

Earth Class-D2 DEW Mines

SPECS

Class: DEW Mines
 ISD: ??
 Point Value: 20 each
 Enhancement PV:
 Ramming Factor: 10

TARGETTING

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

COMBAT STATS

Unfired Signature: 3
 Fired Signature: 1
 Range: 6
 Accuracy: +8
Armor: 1

WEAPON DATA
















Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+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


















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