Attacker		Defender					
Grade 5		Grade 5					
3 ranks in rifles (2d6)	0	Wearing either:					
Laser rifle (2d6+3 heat d	10	Kevlar vest	4				
Average damage 12		Basic battlesuit	8				
	Light armor		Heavy armor				
	Chance to hit	Expected damage	Chance to hit	Expected damage			
Normal Attack	50.00%	3	84.80%	1.696			
-- Deadly Strike		4.75		4.664			
Using Aim	79.42%	4.7652	96.41%	1.9282	These also work when attacking from high ground		
-- Deadly Strike		7.5449		5.30255			
Exchanging for damage	0.46%	0.0437	16.20%	0.891			
-- Deadly Strike		0.0598		1.458			
Aim and Exchange	15.90%	1.5105	55.65%	3.06075	These also work when attacking from high ground		
-- Deadly Strike		2.067		5.0085			
Aim and High Ground	93.88%	5.6328	99.39%	1.9878			
-- Deadly Strike		8.9186		5.46645			
Aim, High, Exchange	50.00%	4.75	84.80%	4.664			
-- Deadly Strike		6.5		7.632			
In Cover	0.46%	0.0276	16.20%	0.324			
-- Deadly Strike		0.0437		0.891			
Cover and Aim	15.90%	0.954	55.63%	1.1126			
-- Deadly Strike		1.5105		3.05965			
Using a Forcefield	22.15%	1.329	60.03%	1.2006	Erratad forcefield gives +3 Defense		
-- Deadly Strike		2.10425		3.30165			