

Escape/Landing Pods

Attention. Hull failure imminent. All personel abandon ship.

- Emergency Drop Pods
- Landing Pods
- Transport Rockets

Emergency Drop Pods

Cost $\square 3$

8 person sized drop pods that can be used one time each to land on a planet the ship is in orbit of. The pods are inaccurate and cannot be steered. Use in case of emergency (or if you want to hurl towards a planet at terminal velocity). It costs $\square 2$ to restock all 8 drop pods.

Landing Pods

Cost □4 ◇1 ✂1

10 landing pods that fall fast and eject the occupant for combat quickly after landing. Pick a spot to land on the ground, and you can steer the pod to that exact spot, knocking back any who are adjacent to the pod when it lands. In a pinch it can be piloted clumsily in space, having 1 day of life support capabilities. The design is more streamlined, so it is only □1 to restock all 10 pods.

Transport Rockets

Cost $\square 6 \diamond 2 \leq 1$

3 rockets that can hold up to 4 people each. They land vertically and can relocate elsewhere or fly back to the ship using $\square 1$ out of its internal reserve of $3\square$, taking a minute to calculate its flight path. If they are destroyed or misplaced, they can be rebuilt for $\square 1$ per rocket.