

Alpha Class Ship

The Alpha Class include a single escape pod each which can support up to 4 life forms and will, upon ejection from the ship, proceed directly towards the nearest habitable landing position. This could be a mining station in the asteroid belt, a habitable planet among the inner planets or a moon harvesting station among the outer planets. Those aboard the escape pod have no control over which location they are taken to and the landing is random once they arrive at their destination.

All speeds are given in Mm (mega-metres, 1,000,000 metres) per round (6 seconds)

Crew Capacity	Up to 5 crew members	
Guest Capacity	Up to 2 (without livestock)	
Livestock Capacity	Up to 5 creatures (without guests)	
Hit Points	100	
Armour Class	30	
Speed	2 Mm	
Cost	100,000 Credits	
Fuel Cylinders Required Per Day	2	
Cost per Fuel Cylinder	Cost per Fuel Cylinder 25 (50 total)	
Stored Fuel Capacity	Stored Fuel Capacity 50	
Weapons	None by default	

Armour Class	Hit Points	Cargo
Speed	Cylinders Aboard	Crew and Guests



Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Gen II Engines	Speed increased to 2.5 Mm	3,000 Credits
Gen III Engines	Speed increased to 3 Mm	5,000 Credits

Weapon Upgrades

No more than 1 upgrade may be installed at a time

	Upgrade	Description	Cost
0	Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
0	Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
0	Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits

Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Phantom Armour	Increases Armour Class to 32	5,000 Credits
Pegasus Armour	Increases Armour Class to 34	7,500 Credits
Void Armour	Increases Armour Class to 36	12,500 Credits