

# Vree 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

## WEAPON DATA

Name:	Sig:	Cost:	Damage
Class-V	3	12	20

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