

# Grome Lektha DEW Mines

## SPECS

Class: DEW Mines  
ISD: ??  
Point Value: 20 each  
Enhancement PV:  
Ramming Factor: 11

## TARGETTING

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

## COMBAT STATS

Unfired Signature: 4  
Fired Signature: 2  
Range: 3  
Accuracy: +1  
**Armor: 1**

## WEAPON DATA

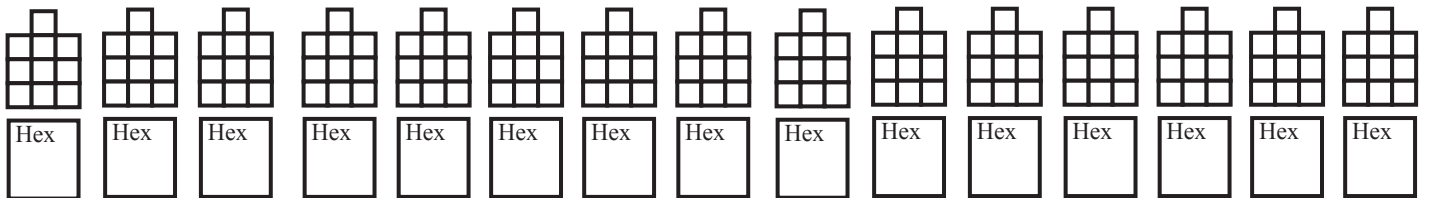
**Flak Cannon**  
Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Matter  
Mode: Flash  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: -/+4

## Enhancement

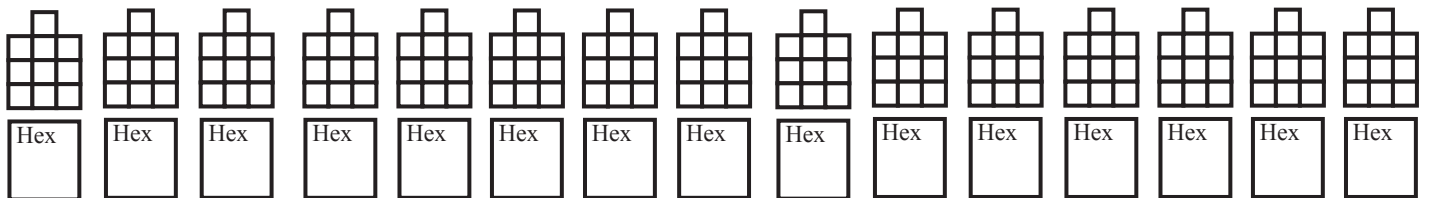
Improved Range = current range, min 4 pts  
Improved Signature = new sig+1, min 4 pts  
Improved Armor = new armor, min 4 pts, max 50% increase  
Improved Accuracy = 20% base CPV, max 50% increase  
Command Controller = 33% base CPV  
Multiple Targets = 25% base CPV  
Identify Friend/Foe System = 10% base CPV



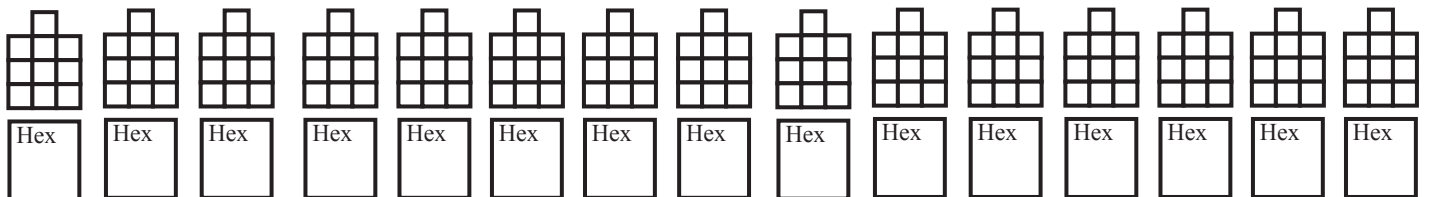
Mine#1 Mine#2 Mine#3 Mine#4 Mine#5 Mine#6 Mine#7 Mine#8 Mine#9 Mine#10 Mine#11 Mine#12 Mine#13 Mine#14 Mine#15



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



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



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

