

Centauri Ocara-E DEW Mines

Notes

Includes Multiple Target enhancement.
The tenth destroyed structure point disables the Battle Laser.



SPECS

Class: DEW Mines
ISD: ??
Point Value: 110 each
Enhancement PV:
Ramming Factor: 17

TARGETTING

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

COMBAT STATS

Unfired Signature: 1
Fired Signature: -2
Range: 15
Accuracy: +4 BL / +6 TA
Armor: 2

WEAPON DATA
















Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

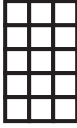














Twin Array
















Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 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
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