

Missile Tank

Unit VS unit

(Left unit is shooting on right unit)

Shooting Range:	Orig. D2k			OpenRA D2k			OpenRA D2k new balance		
	min	Aver.	max	min	average	max	min	average	max
MissileTank VS infantry	8	9	9		28		8	9	9
MissileTank VS trike	3	3	3	4	4	10	3	3	3
MissileTank VS quad	3	3	3	4	4	13	3	3	3
MissileTank VS TankA	4	4	4	4	7	12	4	4	5
MissileTank VS Tank H	4	4	5	9	7	18	6	6	6
MissileTank VS Siege	3	3	3	4	5	11	3	3	4
MissileTank VS missile tank	4	5	5	5	6	17	5	5	6
MissileTank VS sonic tank	6	6	6-7		11	--	7	7	7
MissileTank VS VS Devastator**	10	11	13		16	--			

Siege tank

Unit VS unit
(Left unit is shooting on right unit)

Number of shots to destroy at 3 cell range
Orig. D2k OpenRA D2k

OpenRA D2k with 2c0 AoE

SiegeTank VS infantry	3 (70-90% dmg on nearby units)	14	3 (cca the same)
SiegeTank VS trike	4 (nearby units cca 30%)		4 (cca 30-40%)
SiegeTank VS quad	11(nearby units cca 50%)		10(cca the same)
3 SiegeTank VS Tank	10(nearby units cca 50%)		11(cca the same)
SiegeTank VS Siege	11(nearby units cca 50%)		10 (cca the same)
SiegeTank VS missile tank	5(nearby units cca 50%)		5(cca the same)

Light infantry

Unit VS unit
(Left unit is shooting on right unit)

Number of shots to destroy at maximum range
Orig. D2k OpenRA D2k

OpenRA D2k new balance

light infantry VS light infantry	8-10 (40%-10% hp on nearby units)	10-14(80-70%% hp on nearby units)	10 (40% hp on nearby units)
light infantry VS troopers	10 (40%-20% hp on nearby units)	17 (80-90%% hp on nearby units)	11
5 light_inf VS tank	25	23-24	24
3 light_inf VS quad	10	10	10
3light_inf VS trike	5	5	5
5 light_inf VS siege	7	7	7
5 light_inf VS missile tank	5	4	4
5 light_inf VS sonic tank	18	16-17	16
5 light_inf VS Devastator	--	--	
3 light_inf VS Deviator	--	---	

<i>(Left unit is shooting on right unit)</i>	Combat TANK					
	Orig. D2k		OpenRA D2k		OpenRA D2k with balance	
Range:	Min	Max	Min	Max	Min	max
A_Tank VS infantry	Aprox. 13	Aprox. 15	Aprox. 24	36	15	19
A_Tank VS trike	6	9	7		6	8
A_Tank VS quad	5	7-8	5	6-7	5	6
A_Tank VS A_Tank	11	14	12	16	12	14
A_Tank VS Siege	5	6-7	5	8	5	7
A_Tank VS missile tank	9	12	9	13	9	11
A_Tank VS Sonic	12	15-17	13	18	12	15

Unit VS unit <i>(Left unit is shooting on right unit)</i>	Trooper		
	Number of shots to destroy at maximum range		
	Orig. D2k	OpenRA D2k	OpenRA D2k new balance
trooper VS light infantry	25 (20% hp on nearby unists)	---	29(40% HP on nearby units)
trooper VS tank	9	---	
trooper VS quad	6	---	7
trooper VS trike	8	---	9
trooper VS siege	7	---	7
trooper VS missile tank	11	---	11
trooper VS sonic tank	18	---	18

<i>(Left unit is shooting on right unit)</i>	Devastator					
	Orig. D2k		OpenRA D2k		OpenRA D2k balanced	
Range:	Min	Max	Min	Max	Min	max
Devastator VS infantry	2	3			2	3-4
Devastator VS trike	3	4	3	5	3	3
Devastator VS quad	2	3	2	3	2	3
Devastator VS H_Tank	5	7	5	8	5	5
Devastator VS Siege	2	3			2	3
Devastator VS missile tank	4	5	4	7	4	5
Devastator VS Devastator	8	12	9		9*	13*

*HP regen in OpenRA is slightly faster