

Basic Missile B
 Cost: 0 each
 Mode: Standard
 Damage: 20
 Max Range: 20 hexes
 Offensive Rating: +3/+3/+3
 Interception Rating: n/a

Antifighter Missile A
 Cost: 4 each
 Mode: Standard
 Damage: 15
 Max Range: 15 hexes
 Offensive Rating: +3/+3/+6
 Intercept Rating: n/a

Long-range Missile L
 Cost: 6 each
 Mode: Standard
 Damage: 15
 Max Range: 30 hexes
 Offensive Rating: +3/+3/+3
 Intercept Rating: n/a

Kor-Lyan Tonkat DEW Mines

SPECS

Class: DEW Mines
 ISD: ??
 Point Value: 35 each
 Enhancement PV:
 Ramming Factor: 8

TARGETTING

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

COMBAT STATS

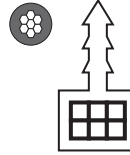
Unfired Signature: 3
 Fired Signature: 2
 Range: Varies
 Accuracy: +3
Armor: 0





























































WEAPON DATA

Class-L Missile Rack
 Class: Ballistic
 Missiles: 4 (B, A or L types only)
 Range Penalty: None (+10)
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

Enhancement

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



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
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo
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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
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo
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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
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo
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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
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo
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