

Mindrider Thought Projections

SPECS

Class: Light Fighters
In Service: Ancient
Point Value: 160 each
Ramming Factor: 23
Jinking Limit: 10 Lvl's

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 4
Stb/Port Defense: 4
Free Thrust: 16
Offensive Bonus: +6
Initiative Bonus: +22

SPECIAL NOTES

Gravitic Drive
Advanced Armor

ARMOR



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

WEAPON DATA

Minor Thought Pulsar
Number of Guns: 1
Class: Particle
Damage: 1d6+5
Mode: Standard
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 2 per turn
Special: Three points of thrust increase RoF by +1, damage on one shot by +5, or Offensive Bonus by +2.

Thought Shield:
Absorbs 9 points of damage each turn



Flight #1

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes