

Earth Proximity Mines

SPECS

Class: Proximity Mines
 ISD: Varies
 Point Value: Varies
 Enhancement PV:
 Ramming Factor: 1

TARGETTING

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

COMBAT STATS

Signature: Varies
 Damage: Varies
 Range: 0
 Accuracy: N/A
Armor: None

Optional Enhancements

Improved Signature = new sig+1, min 4 pts
 Command Controller = 33% base CPV
 Identify Friend/Foe System = 10% base CPV

WEAPON DATA

| Name: | Sig: | Cost: | Damage |
|----------|------|-------|--------|
| Class-P1 | 2 | 10 | 20 |
| Class-P2 | 5 | 15 | 15 |
| Class-P3 | 4 | 20 | 25 |

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| 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 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex |
| Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type |

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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 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex |
| Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type |

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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 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex |
| Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type |

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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 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex | Hex |
| Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type | Type |