

Old Centauri Acar-A DEW Mines

SPECS

Class: DEW Mines
ISD: ??
Point Value: 15 each
Enhancement PV:
Ramming Factor: 6

TARGETTING

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

COMBAT STATS

Unfired Signature: 2
Fired Signature: 1
Range: 5
Accuracy: +3
Aarmor: 2

WEAPON DATA

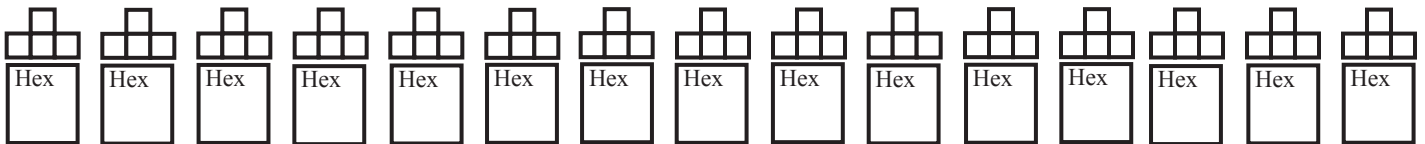
Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Enhancement

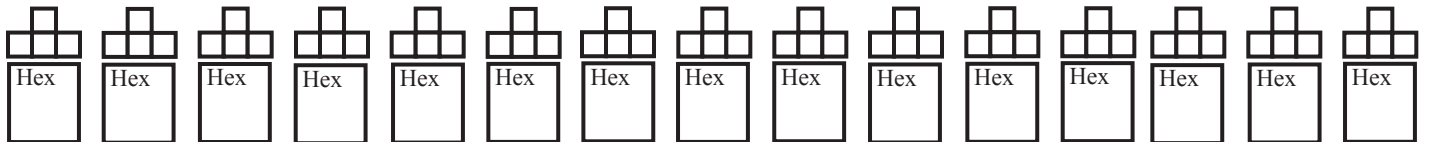
Improved Range = current range, min 4 pts
Improved Signature = new sig+1, min 4 pts
Improved Armor = new armor, min 4 pts, max 50% increase
Improved Accuracy = 20% base CPV, max 50% increase
Command Controller = 33% base CPV
Multiple Targets = 25% base CPV
Identify Friend/Foe System = 10% base CPV



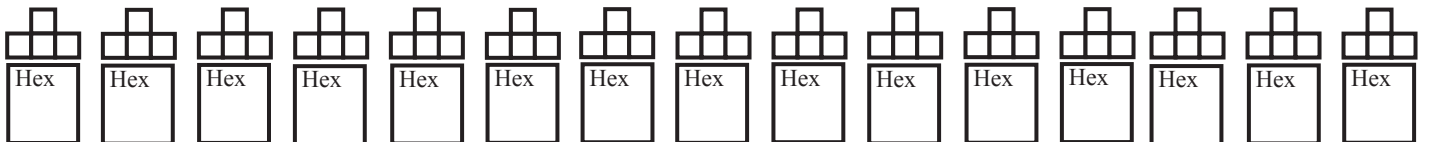
Mine#1 Mine#2 Mine#3 Mine#4 Mine#5 Mine#6 Mine#7 Mine#8 Mine#9 Mine#10 Mine#11 Mine#12 Mine#13 Mine#14 Mine#15



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

