

STARSHIP SHEET

STARSHIP NAME

SFS Drake

TIER

8

MAKE AND MODEL

Drake

SIZE

Medium

FRAME

Transport

SPEED

8 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1

FORWARD SHIELDS

FORWARD ARC

PORT ARC

STARBOARD ARC

AFT ARC

AFT SHIELDS

PORT SHIELDS

STARBOARD SHIELDS

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

6

SIZE MOD

MISC MOD

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

5

SIZE MOD

MISC MOD

HULL POINTS

TOTAL

100

CURRENT

DAMAGE THRESHOLD

N/A

CRITICAL THRESHOLD

20

SHIELD TOTAL

160 points
[40/40/40/40]

MODIFIERS

+2 any 3 checks per Rd
+2 to Computers

WEAPONS
(FORWARD)

Persistent Particle Beam:
Long Range (10d6)
Coilgun: Long Range
(4d4)

WEAPONS
(PORT)

Coilgun: Long Range
(4d4)

WEAPONS
(AFT)

Laser Net: Short range
(2d6)[Point +10]

WEAPONS
(STARBOARD)

None

WEAPONS
(TURRET)

Light Particle Beam:
Medium Range (3d6)
Heavy Antimatter missile
launcher: Long Range
(10d10) Track, Speed 8,
Limited Fire 5

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

Crew Compliment: 4-7
+2 to checks made with sensors (Range 10)

POWER CORE

Pulse Orange:
250 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

Basic Med Range Sensors
mk 2 trinode computer

mk 6 armor

mk 6 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

