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

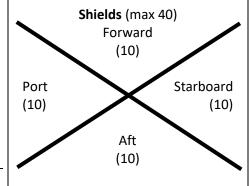
Pegasus 2 – Gunner

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



Recharge 7 SPs when diverting

Hull Points (max 55, CT 11)

Pegasus 2 – Engineer

System Damage

Life Support (1-10) Captain Actions – $\square G$, $\square M$, $\square W$

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 – \Box G, \Box M, \Box 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

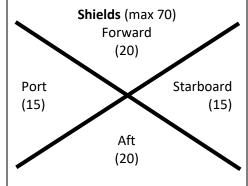
Forward – Coilgun (4d4 damage, 20 hexes)
Heavy Laser Cannon (4d8 damage, 10 hexes)
Aft – Coilgun (4d4 damage, 20 hexes)
Turret – Coilgun (4d4 damage, 20 hexes)

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



Recharge 7 SPs when diverting

Hull Points (max 85, CT 17)

Drake 4 – Engineer

System Damage

Life Support (1-10) Captain Actions – \square G, \square M, \square W

Science Actions – \square G, \square M, \square 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 – $\square G$, $\square M$, $\square W$

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.