

Kor-Lyan Tonkar DEW Mines

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

Heavy Missile H

Cost: 4 each
Mode: Standard
Damage: 30
Max Range: 10 hexes
Offensive Rating: +3/+3/+0
Intercept Rating: n/a

SPECS

Class: DEW Mines
ISD: ??
Point Value: 30 each
Enhancement PV:
Ramming Factor: 6

TARGETTING

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

COMBAT STATS

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

WEAPON DATA

Class: S Missile Rack
Missiles: 4 (B, A, L, H or S only)
Range Penalty: None
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

Stealth Missile S

Cost: 5 (only 1 per mine)
Mode: Standard
Damage: 20
Max Range: 20 hexes
Offensive Rating: +3/+3/+3
Intercept Rating: n/a



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
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
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
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
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
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
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
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---