

**STARSHIP SHEET**

**STARSHIP NAME**

SFS Drake

**TIER**

6

**MAKE AND MODEL**

Drake

**SIZE**

Medium

**FRAME**

Transport

**SPEED**

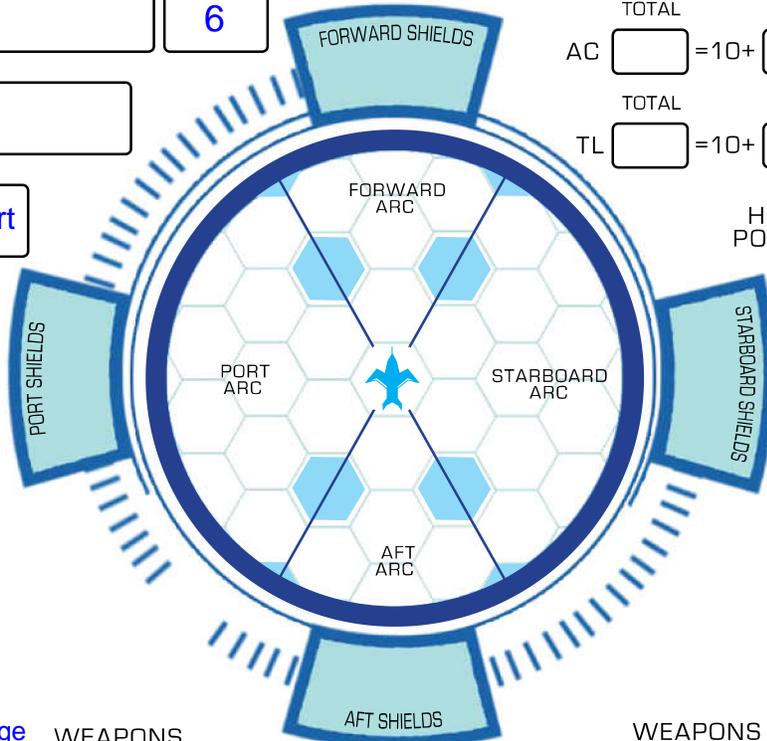
8 Hexes

**MANEUVERABILITY**

Average (turn 2)

**DRIFT RATING**

1



AC  = 10+  TOTAL PILOT RANKS +  ARMOR BONUS +  SIZE MOD +  MISC MOD

TL  = 10+  TOTAL PILOT RANKS +  COUNTER-MEASURES +  SIZE MOD +  MISC MOD

HULL POINTS TOTAL  CURRENT

DAMAGE THRESHOLD  CRITICAL THRESHOLD

N/A 17

SHIELD TOTAL

100 points [25/25/25/25]

MODIFIERS

+2 any 3 checks per Rd  
+2 to Computers

**WEAPONS (FORWARD)**

Particle Beam: Long Range (8d6)

Coilgun: Long Range (4d4)

**WEAPONS (PORT)**

Coilgun: Long Range (4d4)

**WEAPONS (AFT)**

Coilgun: Long Range (4d4)

**WEAPONS (STARBOARD)**

None

**WEAPONS (TURRET)**

Linked High explosive missile launcher: Long Range (8d8)  
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 10)

**POWER CORE**

Pulse Blue: 200 PCU

**DRIFT ENGINE**

Signal Basic

**SYSTEMS**

Basic Med Range Sensors  
mk 2 trinode computer

mk 5 armor

mk 5 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

