

Mindrider Wheel of Thought

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 850
Ramming Factor: 100
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: 3/1
Extra Power: +12
Initiative Bonus: +14

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

WEAPON DATA

Telekinetic Cutter 4
Class: Particle
Mode: Raking
Damage: 4d10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+4
Intercept Rating: -4
Rate of Fire: 2 per turn

Trioptic Pulsar

Class: Particle
Mode: Standard
Damage: 2d10 3 Times
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

Thought Shield

Absorbs a number of points of damage equal to its number of boxes from each direction each turn. A given direction's shields can be voluntarily lowered to increase those on another side. See rules.

SIDE HITS

1-4: Thruster
5-6: Trioptic Pulsar
7-8: Self-Repair
9-17: Primary Struct
18-20: PRIMARY Hit

PRIMARY HITS

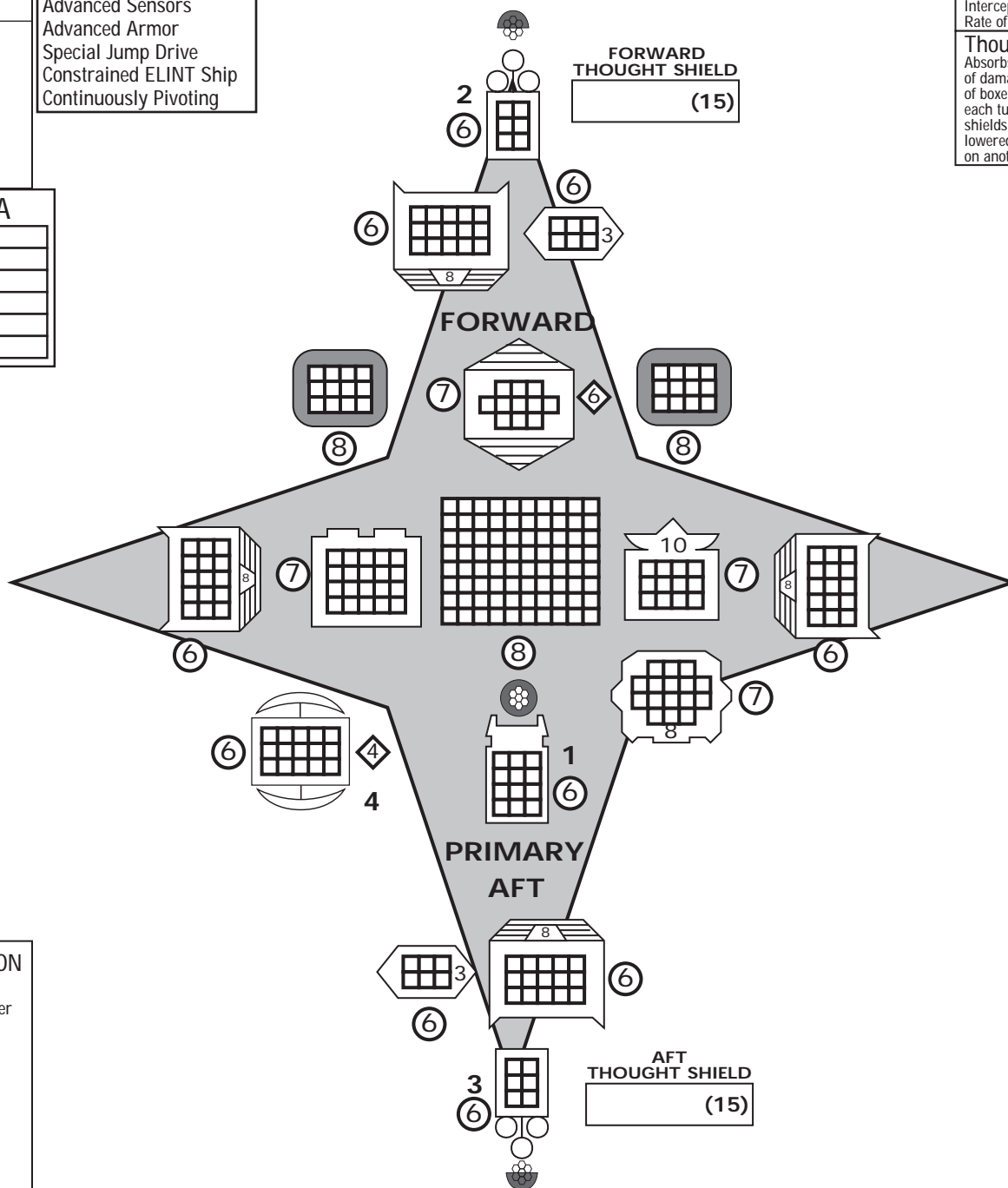
1-8: Primary Struct
9-10: Port/Stb Thruster
11: TK Cutter
12: Thought Shield
13-14: Sensors
15-16: Engine
17: Jump Drive
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
Constrained ELINT Ship
Continuously Pivoting

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	



ICON RECOGNITION

- Telekinetic Cutter
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Trioptic Pulsar
- Thought Shield