

Narn D'Tath DEW Mines

SPECS

Class: DEW Mines
 ISD: ??
 Point Value: 24 each
 Enhancement PV:
 Ramming Factor: 7

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: +5
Armor: 2

WEAPON DATA

Light Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 8 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 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

