Attacker		Defender					
Grade 5		Grade 5					
3 ranks in rifles (2d6)	2	Wearing either:					
Laser rifle (2d6+3 heat d:	10	Kevlar vest	5				
Average damage 12		Basic battlesuit	10				
		Light armor		Heavy armor			
	Chance to hit	Expected damage	Chance to hit	Expected damage			
Normal Attack	50.00%	3.5	84.80%	1.696			
-- Deadly Strike		5.25		4.664			
Using Aim	79.42%	5.5594	96.41%	1.9282	These also work when attacking from high ground		
-- Deadly Strike		8.3391		5.30255			
Exchanging for damage	0.46%	0.0483	16.20%	0.891			
-- Deadly Strike		0.0644		1.458			
Aim and Exchange	15.90%	1.6695	55.65%	3.06075	These also work when attacking from high ground		
-- Deadly Strike		2.226		5.0085			
Aim and High Ground	93.88%	6.5716	99.39%	1.9878			
-- Deadly Strike		9.8574		5.46645			
Aim, High, Exchange	50.00%	5.25	84.80%	4.664			
-- Deadly Strike		7		7.632			
In Cover	0.46%	0.0322	16.20%	0.324			
-- Deadly Strike		0.0483		0.891			
Cover and Aim	15.90%	1.113	55.63%	1.1126			
-- Deadly Strike		1.6695		3.05965			
Using a Forcefield	22.15%	1.5505	60.03%	1.2006	Erratad forcefield gives +3 Defense		
-- Deadly Strike		2.32575		3.30165			