

Attacker	Defender					
Grade 5	Grade 5					
3 ranks in rifles (2d6)	0 Wearing either:					
Laser rifle (2d6+3 heat d	10	Kevlar vest		5		
Average damage 12		Basic battlesuit		8		
	Light armor		Heavy armor			
	Chance to hit	Expected damage	Chance to hit	Expected damage		
Normal Attack	50.00%	2.5	84.80%	1.696		
-- Deadly Strike		4.25		4.664		
Using Aim	79.42%	3.971	96.41%	1.9282	These also work when attacking from high ground	
-- Deadly Strike		6.7507		5.30255		
Exchanging for damage	0.46%	0.0391	16.20%	0.891		
-- Deadly Strike		0.0552		1.458		
Aim and Exchange	15.90%	1.3515	55.65%	3.06075	These also work when attacking from high ground	
-- Deadly Strike		1.908		5.0085		
Aim and High Ground	93.88%	4.694	99.39%	1.9878		
-- Deadly Strike		7.9798		5.46645		
Aim, High, Exchange	50.00%	4.25	84.80%	4.664		
-- Deadly Strike		6		7.632		
In Cover	0.46%	0.023	16.20%	0.324		
-- Deadly Strike		0.0391		0.891		
Cover and Aim	15.90%	0.795	55.63%	1.1126		
-- Deadly Strike		1.3515		3.05965		
Using a Forcefield	22.15%	1.1075	60.03%	1.2006	Erratad forcefield gives +3 Defense	
-- Deadly Strike		1.88275		3.30165		