

SFS Drake Tier 2

Make and model: Drake

Size: Medium Frame: Transport

Speed: 8 hexes

Maneuverability: Average (turn 2)

Drift Rating: 1

AC: $10 + 1$ (pilot ranks) $+ 2$ (armor bonus) = 13

TL: $10 + 1$ (pilot ranks) $+ 2$ (Countermeasures) = 13

Hull Points: Total: 70 ; Current 70

Damage Threshold: N/A

Critical Threshold: 14

Shield Total: 50 points (15 / 10 / 10 / 15)
(Forward/Port/Starboard/Aft)

Shield Current

Forward Shields (front): 15

Port Shields (left): 10

Starboard Shields (right): 10

Aft Shields (rear): 15

Modifiers: +1 any 3 checks per round

Weapons (Forward): Coilgun (Long Range) (4d4)

Weapons (Aft): Gyrolaser (short range) (1d8)

Weapons (Turret): High Explosive Missile Launcher (Long Range) (4d8) Track, Speed 12, limited Fire 5 Fired: 0

No weapons to port or starboard

Notes

Crew Complement: 4-7

+0 to checks made with sensors (Range 10)

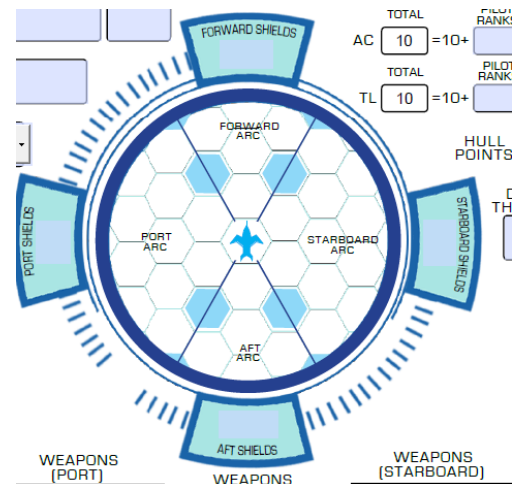
Power Core: Arcus Heavy 130 PCU

Drift Engine: Signal Basic

Systems: Budget Med Range Sensors, mk 1 trinode computer, mk 2 armor, mk 2 defenses, Crew Quarters (good)

Expansion Bays: Cargo hold, escape pods

Critical Damage record on next page.



Critical Damage (0 = unchecked, 1 = checked)

Life Support (1-10)

Glitching 0 Malfunctioning 0 Wrecked 0

Sensors (11-30)

Glitching 0 Malfunctioning 0 Wrecked 0

Weapons Array (31-60)

Weapons (Forward): Coil gun Glitching 0 Malfunctioning 0 Wrecked 0

Weapons (Aft): Gyrolaser Glitching 0 Malfunctioning 0 Wrecked 0

Weapons (Turret): High Explosive Missile Launcher

Glitching 0 Malfunctioning 0 Wrecked 0

Engines (61-80)

Glitching 0 Malfunctioning 0 Wrecked 0

Power Core (81-00)

Glitching 0 Malfunctioning 0 Wrecked 0