

# Walker Waymarker

## SPECS

Class: Hvy Combat Vsl  
In Service: Ancient  
Point Value: 2575  
Ramming Factor: 200  
Jump Delay: 6 Turns

## MANEUVERING

Turn Cost: 4/3 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 5+5 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: +10

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

## HANGAR

18 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.*

### 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.*

### 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.*

### Electronic Warfare Detector

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

### Energy Draining Net

Class: Electromagnetic  
Range: 0 hexes (same hex only)  
Effect: Drains energy, linkable to other nets.  
See rules for a complete description.

## FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Med. Lightning Array
- 7-8: Energy Draining Mine
- 9-10: EW Detector
- 11-12: Chromatic Pulse
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-4: Main Thrust
- 5-7: Med. Lightning Array
- 8-9: Chromatic Pulse
- 10-11: Hangar
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-9: Primary Struct
- 8-9: Port/Stb Thrust
- 10-11: E-D Jump Drive
- 12: Energy Draining
- 13: Self-Repair
- 14-15: Sensors
- 16-17: Engine
- 18-19: Reactor
- 20: C & C

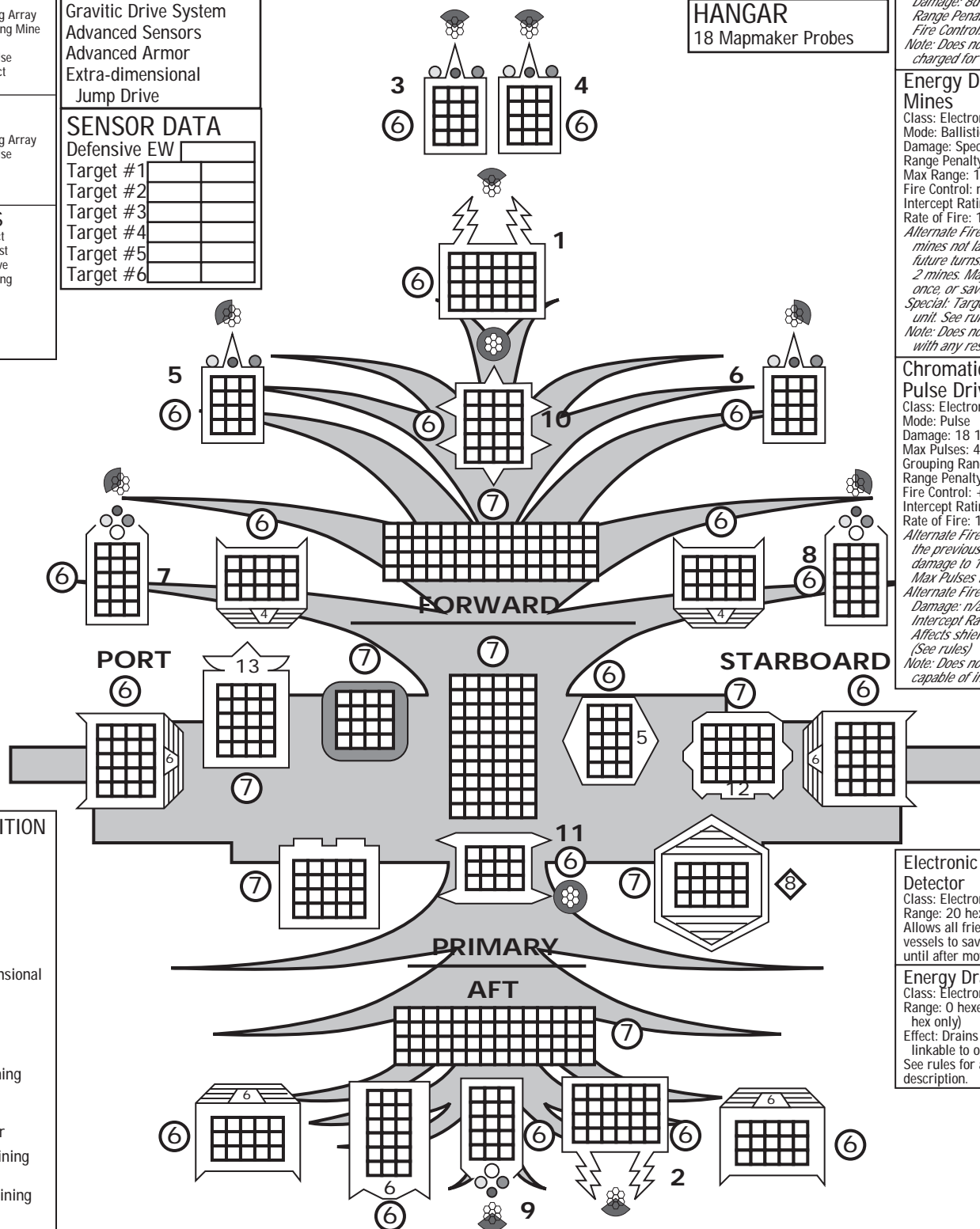
## SPECIAL NOTES

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

- Thruster
- C & C
- Sensors
- Engine
- Extra-dimensional Jump Drive
- Reactor
- Self-Repair
- Med. Lightning Array
- Chromatic Pulse Driver
- Energy Draining Mine
- Energy Draining Net
- Electronic Warfare Detector
- Hangar