

STARSHIP NAME

TIER

12

MAKE AND MODEL

SFS Drake Tier 12

SIZE

Medium

FRAME

Transport

DRIFT

1

SPEED

8

MANEUVERABILITY

Average (Turn 2)

FORWARD SHIELDS

70

PORT SHIELDS

70

70

AFT SHIELDS

STARBOARD SHIELDS

70

SHIELD TOTAL

280

DRIFT ENGINE

Signal Basic

STARSHIP SHEET

STARFINDER

TOTAL

AC = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

8

0

TOTAL

TL = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

8

0

TOTAL

CURRENT

HULL POINTS

115

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

23

SYSTEMS

Basic Long-Range Sensors

Crew Quarters (Good)

Mk 4 Trinode computer

Mk 8 Armor, Mk 9 Defenses

EXPANSION BAYS

Cargo Hold

Escape Pods

CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Linked Plasma Can.

Medium

10d12

WEAPON (Aft)

Atk

Range

Damage

Heavy Laser Net

Short

5d6

MODIFIERS

+4 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

Twin Laser

Long

5d8

WEAPON (Starboard)

Atk

Range

Damage

Twin Laser

Long

5d8

WEAPON (Turret)

Atk

Range

Damage

Heavy AM Missile

Long

10d10

Hvy. Plasma Torp.

Long

5d10

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

