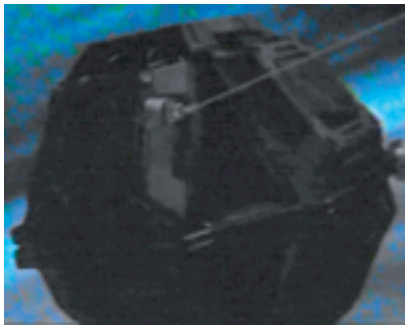


Version 1: 2E/ST

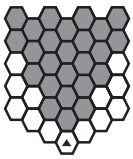
Suliban Cell Fighters

SPECS
Class: Light Fighter
In Service: 2138
Point Value: 22 each
Ramming Factor: 14
Jinking Limit: 10 Lvls

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: 5
Stb/Port Defense: 5
Free Thrust: 7
Offensive Bonus: +4
Initiative Bonus: +20

WEAPON DATA
Particle Beam
Number of Guns: 1
Class: Molecular
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn



ARMOR
2
2 2
2

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

SPECIAL NOTES
Armor shown includes shielding. If this is deactivated, reduce all armor by 1 and increase thrust by 2.
Tractor Beam
Stealth Cloaking
Warp Delay: 15 Turns

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

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