Armor Mitigation and Combat Updates: What You Need to Know

We've made some significant updates to how armor mitigation and creature combat work in SWG Secura to ensure a more balanced and challenging experience! Here is a detailed breakdown of how your armor works and what to expect when fighting creatures in the wild.

Armor Mitigation Cap (The 80% Rule)

Armor is your primary defense against taking damage in combat. In our latest update, we have introduced a **maximum damage reduction cap of 80%**.

How Does This Affect Me?

- **The Cap:** No matter how high your armor rating climbs through buffs, experimentation, or skill tapes, the maximum amount of damage your armor can mitigate from a single attack is **80%**. You will always take at least 20% of the incoming damage from a hit.
- **The 17,000 Rating Milestone:** To achieve this maximum 80% mitigation cap, you will need approximately **17,000 Armor Rating** against the specific damage type (e.g., Kinetic or Energy).
- **The 8,000 Rating Milestone:** A standard, unbuffed high-quality armor set typically sits around an 8,000 rating. At 8,000 rating, your armor will provide roughly **57.5% damage reduction**.

Damage Reduction Table

Here is a quick reference table showing how your Armor Rating roughly translates into Damage Mitigation:

Armor Rating	Damage Mitigation	Notes
2,000	20.0%	
4,000	36.6%	
6,000	48.5%	
8,000	57.5%	Standard high-quality armor baseline
10,000	64.4%	
12,000	70.0%	
15,000	76.5%	
17,000	80.0%	**Maximum Cap Reached**
20,000+	80.0%	Any rating above ~17,000 provides no additional mitigation

Note: Armor decay and condition still affect your armor's rating, so always make sure your gear is repaired!

Creature Combat Updates (They Bite Back!)

Previously, an issue prevented non-pet creatures (like Rancors, Krayt Dragons, etc.) from applying their base attack damage to players. That has been fixed, and they are now hitting with their intended base damage ranges!

However, with the massive health pools available to players in the NGE, we noticed that creatures were still feeling a bit too weak. To make the wilderness dangerous again:

- **Creature Damage Boost:** Non-pet creatures in the wild have received a significant boost to their damage output against players.
- **What to Expect:** You can no longer go AFK in the middle of a Rancor nest and expect to survive indefinitely. Even with top-tier armor mitigating 80% of the damage, creatures will hit considerably harder, making high-level beast encounters a genuine threat that requires active combat strategies, healing, and group coordination.

Stay safe out there, and may the Force be with you!

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