

## STARSHIP NAME

TIER

8

MAKE AND MODEL

SFS Drake Tier 8

SIZE

Medium

FRAME

Transport

DRIFT

1

SPEED

8

MANEUVERABILITY

Average (Turn 2)

## SYSTEMS

Basic Medium-Range Sensors

Crew Quarters (Good)

Mk 2 Trinode computer

Mk 6 Armor, Mk 6 Defenses

## WEAPON (Fwd)

Atk

Range

Damage

Prsistnt Part. Beam

Long

10d6

Coilgun

Long

4d4

## WEAPON (Aft)

Atk

Range

Damage

Laser Net

Short

2d6

## MODIFIERS

+2 to any 3/round  
+2 Computers

## NOTES

AM Missile Launcher has  
Speed 8, Limited  
Fire 5

Laser Net has Point +10

## WEAPON (Port)

Atk

Range

Damage

Coilgun

Long

4d4

## WEAPON (Starbord)

Atk

Range

Damage

## WEAPON (Turret)

Atk

Range

Damage

Heavy AM Missile

Long

10d10

Light Particle Beam

Medium

3d6

## CREW

Captain

Pilot

Gunners

Engineers

Science Officers

Chief Mates

Magic Officers

## 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

## STARSHIP SHEET

## STARFINDER

TOTAL

AC  =10+

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

6

0

TOTAL

TL  =10+

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

5

0

SHIELD TOTAL

HULL POINTS

TOTAL

100

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

20

DRIFT ENGINE

Signal Basic

POWER CORE

250 PCU

Pulse Orange

## EXPANSION BAYS

Cargo Hold

Escape Pods

## CARGO/PASSENGERS

Complement 4-7

GLITCHING

MALFUNCTIONING

WRECKED

