

# Hyach Lorini Sar DEW Mines

**Notes**  
Includes Multiple Targets enhancement

## SPECS

Class: DEW Mines  
ISD: ??  
Point Value: 120 each  
Enhancement PV:  
Ramming Factor: 20

## TARGETTING

Enormous/Capital.....  
HCV/MCV/LCV.....  
Fighters/Shuttlers.....  
Command Controller.....☐  
Identiy Friend/Foe IFF...☐

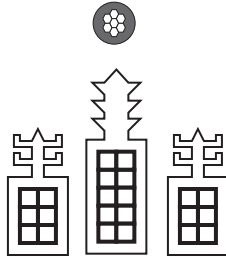
## COMBAT STATS

Unfired Signature: 2  
Fired Signature: -1  
Range: 12  
Accuracy: +4 BL / +6 M  
**Armor: 2**

## WEAPON DATA





























































**Blast Laser**  
Class: Laser  
Mode: Standard  
Damage: 2d10+14  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Maser**  
Class: Laser  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Armor counts double, damage doubled for crits



## Enhancement

Improved Range = current range, min 4 pts  
Improved Signature = new sig+1, min 4 pts  
Improved Armor = new armor, min 4 pts, max 50% increase  
Improved Accuracy = 20% base CPV, max 50% increase  
Command Controller = 33% base CPV  
Identify Friend/Foe System = 10% base CPV

Mine#1	Mine#2	Mine#3	Mine#4	Mine#5	Mine#6	Mine#7	Mine#8	Mine#9	Mine#10	Mine#11	Mine#12	Mine#13	Mine#14	Mine#15
														
Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex
Mine#16	Mine#17	Mine#18	Mine#19	Mine#20	Mine#21	Mine#22	Mine#23	Mine#24	Mine#25	Mine#26	Mine#27	Mine#28	Mine#29	Mine#30
														
Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex
Mine#31	Mine#32	Mine#33	Mine#34	Mine#35	Mine#36	Mine#37	Mine#38	Mine#39	Mine#40	Mine#41	Mine#42	Mine#43	Mine#44	Mine#45
														
Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex
Mine#46	Mine#47	Mine#48	Mine#49	Mine#50	Mine#51	Mine#52	Mine#53	Mine#54	Mine#55	Mine#56	Mine#57	Mine#58	Mine#59	Mine#60
														
Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex	Hex