

Slam and Execute damage are comparable post Autoslam nerf.

Assuming 1500 AP, average weapon swing damage of 258, and optimal Execute DPR.

5245 total damage

5296 total damage

Ability

Execute

Slam

Execute phase length (s)

885

880

875

870

885

880

875

870

0.0

1.5

3.0

4.5

6.0

7.5

9.0

10.5

12.0

13.5

15.0

16.5