One ugly quick hack is to allocate bytes (as base class) in Vector, always reserve +15 bytes in total, and use (pointer to 15th element) & (~15) to get aligned start of memory.
But in such case I would probably prefer to not use UPP::Vector at all, and use only new/delete and fixed size ubyte array.

Maybe Mirek will have some more "proper" idea how to make Vector allocation aligned.