

Star Battle – Laser Farming Upgrade Table

Made by Kovacs (807) EU

Default Laser Damage

10

Laser Damage per Upgrade

3

	Time	No Tower Destroyed					One Tower destroyed					Both Towers Destroyed				
		# shots to kill			Creep		# shots to kill			Creep		# shots to kill			Creep	
		1	2	3	HP	Armour	1	2	3	HP	Armour	1	2	3	HP	Armour
0	0:00 – 9:59	4	0	-2	20	0	6	2	1	25	2	10	4	2	35	4
1	10:00 – 19:59	7	2	1	30	1	11	4	2	37	3,25	16	8	5	52	5,75
2	20:00 – 29:59	11	4	2	40	2	15	7	4	50	4,5	23	11	7	70	7,5
3	30:00 – 39:59	15	6	4	50	3	20	9	6	62	5,75	29	15	10	87	9,25
4	40:00 – 49:59	18	8	5	60	4	24	12	8	75	7	36	18	12	105	11
5	50:00 – 59:59	22	10	7	70	5	29	14	10	87	8,25	42	22	15	122	12,75
6	1:00:00 – 1:09:59	26	12	8	80	6	34	17	11	100	9,5	49	25	18	140	14,5
7	1:10:00 – 1:19:59	29	14	9	90	7	38	19	13	112	10,75	55	29	20	157	16,25
8	1:20:00 – 1:29:59	33	16	11	100	8	43	22	15	125	12	61	32	23	175	18
9	1:30:00 – 1:39:59	37	18	12	110	9	47	24	17	137	13,25	68	36	25	192	19,75
10	1:40:00 – 1:49:59	40	20	14	120	10	52	27	19	150	14,5	74	39	28	210	21,5
11	1:50:00 – 1:59:59	44	22	15	130	11	56	29	20	162	15,75	81	43	30	227	23,25

Formula: $((\text{Creep HP} / \text{Number of laser shots to kill}) + \text{Creep Armour} - \text{Default Laser Damage}) / \text{Laser Damage per Upgrade}$