

# Walker Pathfinder

## SPECS

Class: Medium Ship  
In Service: Ancient  
Point Value: 3150  
Ramming Factor: 90  
Jump Delay: 4 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: +0  
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	2	2	3	3	4	4	5	5	6	6

## HANGAR

6 Mapmaker Probes

## WEAPON DATA

### Med Lightning Array

Class: Electromagnetic  
Mode: Flash  
Damage: 4d10+12  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+4/+6  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
*Alternate Fire: If not fired in previous turn, may fire twice or combine both shots for: Damage: 8d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +5/+5/+4  
Note: Does not begin the game charged for two shots.*

### Chromatic

Pulse Driver  
Class: Electromagnetic  
Mode: Pulse  
Damage: 18 1d3 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 Times and Max Pulses to 8.  
Alternate Fire: Mode: Scanning  
Damage: n/a  
Intercept Rating: n/a  
Effects shield systems.  
(See rules)  
Note: Does not begin the game capable of increased rate.*

## FORWARD HITS

1-3: Retro Thrust  
4-5: Energy Draining Mine  
6-8: Medium Lightning Array  
9-10: Chr. Pulse Driver  
11-18: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Energy Draining Field  
10-11: Hangar  
12-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-9: Jump Drive  
10-11: Self-Repair  
12-14: Sensors  
15-17: Engine  
18-19: Reactor  
20: C & C

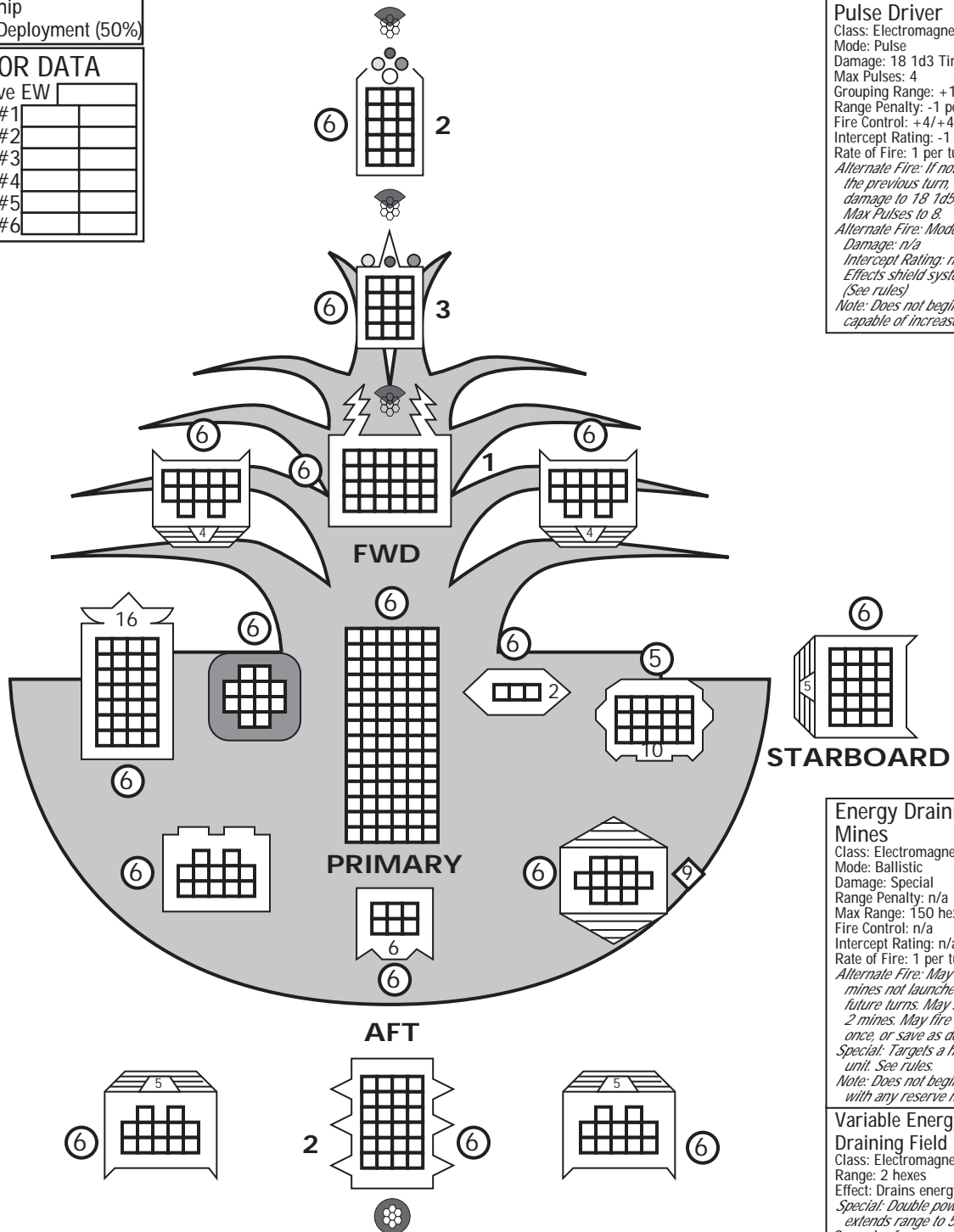
## SPECIAL NOTES

Gravitic Drive System  
Advanced Sensors  
Advanced Armor  
Special Jump Drive  
ELINT Ship  
Limited Deployment (50%)

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Lightning Array
- Chromatic Pulse Driver
- Energy Draining Mines
- Energy Draining Field

## 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.  
Note: Does not begin the game with any reserve mines.*

## Variable Energy

Draining Field  
Class: Electromagnetic  
Range: 2 hexes  
Effect: Drains energy.  
*Special: Double power extends range to 5 hexes. See rules for a complete description.*