

STARSHIP SHEET

STARSHIP NAME

SFS Drake

TIER

12

MAKE AND MODEL

Drake

SIZE

Medium

FRAME

Transport

SPEED

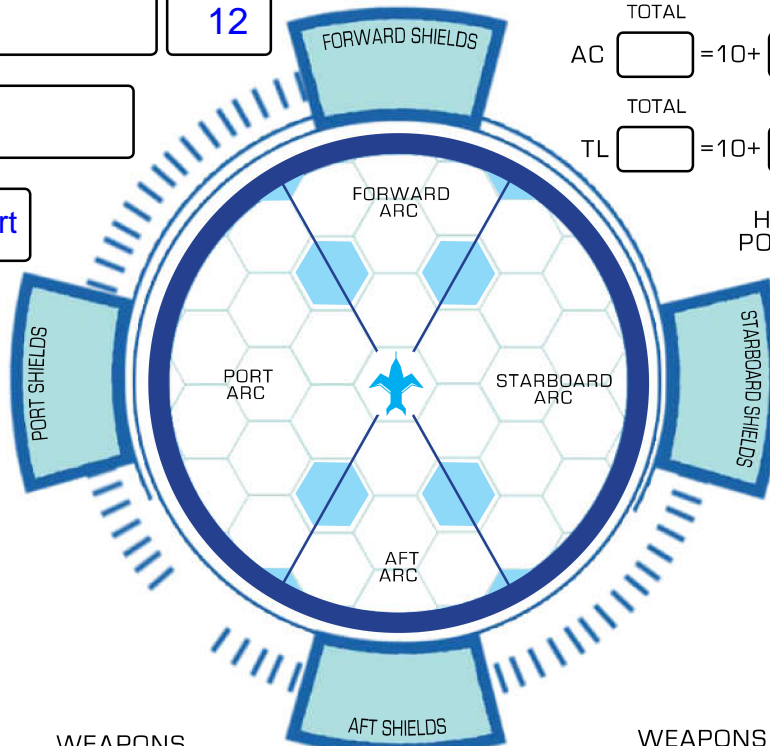
8 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



AC

TOTAL

=10+

PILOT RANKS

8

ARMOR BONUS

8

SIZE MOD

MISC MOD

TL

TOTAL

=10+

PILOT RANKS

8

COUNTER-MEASURES

8

SIZE MOD

MISC MOD

HULL POINTS

TOTAL

115

CURRENT

DAMAGE THRESHOLD

N/A

CRITICAL THRESHOLD

23

SHIELD TOTAL

280 points
[70/70/70/70]

MODIFIERS

+4 any 3 checks per Rd
+2 to Computers

WEAPONS
(FORWARD)

Linked plasma Cannon:
Medium Range (10d12)

WEAPONS
(PORT)

Twin Laser: Long Range
(5d8)

WEAPONS
(AFT)

Heavy Laser Net:
Short range (5d6)
[Point +12]

WEAPONS
(STARBOARD)

Twin Laser: Long Range
(5d8)

WEAPONS
(TURRET)

Heavy Antimatter missile
launcher: Long Range
(10d10) Track, Speed 8,
Limited Fire 5
Heavy plasma torpedo
Launcher: Long Range
(5d10) Track, Speed 12,
Limited Fire 5

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

Crew Compliment: 4-7

+2 to checks made with sensors (Range 20)

POWER CORE

Pulse Prismatic:
300 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

Basic Long Range Sensors
mk 4 trinode computer

mk 8 armor

mk 9 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

