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	8				
	Light armor		Heavy armor				
	Chance to hit	Expected damage	Chance to hit	Expected damage			
Normal Attack	50.00%	3.5	84.80%	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	16.20%	1.215			
-- Deadly Strike		0.0644		1.782			
Aim and Exchange	15.90%	1.6695	55.65%	4.17375	These also work when attacking from high ground		
-- 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	50.00%	5.25	84.80%	6.36			
-- Deadly Strike		7		9.328			
In Cover	0.46%	0.0322	16.20%	0.648			
-- Deadly Strike		0.0483		1.215			
Cover and Aim	15.90%	1.113	55.63%	2.2252			
-- Deadly Strike		1.6695		4.17225			
Using a Forcefield	22.15%	1.5505	60.03%	2.4012	Erratad forcefield gives +3 Defense		
-- Deadly Strike		2.32575		4.50225			