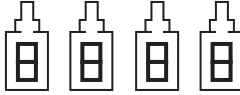
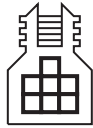


# Torata Class-4-1 DEW Mines



## SPECS

Class: DEW Mines  
ISD: ??  
Point Value: 80 each  
Enhancement PV:  
Ramming Factor: 21

## TARGETTING

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

## COMBAT STATS

Unfired Signature: 2  
Fired Signature: -1  
Range: 8 (LA)/ 4 (LPB)  
Accuracy: +4(LA)/ +5 (LPB)  
**Armor: 3**

## WEAPON DATA

**Laser Accelerator**  
Class: Laser  
Mode: Raking  
Damage: 4d10+16  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Can fire at an accelerated ROF for less damage, as shown below:  
1 per 2 turns: 2d10+6  
1 per 3 turns: 3d10+10

## Lt Particle Beam


























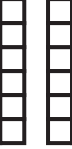



















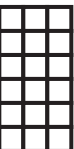














Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## 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  
Identify Friend/Foe System = 10% base CPV

## Notes

Includes Multiple Targets enhancement

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
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
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
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