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.