STARSHIP SHEET

STARSHIP NAME
SFS Drake

TIER
10

MAKE AND MODEL
Drake

SIZE
Medium

FRAME
Transport

SPEED
8 Hexes

MANEUVERABILITY
Average (turn 2)

DRIFT RATING
1

FORWARD SHIELDS

FORWARD ARC
PORT ARC
STARBOARD ARC
AFT ARC

PORT SHIELDS
STARBOARD SHIELDS
AFT SHIELDS
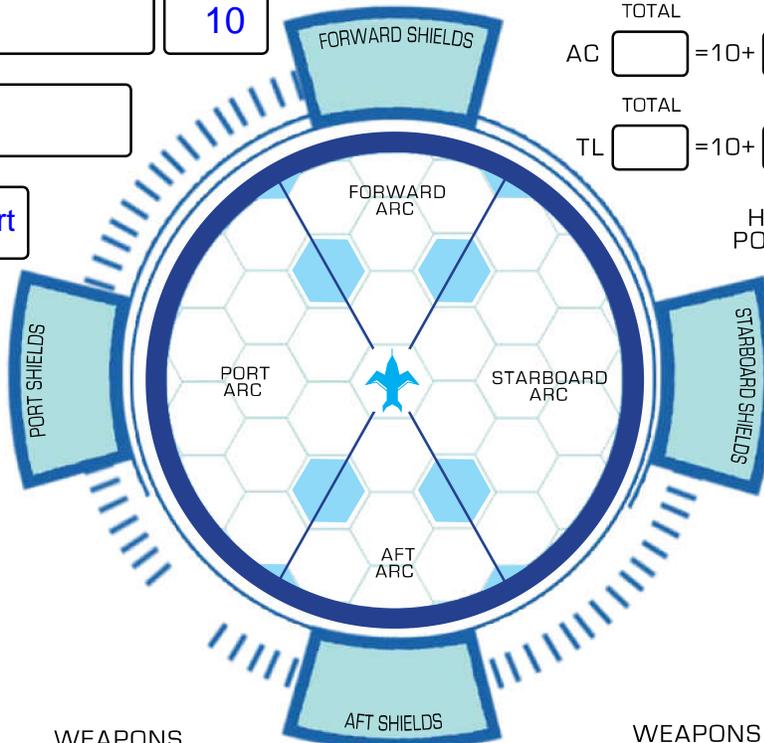
AC TOTAL [ ] =10+ PILOT RANKS [ ] + ARMOR BONUS 7 + SIZE MOD [ ] + MISC MOD [ ]

TL TOTAL [ ] =10+ PILOT RANKS [ ] + COUNTER-MEASURES 6 + SIZE MOD [ ] + MISC MOD [ ]

HULL POINTS TOTAL 100 CURRENT [ ]

DAMAGE THRESHOLD N/A

CRITICAL THRESHOLD 20

SHIELD TOTAL
200 points
[50/50/50/50]

MODIFIERS
+3 any 3 checks per Rd
+2 to Computers

WEAPONS (FORWARD)
Persistent Particle Beam: Long Range (10d6)

Heavy plasma torpedo Launcher: Long Range (5d10) Track, Speed 12 Limited Fire 5

WEAPONS (PORT)
Coilgun: Long Range (4d4)

WEAPONS (AFT)
Heavy Laser Net: Short range (5d6) [Point +12]

WEAPONS (STARBOARD)
Coilgun: Long Range (4d4)

WEAPONS (TURRET)
Light Particle Beam: Medium Range (3d6)

Heavy Antimatter missile launcher: Long Range (10d10)Track, Speed 8, Limited Fire 5

CREW
CAPTAIN
ENGINEERS
GUNNERS
PILOT
SCIENCE OFFICERS

NOTES
Crew Compliment: 4-7
+2 to checks made with sensors (Range 20)

POWER CORE
Pulse Prismatic: 300 PCU

DRIFT ENGINE
Signal Basic

SYSTEMS
Basic Long Range Sensors
mk 3 trinode computer
mk 7 armor
mk 7 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
FORWARD [1] / PORT [4] / STARBOARD [2] / AFT [3]	FORWARD [1] / PORT [4] / STARBOARD [2] / AFT [3]	FORWARD [1] / PORT [4] / STARBOARD [2] / AFT [3]