

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
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: Jump Drive
10-11: Self-Repair
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

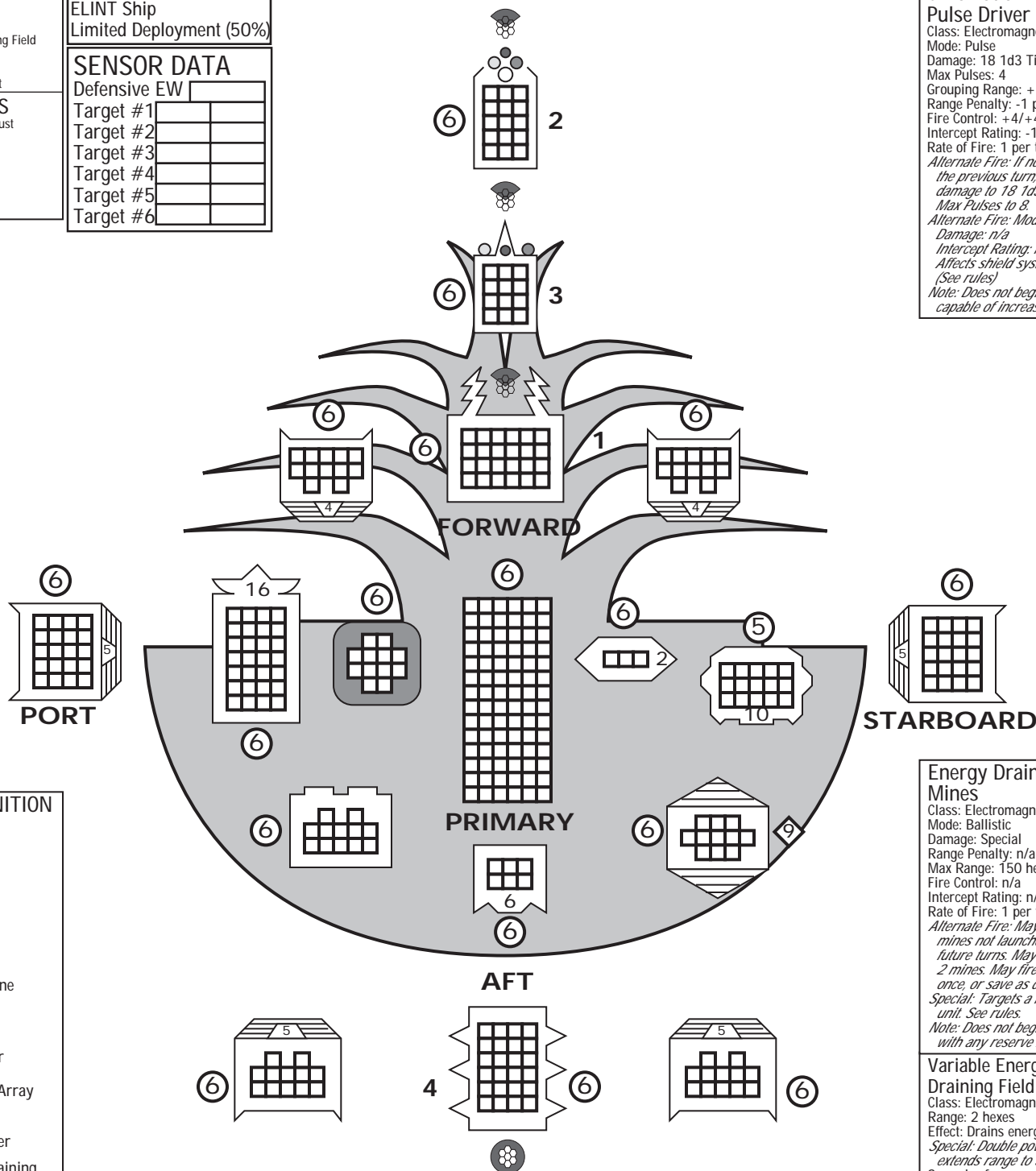
SPECIAL NOTES

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
-  Hangar
-  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.