

The Wanderer

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 8750
Ramming Factor: 480
Jump Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +4

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

WEAPON DATA

Lightning Array

Class: Electromagnetic
Mode: Flash
Damage: 5d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+6/+8
Intercept Rating: -5
Rate of Fire: 4 per turn
Special: +1 damage per die, max 10 per die.

Alternate Fire: Can combine two or more shots as follows:

Two Shots

Damage: 10d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +5/+6/+6

Three Shots

Damage: 15d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +6/+6/+4

Four Shots

Damage: 20d10+20
Range Penalty: -1 per 5 hexes
Fire Control: +6/+6/+2

Energy Draining Field

Class: Electromagnetic
Range: 6 hexes
Effect: Drains energy. See rules for a complete description.

Chromatic Pulse Driver

Class: Electromagnetic
Mode: Pulse
Damage: 18 1d3+1 Times
Max Pulses: 4
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +4/-4/+4
Intercept Rating: -1
Rate of Fire: 1 per turn
Alternate Fire: If not fired in the previous turn, increase damage to 18 1d5+1 Times and Max Pulses to 8.
Alternate Fire: Mode: Scanning
Damage: n/a
Intercept Rating: n/a
Effects: shield systems. (See rules)

Energy Draining Mines

Class: Electromagnetic
Mode: Ballistic
Damage: Special
Range Penalty: n/a
Max Range: 150 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: May save mines not launched for use in future turns. May save up to 2 mines. May fire up to 3 at once, or save as desired.
Special: Targets a hex, not a unit. See rules.

Electronic Warfare Detector

Class: Electromagnetic
Range: 20 hexes
Allows all friendly Walker vessels to save one EW point until after movement. (See rules)

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Lightning Array
- 7-8: Chromatic Pulse Driver
- 9: EW Detector
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Chromatic Pulse Driver
- 9: Energy Draining Mines
- 10-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-10: Energy Draining Field
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

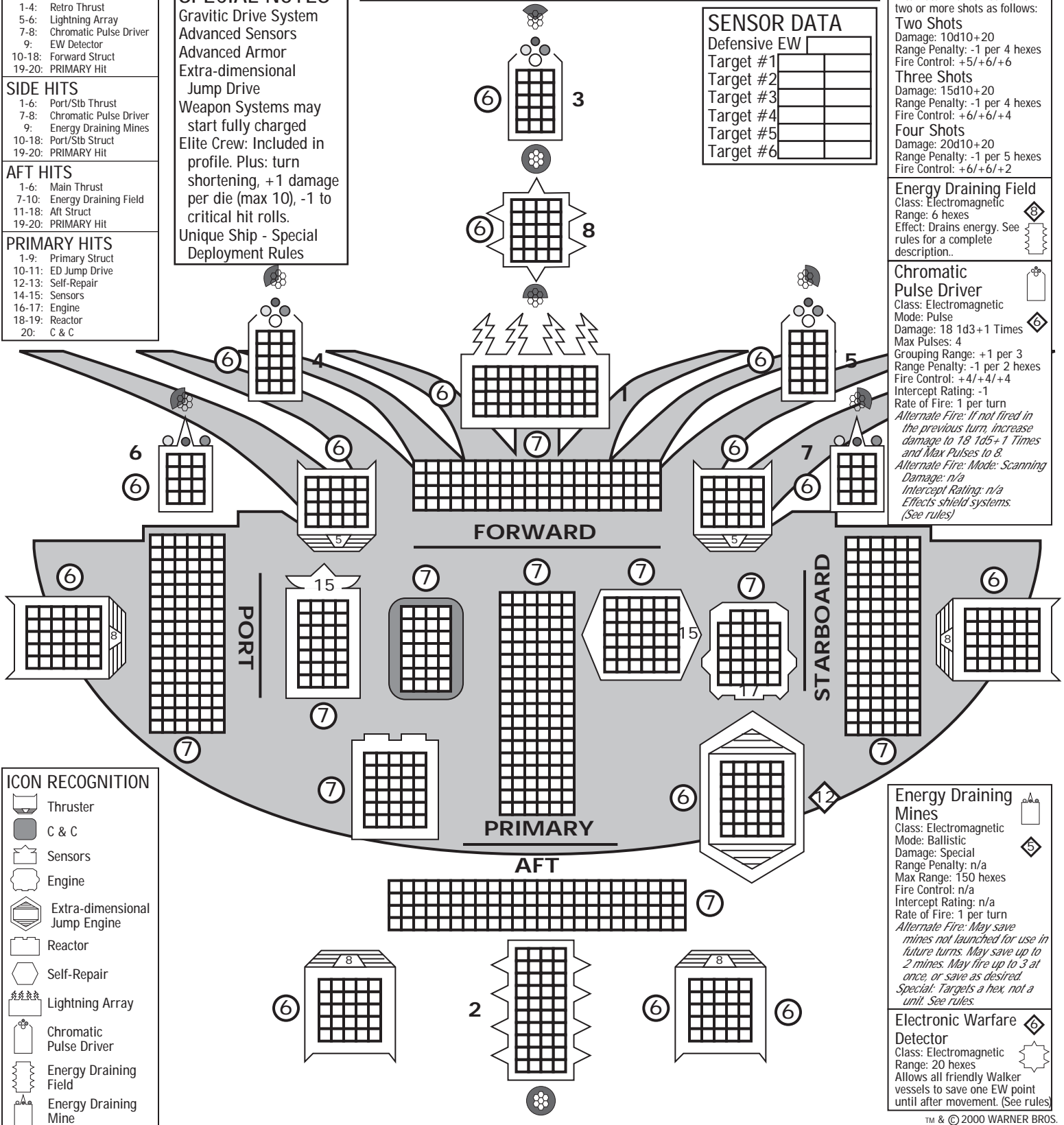
PRIMARY HITS

- 1-9: Primary Struct
- 10-11: ED Jump Drive
- 12-13: Self-Repair
- 14-15: Sensors
- 16-17: Engine
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Gravitic Drive System
Advanced Sensors
Advanced Armor
Extra-dimensional Jump Drive
Weapon Systems may start fully charged
Elite Crew: Included in profile. Plus: turn shortening, +1 damage per die (max 10), -1 to critical hit rolls.

Unique Ship - Special Deployment Rules



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Extra-dimensional Jump Engine
- Reactor
- Self-Repair
- Lightning Array
- Chromatic Pulse Driver
- Energy Draining Field
- Energy Draining Mine