

Minbari Evial DEW Mines

SPECS

Class: DEW Mines
ISD: ??
Point Value: 32 each
Enhancement PV:
Ramming Factor: 13

TARGETTING

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

COMBAT STATS

Unfired Signature: 5
Fired Signature: 3
Range: 8
Accuracy: +9
Armor: 3

WEAPON DATA

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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



Jammer

The mine can not be locked onto by non-Minbari. ☒

