



View source for Module:Enemies/infobox



[← Back to page](#) | [← Module:Enemies/infobox](#)

You do not have permission to edit this page, for the following reason:

This page has been protected to prevent editing or other actions.

You can view and copy the source of this page.

<>≡≡≡⌵⌵⌵🔍

1

-- <nowiki>

2

local Math = require([[Module:Math]])

3

local Tooltip = require([[Module:Tooltips]])

4

local Version = require([[Module:Version]])

5

local InfoboxBuilder = require([[Module:InfoboxBuilder]])

6

local DropData = mw.loadData([[Module:DropTables/data]])

7

local WeaponData = require([[Module:Weapons/data]])

8

local EnemyData = require([[Module:Enemies/data]])

9

local DamageTypesData = mw.loadData([[Module:DamageTypes/data]])

10

local DamageTypes = require([[Module:DamageTypes]])

11

local Table = require([[Module:Table]])

12

13

-- TODO: Move these values to their respective /data pages

14

local health_vals = {

15

["Grineer"] = {

16

f1_coef = 0.0150,

17

f1_expo = 2.12,

18

f2_coef = 10.733,

19

f2_expo = 0.72,

20

}

21

}

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

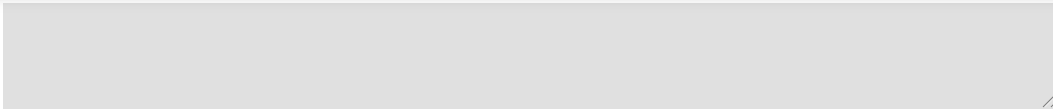
100

❌ 0 ⚠️ 0 ⓘ 0

1:0

Debug console

- * The module exports are available as the variable "p", including unsaved modifications.
- * Precede a line with "=" to evaluate it as an expression or use print(). Use mw.logObject() for tables.



Template used on this page:

- [Module:Enemies/infobox/doc \(edit\)](#)

Return to [Module:Enemies/infobox](#).