

# Basis Schaden

Basis Schaden der Dinos

Der Basis Schaden ist je nach Kreatur verschieden und im Spiel nicht als Wert aufgeführt.

Lediglich der Modifikator "Melee Damage" ist ersichtlich.

Hier ein Beispiel. Der [Carno](#) hat einen höher geskillten Melee Damage, trotzdem macht der [T-Rex](#) mehr Schaden:

Dinosaurier	Base Damage	Meele Damage	Total Damage
<a href="#">Carnotaurus</a>	50	270%	$50 * 270\% = 135$
<a href="#">Tyrannosaurus</a>	80	230%	$80 * 230\% = 184$

## BASIS SCHADEN


Name	Base Damage
Unarmed ( <a href="#">Spyglass</a> and <a href="#">Flare Gun</a> inc.)	8.0

Name	Basisschaden	Alternatives Feuer
<a href="#">Allosaurus</a>	35.0	
<a href="#">Angler</a>	30.0	
<a href="#">Ankylosaurus</a>	50.0	
<a href="#">Araneo (Spider)</a>	10.0	
<a href="#">Archaeopteryx</a>		
<a href="#">Argentavis</a>	20.0	
<a href="#">Arthropluera</a>	18.0	30.0
<a href="#">Beelzebufo</a>	12.0	
<a href="#">Brontosaurus</a>	60.0	
<a href="#">Carbonemys</a>	13.0	

<u>Carnotaurus</u>	42.0	45.0
<u>Castoroides (Giant Beaver)</u>	28.0	
<u>Coelacanth</u>	5.0	
<u>Compy</u>	4.0	
<u>Dilophosaurus</u>	10.0	
<u>Dimetrodon</u>	20.0	
<u>Dimorphodon</u>	23.0	
<u>Diplodocus</u>	0.0	
<u>Direbear</u>	50.0	65.0
<u>Direwolf</u>	33.0	
<u>Dodo</u>	5.0	
<u>Doedicurus</u>	32.0	
<u>Dragonfly</u>	10.0	
<u>Dung Beetle</u>	5.0	
<u>Dunkleosteus</u>	60.0	
<u>Eurypterid</u>	8.0	
<u>Gallimimus</u>	8.0	
<u>Gigantopithecus</u>	40.0	
<u>Giganotosaurus</u>	400.0	
<u>Ichthyosaurus</u>	15.0	
<u>Kairuku</u>	8.0	
<u>Leech</u>	7.0	
<u>Lystrosaurus</u>	6.0	
<u>Mammoth</u>	40.0	
<u>Manta</u>	40.0	
<u>Megaloceros</u>	30.0	
<u>Megalodon</u>	40.0	
<u>Mesopithecus</u>	12.0	
<u>Mosasaurus</u>	100.0	
<u>Onyc (Bat)</u>	25.0	
<u>Oviraptor</u>	12.0	
<u>Pachy</u>	10.0	
<u>Paraceratherium</u>	45.0	
<u>Parasaur</u>	10.0	
<u>Pelagornis</u>	16.0	
<u>Phiomia</u>	10.0	
<u>Piranha</u>	22.0	
<u>Plesiosaur</u>	75.0	
<u>Procoptodon</u>	20.0	
<u>Pteranodon</u>	18.0	
<u>Pulmonoscorpius (Scorpion)</u>	20.0	
<u>Quetzal</u>	32.0	
<u>Raptor</u>	15.0	

<a href="#">Rex</a>	60.0	
<a href="#">Sabertooth</a>	29.0	
<a href="#">Sarco</a>	35.0	
<a href="#">Spinosaurus</a>	50.0	
<a href="#">Stegosaurus</a>	41.0	
<a href="#">Tapejara</a>	18.0	
<a href="#">Terror Bird</a>	18.0	
<a href="#">Titanoboa</a>	30.0	
<a href="#">Titanomyrma</a> Drone	7.0	
<a href="#">Titanomyrma</a> Soldier	11.0	
<a href="#">Titanosaur</a>	500.0	
<a href="#">Triceratops</a>	32.0	
<a href="#">Trilobite</a>	8.0	
<a href="#">Woolly Rhino</a>	40.0	68.0

Waffee	Waffenschaden	generierter Torpor	Prozentsatz des generierten Torpors zum Schaden
Hands	8	14	175%
<a href="#">Stone Pick</a>	16	8	50%
<a href="#">Torch</a>	15	unknown	unknown
<a href="#">Stone Hatchet</a>	20	10	50%
<a href="#">Spear</a>	30	0	0%
<a href="#">Wooden Club</a>	5	18.75	375%
<a href="#">Slingshot (Stone)</a>	14	24.5	175%
<a href="#">Bow (Stone Arrow)</a>	55	0	0%
<a href="#">Bow (Tranquilizer Arrow)</a>	20	95	450% (200% + 250% over 5 seconds)
<a href="#">Metal Pick</a>	32	16	50%
<a href="#">Metal Hatchet</a>	40	20	50%
<a href="#">Pike</a>	55	0	0%
<a href="#">Crossbow (Stone Arrow)</a>	95	0	0%
<a href="#">Crossbow (Tranquilizer Arrow)</a>	35	157.5	450% (200% + 250% over 5 seconds)
<a href="#">Simple Pistol</a>	100	0	0%
<a href="#">Metal Sickle</a>	50	unknown	unknown
<a href="#">Grenade</a> (direct hit)	150	0	0%
<a href="#">Metal Sword</a>	90	unknown	unknown
<a href="#">Longneck Rifle (Simple Rifle Ammo)</a>	280	0	0%
<a href="#">Longneck Rifle (Tranquilizer Dart)</a>	26	221	850% (600% + 250% over 5 seconds)
<a href="#">Shotgun</a> (per pellet, 10 per shot)	64	0	0%
<a href="#">Fabricated Pistol</a>	50	0	0%
<a href="#">Pump-Action Shotgun</a> (per pellet, 10 per shot)	46	0	0%

<a href="#">C4 Charge</a> (direct hit)	650	0	0%
<a href="#">Assault Rifle</a>	47	0	0%
<a href="#">Rocket Launcher</a> (direct hit)	1500	0	0%
<a href="#">Compound Bow</a> ( <a href="#">Stone Arrow</a> )	74	0	0%
<a href="#">Compound Bow</a> ( <a href="#">Tranquilizer Arrow</a> )	27	121.5	450% (200% + 250% over 5 seconds)
<a href="#">Compound Bow</a> ( <a href="#">Metal Arrow</a> )	202.5	0	0%
Fabricated  <a href="#">Rifle</a>	165	0	0%
<a href="#">Electric Prod</a>	1	266	26600%
Melee attack of any Ranged Weapon	10	14	140%

## Quelle und Hinweise

[http://ark.gamepedia.com/Base\\_Damage](http://ark.gamepedia.com/Base_Damage)