



# Walker Guideship

SPECS	MANEUVERING							COMBAT STATS				
Class: Medium Ship	Turn Cost: 1/3 Speed							Fwd/Aft Defense: 13				
In Service: Ancient	Turn Delay: 1/2 Speed							Stb/Port Defense: 13				
Point Value: 2350	Accel/Decel Cost: 4 Thrust							Engine Efficiency: 3/1				
Ramming Factor: 90	Pivot Cost: 2+2 Thrust							Extra Power: 0				
Jump Delay: 3 Turns	Roll Cost: 1+1 Thrust							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 Affects 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: ED 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  
Extra-dimensional Jump Drive  
Walker Jump Ship

## SENSOR DATA

Defensive EW

Target #1

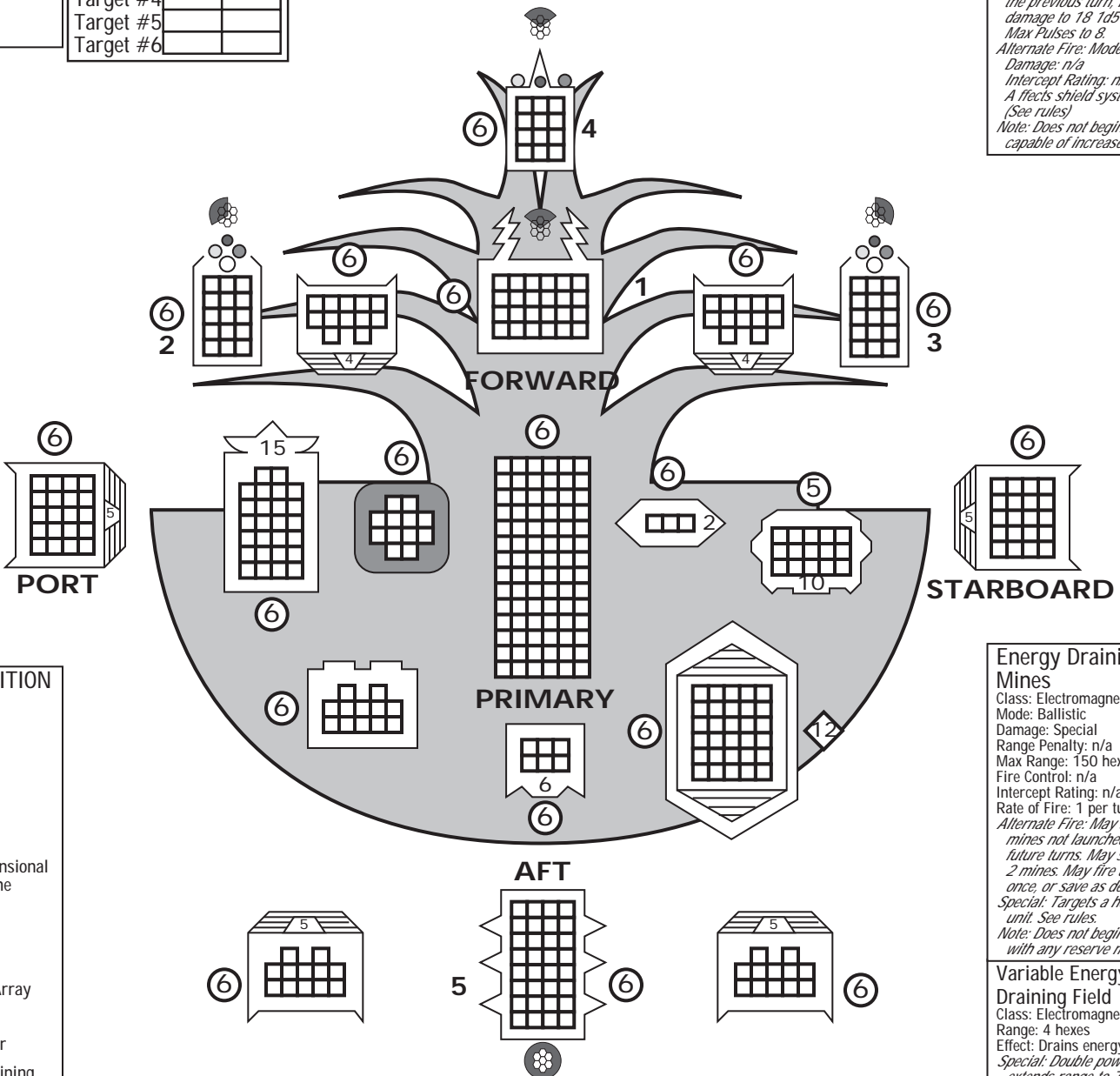
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hangar
- Extra-dimensional 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: 4 hexes  
Effect: Drains energy.  
*Special: Double power extends range to 7 hexes. See rules for a complete description.*