**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)