

STARSHIP NAME

TIER

10

MAKE AND MODEL

SFS Drake Tier 10

SIZE

Medium

FRAME

Transport

DRIFT

1

SPEED

8

MANEUVERABILITY

Average (Turn 2)

FORWARD SHIELDS

50

PORT SHIELDS

50

50

AFT SHIELDS

POWER CORE

300 PCU

Pulse Prismatic

STARSHIP SHEET

STARFINDER

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

+ 7

+ 0

+

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

+ 6

+ 0

+

SHIELD TOTAL

HULL POINTS

TOTAL

CURRENT

200

100

DAMAGE THRESHOLD

CRITICAL THRESHOLD

DRIFT ENGINE

Signal Basic

-

20

SYSTEMS

Basic Long-Range Sensors

Crew Quarters (Good)

Mk 3 Trinode computer

Mk 7 Armor, Mk 7 Defenses

EXPANSION BAYS

Cargo Hold

Escape Pods

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Prsistnt Part. Beam

Long

10d6

Hvy. Plasma Torp.

Long

5d10

WEAPON (Aft)

Atk

Range

Damage

Heavy Laser Net

Short

5d6

MODIFIERS

+3 to any 3/round
+2 Computers

NOTES

Hvy. Plasma Torp. has
Speed 12, Limited
Fire 5AM Missile Launcher has
Speed 8, Limited
Fire 5

Laser Net has Point +12

WEAPON (Port)

Atk

Range

Damage

Coilgun

Long

4d4

WEAPON (Starbord)

Atk

Range

Damage

Coilgun

Long

4d4

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

GLITCHING

MALFUNCTIONING

WRECKED

