

## STARSHIP NAME

TIER

10

MAKE AND MODEL

SFS Gorgon Tier 10

SIZE

Large

FRAME

Destroyer

DRIFT

1

SPEED

6

MANEUVERABILITY

Average (Turn 2)

## SYSTEMS

Cut-Rate Sensors

Crew Quarters (Common)

Mk 8 Armor, Mk 8 Defenses

WEAPON (Fwd)

Atk

Range

Damage

Persistent Particle Beam

Long

10d6

Persistent Particle Beam

Long

10d6

WEAPON (Port)

Atk

Range

Damage

Heavy AM Missile

Long

10d10

WEAPON (Turret)

Atk

Range

Damage

Light Particle Beam

Medium

3d6

## 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

## STARSHIP SHEET

## STARFINDER

FORWARD SHIELDS

60

AFT SHIELDS

60

PORT SHIELDS

60

STARBOARD SHIELDS

60

TOTAL

AC  = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

8

-1

TOTAL

TL  = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

7

-1

SHIELD TOTAL

240

HULL POINTS

TOTAL

200

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

40

DRIFT ENGINE

Signal Basic

POWER CORE

300 PCU

Pulse Prismatic

## EXPANSION BAYS

Cargo Hold (4)

## CARGO/PASSENGERS

Complement 4-20

## MODIFIERS

-2 Computers  
+2 Piloting

## NOTES

Heavy Antimatter Missile  
Launcher has Speed 8,  
Limited Fire 5

WEAPON (Aft)

Atk

Range

Damage

WEAPON (Starboard)

Atk

Range

Damage

Heavy AM Missile

Long

10d10

## CREW

Captain

Pilot

Gunners

Engineers

Science Officers

Chief Mates

Magic Officers

GLITCHING

MALFUNCTIONING

WRECKED

