

Version 3: 2E/WA

Counter: _____



Walker Traveler

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 5400
Ramming Factor: 480
Jump Delay: 6 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: 17
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

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
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: 5 hexes
Effect: Drains energy. See rules for a complete description..

FORWARD HITS

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

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-9: Energy Draining Field
10-11: Docking Bay
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: E-D 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

SENSOR DATA

Defensive EW

Target #1

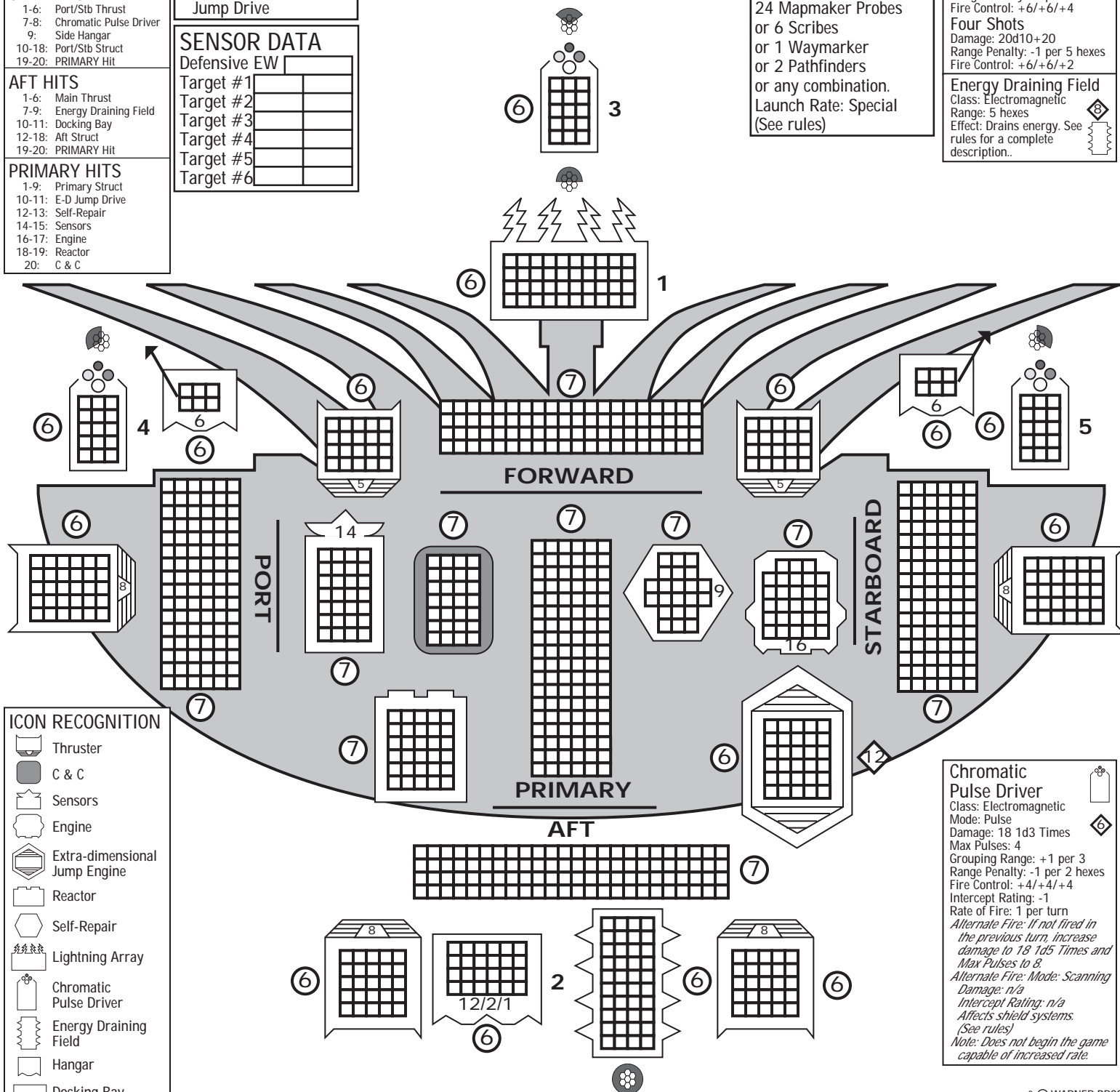
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

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.