

## Beta Class Ship

SHIP NAME \_\_\_\_\_

The Beta Class include three escape pods each which can support up to 4 life forms (12 in total) 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)

<b>Crew Capacity</b>	Up to 25 crew members
<b>Guest Capacity</b>	Up to 10 (without livestock)
<b>Livestock Capacity</b>	Up to 25 creatures (without guests)
<b>Hit Points</b>	200
<b>Armour Class</b>	34
<b>Speed</b>	2 Mm
<b>Cost</b>	250,000 Credits
<b>Fuel Cylinders Required Per Day</b>	4
<b>Cost per Fuel Cylinder</b>	25 (100 total)
<b>Stored Fuel Capacity</b>	200
<b>Weapons</b>	None by default

Armour  
Class

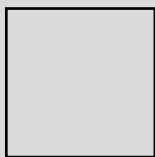


Hit  
Points

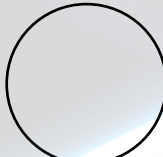


Cargo

Speed



Cylinders  
Aboard



Crew and Guests

## Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
<input type="checkbox"/> Gen II Engines	Speed increased to 2.5 Mm	4,000 Credits
<input type="checkbox"/> Gen III Engines	Speed increased to 3 Mm	6,000 Credits

## Weapon Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
<input type="checkbox"/> Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
<input type="checkbox"/> Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
<input type="checkbox"/> Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits
<input type="checkbox"/> Ion Cannons	Ship Weapon. +25 to hit. 2d20 + 20 damage. Range 150 Mm.	24,500 Credits

## Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
<input type="checkbox"/> Phantom Armour	Increases Armour Class to 36	7,500 Credits
<input type="checkbox"/> Pegasus Armour	Increases Armour Class to 38	10,000 Credits
<input type="checkbox"/> Void Armour	Increases Armour Class to 40	15,000 Credits