

STARSHIP SHEET

STARSHIP NAME

SFS Drake

TIER

2

MAKE AND MODEL

Drake

SIZE

Medium

FRAME

Transport

SPEED

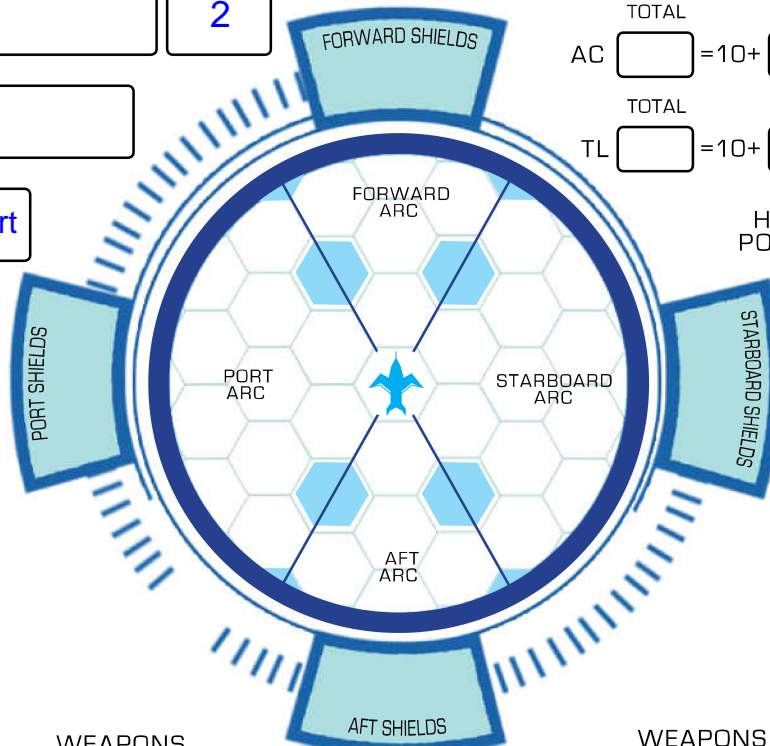
8 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

2

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

2

HULL POINTS

TOTAL

70

CURRENT

DAMAGE THRESHOLD

N/A

CRITICAL THRESHOLD

14

SHIELD TOTAL

50 points
[15/10/10/15]

MODIFIERS

+1 any 3 checks per Rd

WEAPONS
(FORWARD)

Coilgun: Long Range
(4d4)

WEAPONS
(PORT)

None

WEAPONS
(AFT)

Gyrolaser: Short Range
(1d8)

WEAPONS
(STARBOARD)

None

WEAPONS
(TURRET)

High explosive missile
launcher: Long Range
(4d8) Track, Speed 12,
Limited Fire 5

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

Crew Compliment: 4-7

+0 to checks made with sensors (Range 10)

POWER CORE

Arcus Heavy:
130 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

Budget Med Range Sensors
mk 1 trinode computer

mk 2 armor

mk 2 defenses

Crew Quarters (good)

EXPANSION BAYS

Cargo hold

Escape pods

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT [1-10]

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS [11-30]

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY [31-60]

ENGINES [61-80]

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE [81-00]

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCHING

MALFUNCTIONING

WRECKED

