

Ancients - Ancient		Name / Crew Quality											
		Speed / Troops											
Thoughtforce		4			4			4					
Service date Until 2261		Hull Damage											
Hull 5		5	10	15	20	5	10	15	20	5	10	15	20
Turns 1/45°		25	30	35	40	25	30	35	40	25	30	35	40
Craft		45	50	55	60	45	50	55	60	45	50	55	60
Special Advanced Jump Point		65	70	75	80	65	70	75	80	65	70	75	80
Flight Computer		85	90	95	100	85	90	95	100	85	90	95	100
Self-Repair 2d6		105	110	115	120	105	110	115	120	105	110	115	120
WEAPON NAME RANGE AD SPECIAL		125	130	135	140	125	130	135	140	125	130	135	140
Boresight		145	150	155	160	145	150	155	160	145	150	155	160
Forward		165	170	175	180	165	170	175	180	165	170	175	180
Trioptic Pulsar	12 4 B/DD/P/SAP	185	190	195	200	185	190	195	200	185	190	195	200
Port		205	210	215	220	205	210	215	220	205	210	215	220
Trioptic Pulsar	12 4 B/DD/P/SAP	225	230	235	240	225	230	235	240	225	230	235	240
Starboard		245	250	255	260	245	250	255	260	245	250	255	260
Trioptic Pulsar	12 4 B/DD/P/SAP	Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait											
Aft		Crew Casualties											
Trioptic Pulsar	12 4 B/DD/P/SAP	Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2											
Boresight (Aft)		CRITICAL HITS											
Turret		1-2	ENGINE CRITICALS	Dam.	Crew	Effect							
Ultra Pulse Cannon 15 20 AP/P/TD		1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED							
Thought Shield: Thoughtforce ignores the first 10 points of damage it takes every turn.		3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED							
		5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED							
		6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS							
		3	REACTOR CRITICALS	Dam.	Crew	Effect							
		1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED							
		4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS							
		6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS							
		4	WEAPON CRITICALS	Dam.	Crew	Effect							
		1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD							
		4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE							
		5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC							
		6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE							
		5	CREW CRITICALS	Dam.	Crew	Effect							
		1-2	FIRE	+0	+2	-							
		3-4	MULTIPLE FIRES	+0	+3	-							
		5	LOCALIZED DECOMPRESSION	+1	+3	-							
		6	HULL BREACH	+2	+4	-							
		6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect							
		1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS							
		2	ENGINEERING	+4	+3	NO DAMAGE CONTROL							
		3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC							
		4	SECONDARY EXPLOSIONS	+1D6	+1D6	-							
		5	REACTOR IMPLOSION	+2D6	+4D6	-							
		6	CATASTROPHIC EXPLOSION	4D6	+2D6	-							
		VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL											
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