

Mindrider Mind's Eye

SPECS

Class: Enormous Unit
In Service: Primordial
Point Value: 8300
Ramming Factor: 710
Jump Delay: 8 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: 4/1
Extra Power: -24
Initiative Bonus: +0

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

Telekinetic Cutter
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

Second Sight
Class: Telepathic
Mode: Special
Damage: n/a
Range Penalty: None
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Reduces enemy initiative in following turn. Cannot be intercepted. See rules.

Thought Wave
Class: Plasma (Ballistic)
Mode: Flash
Damage: 3D6÷3 x Def. Profile
(-1 per hex)
Range Penalty: -1 per 3 hexes
Fire Control: +0/+0/+0
Base To-hit: 15
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Special to-hit calculation. Advanced Armor takes 3D6÷5 x Def Profile. See rules.

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.

GENERAL HITS

- 1-4: Thruster
- 5-6: TK Cutter
- 7-8: Trioptic Pulsar
- 9: Self-Repair
- 10-15: Structure
- 16-20: PRIMARY Hit

PRIMARY HITS

- 1-5: Primary Struct
- 6-8: Ultra Pulse Cannon
- 9: Second Sight
- 10: Thought Wave
- 11: Thought Shield
- 12: Hangar
- 13-14: Sensors
- 15-16: Engine
- 17: Jump Drive
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

SPECIAL NOTES

Limited Deployment (33%)
Special Hull Arrangement (Six Even Sides)
Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
ELINT Ship

FORWARD THOUGHT SHIELD

(25)

HANGAR

24 Projections

MIND RAGE

Turn Cost
Thrust Applied
T. Shield Bonus
/Profile Reduction
Armor Bonus

FORWARD PORT THOUGHT SHIELD

(25)

FORWARD PORT AFT PORT

AFT PORT THOUGHT SHIELD

(25)

ICON RECOGNITION

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

HULL ARRANGEMENT:

FWD FWD STBD
AFT PORT AFT STBD
AFT

