## COMMUNICATIONS EQUIPMENT

Communicators	Range factor	Maximum range	Cost
Short range	6	18	2
Medium range	12	36	4
Long range	24	72	8

<b>Light Radios</b>	Range factor	Maximum range	Cost
Short range	60	180	10
Medium range	120	360	20
Long range	240	720	40

Field Radios	Range factor	Maximum range	Cost
Short range	600	1800	25
Medium range	1200	3600	50
Long range	2400	7200	100

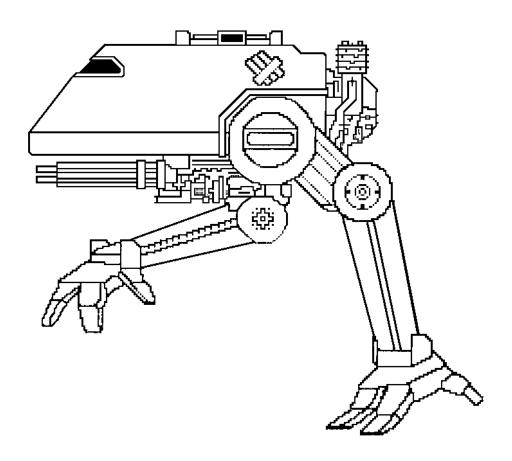
## **COMMUNICATION ATTEMPTS**

Sender	Die roll needed for standard network	Die roll needed for nonstandard network
Trooper	1-5	1-4
Noncommissioned officer	1-5	1-4
Officer	1-6	1-5
Forward observer or Warder	1-7	1-6
Radioman or Communications specialist	1-7	1-6
Reconnaissance drone	1-5	1-3
Warbot or Wardrone	1-4	1-2
Vehicle crewmember	1-6	1-5
Command vehicle	1-8	1-7
Uncrewed vehicle	1-4	1-2
Strongpoint crewmember	1-6	1-5
Uncrewed strongpoint	1-4	1-2
Remote controller	1-8	1-4

LASERGRENADIERS	1	3/21/2024
All rights reserved © 1990-2024 Thomas R. Heysek	1	3/21/2024

## **COMMUNICATION ATTEMPTS**

Rank or Type	Attempts per turn
Trooper	1
Noncommissioned officer	2
Officer	3
Forward observer or Warder	2
Radioman or Communications specialist	3
Reconnaissance drone	2
Warbot or wardrone	1
Command vehicle	5
Vehicle or strongpoint crewmember	2
Uncrewed vehicle or strongpoint	1
Remote controller	2



LaserGrenadiers	2	3/21/2024
All rights reserved © 1990-2024 Thomas R. Hevsek	2	3/21/2024