

L.G.A.M. ATTACK TABLE

Declare, LoS, Range, FoF, Attack Roll

Weapon		Range (feet)	Attack	RoF	Notes
Knife / Bayonette	S	0	5	1	Silent
Machete / Sword	S	0	6	1	Silent
Pistol	S	1	6	1	
Rifle	S	2	7	1	
Sniper Rifle	S	3	9	1	Stationary fire only
Shotgun	S	1	7	2	
Submachine Gun	A	1	8	3	
Assault Rifle	A	2	8	5	
LMG (on bipod or carried)	A	2	8	7	Stationary fire only
LMG (on Tank or Jet / Plane)	A	2	8	7	Can fire in motion
HMG	H	3	9	10	Stationary fire only
Grenade	H	1	6	1	6" blast diameter
Grenade Launcher	H	2	6	1	6" blast diameter
Light Mortar	H	2-4	6	1	Stationary fire only 6" blast diameter
Heavy Mortar	H	2-5	6	1	Stationary fire only 9" blast diameter
Flame Thrower	H	1	9	1	Stationary or 1/2 Movement 6" wide cone
Bazooka	H	2	6	1	Stationary fire only 6" blast diameter If on AFV, no blast
LAW	H	3	5	1	Stationary fire only 6" blast diameter If on AFV, no blast
Tank Gun	H	4	7	1	Stationary fire only 6" blast diameter If on AFV, no blast
Light Cannon	H	3	7	1	Stationary fire only 6" blast diameter If on AFV, no blast
Howitzer (Heavy Cannon)	H	6	7	1	Stationary fire only 9" blast diameter If on AFV, no blast
Missile	H	9	8	1	Stationary fire only 12" blast diameter If on AFV, no blast
Land mine	n/a	0	6	1	Stationary fire only 6" blast diameter Disables AVF
Claymore mine	n/a	1	6	1	Stationary fire only 6" blast cone No effect on AFV

S = SMALL ARMS; A = AUTOMATIC WEAPON; H = HEAVY WEAPON