

Expected damage per attack in NEW

Attacker		Defender					
Grade 5		Grade 5					
3 ranks in rifles (2d6)		Wearing either:					
Laser rifle (2d6+3 heat damage)		Kevlar vest (SOAK 5)					
Average damage 12		Basic battlesuit (SOAK 8)					
	Light armor		Heavy armor				
	Chance to hit	Expected damage	Chance to hit	Expected damage			
Normal Attack	50%	3,5	84,8%	3,392			
-- Deadly Strike		5,25		6,36			
Using Aim	79,42%	5,5594	96,41%	3,8564	These also work when attacking from high ground		
-- Deadly Strike		8,3391		7,23075			
Exchanging for damage	0,46%	0,0483	16,2%	1,215			
-- Deadly Strike		0,0644		1,782			
Aim and Exchange	15,9%	1,6695	55,65%	4,17375			
-- Deadly Strike		2,226		6,1215			
Aim and High Ground	93,88%	6,5716	99,39%	3,9756			
-- Deadly Strike		9,8574		7,45425			
Aim, High, Exchange	50%	5,25	84,8%	6,36			
-- Deadly Strike		7		9,328			