

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 Light
2	Clipper	Single Core, ISO 2	Two Light
3	Longship	Single Core, ISO 3	One Light, One Medium
4	Ketch	Dual Core, ISO 1	Two Light, One Medium
5	Gundalow	Dual Core, ISO 2	One Light, Two Medium
6	Cutter	Dual Core, ISO 3	Two Light, Two Medium
7	Trawler	Trinity Core, ISO 1	Two Medium, One Heavy
8	Catamaran	Trinity Core, ISO 2	One Light, Two Medium, One Heavy
9	Barge	Trinity Core, ISO 3	Two Light, Two Medium, One Heavy
10	Lighter	Quad Core, ISO 1	Two Medium, Two Heavy

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.

Here are the definitions of the ten ship types listed above:

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: 180 to 360 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: 160 to 320 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: 40 to 80 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: 120 to 240 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: 100 to 200 meters long, half that wide, quarter tall
- Features: Additional System (Medium), Enhanced Rigging
- Propulsion: Moderate Speed, Low Efficiency

Junk

- Scale: 1, Nominal Crew 6
- 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, Simple 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: 80 to 160 meters long, third that wide, various heights.
- Features: Good Acceleration, Rugged Construction
- Propulsion: High Speed, Moderate Efficiency.

Lighter

- Scale: 10, Nominal Crew 24
- Design: Single hull, large number of storage docks (mostly internal), dual bridge and dual galley, excessive quarters.
- Measurements: 200 to 400 meters long, third that wide, various heights.
- Features: Poor Maneuverability, Towing Rig, Uncommon Bonded Construction
- Propulsion: Low Speed, Low Efficiency.

Longship

- Scale: 3, Nominal Crew 10
- Design: Single hull, small number of storage docks (mostly external), single bridge and galley, minimum quarters
- Measurements: 60 to 120 meters long, third that wide, various heights
- Features: High Maneuverability, Two Light External Systems (Port/Starboard)
- Propulsion: Impressive Speed, High Efficiency

Trawler

- Scale: 7, Nominal Crew 18
- Design: Single hull, small number of storage docks (mostly external), single bridge and galley, moderate quarters
- Measurements: 140 to 280 meters long, third that wide, various heights
- Features: Low Maneuverability, StarNet Rigging
- Propulsion: Moderate Speed, Low Efficiency

Engines

Systems

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Last update: 2014/04/27 23:25

