



House Ordos Taqwa Missile Fighters

SPECS

Class: Light Fighters
In Service: 9678
Point Value: 37 each
Ramming Factor: 15
Jinking Limit: 10 Lvl's

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 6
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +18

WEAPON DATA

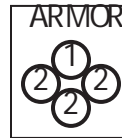
Ultralight Chaingun
Type: Explosive
Number of guns: 2 (Linked)
Damage: d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Basic Fighter Missile

Class: Ballistic
Damage: 10
Range Penalty: None
Max Range: 10 hexes
Fire Control: n/a
Rate of Fire: 2 per turn
Ammunition: Max 6/fighter
Cost: 8 points each

Special Notes

May carry 6 missiles.
May launch 2 at a time.
May have navigator at +10.



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #3

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #4

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #5

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #6

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #7

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

Flight #8

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out

Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes