

The Wanderer

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16	
In Service: Ancient		Turn Delay: 4/3 Speed		Stb/Port Defense: 13	
Point Value: 8750		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 480		Pivot Cost: 6+6 Thrust		Extra Power: +0	
Jump Delay: 4 Turns		Roll Cost: 1+1 Thrust		Initiative Bonus: +4	
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
Special: +1 damage per die, max 10 per die.
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

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES

Gravitic Drive System
Advanced Sensors
Advanced Armor
Extra-dimensional Jump Drive
Weapon Systems may start fully charged
Elite Crew: Included in profile. Plus: turn shortening, +1 damage per die (max 10), -1 to critical hit rolls.
Unique Ship - Special Deployment Rules

FORWARD HITS

1-4: Retro Thrust
5-6: Lightning Array
7-8: Chromatic Pulse Driver
9: EW Detector
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

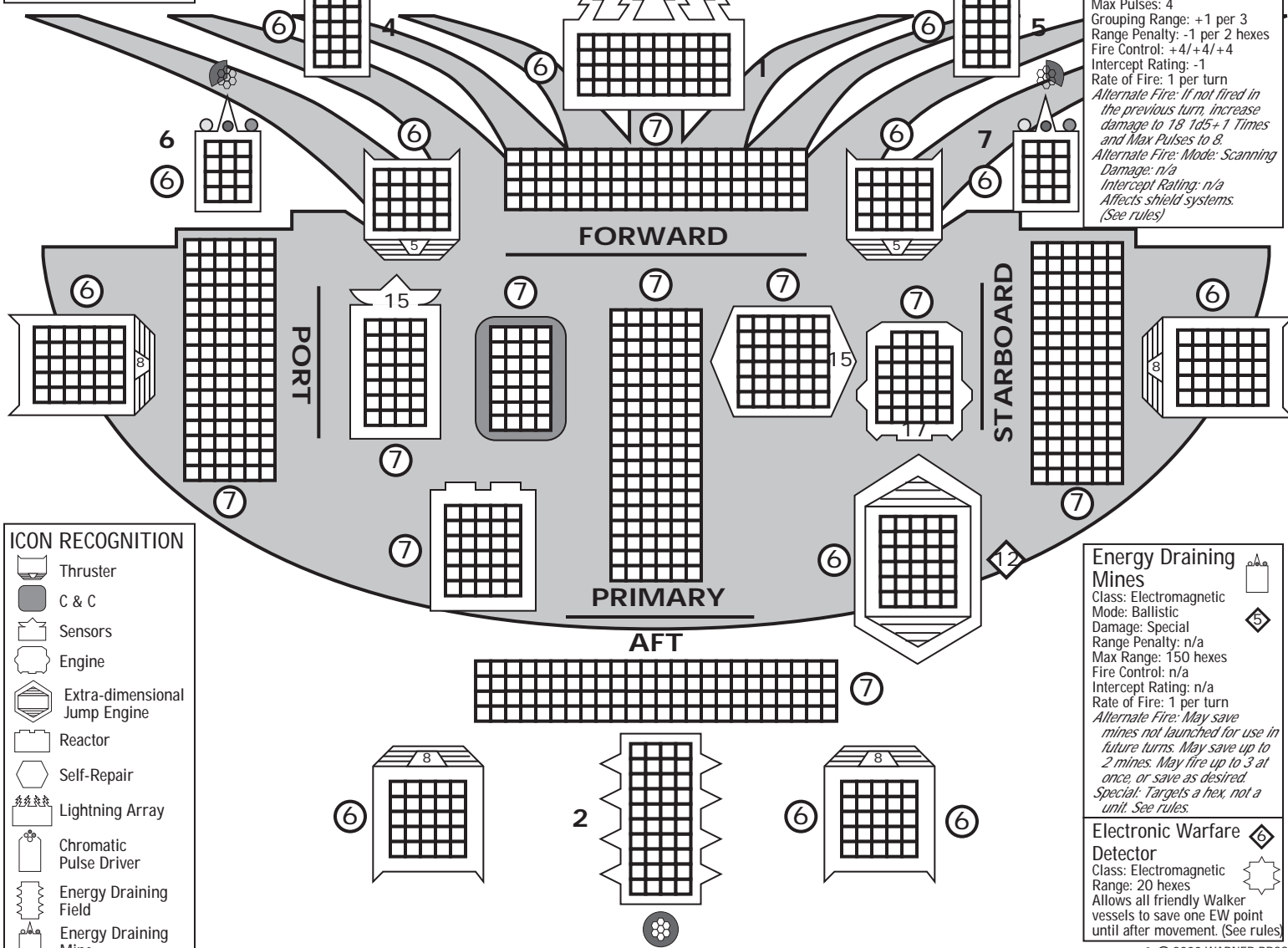
1-6: Port/Stb Thrust
7-8: Chromatic Pulse Driver
9: Energy Draining Mines
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct
10-11: ED Jump Drive
12-13: Self-Repair
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Extra-dimensional Jump Engine
- Reactor
- Self-Repair
- Lightning Array
- Chromatic Pulse Driver
- Energy Draining Field
- Energy Draining Mine

Energy Draining Field

Class: Electromagnetic
Range: 6 hexes
Effect: Drains energy. See rules for a complete description..

Chromatic Pulse Driver

Class: Electromagnetic
Mode: Pulse
Damage: 18 1d3+1 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+1 Times and Max Pulses to 8.
Alternate Fire: Mode: Scanning
Damage: n/a
Intercept Rating: n/a
Affects shield systems. (See rules)

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.

Electronic Warfare Detector

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