Version 2: 2E/Dune Name: _____ Counter: _____

Ordos Missile Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 16
In Service: 2264	Turn Delay: 4/3 Speed	Stb/Port Defense: 16
Point Value: 800	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 280	Pivot Cost: 3+3 Thrust	Extra Power: +4
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

FORWARD HITS

1-6:	Retro Thrust
7-8:	Class-L Missile
9-11:	Class-R Missile
12-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS

1-5:	Port/Stb Thrust
6-8:	Vulcan Railgun
9-10:	Class-L Missile
11-12:	Sensor Mine
13-18:	Port/Stb Struct
19-20:	PRIMARY Hit

AFT HITS

1-6:	Main Thrust
7-8:	Vulcan Railgun
9-11:	Class-L Missile
12-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS

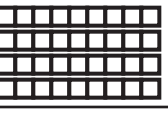
1-8:	Primary Struct
9-10:	Reload Rack
11-12:	Hangar
13-14:	Sensors
15-16:	Engine
17:	Sensor Mine
18-19:	Reactor
20:	C & C

SPECIAL NOTES
Antiquated Sensors
Limited Deployment (33%)

SENSOR DATA
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR
0 Fighters
4 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



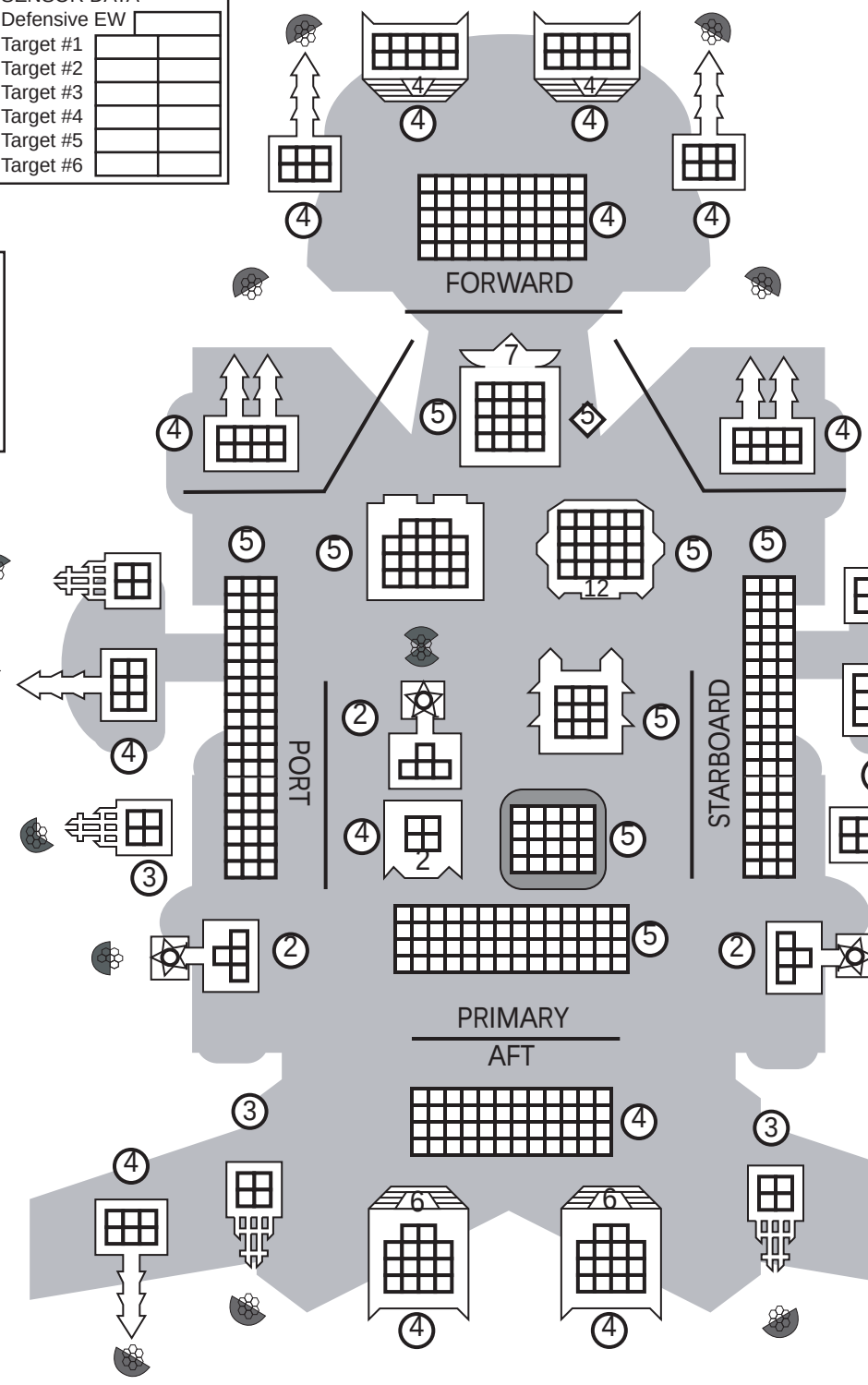
WEAPON DATA

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Vulcan Railgun
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept: -2 (Ballistic Only)
Rate of Fire: 1 per turn

Sensor Mine
Class: Ballistic/Hex
Mines: 4
Range Limit: 30 hexes
Fire Control: N/A
Rate of Fire: 1 per 3 turns
Special: *Sensor lock, adds +3 for ballistics, within 12 hexes of Mine. See rules.*



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reload Rack
- Class-R Missile Rack
- Class-L Missile Rack
- Vulcan Railgun
- Sensor Mine

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8

Created by Demiurge