

# Orieni Captor Mines

## SPECS

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

## TARGETTING

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

## COMBAT STATS

Signature: Varies  
 Damage: Varies  
 Range: Varies  
 Accuracy: Varies  
**Armor: None**

## WEAPON DATA

**Claw**  
 CPV: 15  
 Signature: 4  
 Damage: 20  
 Range: 5 hexes  
 Accuracy: +4

**Talon**  
 CPV: 16  
 Signature: 4  
 Damage: 14  
 Range: 12 hexes  
 Accuracy: +3

## Optional Enhancements

Improved Range = current range, min 4 pts  
 Improved Signature = new sig+1, min 4 pts  
 Improved Accuracy = 10% base CPV, max 50% increase  
 Command Controller = 33% 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
<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
<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#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

  

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