

Explosive DPW Formula

$((\text{Explosive weight in kg} / 0.563) \times 1300) \times \text{RE}$

RE (Relative Effectiveness) Values for Explosive Fillers

PETN: 1.25	Picric Acid: 0.70
RDX: 1.22	M1 Dynamite: 0.69
Nitroglycerin: 1.12	Guncotton: 0.69
Composition B: 1.01	Dynamite (60%): 0.62
Composition A4: 1.01	Nitrostarch: 0.60
Composition C4: 1.00	Gelignite (60%): 0.57
Torpex: 0.94	Dynamite (40%): 0.49
Tetryl: 0.94	Black Powder: 0.41
Tetrytol 75/25: 0.90	Mercury Fulminate: 0.38
Amatol 80/20: 0.88	Ammonium Nitrate: 0.31
Pentolite: 0.88	Gelignite (40%): 0.31
Tritonal: 0.83	Lead Azide: 0.29
TNT: 0.75	
Explosive D: 0.74	

To convert real world RE values, times it by 0.75 to come up with The Morrow Project ones.

Note: This is the formula I came up with, it is completely different than the original formula used in the creation of the game.