



Version 4: 2E/SF2

Counter: _____



Mindrider Thoughtforce

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3750
Ramming Factor: 460
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

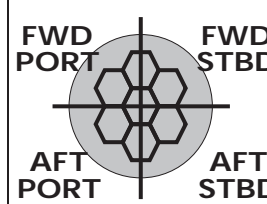
Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

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

HANGAR

12 Projections

HULL ARRANGEMENT:



WEAPON DATA

Ultra Pulse Cannon
Class: Particle
Mode: Pulse
Intercept Rating: -6
Rate of Fire: 1 per turn
Light Mode:
Damage: 12 1d6 Times
Maximum Pulses: 12
Grouping Range: +1 per 2
Range Penalty: -1 per 2 hexes
Fire Control: +4/+6/+8
Medium Mode:
Damage: 16 1d5 Times
Maximum Pulses: 9
Grouping Range: +1 per 3
Range Penalty: -1 per 3 hexes
Fire Control: +6/+6/+6
Heavy Mode:
Damage: 24 1d3 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 4 hexes
Fire Control: +8/+6/+4

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

SIDE HITS

- 1-4: Thruster
- 5-6: Trioptic Pulsar
- 7-8: Self-Repair
- 9-16: Side Struct
- 17-20: PRIMARY Hit

PRIMARY HITS

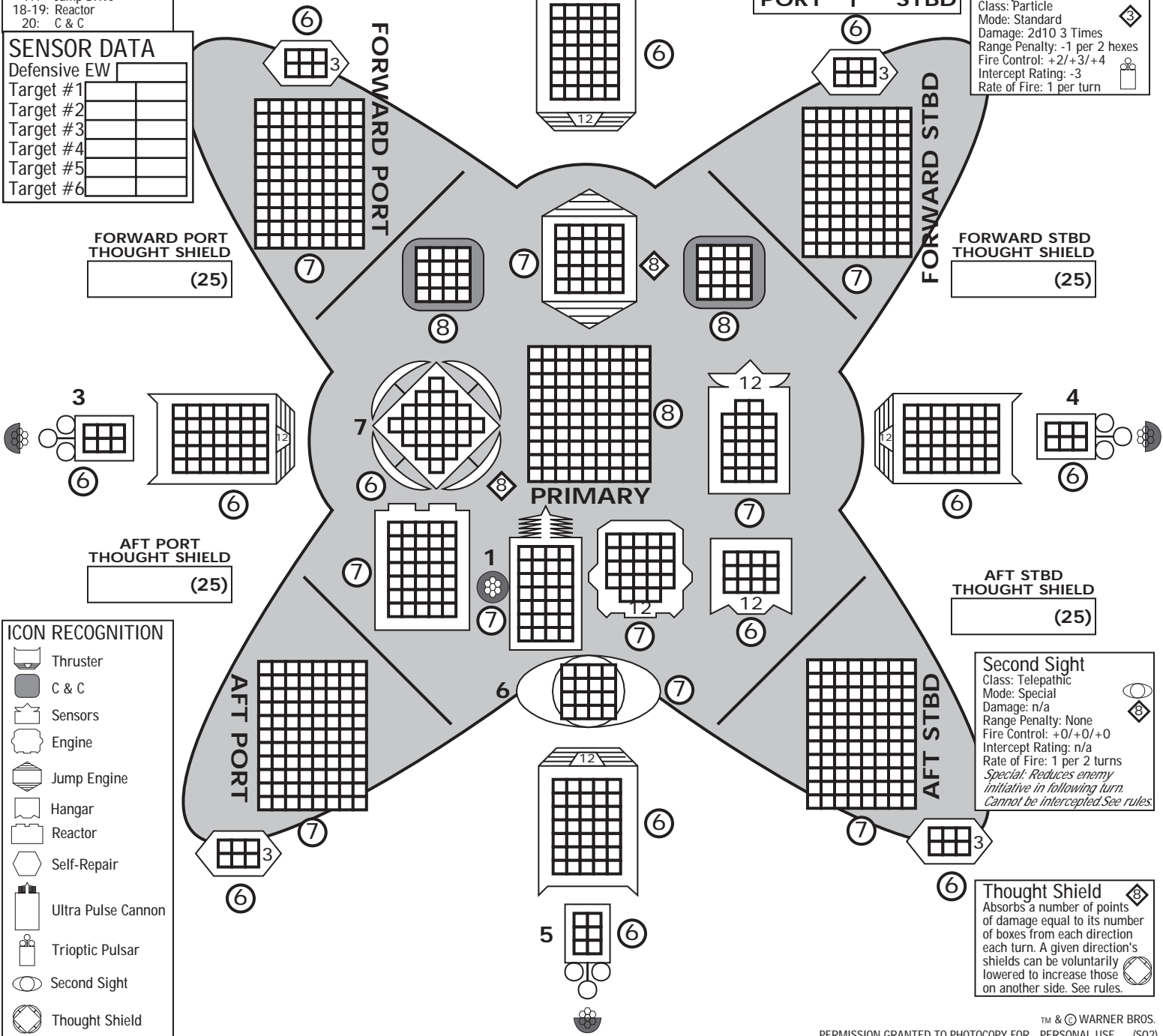
- 1-8: Primary Struct
- 9-10: Ultra Pulse Cannon
- 11-12: Thought Shield
- 13: Second Sight
- 14: Sensors
- 15: Hangar
- 16: Engine
- 17: Jump Drive
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES

Special Hull Arrangement
(Four Even Sides)
Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
Constrained ELINT Ship



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Hangar
- Reactor
- Self-Repair
- Ultra Pulse Cannon
- Trioptic Pulsar
- Second Sight
- Thought Shield