

Random Ship Construction Kit

This is a rules kit for [Centaurus Gate](#) that provides a way to randomly create a ship for an Expedition.

The Three Core Ship Concepts

There are three core ship concepts that must be defined before you can move forward and make details for the ship. Roll three dice: one six-sided, one eight-sided, and one-ten-sided.

Die Roll	Type	Engine	Systems
1	Junk	Single Core, ISO 1	One Minor
2	Clipper	Single Core, ISO 2	Two Minor
3	Longship	Single Core, ISO 3	One Minor, One Moderate
4	Ketch	Dual Core, ISO 1	Two Minor, One Moderate
5	Gundalow	Dual Core, ISO 2	One Minor, Two Moderate
6	Cutter	Dual Core, ISO 3	Two Minor, Two Moderate
7	Trawler	Trinity Core, ISO 1	Two Moderate, One Major
8	Catamaran	Trinity Core, ISO 2	One Minor, Two Moderate, One Major
9	Barge	Trinity Core, ISO 3	Two Minor, Two Moderate, One Major
10	Lighter	Quad Core, ISO 1	Two Moderate, Two Major

The ship Types were named based on the over look and style of the vessel, and based on historical names. For instance, a longship is a long slender vessel which invokes the impression of Viking longships. They do also imply a certain size and mass. The Engine is important for determining speed and ISO energy of the ship. The Systems will be explored later, each is a system installed into the ship to provide a function (weapon, sensors, launch, etc).

Assign the dice from lower to high and record the details of that option. Do the same in reverse (dice high to low), and the same for a creation of your choosing. Present these options to the players and let them vote for one each.

Barge

- Scale: 9, Nominal Crew 22
- Design: Single hull, Flat, wide, large number of storage docks (internal and external), single bridge and galley, minimum quarters.
- Measurements: 200 to 400 meters long, half that wide, half that tall.
- Features: Large cargo space, Rugged Armored Construction, Poor Maneuverability.
- Propulsion: Moderate Speed, Moderate Efficiency.

Catamaran

- Scale: 8, Nominal Crew 20
- Design: Double hull, wide, moderate number of storage docks (most external), single bridge and

galley, moderate quarters.

- Measurements: 150 to 300 meters long, half that wide, various heights.
- Features: Good cargo space, Double Hull Design, Slow Acceleration.
- Propulsion: Moderate Speed, High Efficiency.

Clipper

- Scale: 2, Nominal Crew 8
- Design: Single hull, small number of storage docks (mostly internal), single bridge and galley, minimum quarters.
- Measurements: 60 to 120 meters long, third that wide, various heights.
- Features: Good Maneuverability, Good Acceleration
- Propulsion: Impressive Speed, High Efficiency.

Cutter

- Scale: 6, Nominal Crew 16
- Design: Single hull, small number of storage docks (mostly internal), single bridge and galley, moderate quarters.
- Measurements: 90 to 180 meters long, a quarter that wide, a third tall.
- Features: Good Maneuverability, Excellent Acceleration
- Propulsion: High Speed, Moderate Efficiency.

Gundalow

- Scale: 5, Nominal Crew 14
- Design: Single hull, small number of storage docks (mostly external), dual bridge, single galley, excessive quarters
- Measurements: 50 to 100 meters long, half that wide, quarter tall
- Features: Additional System (Moderate), Enhanced Rigging
- Propulsion: Moderate Speed, Low Efficiency

Junk

- Scale: 2, Nominal Crew 8
- Design: Single hull, small number of storage docks, single bridge and galley, minimum quarters.
- Measurements: 20 to 40 meters long, various widths and heights, no formal style.
- Features: Excellent Maneuverability, Common Architecture
- Propulsion: High Speed, High Efficiency.

Ketch

- Scale: 4, Nominal Crew 12
- Design: Single hull, moderate number of storage docks (either type), single bridge and galley, moderate quarters.

- Measurements: 50 to 100 meters long, third that wide, various heights.
- Features: Good Acceleration, Rugged Construction
- Propulsion: High Speed, Moderate Efficiency.

Lighter

Longship

Trawler

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