



Walker Pathfinder

SPECS		MANEUVERING		COMBAT STATS								
Class: Medium Ship	In Service: Ancient	Turn Cost: 1/3 Speed	Turn Delay: 1/2 Speed	Fwd/Aft Defense: 13	Stb/Port Defense: 13							
Point Value: 3150	Ramming Factor: 90	Accel/Decel Cost: 4 Thrust	Pivot Cost: 2+2 Thrust	Engine Efficiency: 3/1	Extra Power: +0							
Jump Delay: 4 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

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	
<i>Alternate Fire: If not fired in previous turn, may fire twice or combine both shots for: Damage: 8d10+12</i>	
<i>Range Penalty: -1 per 4 hexes</i>	
<i>Fire Control: +5/+5/+4</i>	
<i>Note: Does not begin the game charged for two shots.</i>	
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	
<i>Alternate Fire: If not fired in the previous turn, increase damage to 18 1d5 Times and Max Pulses to 8</i>	
<i>Alternate Fire: Mode: Scanning</i>	
<i>Damage: n/a</i>	
<i>Intercept Rating: n/a</i>	
<i>Effects shield systems.</i>	
<i>(See rules)</i>	
<i>Note: Does not begin the game capable of increased rate.</i>	

HANGAR
6 Mapmaker Probes

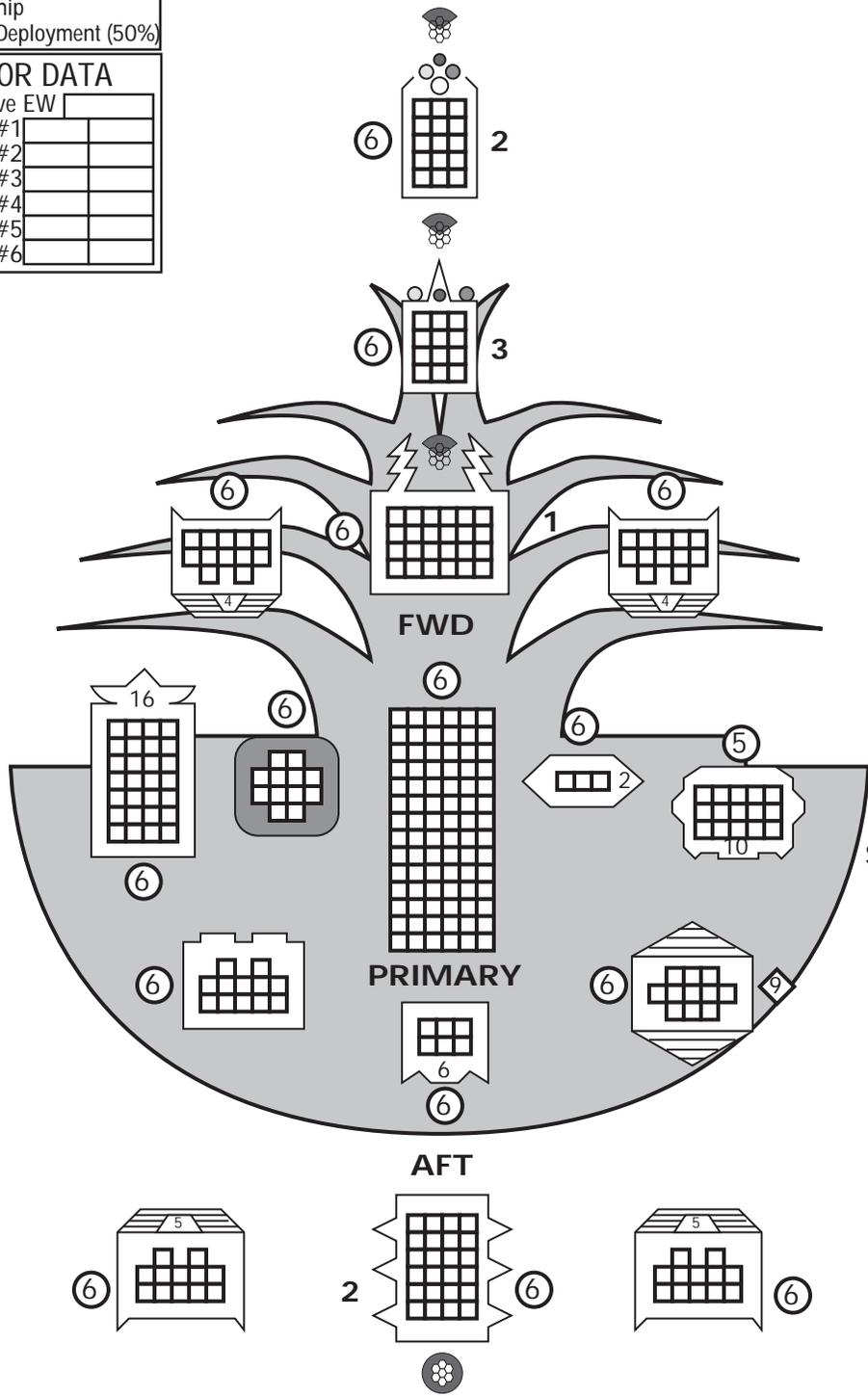
FORWARD HITS	
1-3: Retro Thrust	
4-5: Energy Draining Mine	
6-8: Medium Lightning Array	
9-10: Chr. Pulse Driver	
11-18: Structure	
19-20: PRIMARY Hit	

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	
<i>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.</i>	
<i>Special: Targets a hex, not a unit. See rules.</i>	
<i>Note: Does not begin the game with any reserve mines.</i>	
Variable Energy Draining Field	
Class: Electromagnetic	
Range: 2 hexes	
Effect: Drains energy.	
<i>Special: Double power extends range to 5 hexes.</i>	
See rules for a complete description.	