

## STARSHIP NAME

TIER

8

MAKE AND MODEL

SFS Pegasus Tier 8

SIZE

Medium

FRAME

Explorer

DRIFT

1

SPEED

10

MANEUVERABILITY

Good (Turn 1)

FORWARD SHIELDS

40

PORT SHIELDS

40

40

AFT SHIELDS

STARBOARD SHIELDS

40

POWER CORE

250 PCU

Pulse Orange

## STARSHIP SHEET

## STARFINDER

TOTAL

AC  = 10 +

PILOT RANKS

ARMOR BONUS

SIZE MOD

MISC MOD

5

0

TOTAL

TL  = 10 +

PILOT RANKS

COUNTER-MEASURES

SIZE MOD

MISC MOD

7

0

SHIELD TOTAL

160

HULL POINTS

TOTAL

75

CURRENT

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

15

DRIFT ENGINE

Signal Basic

## SYSTEMS

Advanced Long-Range Sensors

Crew Quarters (Good)

Mk 3 Duonode computer

Mk 5 Armor, Mk 8 Defenses

## EXPANSION BAYS

Cargo Hold

Escape Pods

Science Lab

Tech Workshop

## CARGO/PASSENGERS

Complement 4-7

WEAPON (Fwd)

Atk

Range

Damage

Particle Beam

Long

8d6

HE Missile Launch.

Long

4d8

WEAPON (Aft)

Atk

Range

Damage

## MODIFIERS

+3 any 2/round

+4 Computers

+1 Piloting

## NOTES

Laser Net has Point (+10)  
Missile Launcher has  
Speed 12, Lim. Fire. 5.

EMP cannon blocked by  
any shields. Causes  
one random system to  
behave as glitching for  
1d4 rounds.

WEAPON (Port)

Atk

Range

Damage

Laser Net

Short

2d6

WEAPON (Starboard)

Atk

Range

Damage

Light EMP Cannon

Short

Sp.

WEAPON (Turret)

Atk

Range

Damage

Twin Laser

Long

5d8

## 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

