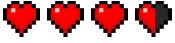


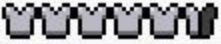


Understanding Damage and Armor

A lot of Players and Teams don't fully understand how Armor and Damage work. Since 1.0, Minecraft Damage/Armor has changed and with the additions of enchantments and potions it can be a bit confusing of how to mitigate it, deal it, and heal it. The following document covers everything and anything related to taking and dealing damage in Minecraft. Study up!

Armor Values

The first thing players need to understand is that Minecraft Health can have percentile hits. Each piece of  gets you 8% damage mitigation. This means a player with 10 Armor (Full Diamond) takes 80% less damage from all sources. So for example, a diamond Sword does  Damage, however in full diamond armor it does 0.7 Damage. This is why sometimes when swinging your Diamond Sword you will do  heart worth of damage instead of just  and why sometimes when you punch someone in diamond you do zero damage. So the very first thing players must know is how much  each piece of gear gives you when equipped.

Material	Full set	Helmet	Chestplate	Leggings	Boots
Leather					
Gold					
Chainmail					
Iron					
Diamond					

With this in mind. Players should really take note at what pieces of gear are more important then others. A full set of gear requires 24 units of material to make. 5 for

Helmet, 4 for boots, 7 for pants, and 8 for Chest. So even if you have enough armor to craft both boots and helmet, you still get more Armor by just making a chest piece. It's almost important to note the value of certain pieces over others. For example a Gold helmet is just as strong as an Iron Helmet, however not in the case of boots. On Gunship for example, the raiding Chest gets you Iron Bars and Diamond Chest Pieces, this allows you to have 8.5 Armor which gives you a 69% reduction which is competitive with a full set of diamond which makes you wonder if it's worth to farm diamond armor if you already have the raiding supplies.

Protection Enchantments

The next thing that comes in to play is how "Enchants" work. Enchants however are tricky to understand. A piece of gear gets a magical form of  that cannot be seen for each level of the enchantment as follows.

Protection Enchant I	 
Protection Enchant II	  
Protection Enchant III	   
Protection Enchant IV	     

These provide up to 8% Damage reduction each. The reason they provide "Up To" 8% is because Armor Enchants randomly effect each attack done to a player from 4% to 8% per point up to a maximum 80%, however because you can still force it to always reach the 80% cap and ignore the random chance if a piece of armor has 20

Enchantment  armor. Finally this enchant absorption is applied AFTER the original armor absorption. This means that Diamond Armor with Enchant IV will reduce damage taken by 96% ($80\% \times 80\%$).

Damage

Now that we understand Armor and Protection Enchantments we can look at Damage. There are many forms of damage and knowing what kind of danger you are in and what you can do is very, very important.

Item	Damage			
Swords	  4 (♥♥)	 5 (♥♥♥)	 6 (♥♥♥♥)	 7 (♥♥♥♥♥)
Axes	  3 (♥♥)	 4 (♥♥♥)	 5 (♥♥♥♥)	 6 (♥♥♥♥♥)
Pickaxes	  2 (♥)	 3 (♥♥)	 4 (♥♥♥)	 5 (♥♥♥♥)
Shovels	  1 (♥)	 2 (♥)	 3 (♥♥)	 4 (♥♥♥)
Hoes, Fists, and any other item	1 (♥) 1			
Arrows (from a Bow)	 1 (♥) - 9 (♥♥♥♥♥♥♥)			
Fire (Contact)	 2 (♥)			
Fire (Burning)	 1 (♥)			
Lava (Contact)	 10 (♥♥♥♥♥♥♥♥)			
TNT (Explosion)	 24 (♥ × 12)			

TNT Explosions

- Explosions do less damage the further

Fire Damage

- Damage from touching direct contact is effected by Armor and Protection Enchantments.
- Damage from the burning ticks is not effected by Armor, but is effected by Protection Enchanments.

Splash Potions of Harming

- Harming Potions deal    damage per level.
- Splash Potions only deal there full effect on direct hits.
- Harming Potions are not effected by armor, but are effected by Protection Enchantments.

Falling Damage

- Fall Damage is equal to the Number of Blocks you fell from minus three
- This Damage is reduced by both Armor and Protection Enchantments.
- The Feather Fall Enchantment works just like other Protection Enchantments except that it is twice as powerful.
- Fall Damage can sometimes be completely negated by Poison or Fire ticks do to

damage immunity

Poison Damage

- Poison deals  per second. Poison II deals this damage every half a second.
- Poison cannot kill a player, only leave them at half a heart.

Enchantments

Understanding exactly what Enchants do to a weapon is very important. You must always have a good idea of how many hits it will take to kill an opponent in different sets of armor.

Sword Enchants

Sharpness: Sharpness adds random damage to your Sword swings. Each Level increases the random damage maximum value by  with the minimum always being at least . Sharpness is not an enchant we try to use in the PML due to the random value aspect.

Fire Aspect: Lights the target on fire for 3.5 seconds per level. Note that sometimes at level 1 it's possible to get 4 ticks of fire instead of 3.

Bow Enchants

Power: Increases the damage of the bow shot by 25% plus 25% per level. Power V bow shots deal 10.5 hearts of damage.

Flame: Lights the target on fire for 4 seconds per level.

Critical Hits

Crits are an important part of dealing damage as they only occur when a player is falling. This can be done simply by jumping if a player times it correctly, but is much easier to do if a player jumps from above onto another player.

	Wood	Gold	Stone	Iron	Diamond
Sword					
Axe					
Pick					
Shovel					
Fist					

Potions, Poison, Fire, Bows, and other damage sources cannot critical hit in any way.

Hunger

Hunger is an important factor to watch for in Minecraft. Hunger allows players to sprint and regenerate hitpoints so knowing exactly what you need to do to keep it up is important. In order to be able to heal when there food bar is 9 Food or above. A player regenerates half a heart every 4 seconds if possible. A Player is only able to sprint when there Hunger bar is 3 Food or above. Keep in mind that Sprinting, Jumping, Breaking Blocks, Attacking and Taking damage all greatly reduce your food levels. Avoid doing any of these if your food levels get low. When a player reaches 0 Food they will lose half a heart every 4 seconds until they die in hard mode (All PML maps are played in Hardmode!)

Name	Icon	Food Points
Bread		  
Cake		      (six uses -  per use)
Cookie		
Melon Slice		
Mushroom Stew		   
Raw Chicken		
Cooked Chicken		  
Raw Beef		 
Steak		   
Raw Porkchop		 
Cooked Porkchop		   
Raw Fish		
Cooked Fish		  
Red Apple		 
Golden Apple		 
Rotten Flesh		 
Spider Eye		

Special Thanks to Minecraftwiki.net for a lot of the fancy tables used in this. Keep in mind that some of the information however on Minecraftwiki.net is out of date as of Minecraft 1.1