	fanatic	Light / Push atk			17.875						
29.88 %	vs chaos / inf	Mauler	Charged 1	Charged 2 (overhead)	Light 3	23.876	47.751	18.366				
4.21 %	vs chaos / berserkers	savage	Charged 2 (overhead)			53.878						

glaive		5.20 %	vs skaven / inf	clanrat	Light / Push atk					14.876			
		4.98 %	vs skaven / armoured	stormvermin	Light	Light	Light	Light		11.876	11.876	7.422	7.422
		12.79 %	vs skaven / armoured	stormvermin	Charged 2 (overhead)					38.876			
		17.64 %	vs skaven / armoured	stormvermin	Charged 1	Charged 2 (overhead)				17.3	21.626		
		18.46 %	vs skaven / armoured	stormvermin	Light	Light	Light	Light		13.401	8.375	8.375	8.375
		19.00 %	vs skaven / armoured	stormvermin	Charged 2 (overhead)	Light	Light			21.876	8.414	8.414	
		0.34 %	vs skaven / berserkers	monk	Charged 2 (overhead)					51.877			
		6.67 %	vs skaven / monsters	packmaster	Light	Light	Light			29.413	22.626	22.626	
		+15% power	6.14 %	vs chaos / inf	Mauler	Charged 2 (overhead)	Charged 2 (overhead)			44.876 x2			
		+15% power	9.93 %	vs chaos / inf	fanatic	Light / Push atk				17.877			
		+15% power	12.94 %	vs chaos / inf	Mauler	Charged 1	Charged 2 (overhead)	Light 3		23.876	47.752	18.366	
	#	+15% power	19.15 %	vs chaos / inf	marauder	Light / Push atk	Light / Push atk			19.376 x2			
	#	+15% power	20.33 %	vs chaos / inf	Mauler	Charged 2 (overhead)	Light	Light		50.876	19.568	19.568	
	#	+15% power	24.57 %	vs chaos / armoured	chaos warrior	Charged 2 (overhead)	Charged 1	Charged 2 (overhead)		49.377	21.068	49.377	
	#	+15% power	26.46 %	vs chaos / armoured	chaos warrior	Charged 1	Charged 2 (overhead)	Charged 1	Charged 2 (overhead)	21.387	50.126	21.387	26.734
		+15% power	13.14 %	vs chaos / berserkers	savage	Charged 1	Charged 2 (overhead)			17.939	35.877		
		+15% power	9.20 %	vs skaven / berserkers	monk	Charged 1	Charged 2 (overhead)			17.314	34.628		
	#	+15% power	18.07 %	vs skaven / monsters	packmaster	Charged 2 (overhead)				74.881			

2h sword (ef)		0.33 %	vs chaos / inf	fanatic	Light					17.876			
		1.17 %	vs chaos / inf	marauder	Light	Light	Light		12.875 x3				
		8.75 %	vs chaos / inf	marauder	Light	Light			19.376 x2				
		10.10 %	vs chaos / inf	marauder	Charged 1 (stab)	Charged 2 (swing)			21.796	17.126			
		14.92 %	vs chaos / inf	fanatic	Charged 2 (swing)				17.875				
		26.99 %	vs chaos / inf	marauder	Light	Light			22.626	16.161			
		5.28 %	vs chaos / berserkers	savage	Charged 1 (stab)	Charged 2 (swing)			37.516	16.376			
		4.31 %	vs skaven / inf	2 slaverats	Light				13.275 / 7.375				
		16.89 %	vs skaven / inf	clanrat	Light				14.876				
		30.39 %	vs skaven / inf	3 slaverats	Light				16.594 / 9.219 / 7.375				
		31.50 %	vs skaven / inf	2 clanrats	Charged 2 (swing)				20.454 / 14.876				
		23.13 %	vs skaven / armoured	stormvermin	Charged 1 (stab)	Charged 1 (stab)	Charged 1 (stab)		24.376	7.313	7.313		
		1.38 %	vs skaven / berserkers	monk	Charged 1 (stab)	Charged 2 (swing)			36.126	15.769			
		5.77 %	vs skaven / monsters	packmaster	Charged 1 (stab)	Charged 2 (swing)			41.878	32.904			
	#	+15% power	22.14 %	vs chaos / inf	fanatic	Light			17.876				
		+15% power	13.38 %	vs skaven / inf	3 slaverats	Light			16.594 / 9.219 / 7.375				
		+15% power	14.35 %	vs skaven / inf	2 clanrats	Charged 2 (swing)			20.455 / 14.876				
	#	+15% power	7.07 %	vs skaven / armoured	stormvermin	Charged 1 (stab)	Charged 1 (stab)	Charged 1 (stab)	24.376	7.313	7.313		
	#	+15% power	31.23 %	vs skaven / armoured	stormvermin	Charged 1 (stab)	Charged 1 (stab)		29.876	8.963			

spear		1.66 %	vs chaos / inf	marauder	Charged 1 (swing)	Charged 2 (stab)				18.688	20.126		
		4.98 %	vs chaos / inf	marauder	Push atk	Light 2			27.018	11.876			
		12.66 %	vs chaos / inf	marauder	Charged 1 (swing)	Light 2			27.018	11.876			
		13.82 %	vs chaos / inf	marauder	Light 1	Light 2	Light 1		26.127	12.745			
		19.97 %	vs chaos / inf	marauder	Light 1	Light 2	Light 3		12.876 x3				
		24.87 %	vs chaos / inf	marauder	Light 1	Light 2	Light 1	Light 3	13.572	13.572	11.875		
		26.41 %	vs chaos / inf	2 fanatics	Charged 2 (stab)	Light 1 (stab)			24.72	14.126			
		22.29 %	vs chaos / berserkers	savage	Charged 2 (stab)	Light 1 (stab)			23.238 / 17.875				
		4.31 %	vs skaven / inf	2 slaverats	Light 3 / Push atk				10.325 / 7.375				
		5.20 %	vs skaven / inf	4 slaverats	Charged 1 (swing)				19.175 / 14.750 / 8.850 / 7.375				
		30.39 %	vs skaven / inf	2 clanrats	Charged 1 (swing)				19.339 / 14.876				
		30.39 %	vs skaven / inf	3 slaverats	Light 3 / Push atk				12.907 / 9.219 / 7.375				
		31.50 %	vs skaven / inf	clanrat	Light 1/2/4 (stab)				14.876				
		23.13 %	vs skaven / armoured	stormvermin	Charged 2 (stab)	Charged 2 (stab)	Charged 2 (stab)		24.376	7.313	7.313		
				stormvermin	Charged 2 (stab)	Light 1	Light 1		24.376	7.313	7.313		
		17.52 %	vs skaven / berserkers	monk	Charged 2 (stab)	Light 1 (stab)			41.878	9.971			
		6.92 %	vs skaven / monsters	packmaster	Light 1	Light 2			47.625	27.214			
		7.56 %	vs skaven / monsters	packmaster	Charged 1 (swing)	Light 2			47.454	27.377			
		15.24 %	vs skaven / monsters	packmaster	Light 1	Charged 2 (stab)			29.332	45.628			
	#	+15% power	8.58 %	vs chaos / inf	marauder	Charged 2 (stab)	Light 1 (stab)		24.72	14.126			
#	+15% power	9.93 %	vs chaos / inf	2 fanatics	Charged 1 (swing)			23.239 / 17.877					
#	+15% power	25.74 %	vs chaos / inf	Mauler	Light 1 (stab)	Charged 2 (stab)	Light 1 (stab)	Charged 2 (stab)	16.358	28.626	16.358	28.626	
#	+15% power	13.38 %	vs skaven / inf	3 slaverats	Light 3 / Push atk			12.906 / 9.219 / 7.375					
#	+15% power	14.35 %	vs skaven / inf	clanrat	Light 1/2/4 (stab)			14.876					
#	+15% power	16.95 %	vs skaven / armoured	stormvermin	Charged 1 (swing)	Charged 2 (stab)		12.362	26.625				
#	+15% power	31.23 %	vs skaven / armoured	stormvermin	Charged 2 (stab)	Charged 2 (stab)		29.876	8.963				
#	+15% power		vs skaven / armoured	stormvermin	Charged 2 (stab)	Light 1		29.876	8.963				

Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action	
			reminder: 2 stacks: 1.10x1.10=1.21 or 21% 3 stacks: 1.20x1.10=1.32 or 32% 4 stacks: 1.20x1.20=1.44 or 44%				
longbow			5.64 % vs chaos / inf	Mauler	Charged shot	Charged shot	29.876 x3
				lifelieech / blight	Charged shot	Charged shot	29.876 x2
			13.60 % vs chaos / inf	Mauler	Charged shot	Charged shot	32.128 32.128 25.702
			17.68 % vs chaos / inf	lifelieech / blight	Charged shot	Light shot	33.281 26.625
			22.10 % vs chaos / inf	Mauler	Charged shot	Light shot	34.531 27.625 27.625
			22.74 % vs chaos / inf	marauder	Light shot	Light shot	38.878
			32.05 % vs chaos / inf	Mauler	Light shot	Light shot	29.876 x3
				lifelieech / blight	Light shot	Light shot	29.876 x2
			37.46 % vs chaos / inf	2 marauders	Charged shot		38.875
			18.79 % vs chaos / berserkers	savage	Light shot	Light shot	26.876 x2
			38.55 % vs chaos / berserkers	savage	Charged shot		53.878
			5.64 % vs skaven / inf	globadier	Charged shot	Charged shot	29.876 x2
			17.68 % vs skaven / inf	globadier	Charged shot	Light shot	33.281 26.625
			26.86 % vs skaven / inf	assassin	Charged shot		35.878
			32.05 % vs skaven / inf	globadier	Light shot	Light shot	29.876 x2
			5.35 % vs skaven / armoured	gunner / warfire	Charged shot	Charged shot	17.877 x2
			14.19 % vs skaven / armoured	stormvermin	Charged shot	Charged shot	19.377 x2
			14.37 % vs skaven / berserkers	monk	Light shot	Light shot	25.876 x2
			33.41 % vs skaven / berserkers	monk	Charged shot		51.879
			9.95 % vs skaven / monsters	packmaster	Light shot	Light shot	24.876 x3
			15.22 % vs skaven / monsters	packmaster	Charged shot	Light shot	48.878 26.069
			+15% power 6.73 % vs chaos / inf	marauder	Light shot		38.878
			+15% power 14.83 % vs chaos / inf	Mauler	Light shot	Light shot	29.877 x3
			+15% power 19.63 % vs chaos / inf	lifelieech / blight	Light shot	Light shot	29.877 x2
			+15% power 37.98 % vs chaos / inf	2 marauders	Charged shot		38.875
			+15% power 37.98 % vs chaos / inf	Mauler	Charged shot	Charged shot	44.876 x2
			+15% power 20.48 % vs chaos / berserkers	savage	Charged shot		53.878
			+15% power 10.31 % vs skaven / inf	assassin	Charged shot		35.877
			+15% power 14.83 % vs skaven / inf	globadier	Light shot	Light shot	29.877 x2
			+15% power 37.89 % vs skaven / inf	assassin	Light shot		35.877
		+15% power 16.01 % vs skaven / berserkers	monk	Charged shot		51.879	
		+15% power 42.42 % vs skaven / berserkers	monk	Light shot		51.878	
		+15% power 43.65 % vs skaven / monsters	packmaster	Light shot	Light shot	37.376 x2	
swiftbow			1.66 % vs chaos / inf	marauder	Light shot	Light shot	24.438 14.375
			5.20 % vs chaos / inf	lifelieech / blight	Light shot	x4 (instead of x5)	14.876 x4
			5.53 % vs chaos / inf	marauder	Light shot	Charged shot	14.923 23.876
			22.74 % vs chaos / inf	marauder	Charged shot		38.878
			26.41 % vs chaos / inf	2 fanatics	Light shot		17.875
				Mauler	Light shot	x5 (instead of x7)	17.875 x5
			32.05 % vs chaos / inf	Mauler	Charged shot	Charged shot	29.876 x3
				lifelieech / blight	Charged shot	Charged shot	29.876 x2
			37.02 % vs chaos / inf	marauder	Light shot	Light shot	19.375 x2
			18.79 % vs chaos / berserkers	savage	Charged shot	Charged shot	26.876 x2
			26.41 % vs chaos / berserkers	savage	Light shot	Light shot	17.875 x3
			5.20 % vs skaven / inf	clanrat	Light shot		14.876
				globadier	Light shot	x4 (instead of x5)	14.876 x4
			26.41 % vs skaven / inf	assassin	Light shot	Light shot	17.875 x2
			32.05 % vs skaven / inf	globadier	Charged shot	Charged shot	29.876 x2
			14.37 % vs skaven / berserkers	monk	Charged shot	Charged shot	25.876 x2
			22.88 % vs skaven / berserkers	monk	Light shot	Light shot	17.376 x3
			5.20 % vs skaven / monsters	packmaster	Light shot	x5 (instead of x6)	14.876 x5
			9.95 % vs skaven / monsters	packmaster	Charged shot	Charged shot	24.876 x3
			31.72 % vs skaven / monsters	packmaster	Light shot	x4 (instead of x6)	18.626 x4
			+15% power 6.73 % vs chaos / inf	marauder	Charged shot		38.878
			+15% power 9.93 % vs chaos / inf	2 fanatics	Light shot		17.877
			+15% power 14.83 % vs chaos / inf	Mauler	Light shot	x5 (instead of x7)	17.877 x5
			+15% power 19.15 % vs chaos / inf	lifelieech / blight	Charged shot	Charged shot	29.877 x3
			+15% power 37.60 % vs chaos / inf	Mauler	Charged shot	Charged shot	29.877 x2
			+15% power 40.63 % vs chaos / inf	marauder	Light shot	Light shot	19.376 x2
			+15% power 40.63 % vs chaos / inf	marauder	Light shot	x4 (instead of x7)	22.376 x4
			+15% power 9.93 % vs chaos / berserkers	savage	Light shot	Light shot	17.877 x3
			+15% power 9.93 % vs skaven / inf	assassin	Light shot	Light shot	17.877 x2
			+15% power 14.83 % vs skaven / inf	globadier	Charged shot	Charged shot	29.877 x2
		+15% power 37.89 % vs skaven / inf	assassin	Charged shot		35.877	
		+15% power 6.85 % vs skaven / berserkers	monk	Light shot	Light shot	17.376 x3	
		+15% power 14.54 % vs skaven / monsters	packmaster	Light shot	x4 (instead of x6)	18.626 x4	
		+15% power 43.65 % vs skaven / monsters	packmaster	Charged shot	Charged shot	37.376 x2	
		25.97 % vs chaos / inf	Mauler	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	7.125 3.563 x4 1.247 2.494 x3 x3	
			lifelieech / blight	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	7.125 3.563 x4 1.247 2.494 x3 x2	
			Mauler	Ch. shot (range ≥30m)	Charged Explosion	6.626 3.760 x4 1.313 2.626 x3 x3	

hagbane bow	32.60 %	vs chaos / inf	marauder	+ 4 dot ticks of 5 max	+ 3 dot ticks of 4 max	x3	5.625	3.750 x4	1.313	2.625 x3	x3		
			lifeleech / blight	Ch. shot (range ≥30m) + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	5.625	3.750 x4	1.313	2.625 x3	x2		
	32.60 %	vs chaos / inf	fanatics	4 ticks from Explosion	3 ticks from Explosion		2.625 x4	2.625 x3					
	34.07 %	vs chaos / berserkers	savage	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	11.375	1.896 x4	3.792	1.327 x3	x2		
	3.87 %	vs skaven / inf	assassin	Light shot	4 dot ticks of 5 max	x2	5.875	2.938 x4			x2		
	7.35 %	vs skaven / inf	slaverats	Charged Explosion, targets are under -half max radius	3 ticks from Explosion of 4 max (3 is guaranteed)		-0.644	2.125 x3					
	7.35 %	vs skaven / inf	clanrats	4 ticks from Explosion	3 ticks from Explosion		2.125 x4	2.125 x3					
	19.97 %	vs skaven / inf	slaverats	3 ticks from Explosion	-of 4 max (3 is guaranteed)		2.375 x3						
	19.97 %	vs skaven / inf	clanrats	3 ticks from Explosion	-of 4 max (3 is guaranteed)	x2	2.375 x3						
	25.97 %	vs skaven / inf	globadier	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	7.125	3.563 x4	1.247	2.494 x3	x2		
	32.60 %	vs skaven / inf	globadier	Ch. shot (range ≥30m) + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	5.625	3.750 x4	1.313	2.625 x3	x2		
	1.66 %	vs skaven / armoured	stormvermin	Charged shot	4 dot ticks	x3	1.15	2.875 x4			x3		
	19.34 %	vs skaven / armoured	stormvermin	Charged shot	5 dot ticks	Charged shot	4 dot ticks	3.713	3.375 x5	3.713	3.375 x4		
	28.18 %	vs skaven / armoured	gunner / warpfire	Charged shot	5 dot ticks	Charged shot	4 dot ticks	1.45	3.625 x5	1.45	3.625 x4		
				stormvermin	Charged shot	5 dot ticks	Charged shot	4 dot ticks	3.988	3.625 x5	1.45	3.625 x4	
	37.02 %	vs skaven / armoured	gunner / warpfire	Charged shot	5 dot ticks	Charged shot	4 dot ticks	1.55	3.875 x5	1.55	3.875 x4		
				stormvermin	Charged shot for 0 dmg (long range)	5 dot ticks	Charged shot for 0 dmg (long range)	4 dot ticks	3.875 x5	3.875 x4			
				stormvermin	Charged shot	4 dot ticks	x2	4.263	3.875 x4			x2	
				32.60 %	vs skaven / berserkers	monk	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	11.25	1.875 x4	3.75	1.313 x3
	22.29 %	vs skaven / monsters	packmaster	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max		10.375	10.375 x4	1.81	7.263 x3			
	#	+15% power	9.54 %	vs chaos / inf	Mauler	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x3	7.125	3.563 x4	1.247	2.494 x3	x3
					lifeleech / blight	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	7.125	3.563 x4	1.247	2.494 x3	x2
		+15% power	15.31 %	vs chaos / inf	Mauler	Ch. shot (range ≥30m) + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x3	5.625	3.750 x4	1.313	2.625 x3	x3
					lifeleech / blight	Ch. shot (range ≥30m) + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	5.625	3.750 x4	1.313	2.625 x3	x2
		+15% power	15.31 %	vs chaos / inf	fanatics	4 ticks from Explosion	3 ticks from Explosion		2.625 x4	2.625 x3			
		+15% power	26.29 %	vs chaos / inf	fanatics	3 ticks from Explosion	-of 4 max (3 is guaranteed)	x2	2.875 x3	x2			
		+15% power	42.21 %	vs chaos / inf	marauder	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max		9.25	4.625 x4	1.619	3.238 x3	
		+15% power	16.59 %	vs chaos / berserkers	savage	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	11.376	1.896 x4	3.792	1.327 x3	x2
		+15% power	9.54 %	vs skaven / inf	globadier	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	7.125	3.563 x4	1.247	2.494 x3	x2
		+15% power	15.31 %	vs skaven / inf	globadier	Ch. shot (range ≥30m) + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	5.625	3.750 x4	1.313	2.625 x3	x2
		+15% power	11.46 %	vs skaven / armoured	gunner / warpfire	Charged shot	5 dot ticks	Charged shot	4 dot ticks	1.45	3.625 x5	1.45	3.625 x4
					stormvermin	Charged shot	5 dot ticks	Charged shot	4 dot ticks	3.988	3.625 x5	1.45	3.625 x4
stormvermin					Charged shot	5 dot ticks	Charged shot	4 dot ticks	1.55	3.875 x5	1.55	3.875 x4	
+15% power		19.15 %	vs skaven / armoured	gunner / warpfire	Charged shot for 0 dmg (long range)	5 dot ticks	Charged shot for 0 dmg (long range)	4 dot ticks	3.875 x5	3.875 x4			
				stormvermin	Charged shot	4 dot ticks	x2	4.263	3.875 x4			x2	
	+15% power			26.84 %	vs skaven / armoured	gunner / warpfire	Charged shot	4 dot ticks	x2	1.65	4.125 x4	x2	
#			stormvermin	Charged shot	4 dot ticks	x2	1.75	4.375 x4			x2		
			+15% power	34.52 %	vs skaven / armoured	gunner / warpfire	Charged shot for 0 dmg (long range)	4 dot ticks	x2	4.375 x4	x2		
+15% power	15.31 %	vs skaven / berserkers	monk	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max	x2	11.251	1.875 x4	3.75	1.313 x3	x2		
+15% power	6.34 %	vs skaven / monsters	packmaster	Charged shot + 4 dot ticks of 5 max	Charged Explosion + 3 dot ticks of 4 max		10.376	10.376 x4	1.81	7.263 x3			
repeater crossbow	2.71 %	vs chaos / inf	lifeleech / blight	Shot	Shot		38.125	21.786					
	4.74 %	vs chaos / inf	marauder	Shot			38.879						
	5.49 %	vs chaos / inf	Mauler	Burst	Shot		22.375 x3	22.375					
	40.85 %	vs chaos / inf	lifeleech / blight	Mauler	Burst			29.876 x3					
				Shot	Shot		29.876 x2						
	2.71 %	vs skaven / inf	globadier	Shot	Shot		38.125	21.786					
	5.20 %	vs skaven / inf	2 clanrats	Shot (range ≥30m)			14.876						
	40.85 %	vs skaven / inf	globadier	Shot	Shot		29.876 x2						
	4.40 %	vs skaven / armoured	stormvermin	Shot	Shot		19.376 x2						
	11.98 %	vs skaven / armoured	gunner / warpfire	Burst			11.876 x3						
	21.40 %	vs skaven / armoured	stormvermin	Burst			12.875 x3						
	23.26 %	vs skaven / armoured	gunner / warpfire	Shot	Shot		22.877	13.072					
	33.19 %	vs skaven / armoured	stormvermin	Shot	Shot		24.719	14.125					
	17.48 %	vs skaven / monsters	packmaster	Shot	Shot		37.378 x2						
	+15% power	22.48 %	vs chaos / inf	Mauler	Burst		29.876 x3						
				lifeleech / blight	Shot	Shot		29.876 x2					
	+15% power	22.48 %	vs skaven / inf	globadier	Shot	Shot		29.876 x2					
	+15% power	5.67 %	vs skaven / armoured	stormvermin	Burst		12.876 x3						
+15% power	15.82 %	vs skaven / armoured	stormvermin	Shot	Shot		24.72	14.126					

Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action			
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;						
rapier			3.87 % vs chaos / inf	marauder	Charged	Light	33.048 5.875		
			4.98 % vs chaos / inf	fanatic	Light	Light	11.876 5.938		
			5.66 % vs chaos / inf	Mauler	Pistol shot	Heavy Charged	Pistol shot	31.376 26.894 31.376	
			8.54 % vs chaos / inf	lifeleech / blight	Pistol shot	Heavy Charged	32.231 27.627		
			22.19 % vs chaos / inf	marauder	Charged		38.876		
			26.41 % vs chaos / inf	2 fanatics	Charged		17.875 / 17.875		
			30.92 % vs chaos / inf	marauder	Pistol shot		38.877		
			12.63 % vs chaos / berserkers	savage	Charged	Charged	26.876 x2		
			25.44 % vs chaos / berserkers	savage	Heavy Charged		53.879		
			5.20 % vs skaven / inf	clanrat	Charged		14.876		
			24.18 % vs skaven / inf	4 slaverats	Light		14.048 / 7.375 / 7.375 / 7.375		
			26.41 % vs skaven / inf	assassin	Charged	Charged	17.875 x2		
			30.39 % vs skaven / inf	slaverat	Light		7.375		
			31.50 % vs skaven / inf	clanrat	Light	Light	7.375 x2		
			31.50 % vs skaven / inf	clanrat	Light		14.876		
			12.71 % vs skaven / armoured	stormvermin	Charged	Charged	Charged	16.336 16.336 6.375	
			22.18 % vs skaven / armoured	stormvermin	Heavy Charged	Charged		31.876 6.911	
			8.44 % vs skaven / berserkers	monk	Charged	Charged		25.876 x2	
			20.78 % vs skaven / berserkers	monk	Heavy Charged			51.878	
			6.18 % vs skaven / monsters	packmaster	Heavy Charged	Light		65.876 9.009	
			8.44 % vs skaven / monsters	packmaster	Charged	Charged		37.377 x2	
			20.69 % vs skaven / monsters	packmaster	Heavy Charged			74.878	
			+15% power 9.93 %						
			+10% power 14.92 %	vs chaos / inf	2 fanatics	Charged		17.877 / 17.877	
			+5% power 20.39 %						
			+20% power 9.10 %	vs chaos / inf	marauder	Pistol shot		38.878	
			+10% power 19.02 %						
			+15% power 6.25 %	vs chaos / inf	marauder	Charged		38.876	
			+5% power 16.37 %						
		#	+20% power 25.94 %	vs chaos / inf	Mauler	Pistol shot	Pistol shot	44.876 x2	
		#	+15% power 31.41 %						
			+20% power 8.66 %	vs skaven / inf	slaverat	Light		7.375	
			+10% power 18.54 %		clanrat	Light	Light	7.375 x2	
			+20% power 9.58 %	vs skaven / inf	clanrat	Light		14.875	
			+10% power 19.54 %						
		#	+20% power 11.40 %						
		#	+15% power 16.24 %	vs skaven / armoured	stormvermin	Charged	Charged	19.376 x2	
		#	+10% power 21.53 %						
		#	+5% power 27.31 %						
		#	+20% power 24.18 %	vs skaven / armoured	stormvermin	Heavy Charged		38.877	
		#	+15% power 29.68 %						
		#	+15% power 17.00 %						
		#	+10% power 22.32 %	vs skaven / monsters	packmaster	Charged	Charged	46.376 28.539	
		#	+5% power 28.14 %						
		#	+15% +20% power 9.51 %	vs chaos / inf	Mauler	Pistol shot	Pistol shot	44.877 x2	
		#	+15% power 9.93 %	vs chaos / inf	2 fanatics	Charged		17.877 / 17.877	
		#	+15% power 13.84 %	vs chaos / inf	marauder	Pistol shot		38.876	
		#	+15% +20% power 18.05 %	vs chaos / inf	Mauler	Pistol shot	Heavy Charged	48.376 41.465	
		#	+20% power 25.94 %	vs chaos / inf	Mauler	Pistol shot	Pistol shot	44.878 x2	
		#	+15% +20% power 27.76 %	vs chaos / inf	Mauler	Heavy Charged	Heavy Charged	44.876 x2	
			+15% power 7.99 %	vs skaven / inf	4 slaverats	Light		14.049 / 7.376 / 7.376 / 7.376	
			+15% power 13.38 %	vs skaven / inf	slaverat	Light		7.375	
					clanrat	Light	Light	7.375 x2	
			<b>Bounty Hunter lines with Blessed Shots + Crippling Strike.</b>						
			BS + CS 20.96 %	vs chaos / berserkers	savage	Pistol shot		53.876	
			BS + CS 16.47 %	vs skaven / berserkers	monk	Pistol shot		51.876	
			<b>Bounty Hunter melee lines after proccing Hunter trait from ranged (duration 10s).</b>						
			Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power_vs_armor_category" property on your item.						
			So Hunter + 3 stacks of power_vs result in: 1.20 x (1.10+0.25) = 1.20x1.35 = 1.62, or 62% buff						
			Here are lines between 32% and 62%:						
			37.02 %	vs chaos / inf	marauder	Charged	Charged	19.375 x2	
			51.12 %	vs chaos / inf	Mauler	Pistol shot	Pistol shot	44.876 x2	
			52.74 %	vs chaos / inf	marauder	Heavy Charged		38.877	
			52.93 %	vs chaos / inf	marauder	Light	Charged	17.3 21.625	
			58.02 %	vs chaos / inf	fanatic	Light		17.876	
			58.24 %	vs chaos / inf	Mauler	Charged	x4 (instead of x7)	22.376 x4	
			33.68 %	vs skaven / armoured	stormvermin	Charged	Charged	19.376 x2	
			49.01 %	vs skaven / armoured	stormvermin	Heavy Charged		38.876	
			8.15 %	vs chaos / inf	marauder	Light 1	Light 2	Light 3 (overhead)	12.234 12.234 14.376
			14.37 %	vs chaos / inf	marauder	Charged	Light 1/2	25.876 12.938	



	22.66 %	vs chaos / inf	marauder	Light 1	Light 2					24.977	13.876			
	26.41 %	vs chaos / inf	fanatic	Charged						17.875				
	5.20 %	vs skaven / inf	clanrat	Charged						14.876				
	11.91 %	vs skaven / inf	clanrat	Light 3 (overhead)						14.875				
	31.50 %	vs skaven / inf	clanrat	Light 1/2						14.876				
	16.03 %	vs skaven / armoured	stormvermin	Charged	Light 2	Light 3 (overhead)				13.126	8.532	17.351		
	20.70 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)	Light 1			8.875	8.875	12.033	8.875	
	30.90 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)				9.625	9.625	19.574		
	1.19 %	vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)				24.039	17.171	33.626		
	11.24 %	vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)				18.876	18.876	36.966		
falchion	+15% power	6.66 %	vs chaos / inf	marauder	Light 1	Light 2				24.977	13.876			
	+5% power	16.82 %												
	+15% power	9.93 %	vs chaos / inf	fanatic	Charged					17.877				
	+10% power	14.92 %												
	+5% power	20.39 %												
	#	+15% power	16.94 %	vs chaos / inf	fanatic	Light 3 (overhead)				17.875				
	#	+10% power	22.26 %											
	#	+5% power	28.08 %											
		+20% power	9.58 %	vs skaven / inf	clanrat	Light 1/2				14.875				
		+10% power	19.54 %											
	#	+20% power	20.73 %	vs skaven / inf	3 slaverats	Light 1/2				16.389 / 11.063 / 7.375				
	#	+10% power	31.71 %											
	#	+15% power	9.93 %	vs chaos / inf	fanatic	Charged				17.877				
	#	+15% power	16.94 %	vs chaos / inf	fanatic	Light 3 (overhead)				17.875				
	#	+15% power	14.35 %	vs skaven / inf	clanrat	Light 1/2				14.876				
	#	+15% power	25.98 %	vs skaven / inf	3 slaverats	Light 1/2				16.389 / 11.063 / 7.375				
	<b>Bounty Hunter melee lines after proccing Hunter trait from ranged (duration 10s).</b>													
	Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power_vs_armor_category" property on your item.													
So Hunter + 3 stacks of power_vs_result in: $1.20 \times (1.10 + 0.25) = 1.20 \times 1.35 = 1.62$ , or <b>62% buff</b>														
Here are lines between 32% and 62%:														
	34.48 %	vs chaos / inf	fanatic	Light 3 (overhead)						17.875				
	52.93 %	vs chaos / inf	marauder	Charged	Light 1/2					21.625	17.3			
	58.02 %	vs chaos / inf	fanatic	Light 1/2						17.876				
	44.88 %	vs skaven / inf	3 slaverats	Light 1/2						16.390 / 11.063 / 7.375				
	58.10 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)				11.625	11.625	15.761		

1h axe	1.32 %	vs chaos / inf	marauder	Light	Charged					20.201	18.625		
	5.40 %	vs chaos / inf	marauder	Charged	Charged					19.375 x2			
	17.24 %	vs chaos / inf	marauder	Light	Light					23.376	15.584		
	23.08 %	vs chaos / inf	marauder	Charged	Light					22.626	16.36		
	11.91 %	vs skaven / inf	clanrat	Light						14.875			
	4.84 %	vs skaven / armoured	stormvermin	Charged	Light					23.127	15.677		
	5.97 %	vs skaven / armoured	stormvermin	Charged	Charged					23.376	15.584		
	11.60 %	vs skaven / armoured	stormvermin	Light	Light	Light				16.688	11.126	11.126	
	21.63 %	vs skaven / armoured	stormvermin	Charged	Light	Light				16.412	11.126	11.126	
	29.15 %	vs skaven / armoured	stormvermin	Light	Light	Light				26.831	12.125		
	29.67 %	vs skaven / armoured	stormvermin	Charged	Light	Light				12.875 x3			
	31.24 %	vs skaven / armoured	stormvermin	Light	Charged	Light				19.376 x2			
	31.75 %	vs skaven / armoured	stormvermin	Charged	Charged	Light				19.625	19.3		
	0.21 %	vs skaven / monsters	packmaster	Light	Light					19.375 x2			
	1.66 %	vs skaven / monsters	packmaster	Charged	Charged					41.625	33.3		
	7.10 %	vs skaven / monsters	packmaster	Charged	Light					37.376 x2			
	12.48 %	vs skaven / monsters	packmaster	Light	Light					39.376	35.59		
		+15% power	16.94 %	vs chaos / inf	fanatic	Light				17.875			
	#	+10% power	22.26 %										
	#	+5% power	28.08 %										
	#	+20% power	17.49 %	vs chaos / inf	marauder	Charged				38.876			
	#	+10% power	28.17 %										
	#	+15% power	26.75 %	vs chaos / inf	marauder	Light	Light			19.375 x2			
	#	+20% power	30.27 %	vs skaven / armoured	stormvermin	Light	Light			23.376	15.584		
	#	+20% power	31.04 %	vs skaven / armoured	stormvermin	Charged	Light			23.125	15.676		
	#	+15% power	7.03 %	vs chaos / inf	marauder	Charged	Light			22.626	16.361		
	#	+15% power	16.94 %	vs chaos / inf	fanatic	Light				17.875			
	#	+15% power	26.75 %	vs chaos / inf	marauder	Light	Light			19.375 x2			
	#	+20% power	7.63 %	vs skaven / armoured	stormvermin	Light	Light	Light		12.876 x3			
	#	+15% +20% power	13.95 %	vs skaven / armoured	stormvermin	Charged	Light			23.126	15.677		
<b>Bounty Hunter melee lines after proccing Hunter trait from ranged (duration 10s).</b>													
Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power_vs_armor_category" property on your item.													
So Hunter + 3 stacks of power_vs_result in: $1.20 \times (1.10 + 0.25) = 1.20 \times 1.35 = 1.62$ , or <b>62% buff</b>													
Here are lines between 32% and 62%:													
	34.48 %	vs chaos / inf	fanatic	Light						17.875			
	40.99 %	vs chaos / inf	marauder	Charged						38.877			
	45.77 %	vs chaos / inf	marauder	Light	Light					19.376 x2			
	56.32 %	vs skaven / armoured	stormvermin	Light	Light					23.376	15.584		
	57.25 %	vs skaven / armoured	stormvermin	Charged	Light					23.126	15.676		

			2.51 %	vs chaos / inf	marauder	Push atk	Light 3 (overhead)	Light 4 (overhead)	11.596	13.626	13.626	
			5.35 %	vs chaos / inf	fanatic	Light 1/2 -OR- Push atk	-OR- Charged		17.877			
			8.15 %	vs chaos / inf	marauder	Light 1	Light 2	Light 3 (overhead)	12.234	12.234	14.376	
			17.24 %	vs chaos / inf	marauder	Light 3 (overhead)	Light 4 (overhead)		23.376	15.584		
			11.91 %	vs skaven / inf	clanrat	Light 3/4 (overhead)			14.875			
			30.39 %	vs skaven / inf	2 slaverats	Charged			14.750 / 7.375			
			31.60 %	vs skaven / inf	clanrat	Light 1/2 -OR- Push atk	-OR- Charged		14.876			
			1.15 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)	5.721	2.861	15.126	
			9.51 %	vs skaven / armoured	stormvermin	Push atk	Light 3 (overhead)	Light 4 (overhead)	6.194	16.376	16.376	
			16.61 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)	6.596	3.298	17.438	
			19.34 %	vs skaven / armoured	stormvermin	Charged	Light 2	Light 3 (overhead)	6.596	3.298	17.438	
			19.34 %	vs skaven / armoured	stormvermin	Push atk	Light 3 (overhead)	Light 4 (overhead)	3.375	17.846	17.846	
			24.14 %	vs skaven / armoured	stormvermin	Charged	Light 2	Light 3 (overhead)	10.533	3.511	12.376	
			26.65 %	vs skaven / armoured	stormvermin	Push atk	Light 3 (overhead)	Light 4 (overhead)	7.164	18.939	12.626	
			27.90 %	vs skaven / armoured	stormvermin	Light 1	Light 2	Light 3 (overhead)	3.617	3.617	19.126	
			29.57 %	vs skaven / armoured	stormvermin	Light 3 (overhead)	Light 4 (overhead)		19.376 x2			
			0.21 %	vs skaven / monsters	packmaster	Light 3 (overhead)	Light 4 (overhead)		41.625	33.3		
			12.48 %	vs skaven / monsters	packmaster	Light 3 (overhead)	Light 4 (overhead)		37.378 x2			
flail	#	+15% power	16.94 %									
	#	+10% power	22.26 %	vs chaos / inf	fanatic	Light 3/4 (overhead)			17.875			
	#	+5% power	28.08 %									
	#	+15% power	19.79 %									
	#	+10% power	25.24 %	vs chaos / inf	marauder	Light 1	Light 2		23.377	15.585		
	#	+5% power	31.20 %									
	#	+20% power	16.34 %	vs skaven / armoured	stormvermin	Push atk	Light 3 (overhead)	Light 4 (overhead)	3.948	20.876	13.917	
	#	+10% power	26.91 %									
	#	+20% power	30.27 %	vs skaven / armoured	stormvermin	Light 3 (overhead)	Light 4 (overhead)		23.376	15.584		
	#	+15% power	16.94 %	vs chaos / inf	fanatic	Light 3/4 (overhead)			17.875			
	#	+15% power	26.75 %	vs chaos / inf	marauder	Light 3 (overhead)	Light 4 (overhead)		19.375 x2			
	#	+15% power	13.38 %	vs skaven / inf	2 slaverats	Charged			14.750 / 7.375			
	#	+15% power	14.35 %	vs skaven / inf	clanrat	Light 1/2 -OR- Push atk	-OR- Charged		14.876			
	<b>Bounty Hunter melee lines after proccing Hunter trait from ranged (duration 10s).</b>											
	Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power_vs_armor_category" property on your item.											
So Hunter + 3 stacks of power_vs result in: $1.20 \times (1.10 + 0.25) = 1.20 \times 1.35 = 1.62$ , or <b>62% buff</b>												
Here are lines between 32% and 62%:												
			34.48 %	vs chaos / inf	fanatic	Light 3/4 (overhead)			17.875			
			37.76 %	vs chaos / inf	marauder	Light 1	Light 2		23.376	15.584		
			45.77 %	vs chaos / inf	marauder	Light 3 (overhead)	Light 4 (overhead)		19.376 x2			
			58.02 %	vs chaos / inf	fanatic	Light 1/2 -OR- Push atk	-OR- Charged		17.876			
			39.60 %	vs skaven / armoured	stormvermin	Push atk	Light 3 (overhead)	Light 4 (overhead)	3.948	20.875	13.917	
			56.32 %	vs skaven / armoured	stormvermin	Light 3 (overhead)	Light 4 (overhead)		23.376	15.584		

			0.33 %	vs chaos / inf	fanatic	Light			17.876		
			1.17 %	vs chaos / inf	marauder	Light	Light	Light	12.875 x3		
			1.66 %	vs chaos / inf	marauder	Charged	Light		25.876	12.938	
			8.75 %	vs chaos / inf	marauder	Light	Light		19.376	19.376	
			9.10 %	vs chaos / inf	marauder	Charged			38.877		
			14.92 %	vs chaos / inf	marauder	Push atk	Light		24.376	14.625	
			17.38 %	vs chaos / inf	Mauler	Charged	Charged	Charged	29.877 x3		
			26.41 %	vs chaos / inf	lifeleech / blight	Charged	Charged		29.877 x2		
			26.41 %	vs chaos / inf	2 fanatics	Charged			32.175 / 17.875		
			26.99 %	vs chaos / inf	fanatic	Push atk			17.875		
			26.99 %	vs chaos / inf	marauder	Light	Light		22.626	16.161	
			5.59 %	vs chaos / berserkers	savage	Charged	Charged		26.876	26.876	
			11.20 %	vs chaos / berserkers	savage	Charged	Light		39.625	14.152	
			4.31 %	vs skaven / inf	4 slaverats	Charged			26.550 / 14.750 / 8.850 / 7.375		
			5.20 %	vs skaven / inf	2 slaverats	Light			13.275 / 7.375		
			16.89 %	vs skaven / inf	2 clanrats	Charged			26.777 / 14.876		
			16.89 %	vs skaven / inf	clanrat	Push atk			14.876		
			30.39 %	vs skaven / inf	clanrat	Light			14.876		
			30.39 %	vs skaven / inf	3 slaverats	Light			16.594 / 9.219 / 7.375		
			1.17 %	vs skaven / armoured	stormvermin	Charged	Charged	Charged	12.875 x3		
			4.90 %	vs skaven / armoured	stormvermin	Push atk	Push atk	Push atk	16.688	11.125	11.125
			7.26 %	vs skaven / armoured	stormvermin	Charged	Charged	Push atk	13.651	13.651	11.375
			14.33 %	vs skaven / armoured	stormvermin	Charged	Push atk	Push atk	14.55	12.125	12.125
			16.89 %	vs skaven / armoured	stormvermin	Charged	Charged	Charged	14.876 x2	8.926	
			21.40 %	vs skaven / armoured	stormvermin	Push atk	Push atk	Push atk	12.875 x3		
			21.80 %	vs skaven / armoured	stormvermin	Push atk	Push atk		19.376 x2		
			1.66 %	vs skaven / berserkers	monk	Charged	Charged		25.876	25.876	
			7.06 %	vs skaven / berserkers	monk	Charged	Light		38.15	13.625	
			5.73 %	vs skaven / monsters	packmaster	Push atk	Push atk		37.377 x2		
			6.82 %	vs skaven / monsters	packmaster	Charged	Light		54.378	20.392	
			22.58 %	vs skaven / monsters	packmaster	Charged			74.881		
#	+15% power	9.93 %									
#	+10% power	14.92 %	vs chaos / inf	2 fanatics	Charged				32.178 / 17.877		
#	+5% power	20.39 %									
#	+20% power	5.35 %	vs chaos / inf	2 fanatics*	Push atk				17.876 / 10.75 / 17.876		
#	+20% power	17.05 %	vs chaos / inf	fanatic	Light				17.876		
#	+10% power	27.69 %									
#	+20% power	17.46 %	vs chaos / inf	Mauler	Charged	Charged	Light		35.877	35.877	19.939



Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;			

crossbow			5.64 % vs chaos / inf	lifeleech / blight	Shot (range ≥50m)	Shot (range ≥50m)	29.876 x2
			14.55 % vs chaos / inf	2 marauders	Shot		38.875
			17.71 % vs chaos / inf	Mauler	Shot		89.883
			32.23 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2
			5.59 % vs chaos / berserkers	savage	Shot	Shot	26.876 x2
			5.64 % vs skaven / inf	globadier	Shot (range ≥50m)	Shot (range ≥50m)	29.876 x2
			5.71 % vs skaven / inf	assassin	Shot		35.875
			5.35 % vs skaven / armoured	gunner / warpfire	Shot (range ≥50m)	Shot (range ≥50m)	17.877 x2
			32.14 % vs skaven / armoured	gunner / warpfire	Shot		35.876
			43.19 % vs skaven / armoured	stormvermin	Shot		38.876
			1.66 % vs skaven / berserkers	monk	Shot	Shot	25.876 x2
			10.13 % vs skaven / monsters	packmaster	Shot	Shot	37.375 x2
			35.77 % vs skaven / monsters	packmaster	Shot		74.875
			+5% power 9.10 % vs chaos / inf	2 marauders	Shot		38.877
			+15% power 14.99 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2
			+10% power 20.21 % vs chaos / inf				
			+5% power 25.94 % vs chaos / inf				
			+15% power 14.91 % vs skaven / armoured	gunner / warpfire	Shot		35.877
			+10% power 20.13 % vs skaven / armoured				
			+5% power 25.85 % vs skaven / armoured				
			+20% power 19.33 % vs skaven / armoured	stormvermin	Shot		38.875
			+10% power 30.17 % vs skaven / armoured				
			+15% power 18.07 % vs skaven / monsters	packmaster	Shot		74.877
			+10% power 23.43 % vs skaven / monsters				
			+5% power 29.31 % vs skaven / monsters				
			+20% power 10.20 % vs chaos / inf	Mauler	Shot	Shot	44.879 x2
	#		+15% +20% power 27.85 % vs chaos / inf	lifeleech / blight	Shot		59.877
	#		+15% +20% power 27.85 % vs skaven / inf	globadier	Shot		59.877
			+15% +20% power 3.76 % vs skaven / armoured	stormvermin	Shot		38.876
			+20% power 10.12 % vs skaven / armoured				
		+20% power 19.33 % vs skaven / armoured					
		+20% power 19.33 % vs skaven / armoured					
		+15% power 24.51 % vs skaven / armoured					
<p><b>Bounty Hunter lines with Blessed Shots + Crippling Strike.</b>                      Ranged weapon trait <b>Hunter</b> - buffs your damage retroactively, i.e. critical shot that procs the trait already deals more damage.                      Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power_vs_armor_category" property on your item.                      So Hunter + 4 stacks of power_vs result in: <math>1.20 \times (1.20 + 0.25) = 1.20 \times 1.45 = 1.74</math>, or <b>74% buff</b></p>							
		BS + CS 3.36 % vs chaos / inf	Mauler	Shot		89.882	
		BS + CS 23.91 % vs chaos / berserkers	savage	Shot		53.876	
		BS + CS 19.31 % vs skaven / berserkers	monk	Shot		51.876	

brace of pistols			1.83 % vs chaos / inf	marauder	Shot		38.878	
			12.02 % vs chaos / inf	lifeleech / blight	Shot		59.876	
			17.54 % vs chaos / inf	Mauler	Shot	Shot	44.876 x2	
			5.59 % vs chaos / berserkers	savage	Shot	Shot	26.876 x2	
			12.02 % vs skaven / inf	globadier	Shot		59.876	
			1.17 % vs skaven / armoured	stormvermin	Shot	Shot	Shot	
			8.66 % vs skaven / armoured					
			17.25 % vs skaven / armoured					
			40.46 % vs skaven / armoured					
			40.46 % vs skaven / armoured					
			1.66 % vs skaven / berserkers	monk	Shot	Shot	25.876 x2	
			30.31 % vs skaven / monsters	packmaster	Shot	Shot	Shot	24.876 x3
	#		+20% power 30.69 % vs chaos / inf	lifeleech / blight	Shot		59.876	
	#		+10% power 42.57 % vs chaos / inf					
	#		+20% power 30.69 % vs skaven / inf	globadier	Shot		59.876	
	#		+10% power 42.57 % vs skaven / inf					
			+20% power 17.05 % vs skaven / armoured	gunner / warpfire	Shot	Shot	17.876 x2	
			+10% power 27.69 % vs skaven / armoured					
	#		+20% power 26.87 % vs skaven / armoured	stormvermin	Shot	Shot	19.376 x2	
	#		+10% power 38.41 % vs skaven / armoured					
			+20% power 8.59 % vs skaven / monsters	packmaster	Shot	Shot	Shot	
			+10% power 18.46 % vs skaven / monsters					
	#		+15% +20% power 13.65 % vs chaos / inf	lifeleech / blight	Shot		59.88	
	#		+20% power 30.69 % vs chaos / inf					
	#		+15% +20% power 13.65 % vs skaven / inf	globadier	Shot		59.88	
	#		+20% power 30.69 % vs skaven / inf					

#	+15% +20% power	1.78 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	17.875 x2	
	+15% +20% power	10.32 %	vs skaven / armoured	stormvermin	Shot	Shot	19.375 x2	
#	+20% power	17.05 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	17.876 x2	
#	+20% power	26.87 %	vs skaven / armoured	stormvermin	Shot	Shot	19.375 x2	
	+20% power	8.59 %	vs skaven / monsters	packmaster	Shot	Shot	24.876 x3	

**Bounty Hunter lines with Blessed Shots + Crippling Strike.**  
Ranged weapon trait - Hunter - buffs your damage retroactively, i.e. critical shot that procs the trait already deals more damage.  
Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power\_vs\_armor\_category" property on your item.  
So Hunter + 4 stacks of power\_vs result in:  $1.20 \times (1.20+0.25) = 1.20 \times 1.45 = 1.74$ , or **74% buff**

	BS + CS	4.55 %	vs chaos / inf	lifeleech / blight	Shot		59.876	
	BS + CS	56.94 %	vs chaos / inf	Mauler	Shot		89.88	
	BS + CS	41.11 %	vs chaos / berserkers	savage	Shot		53.876	
	BS + CS	4.55 %	vs skaven / inf	globadier	Shot		59.876	
	BS + CS	1.50 %	vs skaven / armoured	stormvermin	Shot	Shot	19.376 x2	
	BS + CS	12.96 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	21.564	14.376
	BS + CS	22.45 %	vs skaven / armoured	stormvermin	Shot	Shot	23.376	15.584
	BS + CS	35.87 %	vs skaven / berserkers	monk	Shot		51.875	

volley  
crossbow

		2.71 %	vs chaos / inf	lifeleech / blight	Shot	Shot	38.125	21.786
		4.74 %	vs chaos / inf	marauder	Shot		38.879	
		5.49 %	vs chaos / inf	Mauler	Volley	Shot	22.375 x3	22.375
				Mauler	Volley		29.876 x3	
		40.85 %	vs chaos / inf	lifeleech / blight	Shot	Shot	29.876 x2	
		2.71 %	vs skaven / inf	globadier	Shot	Shot	38.125	21.786
		5.20 %	vs skaven / inf	2 clanrats	Shot (range ≥30m)		14.876	
		40.85 %	vs skaven / inf	globadier	Shot	Shot	29.876 x2	
		4.40 %	vs skaven / armoured	stormvermin	Shot	Shot	19.376 x2	
		11.88 %	vs skaven / armoured	gunner / warpfire	Volley		11.876 x3	
		21.40 %	vs skaven / armoured	stormvermin	Volley		12.875 x3	
		23.26 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	22.877	13.072
		33.19 %	vs skaven / armoured	stormvermin	Shot	Shot	24.719	14.125
		17.48 %	vs skaven / monsters	packmaster	Shot	Shot	37.378 x2	

	+20% power	17.38 %	vs chaos / inf	Mauler	Volley		29.877 x3	
	+10% power	28.05 %	vs chaos / inf	lifeleech / blight	Shot	Shot	29.877 x2	
	+20% power	17.38 %	vs skaven / inf	globadier	Shot	Shot	29.877 x2	
	+10% power	28.05 %	vs skaven / inf					
	+15% power	15.82 %	vs skaven / armoured	stormvermin	Shot	Shot	24.72	14.126
	+5% power	26.85 %	vs skaven / armoured					

	+20% power	17.38 %	vs chaos / inf	Mauler	Volley		29.877 x3	
				lifeleech / blight	Shot	Shot	29.877 x2	
#	+15% +20% power	22.14 %	vs chaos / berserkers	savage	Volley		17.876 x3	
#	+20% power	40.46 %	vs chaos / berserkers	savage	Volley		17.876 x3	
#	+20% power	17.38 %	vs skaven / inf	globadier	Shot	Shot	29.877 x2	
#	+15% +20% power	22.67 %	vs skaven / inf	assassin	Shot		35.878	
#	+20% power	40.95 %	vs skaven / inf	assassin	Shot		35.876	
#	+20% power	1.17 %	vs skaven / armoured	stormvermin	Volley		12.875 x3	
#	+15% +20% power	22.14 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	17.876 x2	
#	+15% +20% power	32.39 %	vs skaven / armoured	stormvermin	Shot	Shot	19.376 x2	
#	+20% power	40.46 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	17.876 x2	
#	+15% +20% power	18.72 %	vs skaven / berserkers	monk	Volley		17.375 x3	
#	+20% power	36.53 %	vs skaven / berserkers	monk	Volley		17.376 x3	

**Bounty Hunter lines with Blessed Shots + Crippling Strike.**  
Ranged weapon trait - Hunter - buffs your damage retroactively, i.e. critical shot that procs the trait already deals more damage.  
Hunter adds 25% power against armor category it was procced on. It sums with corresponding "power\_vs\_armor\_category" property on your item.  
So Hunter + 4 stacks of power\_vs result in:  $1.20 \times (1.20+0.25) = 1.20 \times 1.45 = 1.74$ , or **74% buff**

	BS + CS	0 %	vs chaos / inf	marauder	Shot		41.1	
	BS + CS	9.19 %	vs chaos / inf	Mauler	2 bolts of Volley		44.877 x2	
	BS + CS	44.09 %	vs chaos / inf	lifeleech / blight	Shot (range ≥30m)	Shot (range ≥30m)	39.481	20.375
	BS + CS	44.39 %	vs chaos / inf	Mauler	Shot	Shot	59.344	30.626
	BS + CS	45.69 %	vs chaos / inf	lifeleech / blight	Shot		59.879	
	BS + CS	30.24 %	vs chaos / armoured	chaos warrior	Volley	x3	13.376 x9	
	BS + CS	30.78 %	vs chaos / berserkers	savage	2 bolts of Volley		26.875 x2	
	BS + CS	44.09 %	vs skaven / inf	globadier	Shot (range ≥30m)	Shot (range ≥30m)	39.481	20.375
	BS + CS	45.69 %	vs skaven / inf	globadier	Shot		59.879	
	BS + CS	0 %	vs skaven / armoured	stormvermin	2 bolts of Volley		20.550 x2	
	BS + CS	14.97 %	vs skaven / armoured	gunner / warpfire	Shot	Shot	23.626	12.193
	BS + CS	17.67 %	vs skaven / armoured	gunner / warpfire	Shot		35.878	
	BS + CS	24.70 %	vs skaven / armoured	stormvermin	Shot	Shot	25.626	13.225
	BS + CS	27.51 %	vs skaven / armoured	stormvermin	Shot		38.878	
	BS + CS	25.92 %	vs skaven / berserkers	monk	2 bolts of Volley		25.877 x2	
	BS + CS	0 %	vs skaven / monsters	packmaster	2 bolts of Volley		41.100 x2	





Actual for patch 1.2											
weapon	#	career talent	buff from properties	enemy	a way to delete			un-rounded damage from each action			
			reminder: 2 stacks: 1.10x1.10=1.21 or 21%; 3 stacks: 1.20x1.10=1.32 or 32%; 4 stacks: 1.20x1.20=1.44 or 44%;								
1h sword			2.51 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	17.395	7.828	13.626	
			5.35 % vs chaos / inf	fanatic	Charged			17.877			
			8.15 % vs chaos / inf	marauder	Charged	Charged	Light 3 (overhead)	12.234	12.234	14.376	
			9.72 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (overhead)	8.378	8.378	21.876	
			16.23 % vs chaos / inf	fanatic	Light 1	Light 2		8.875	8.875		
			20.45 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	13.626	9.197	16.01	
			22.78 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	13.126	9.375	16.32	
			11.91 % vs skaven / inf	clanrat			Light 3 (overhead)	14.875			
			30.39 % vs skaven / inf	2 slaverats	Charged			14.750 / 7.375			
			31.60 % vs skaven / inf	clanrat	Charged			14.876			
			3.95 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)	15.875	15.875	43.179	
			17.05 % vs skaven / monsters	packmaster	Light 1	Light 2	Light 3 (overhead)	17.876	17.876	38.896	
		#	+25% power 7.59 %								
		#	+20% power 12.07 %								
		#	+15% power 16.94 % vs chaos / inf	fanatic			Light 3 (overhead)	17.876			
		#	+10% power 22.26 %								
		#	+5% power 28.08 %								
		#	+25% power 26.41 % vs chaos / inf	fanatic			Charged	17.875			
		#	+20% power 31.68 %								
			+20% power 8.66 % vs skaven / inf	2 slaverats	Charged			14.751 / 7.375			
			+10% power 18.54 %								
		#	+25% power 15.90 % vs skaven / inf	2 slaverats			Light 1/2	11.063 / 7.375			
		#	+20% power 20.73 %								
		#	+15% power 25.98 %								
		#	+10% power 31.71 %								
		+10% power 19.54 % vs skaven / inf	clanrat	Charged			14.875				
flame sword			3.14 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (stab)	7.876	7.876	23.335	
			12.96 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (stab) Light 1	8.626	8.626	12.779 8.626	
			16.23 % vs chaos / inf	fanatic	Light 1	Light 2		8.875 x2			
			19.51 % vs chaos / inf	marauder	Light 1	Light 2	Charged 2 (swing) 1 dot tick	12.776	9.126	13.52 3.38	
			27.08 % vs chaos / inf	fanatic	Charged 2 (swing)	1 dot tick		14.376	3.594		
			28.18 % vs chaos / inf	fanatic	Charged 1 (bash)	2 dot ticks		10.875	3.625 x2		
			31.50 % vs chaos / inf	marauder	Light 1	Light 2	Light 3 (stab)	14.058	10.041	14.876	
			3.14 % vs skaven / inf	3 slaverats	Charged 2 (swing)	1 dot tick		11.668+2.917 / 8.751+2.917 / 4.375+2.917			
			4.61 % vs skaven / inf	clanrat	Charged 1 (bash)	2 dot ticks		8.876	2.959 x2		
			4.98 % vs skaven / inf	clanrat	Charged 2 (swing)	1 dot tick		11.876	2.969		
			28.18 % vs skaven / inf	slaverats	Charged 1 (bash) for 0 damage (off target)	Charged 1 (bash) for 0 damage (off target)	2 dot ticks	3.625 x2			
			31.13 % vs skaven / inf	clanrat	Charged 1 (bash)	1 dot tick		11.126	3.709		
			31.50 % vs skaven / inf	clanrat	Light 3 (stab)			14.876			
					Charged 2 (swing)			14.876			
			31.13 % vs skaven / armoured	stormvermin	Charged 1 (bash) +2 dot ticks	Charged 2 (swing) +1 dot tick	Charged 1 (bash) +2 dot ticks	Charged 2 (swing) +1 dot tick	0	11.126	0 11.126
								+2.781 x2	+2.781	+2.781 x2 +2.781	
			+20% power 5.90 % vs chaos / inf	fanatic	Charged 2 (swing)	1 dot tick		14.376	3.594		
			+10% power 15.52 %								
		#	+25% power 26.41 % vs chaos / inf	fanatic	Charged 2 (swing)			17.875			
		#	+20% power 31.68 %								
			+20% power 6.82 % vs chaos / inf	fanatic	Charged 1 (bash)	2 dot ticks		10.876	3.625 x2		
			+10% power 16.53 %								
		#	+25% power 26.12 % vs chaos / inf	fanatic	Charged 1 (bash)	1 dot tick		13.375	4.458		
		#	+20% power 31.37 %								
		#	+25% power 26.41 % vs chaos / inf	2 fanatics	Light 3 (stab)			17.875 / 17.875			
	#	+20% power 31.68 %									
	#	+10% power	4 slaverats	Charged 2 (swing)	1 dot tick		[...]/[...]/4.666+3.111 / 4.666+3.111				
		+20% power 6.82 % vs skaven / inf	slaverats	Charged 1 (bash) for 0 damage (off target)	Charged 1 (bash) for 0 damage (off target)	2 dot ticks	3.625 x2				
		+10% power 16.53 %									
	#	+25% power 15.90 % vs skaven / inf	2 slaverats	Light 1/2			11.063 / 7.375				
	#	+20% power 20.73 %									
	#	+15% power 25.98 %									
	#	+10% power 31.71 %									
push atk			3.87 % vs chaos / inf	marauder	Push atk	2 dot ticks	Light	18.213	4.406 x2	5.875 5.875	
			13.35 % vs chaos / inf	marauder	Push atk	4 dot ticks		19.875	4.809 x4		
			17.13 % vs chaos / inf	marauder	Push atk	1 dot tick	Light	20.538	4.969	6.625 6.625	
			21.91 % vs chaos / inf	marauder	Push atk	2 dot ticks	Light	21.376	5.172 x2	6.896	
			25.24 % vs chaos / inf	marauder	Charged 1 (bash)	2 dot ticks	Charged 2 (overhead) 2 dot ticks	10.626	3.542 x2	14.168 3.542 x2	
			25.97 % vs chaos / inf	marauder	Push atk	2 dot ticks	Light x3	7.125	5.344 x2	7.125 x3	
			27.61 % vs chaos / inf	marauder	Push atk	3 dot ticks		22.376	5.413 x3		
			1.95 % vs chaos / inf	2 fanatics	Push atk			17.876 / 17.876			
			4.98 % vs chaos / inf	fanatic	Charged 2 (overhead)	2 dot ticks		11.876	2.969 x2		
			26.71 % vs chaos / inf	2 fanatics	Push atk	2 dot ticks		7.167 + 5.375 x2	/	7.167 + 5.375 x2	
			27.08 % vs chaos / inf	fanatic	Charged 2 (overhead)	1 dot tick		14.376	3.594		
			28.18 % vs chaos / inf	fanatic	Charged 1 (bash)	2 dot ticks		10.875	3.625 x2		





Actual for patch 1.2

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action		
			reminder: 2 stacks: 1.10x1.10=1.21 or 21% 3 stacks: 1.20x1.10=1.32 or 32% 4 stacks: 1.20x1.20=1.44 or 44%					
fireball staff			0.40 % vs chaos / inf	lifeleech / blight	Light	x3 (instead of x4)	19.876 x3	
			5.20 % vs chaos / inf	fanatics (in 2m radius)	Full charge Explosion	1 dot tick	14.876 2.975	
			5.35 % vs chaos / inf	marauder	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	17.877 2.979 14.897 2.979	
			13.03 % vs chaos / inf	Mauler	Light	x4 (instead of x5)	22.376 x4	
			18.08 % vs chaos / inf	Mauler	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	Light Light 20.037 3.339 16.697 3.339 23.376 23.376	
			21.55 % vs chaos / inf	Mauler	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	x2 20.626 3.438 17.188 3.438	
			40.27 % vs chaos / inf	marauder	Light			
			13.21 % vs chaos / berserkers	savage	Light	Light	31.377 22.412	
			35.76 % vs chaos / berserkers	savage	Light	Light	26.876 x2	
			0.40 % vs skaven / inf	globadier	Light	x3 (instead of x4)	19.876 x3	
			6.17 % vs skaven / armoured	stormvermin	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	30.627 2.252 3.753 2.252	
			9.07 % vs skaven / armoured	stormvermin	Light	Light	Light Light 11.876 11.876 7.557 7.557	
			18.25 % vs skaven / armoured	stormvermin	Light	x3	12.875 x3	
			22.84 % vs skaven / armoured	stormvermin	Light	Light	Light Light 13.375 8.511 x3	
			23.76 % vs skaven / armoured	stormvermin	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	Light Light 21.001 2.625 4.375 2.625 8.575	
			35.31 % vs skaven / armoured	stormvermin	Light	Light	Light 14.733 14.733 9.376	
			38.92 % vs skaven / armoured	stormvermin	Light	x4 (instead of x6)	9.626 x4	
			9.24 % vs skaven / berserkers	monk	Light	Light	30.277 21.626	
			30.71 % vs skaven / berserkers	monk	Light	Light	25.876 x2	
			14.71 % vs skaven / monsters	packmaster	Light	Light	40.876 34.063	
			25.87 % vs skaven / monsters	packmaster	Light	Light	37.377 x2	
			+10% damage	2.75 % vs chaos / inf	Mauler	Light	x4 (instead of x5)	22.375 x4
			+10% damage	7.35 % vs chaos / inf	Mauler	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	Light Light 20.038 3.34 16.698 3.34 23.377 23.377
			+10% damage	10.50 % vs chaos / inf	Mauler	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	x2 20.626 3.438 17.188 3.438
			+10% damage	27.52 % vs chaos / inf	marauder	Light		38.877
			+10% damage	37.19 % vs chaos / inf	Mauler	Light	x3 (instead of x5)	29.875 x3
					lifeleech / blight	Light	x2 (instead of x4)	29.875 x2
			+10% damage	2.92 % vs chaos / berserkers	savage	Light	Light	31.377 22.412
			+10% damage	23.42 % vs chaos / berserkers	savage	Light	Light	26.877 x2
			+10% damage	37.19 % vs skaven / inf	globadier	Light	x2 (instead of x4)	29.875 x2
			+10% damage	7.50 % vs skaven / armoured	stormvermin	Light	x3	12.875 x3
			+10% damage	11.68 % vs skaven / armoured	stormvermin	Light	Light	Light Light 13.376 8.512 x3
			+10% damage	12.51 % vs skaven / armoured	stormvermin	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	Light Light 21.001 2.625 4.375 2.625 8.575
			+10% damage	23.01 % vs skaven / armoured	stormvermin	Light	Light	Light 14.733 14.733 9.376
			+10% damage	26.29 % vs skaven / armoured	stormvermin	Light	x4 (instead of x6)	9.626 x4
			+10% damage	31.93 % vs skaven / armoured	gunner / warpfire	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	24.626 3.078 5.13 3.078
			+10% damage	42.69 % vs skaven / armoured	stormvermin	Light	Light	Light 17.09 10.876 10.876
			+10% damage	43.99 % vs skaven / armoured	stormvermin	Full charge hit + 1 dot tick	Full charge Explosion + 1 dot tick	26.877 3.36 5.599 3.36
			+10% damage	18.83 % vs skaven / berserkers	monk	Light	Light	25.877 x2
			+10% damage	4.28 % vs skaven / monsters	packmaster	Light	Light	40.875 34.063
		+10% damage	14.42 % vs skaven / monsters	packmaster	Light	Light	37.375 x2	
		5.35 % vs chaos / inf	6 fanatics	Charged 1			17.877	
		11.39 % vs chaos / inf	marauder	Light shot	x5 (instead of x6)		7.876 x5	
		14.19 % vs chaos / inf	3 marauders	Charged 1	Charged 1		19.377 x2	
		30.82 % vs chaos / inf	marauder	Charged 1			38.877	
		36.14 % vs chaos / inf	marauder	Light shot	x4 (instead of x6)		9.626 x4	
		25.53 % vs chaos / inf	fanatic	Light shot (range ≤10m)	x2		8.875 x2	
		42.65 % vs chaos / inf	fanatic	Light shot (range =14m)	x2		8.875 x2	
		5.79 % vs chaos / inf	Mauler	Charged 3	Charged 3		44.878 x2	
		17.38 % vs chaos / inf	Mauler	Charged 2	Charged 2	Charged 2	29.877 x3	
		31.87 % vs chaos / inf	Mauler	Charged 1	x4 (instead of x6)		22.377 x4	
		32.31 % vs chaos / inf	Mauler	Charged 3	Charged 2		56.128 33.677	
		0.93 % vs chaos / inf	lifeleech / blight	Charged 3	Charged 1		42.816 17.127	
		5.64 % vs chaos / inf	lifeleech / blight	Charged 3 (range ≥50m)	x2		29.876 x2	
		17.13 % vs chaos / inf	lifeleech / blight	Charged 1	x3		19.875 x3	
		17.38 % vs chaos / inf	lifeleech / blight	Charged 2	Charged 2		29.877 x2	
		32.16 % vs chaos / inf	lifeleech / blight	Charged 3 (range ≥50m)	Charged 2 (range ≥50m)		37.377 22.426	
		34.43 % vs chaos / inf	lifeleech / blight	Charged 2			59.879	
		41.00 % vs chaos / inf	lifeleech / blight	Charged 3 (range ≥50m)	Charged 1 (range ≥50m)		39.877 19.938	
		41.15 % vs chaos / inf	lifeleech / blight	Charged 3			59.878	
		4.45 % vs chaos / armoured	chaos warrior	Charged 3	Charged 3	Charged 3	39.879 x3	
		28.67 % vs chaos / armoured	chaos warrior	Charged 3	Charged 3	Charged 3	49.126 49.126 21.834	
		26.71 % vs chaos / berserkers	savage	Charged 3	Charged 3		26.876 x2	
		27.00 % vs chaos / berserkers	savage	Charged 3			53.876	
		4.31 % vs skaven / inf	slaverat	Light shot (range ≤10m)			7.375	
			clanrat	Light shot (range ≤10m)	x2		7.375 x2	
		18.54 % vs skaven / inf	slaverat	Light shot (range =14m)			7.375	

		27.21 %	vs skaven / inf	slaverat	Light shot (range =16m)							7.375					
		42.89 %	vs skaven / inf	slaverat	Light shot (range =19m)							7.375					
		5.35 %	vs skaven / inf	assassin	Charged 1	Charged 1						17.877 x2					
		40.95 %	vs skaven / inf	assassin	Charged 2							35.876					
		0.93 %	vs skaven / inf	globadier	Charged 3	Charged 1						42.816	17.127				
		5.64 %	vs skaven / inf	globadier	Charged 3 (range ≥50m)	x2						29.876 x2					
		17.13 %	vs skaven / inf	globadier	Charged 1	x3						19.875 x3					
		17.38 %	vs skaven / inf	globadier	Charged 2	Charged 2						29.877 x2					
		32.16 %	vs skaven / inf	globadier	Charged 3 (range ≥50m)	Charged 2 (range ≥50m)						37.377	22.426				
		34.43 %	vs skaven / inf	globadier	Charged 2							59.879					
		41.00 %	vs skaven / inf	globadier	Charged 3 (range ≥50m)	Charged 1 (range ≥50m)						39.877	19.938				
		41.15 %	vs skaven / inf	globadier	Charged 3							59.878					
		14.19 %	vs skaven / armoured	gunner / warpfire	Charged 3	Charged 2						24.221	11.626				
		24.01 %	vs skaven / armoured	stormvermin	Charged 3	Charged 2						26.304	12.626				
		40.85 %	vs skaven / armoured	gunner / warpfire	Charged 3	Charged 1						29.946	5.989				
		21.99 %	vs skaven / berserkers	monk	Charged 3	Charged 3						25.875 x2					
		22.29 %	vs skaven / berserkers	monk	Charged 3							51.878					
<b>bolt staff</b>		17.67 %	vs skaven / monsters	packmaster	Charged 3							74.877					
		+10% damage	1.26 %	vs chaos / inf	marauder	Light shot	x5 (instead of x6)					7.875 x5					
		+10% damage	3.81 %	vs chaos / inf	3 marauders	Charged 1	Charged 1					19.377 x2					
		+10% damage	19.02 %	vs chaos / inf	marauder	Charged 1						38.878					
		+10% damage	23.76 %	vs chaos / inf	marauder	Light shot	x4 (instead of x6)					9.625 x4					
		+10% damage	38.85 %	vs chaos / inf	2 marauders	Charged 2						38.876					
#		+10% damage	14.12 %	vs chaos / inf	fanatic	Light shot (range ≤10m)	x2					8.876 x2					
#		+10% damage	29.68 %	vs chaos / inf	fanatic	Light shot (range =14m)	x2					8.875 x2					
#		+10% damage	39.17 %	vs chaos / inf	fanatic	Light shot (range =16m)	x2					8.875 x2					
#		+10% damage	43.65 %	vs chaos / inf	fanatic	Light shot (range ≤10m)						17.875					
		+10% damage	6.71 %	vs chaos / inf	Mauler	Charged 2	Charged 2	Charged 2				29.877 x3					
		+10% damage	19.88 %	vs chaos / inf	Mauler	Charged 1	x4 (instead of x5)					22.376 x4					
		+10% damage	20.28 %	vs chaos / inf	Mauler	Charged 3	Charged 2					56.128	33.677				
		+10% damage	37.42 %	vs chaos / inf	Mauler	Charged 3	Charged 1					64.126	25.65				
		+10% damage	6.48 %	vs chaos / inf	lifeleech / blight	Charged 1	x3					19.875 x3					
		+10% damage	6.71 %	vs chaos / inf	lifeleech / blight	Charged 2	Charged 2					29.877 x2					
		+10% damage	20.15 %	vs chaos / inf	lifeleech / blight	Charged 3 (range ≥50m)	Charged 2 (range ≥50m)					37.378	22.427				
		+10% damage	22.21 %	vs chaos / inf	lifeleech / blight	Charged 2						59.88					
		+10% damage	28.18 %	vs chaos / inf	lifeleech / blight	Charged 3 (range ≥50m)	Charged 1 (range ≥50m)					39.876	19.938				
		+10% damage	28.32 %	vs chaos / inf	lifeleech / blight	Charged 3						59.879					
#		+10% damage	16.98 %	vs chaos / armoured	chaos warrior	Charged 3	Charged 3	Charged 3				49.129	49.129	21.835			
#		+10% damage	42.57 %	vs chaos / armoured	chaos warrior	Charged 3	Charged 3					59.876	59.876				
		+10% damage	15.19 %	vs chaos / berserkers	savage	Charged 3	Charged 3					26.876 x2					
		+10% damage	15.46 %	vs chaos / berserkers	savage	Charged 3						53.878					
		+10% damage	7.76 %	vs skaven / inf	slaverat	Light shot (range =14m)						7.375					
		+10% damage	20.03 %	vs skaven / inf	slaverat	Light shot (range =17m)						7.375					
		+10% damage	29.90 %	vs skaven / inf	slaverat	Light shot (range =19m)						7.375					
		+10% damage	41.54 %	vs skaven / inf	slaverat	Light shot (range =21m)						7.375					
#		+10% damage	28.14 %	vs skaven / inf	assassin	Charged 2						35.877					
		+10% damage	6.48 %	vs skaven / inf	globadier	Charged 1	x3					19.875 x3					
		+10% damage	6.71 %	vs skaven / inf	globadier	Charged 2	Charged 2					29.877 x2					
		+10% damage	20.15 %	vs skaven / inf	globadier	Charged 3 (range ≥50m)	Charged 2 (range ≥50m)					37.378	22.427				
		+10% damage	22.21 %	vs skaven / inf	globadier	Charged 2						59.88					
		+10% damage	28.18 %	vs skaven / inf	globadier	Charged 3 (range ≥50m)	Charged 1 (range ≥50m)					39.876	19.938				
		+10% damage	28.32 %	vs skaven / inf	globadier	Charged 3						59.879					
		+10% damage	3.81 %	vs skaven / armoured	gunner / warpfire	Charged 3	Charged 2					24.221	11.626				
		+10% damage	12.73 %	vs skaven / armoured	stormvermin	Charged 3	Charged 2					26.302	12.625				
		+10% damage	28.05 %	vs skaven / armoured	gunner / warpfire	Charged 3	Charged 1					29.877	5.975				
#		+10% damage	38.76 %	vs skaven / armoured	stormvermin	Charged 3	Charged 1					32.376	6.475				
		+10% damage	10.90 %	vs skaven / berserkers	monk	Charged 3	Charged 3					25.875 x2					
		+10% damage	11.17 %	vs skaven / berserkers	monk	Charged 3						51.876					
		+10% damage	6.98 %	vs skaven / monsters	packmaster	Charged 3						74.882					

**flamestorm staff** Here i just recommend stacking as much power vs chaos and infantry as possible, and getting barrage trait for maximum DPS.  
With 4 power vs properties and barrage - you do x1.8 more damage vs fanatics, marauders, maulers, relative to default.

**conflagration staff** For light shot breakpoints see fireball. Couldn't find anything for charged attack.

**beam staff** Need more detailed weapon stats

Actual for patch x.x

weapon	#	career talent	buff from properties	enemy	a way to delete	un-rounded damage from each action
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reminder:  
 2 stacks: 1.10x1.10=1.21 or 21%  
 3 stacks: 1.20x1.10=1.32 or 32%  
 4 stacks: 1.20x1.20=1.44 or 44%

power vs:		legend hp:	
%	vs skaven / inf	slaverat	7.5
%	vs skaven / inf	clanrat	15
%	vs chaos / inf	fanatic	18
%	vs chaos / inf	marauder	39
%	vs chaos / inf	Mauler	90
%	vs chaos / inf	lifeleech / blight	60
%	vs skaven / inf	globadier	60
%	vs skaven / inf	assassin	36
%	vs skaven / armoured	stormvermin	39
%	vs skaven / armoured	gunner / warpfire	36
%	vs chaos / armoured	chaos warrior	120
%	vs chaos / berserkers	savage	54
%	vs skaven / berserkers	monk	52
%	vs skaven / monsters	packmaster	75

- # +3% power
- # +15% power
- # +25% power
- # +30% damage
- # +25% power
- # +15% power
- # +5% power
- # +10% power
- # +15% power - no HS
- # +15% +20% power - no HS
- # +20% power - no HS
- BS + CS
- # +10% damage

# +15% power	2.51 % vs chaos / inf	marauder	Charged	Light 2	Light 3 (overhead)	17.395	7.828	13.626
	16.94 % vs chaos / inf	2 fanatics	Light 3 (overhead)			17.875	17.875	

Charged	Light	Shot	
Charged 1	Light 1	Light shot	x5 (instead of x7)
Charged 2	Light 2	Charged shot	
Charged 3	Light 3	3 pellets	(instead of 4)
	Light 1/2	Shot (range ≥50m)	
Push atk		Shot	
Light / Push atk			
Charged	Light	Shot	
Charged 1	Light 1	Light shot	
Charged 2	Light 2	Charged shot	
Charged 3	Light 3	Shot (range ≥50m)	
	Light 1/2	Shot	
Push atk			
Light / Push atk			
Light. +10%	Light. +20%	Light. +30%	
Light. +10%	Light. +20%	Light. +30%	
Charged. +10%	Charged. +20%	Charged. +30%	
Charged. +10%	Charged. +20%	Charged. +30%	

1 dot tick  
2 dot ticks

