

STARSHIP SHEET

STARSHIP NAME

SFS Drake

TIER

4

MAKE AND MODEL

Drake

SIZE

Medium

FRAME

Transport

SPEED

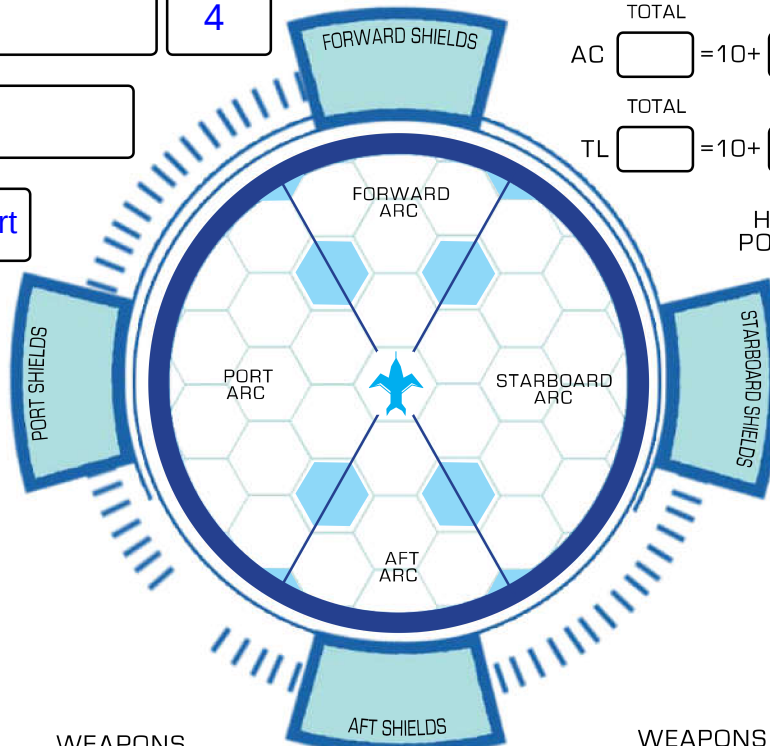
8 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



TOTAL AC = 10 + 4 = 14

TOTAL TL = 10 + 4 = 14

HULL POINTS: 85

DAMAGE THRESHOLD: N/A

CRITICAL THRESHOLD: 17

SHIELD TOTAL: 70 points [20/15/15/20]

MODIFIERS: +1 any 3 checks per Rd

WEAPONS (FORWARD)

Heavy laser cannon: Medium Range (4d8)

Coilgun: Long Range (4d4)

WEAPONS (PORT)

None

WEAPONS (AFT)

Coilgun: Long Range (4d4)

WEAPONS (STARBOARD)

None

WEAPONS (TURRET)

Coilgun: Long Range (4d4)

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

Pulse Green: 150 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

Budget Med Range Sensors
mk 1 trinode computer

mk 4 armor

mk 4 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

