

Delta Class Ship

SHIP NAME _____

The Delta Class include twenty escape pods each which can support up to 4 life forms (80 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)

Crew Capacity	Up to 500 crew members
Guest Capacity	Up to 200 (without livestock)
Livestock Capacity	Up to 400 creatures (without guests)
Hit Points	800
Armour Class	45
Speed	2 Mm
Cost	10,000,000 Credits
Fuel Cylinders Required Per Day	50
Cost per Fuel Cylinder	25 (1,250 total)
Stored Fuel Capacity	5000
Weapons	Laster Cannons: Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.

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	15,000 Credits
<input type="checkbox"/> Gen III Engines	Speed increased to 3 Mm	25,000 Credits

Weapon Upgrades

No more than 4 upgrade may be installed at a time

Upgrade	Description	Cost
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ion Cannons	Ship Weapon. +25 to hit. 2d20 + 20 damage. Range 150 Mm.	24,500 Credits
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plasma Cannons	Ship Weapon. +32 to hit. 3d20 + 30 damage. Range 100 Mm.	32,500 Credits
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Antimatter Cannons	Ship Weapon. +40 to hit. 3d20 + 50 damage. Range 100 Mm.	40,000 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 47	25,000 Credits
<input type="checkbox"/> Pegasus Armour	Increases Armour Class to 49	50,000 Credits
<input type="checkbox"/> Void Armour	Increases Armour Class to 51	100,000 Credits