

**STARSHIP NAME**

SFS Pegasus

TIER  
2

**STARSHIP SHEET**

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

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

**MAKE AND MODEL**

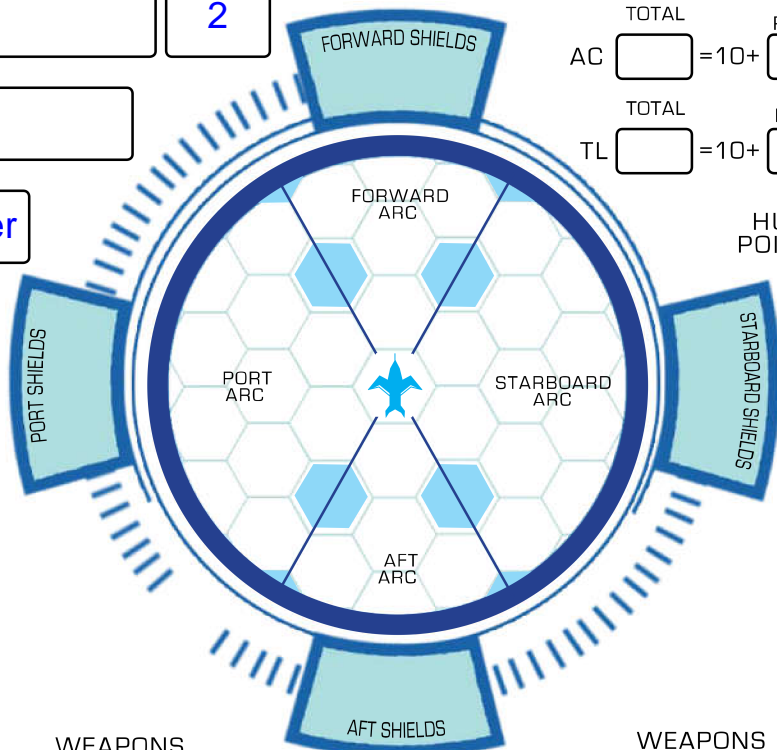
Pegasus

SIZE **Medium** FRAME **Explorer**

SPEED **10 Hexes**

MANEUVERABILITY **Good (turn 1)**

DRIFT RATING **1**



HULL POINTS **55**

DAMAGE THRESHOLD **NA** CRITICAL THRESHOLD **11**

SHIELD TOTAL **40 Points [10/10/10/10]**

MODIFIERS  
+2 Comp, +1 Piloting  
+1 any 2 checks per rd

**WEAPONS (FORWARD)**

Light Laser Cannon: Short Range (2d4)

**WEAPONS (PORT)**

Light Laser Cannon: Short Range (2d4)

**WEAPONS (AFT)**

None

**WEAPONS (STARBOARD)**

Light Laser Cannon: Short Range (2d4)

**WEAPONS (TURRET)**

Coil Gun: Long range (4d4)

**CREW**

CAPTAIN  
ENGINEERS  
GUNNERS  
PILOT  
SCIENCE OFFICERS

**NOTES**

Crew Compliment: 4-7  
+2 on checks made with sensors (Range 10)

**POWER CORE**

Pulse Green: 150 PCU

**DRIFT ENGINE**

Signal Basic

**SYSTEMS**

Basic Med Range sensors  
Mk 1 Duonode computer  
Mk 2 Armor  
Mk 2 Defenses  
Crew Quarters (Good)

**EXPANSION BAYS**

Science Lab  
Escape Pods  
Tech Workshop  
Cargo Hold

**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

