

# Abbai Eliria-1 DEW Mines

## SPECS

Class: DEW Mines  
ISD: ??  
Point Value: 24 each  
Enhancement PV:  
Ramming Factor: 5

## TARGETTING

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

## COMBAT STATS

Unfired Signature: 4  
Fired Signature: 2  
Range: 4  
Accuracy: +5  
**Armor: 0**

## WEAPON DATA

**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  
Multiple Targets = 25% base CPV  
Identify Friend/Foe System = 10% base CPV

