**Escape Pods**

 The escape pods on each ship seat 6 human sized individuals and when activated automatically head towards the nearest habitable planet. The pods are also equipped with a distress beacon which must be activated manually, 6 survival backpacks and 2 survival bags.

Each ship has the following amount of escape pods:

|  |  |
| --- | --- |
| The Second Chance 12  | The Womprat 2  |
| The Bounty II 4  | The Orbital Drift 2  |
| The Double Tap 3  | Boondock Station 60  |
| The Ventus Bellator 2 |  |

 **Survival Bags** (D6 Equipment Guide):

 Czerka FS-1 Sporting Blaster Rifle w/scope (3-50/150/430 - 3D+2 - Ammo: 100)

 Extra Blaster Rifle Pak (100 shot): 1

 Distress Beacon (pg 84)

 Grappling Gun (pg 49)

 Hatchet

 Luma Flares: 3 (pg 71)

 Med Kit (pg 57)

 Micro Fusion Reactor (pg 72)

 Navigation/Direction Finder (pg 88)

 Replar Splints: 2 (pg 60)

 Spray Plasto-Cast: 2 (pg 58)

 **Survival Backpacks** (D6 Equipment Guide):

 BlasTech DC-15s Blaster Pistol (3-10/30/120 - 3D - Ammo: 20, Fire Rate: 1)

 Extra Blaster Pistol Pak (20 shot): 1, Dynamic Power Pak (+2 charges/round not fired)

 Animal Excluder (pg 71)

 Anti-Insect Canister (pg 71)

 Camouflage Poncho (pg 7)

 Emergency Inflation Shelter (pg 78)

 Glowrod (pg 71)

 Knife

 Macrobinoculars (pg 96)

 MedPac: 2 (pg 57)

 Personal Strobe Locator (pg 71)

 Portable Heater (pg 73)

 Radiation Deflection Badge (pg 73)

 Ration Concentrates: 2 weeks (pg 72)

 Syntherope Dispenser (pg 48)

 Versatex Survival Suit (pg 11)

 Water Purifying Canteen (pg 72)