



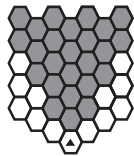
Belbullab-22 Starfighter

SPECS
 Class: Heavy Fighters
 In Service: -18 ANH
 Point Value: 48 each
 Ramming Factor: 21
 Jinking Limit: 6 Lvl

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

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +5
 Initiative Bonus: +15

WEAPON DATA
 Triple Laser Cannon
 Number of Guns: 2 (linked)
 Class: Laser Cannon
 Damage: 1d6+5
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



SHIELD
 3
 2 2
 2

SPECIAL NOTES:
 Atmospheric
 Hyperdrive
 Angle Shields 1 point

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 Used Jinking Notes

Flight #2

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #3

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #4

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #5

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #6

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #7

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #8

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

Dropped Out
Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes