

SE Ordon-Class Gunships (4)

SPECS

Class: Lt Combat Vsl
 In Service: ????
 Point Value:
 Ramming Factor: 20
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1+1 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 11
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

Version 2.0: 2E/Fate

WEAPON DATA

Barrage Launcher
 Class: Ballistic (Missile)
 Missiles: 12
 Range Penalty: None
 Fire Control: +0/-1/-3
 Rate of Fire: 3 per turn

Swarm Launcher
 Class: Ballistic (Missile)
 Missiles: 25
 Range Penalty: None
 Fire Control: +0/+0/+0
 Rate of Fire: 5 per turn

HIT LOCATIONS

- 1-8: Structure
- 9-12: Barrage Launcher
- 13-14: Swarm Launcher
- 15-16: Drive
- 17-18: Reactor
- 19-20: Control

SPECIAL NOTES

- Fission Reactor
- Antiquated Sensors
- Ammo Storage Level 1
- Ignores LCV EW Restrictions
- Not an Agile Ship

SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

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Target #4

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Target #5

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Target #6

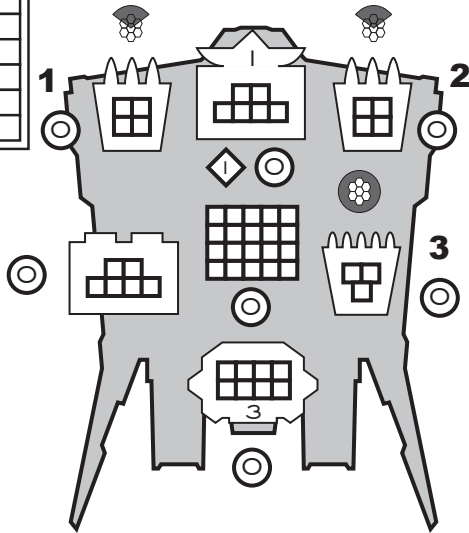
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MISSILES

Rack #1

Rack #2

Rack #3



Swarm Missile

Mode: Standard
 Damage: 3
 Launch Range: 8 hexes
 Maximum Range: 24 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: -1
 Note: No inherent DEW

Barrage Missile

Mode: Standard
 Damage: 5
 Launch Range: 12 hexes
 Maximum Range: 36 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: n/a
 Note: No inherent DEW

SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

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Target #4

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Target #5

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Target #6

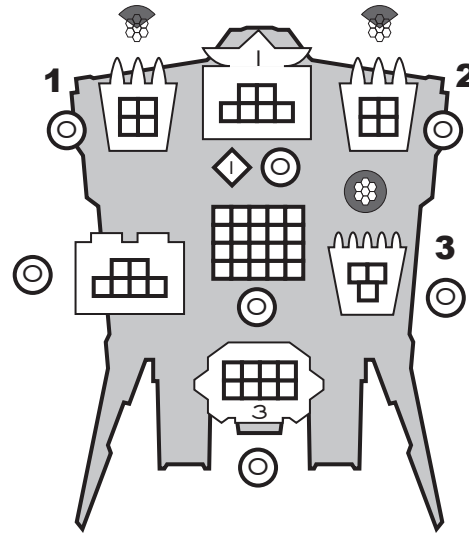
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MISSILES

Rack #1

Rack #2

Rack #3



SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

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Target #4

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Target #5

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Target #6

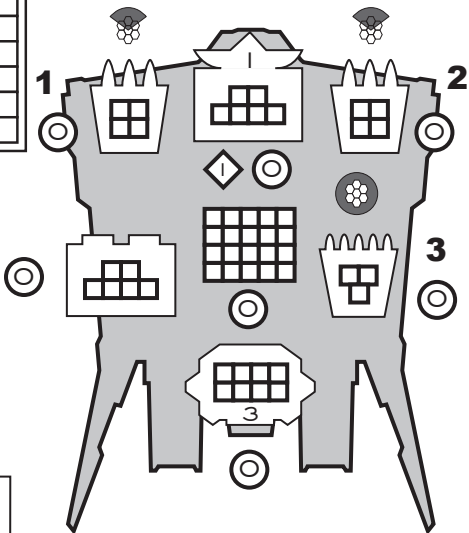
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MISSILES

Rack #1

Rack #2

Rack #3



SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

--	--

Target #4

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Target #5

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Target #6

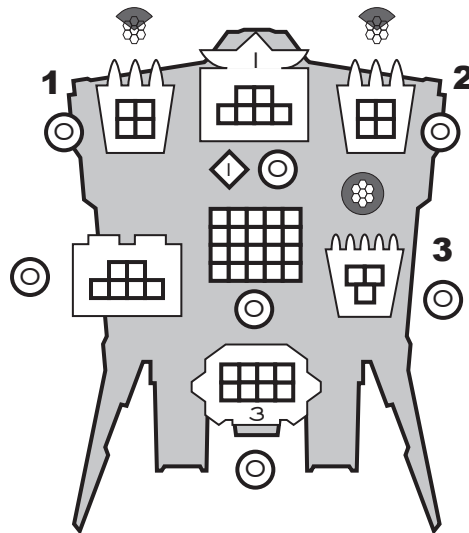
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MISSILES

Rack #1

Rack #2

Rack #3



ICON RECOGNITION

- Control
- Drive
- Reactor
- Barrage Launcher
- Swarm Launcher