|  |  |  |
| --- | --- | --- |
| Pegasus 2 – Piloting  **Speed** 10; **Maneuverability** good (turn 1)  **AC** 13 **TL** 13  **Piloting Bonus** +1  **Actions**  **Fly** – no check  **Maneuver** – DC 18  **Stunt** – Back Off – DC 13  **Stunt** – Barrel Roll – DC 13  **Stunt** – Evade – DC 13  **Stunt** – Flip and Burn – DC 18  **Stunt** – Flyby – DC 18  **Stunt** – Slide – DC 13  **Stunt** – Turn In Place – no check | Pegasus 2 – Captain  **Mk 1 Duonode Computer** – 2 skill checks get a +1 bonus per round.  **Actions**  **Demand** – Intimidate DC 18  **Encourage** – Diplomacy DC 15  **Encourage** – Same Skill DC 10  **Taunt** – Bluff/Intimidate DC 15 + 1.5\*enemy tier | Pegasus 2 – Science  **Computers Bonus** +2  **Your DC vs. Scan/Target System** – 10  **Actions**  **Balance** – DC 13  **Scan** – DC 5 + 1.5\*enemy tier + enemy countermeasures  **Target System** – DC 5 + 1.5\*enemy tier + enemy countermeasures |
| Pegasus 2 – Gunner  **Forward** – Light Laser Cannon (2d4 damage, 5 hexes)  **Port** – Light Laser Cannon (2d4 damage, 5 hexes)  **Starboard** – Light Laser Cannon (2d4 damage, 5 hexes)  **Turret** – Coilgun (4d4 damage, 20 hexes)  **Actions**  **Fire at Will** – 2 shots at -4 each  **Shoot** – 1 shot | Pegasus 2 – Engineer  **Shields** (max 40)   |  |  |  | | --- | --- | --- | |  | Forward  (10) |  | | Port  (10) |  | Starboard  (10) | |  | Aft  (10) |  |   Recharge 7 SPs when diverting  **Hull Points**  (max 55, CT 11) | Pegasus 2 – Engineer  **System Damage**  **Life Support** (1-10)  Captain Actions – G, M, W  **Sensors** (11-30)  Science Actions – G, M, W  **Weapons Array** (31-60)  Forward Guns – G, M, W  Port Guns – G, M, W  Starboard Guns – G, M, W  ~~Aft Guns – G, M, W~~  **Engines** (61-80)  Pilot Actions – G, M, W  **Power Core** (81-100)  Engineer Actions – G, M, W |
| Pegasus 2 – Engineer  **Actions**  **Divert** – DC 13  **Hold it Together** – DC 18  **Patch (Glitching)** – DC 13, one action  **Patch (Malfunctioning)** – DC 18, two actions  **Patch (Wrecked)** – DC 23, three actions  (The number of actions of a Patch action can be reduced by 1 by increasing the DC by 5.) | Pegasus 2 – Glitching  You take a -2 penalty to all actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  Pegasus 2 – Malfunctioning  You take a -4 penalty to all actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -2 penalty. | Pegasus 2 – Wrecked  You cannot succeed on actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -4 penalty. |
| Drake 4 – Piloting  **Speed** 8; **Maneuverability** average (turn 2)  **AC** 14 **TL** 14  **Piloting Bonus** +0  **Actions**  **Fly** – no check  **Maneuver** – DC 21  **Stunt** – Back Off – DC 16  **Stunt** – Barrel Roll – DC 16  **Stunt** – Evade – DC 16  **Stunt** – Flip and Burn – DC 21  **Stunt** – Flyby – DC 21  **Stunt** – Slide – DC 16  **Stunt** – Turn In Place – no check | Drake 4 – Captain  **Mk 1 Trinode Computer** – 3 skill checks get a +1 bonus per round.  **Actions**  **Demand** – Intimidate DC 21  **Encourage** – Diplomacy DC 15  **Encourage** – Same Skill DC 10  **Taunt** – Bluff/Intimidate DC 15 + 1.5\*enemy tier | Drake 4 – Science  **Computers Bonus** +0  **Your DC vs. Scan/Target System** – 15  **Actions**  **Balance** – DC 16  **Scan** – DC 5 + 1.5\*enemy tier + enemy countermeasures  **Target System** – DC 5 + 1.5\*enemy tier + enemy countermeasures |
| Drake 4 – Gunner  **Forward** – Coilgun (4d4 damage, 20 hexes)  Heavy Laser Cannon (4d8 damage, 10 hexes)  **Aft** – Coilgun (4d4 damage, 20 hexes)  **Turret** – Coilgun (4d4 damage, 20 hexes)  High Explosive Missile Launcher (4d8 damage, 20 hexes, speed 12 hexes, limited fire 5)  **Actions**  **Fire at Will** – 2 shots at -4 each  **Shoot** – 1 shot | Drake 4 – Engineer  **Shields** (max 70)   |  |  |  | | --- | --- | --- | |  | Forward  (20) |  | | Port  (15) |  | Starboard  (15) | |  | Aft  (20) |  |   Recharge 7 SPs when diverting  **Hull Points**  (max 85, CT 17) | Drake 4 – Engineer  **System Damage**  **Life Support** (1-10)  Captain Actions – G, M, W  **Sensors** (11-30)  Science Actions – G, M, W  **Weapons Array** (31-60)  Forward Guns – G, M, W  ~~Port Guns – G, M, W~~  ~~Starboard Guns – G, M, W~~  Aft Guns – G, M, W  **Engines** (61-80)  Pilot Actions – G, M, W  **Power Core** (81-100)  Engineer Actions – G, M, W |
| Drake 4 – Engineer  **Actions**  **Divert** – DC 16  **Hold it Together** – DC 21  **Patch (Glitching)** – DC 16, one action  **Patch (Malfunctioning)** – DC 21, two actions  **Patch (Wrecked)** – DC 26, three actions  (The number of actions of a Patch action can be reduced by 1 by increasing the DC by 5.) | Drake 4 – Glitching  You take a -2 penalty to all actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  Drake 4 – Malfunctioning  You take a -4 penalty to all actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -2 penalty. | Drake 4 – Wrecked  You cannot succeed on actions you perform on this system.  If you’re an engineer, this doesn’t apply to Hold it Together or Patch.  If this is the power core, then all other systems have a -4 penalty. |