

# Drazi Type-BR DEW Mines

## SPECS

Class: DEW Mines  
ISD: ??  
Point Value: 25 each  
Enhancement PV:  
Ramming Factor: 10

## TARGETTING


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

## COMBAT STATS

Unfired Signature: 4  
Fired Signature: 3  
Range: 5  
Accuracy: +9  
**Armor: 1**


## WEAPON DATA

### Particle Repeater

Class: Particle  
Modes: Standard  
Damage: 2d10  
Range Penalty: -1 per hex   
Fire Control: +2/+2/+4  
Intercept Rating: -1 per shot  
Rate of Fire: 2 per turn

### Before 2234:
















### Repeater Gun
















Class: Particle  
Modes: Standard   
Damage: 1d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
Rate of Fire: 2 per turn  
Cost: 22 each
















## 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  
Multiple Targets = 25% 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