

Attacker	Defender					
Grade 5	Grade 5					
3 ranks in rifles (2d6)	2 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%	4	84.80%	3.392		
-- Deadly Strike		5.75		6.36		
Using Aim	79.42%	6.3536	96.41%	3.8564	These also work when attacking from high ground	
-- Deadly Strike		9.1333		7.23075		
Exchanging for damage	0.46%	0.0529	16.20%	1.215		
-- Deadly Strike		0.069		1.782		
Aim and Exchange	15.90%	1.8285	55.65%	4.17375	These also work when attacking from high ground	
-- Deadly Strike		2.385		6.1215		
Aim and High Ground	93.88%	7.5104	99.39%	3.9756		
-- Deadly Strike		10.7962		7.45425		
Aim, High, Exchange	50.00%	5.75	84.80%	6.36		
-- Deadly Strike		7.5		9.328		
In Cover	0.46%	0.0368	16.20%	0.648		
-- Deadly Strike		0.0529		1.215		
Cover and Aim	15.90%	1.272	55.63%	2.2252		
-- Deadly Strike		1.8285		4.17225		
Using a Forcefield	22.15%	1.772	60.03%	2.4012	Erratad forcefield gives +3 Defense	
-- Deadly Strike		2.54725		4.50225		