

Minbari 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
 Jammer = 25% base CPV

Jammer



The mine can not be locked onto by non-Minbari.

WEAPON DATA

Name:	Sig:	Cost:	Damage
Sivhal	5	9	12

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

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

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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

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

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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

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

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