

# Starship Kit - Volume 6.4

## - Other Systems/Locations -



1 ABC	2 DEF	3 GHI
4 JKL	5 MNO	6 PQR
7 STU	8 VWX	9 YZ
0	START	





## Preface

### Starship Kit 6.4 Other Systems & Locations

Starships are not always just flying engines of destruction. They often have a crew to look after them and those crew need somewhere to stay, to relax and to eat and drink.

This is part 6.4 of the Starship Kit, although it can be used as a standalone product if required.

Future parts will include:

- Captain & Crew
- Cargo, both Legal and Illegal
- Ship Quirks

You do not need to have all the parts in the kit to use them, but it does help and is recommended.

This generator/kit is designed to provide the starting points for your own inspiration. Actual details about each system, such as its design or how it actually works is up to you.

## Credits & Legal



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## Contents

Preface .....	2
Credits & Legal .....	2
Ship Systems .....	3
How to Use .....	3
Class .....	3
Other Systems/Locations .....	4
Cargo & Storage .....	4
Civilian (shops, services etc.) .....	5
Communication .....	5
Engineering/Maintenance .....	6
Entertainment & relaxation .....	6
Food & Drink Related .....	7
General purpose .....	7
Hangers/Shuttle-bays .....	8
Living Quarters .....	8
Manufacturing & Harvesting .....	9
Records/archive .....	9
Religious .....	10
Science Labs .....	10
Security & Defence .....	10
Sensors .....	11
Training .....	11
Transportation .....	11
Drones & automatic systems .....	12
Experimental & Exotic .....	12

# Ship Systems

## How to Use

### Class

A broad category, this gives an overall indicator of how strong, powerful and complex the system is. As with weapons, this can vary from group to group, but all other things being equal a Mark V system will be better than a Mark IV but worse than a Mark VI etc.

Not every ship will have all of these systems, but the core systems will exist in some form on almost every ship. The core systems are:

- Computing
- Engines
- Life Support
- Navigation
- Power Generation

The only real exception this is life support for drone or autonomous ships.

The secondary systems include everything else, except weapons, armor and shields, as they have been covered by other parts of the SSK.

### Class

Roll a d20. That becomes the tier class of the system you are rolling for. If a 20 is rolled then the system is a Capital-class system and can only be placed on Capital class vessels.

Alternately, if you require a more “realistic” system that keeps the higher class systems to a minimum, use the chart below.

D100	Mark
01	Mark I
02 - 03	Mark II
04 - 06	Mark III
07 - 10	Mark IV
11 - 14	Mark V
15 - 19	Mark VI
21 - 25	Mark VII
26 - 30	Mark VIII
31 - 40	Mark IX
41 - 50	Mark X
51 - 60	Mark XI
61 - 70	Mark XII
71 - 75	Mark XIII
76 - 80	Mark XIV
81 - 85	Mark XV
86 - 90	Mark XVI
91 - 94	Mark XVII
95 - 97	Mark XVIII
98 - 99	Mark XIX
00	Mark XX/Capital Class

Quite often, the mark is left off when crew talk about the system, unless there is more than one on the ship and clarification is needed. However, it is useful to know what the tier of a system is as it can have an impact on other systems and the ships size.



## Other Systems/Locations

This part of the starship kit deals with all the other systems a ship may have. They are not always essential, and some cultures may have taboos against a self-destruct being on board one of their starships.

If you need to randomly decide what your ship has on-board, then roll on the table below as many times as desired. Larger ships will obviously have more when compared to smaller ships and the smallest of them all, such as the single pilot or drone ships, will have none.

D20	Suggested Other
1	Cargo & Storage
2	Civilian (shops, services etc.)
3	Communication
4	Engineering/Maintenance
5	Entertainment & relaxation
6	Food & Drink Related
7	General purpose
8	Hangers/Shuttle-bays
9	Living Quarters
10	Manufacturing & Harvesting
11	Records/archive
12	Religious
13	Science Labs
14	Security & Defence
15	Sensors & navigation
16	Training
17	Transportation
18	Drones & automatic systems
19	Experimental & Exotic
20	Other/Something Else

A few of these entries also have sub-tables for more details, which can be rolled on or picked from as required.

Other/Something else is for your own ideas or future supplements to the SSK.

## Cargo & Storage

Probably the most common found room or other system on a starship. If using the Mark system to determine features qualities etc., then the level determines here, not the size of the storage, but how protected the cargo is against the harshness of the void or general spoilage.

Various materials require different storage facilities. After all, you can store radioactive materials in the same location as your crews' drinking water.

More details on the various types of cargo a ship can carry will be listed in a future supplement, but for now, you can use the table below to give a rough idea of what category of goods is being carried or transported.

Living, sentient beings are covered under civilian or living quarters.

D20	Cargo type
1	Construction & Industrial
2	Contaminated
3	Delicate/Fragile
4	Diplomatic
5	Electronics
6	Flora
7	General Cargo
8	Illegal Goods
9	Liquid – Non Reactive
10	Liquid – Reactive
11	Livestock & Living
12	Medical Supplies
13	Ores and minerals
14	Perishable materials
15	Radioactive Materials
16	Ship Parts
17	Valuable/Luxury/Currency etc.
18	Volatile
19	Weapons & Armor systems
20	Other



## Civilian (shops, services etc.)

Rare to find on most ships, except the largest of vessels or star-bases etc., with the main exception being cruise ship or other such publicly used vessels. Some companies may have a franchise or two on board or maybe sponsor the ship due to its high profile mission or nature. These are in addition to entertainment and relaxation facilities.

Some example Civilian services are listed below:

D20	Civilian Services
1	Adult services
2	Beautician
3	Counsellor
4	Day-care and Nursery
5	Decorators
6	Education
7	Embassy
8	Hairdresser/Barber
9	Luxury goods/jewellery
10	News
11	Police/Private Security
12	Political/Governmental
13	Radio/Music Broadcast
14	Record Keeper
15	Tailor/Dressmaker
16	Tattoo/Make-up artist
17	Therapist/Counsellor
18	Translation
19	Covert Operations (*)
20	Other

(\*) = For covert operations, roll again and this will provide the operatives cover story. If Covert Operations is rolled again, then they are probably a double or even triple agent.

## Communication

Communications system on a starship can basically be broken down into one of three groups.

- Short Range – e.g. ship to planet
- Long Range – e.g. ship to home world
- Internal – e.g. bridge to security

The mark of the system determines the overall quality and/or the security of the system.

These can have one or more of the following options, in addition to audio:

D6	Communication Option
1	Conference
2	Encryption
3	Location of recipient
4	Translation
5	Visual
6	Visual with overlay

Each option requires more power or computational facilities.

Conference allows 3 or more people to communicate at once.

Encryption is for security. The more secure the channel, the more complex and expensive it is, both to install and maintain.

Location of recipient, useful for transportation or finding out where someone is in relation to the ship.

Translation takes what is said and converts it into a language you can understand.

Visual is basic face to face communications with audio

Visual with overlay is as visual but can give information about the subject or about the transmission, or even subtitle for those who cannot understand the language(s) that are being spoken.



## Engineering/Maintenance

Engineering is one of the most vital areas of the ship. If the bridge is considered the brain, then main engineering is often considered the heart of the vessel. Of course, smaller ships will not have an engineering room, but instead have a small section of the ship given over to such features.

In addition to the power generation required to power the rest of the ship, or to make it go or even to power the weapons, you will also find one or more of the following systems:

D10	
1	Command Override
2	Emergency Systems
3	Engine Ejection
4	Environmental Controls
5	Exotic System Control
6	Life Support Controls
7	Power transfer
8	Repair systems - Automatic
9	Repair systems – Manual
10	Repair systems - Semi-Automatic

Command Override allows for the Engineering room to become a second bridge in case of emergency.

Emergency Systems deal with fire suppression, emergency bulkhead control and other similar sub-systems.

Engine Ejection is for the rapid removal of the engine in situations where keeping it on board would be dangerous, such as the power core going critical.

Environmental Controls allows for the setting and alteration of the environment on the ship.

Exotic System Control is for anything that is not considered a weapon, power or engine. It might be an experimental communication system or sensor arrangement.

Life Support Controls keeps the crew alive and monitors the atmospheric levels, gravity plating etc. If it's essential for keeping the crew alive, it's covered under this.

Power transfer allows for power to be sent where it's needed most, such as to the shields to prevent damage or to the engines to increase speed etc.

Repair systems are monitored here. Automatic, manual or semi-automatic can be monitored and the chief engineer can direct the flow of people and resources as they are needed, monitoring critical system and deciding which needs repair or a higher priority.

## Entertainment & relaxation

The mental health and morale of the crew is just as vital to on-going missions and expeditions.

There is some overlap between some of the entries below, such as the Holographic-projector being suitable for entertainment and relaxation. Some suggested ideas are listed below.

### Entertainment

- Holographic-projectors
- Dance/Club
- Library
- Music Hall
- Adult Services

### Relaxation

- Meditation Chamber
- Library
- Gardens

### Exercise

- Sport Chambers (volleyball, badminton etc.)
- Swimming
- Zero-G Room.

## Food & Drink Related

Very few, if any species, can survive without consuming food or a liquid of some kind. The nature of the food will vary from species to species, such as one being meat eater and other strict vegetarians.

Separate systems and set-ups may be required if the crew has varying diets.

### Consumption

D6	Consumption
1	Bar
2	Café
3	Dispenser
4	Mess Hall & Kitchens
5	Restaurant
6	Vending Machine

### Production

D10	Production
1	Algae Vats
2	Brewery
3	Cloning & Rapid Growth Chambers
4	Fungal pods
5	Hydroponics
6	Livestock & Slaughter
7	Matter Re-organisers
8	Protein bars/banks
9	Vegetable gardens
10	Waste Recycling

### Storage

D10	Storage
1	Animal Pens
2 - 4	Fridges/Freezer
5 - 7	Pantry
8 - 9	General Storage
10	Stasis Field

## General purpose

These rooms are used for meetings; overflow from storage, Temporary housing or left empty in case of emergency. They can be converted to various configurations quite easily and quickly.

For any general storage room on your ship, you may find its already filled or being used. The question is, with what?

D20	Usage/Contents
1	Animal/Creatures
2	Cargo bay overflow
3	Crime Scene
4	Emergency Quarters
5	Empty
6	Empty and dusty/dirty
7	Filled with rubbish
8	Food Stores
9	Illegal Goods
10	Liquid Containers
11	Party/Entertainment Room
12	Science Experiment
13	Set up for a meeting
14	Set-up for a religious ceremony
15	Stow-away
16	Undecorated, wires exposed etc.
17	Unmarked Containers
18	Waste Material
19	Something Else
20	Roll twice again on this table and combine results



## Hangers/Shuttle-bays

The easiest way for the crew and passengers to get to and from another ship or planet's surface (without using teleportation) is via a shuttle or other smaller carrying craft.

D10	Bay Type
1	Drone
2	Escape Pod
3 - 4	Fighter - Heavy
5 - 6	Fighter - Light
7 - 8	Fighter - Medium
9	Repair/Maintenance
10	Shuttle/Civilian

### Launch Method

This determines how the shuttle or fighter makes it way out from the parent-ship.

D10	Launch Method
1 - 2	Drop
3 - 4	Ejection
5 - 7	Launch Tube
8 - 10	Flight Deck

Some methods are more suitable for certain shuttles and small craft, such as escape pods being more suitable for ejection and fighters being more suited for a launch tube or flight deck.

## Living Quarters

The crew on the ship need places to sleep and relax. The size and nature of the ship determines the size of the quarters, with the budget determining the quality. Quarters come in one of two types, standard and non-standard.

### Standard

These are used every day by the crew. Depending on the culture using the, they can be unique, uniform and somewhere in between, with small customisations allowed.

D6	Standard Quarters types
1	Barracks
2	Crew - single
3	Crew - shared
4	Crew - Rotation
5	Executive Style (Captain/command etc.)
6	Guest quarters

### Non-Standard

These are used only in certain situations and not always for everyday use. Often are sized for one, or at a push, two occupants. They can be very efficient for moving large numbers of beings around.

D6	Non standard example
1	Acceleration Pods
2	Long term
3	Deep Sleep
4	Stasis
5	Medical Stasis Chambers
6	Rehabilitation Modules for criminals



## Manufacturing & Harvesting

Not a common feature found on short-hop ships, but something you normally find on ship that spends a lot of time away from home base. A manufacturing facilities, even if it's something cobbled together in a cargo-bay, can mean the difference between a successful mission and a failure. These manufacturing facilities also need materials, from either supplies or gathered/harvested from the places visited.

Some suggested examples are given below.

### Manufacturing & Processing

D10	Example
1	Personal Equipment
2 - 3	Processing
4 - 5	Industrial Goods
6	Radioactive Processing
7	Weapons (personal)
8	Ship Armaments
9	Delicate Materials
10	Illegal Goods

### Harvesting Examples

D20	Harvesting Example
1 - 2	Gas
3	Gas - Volatile
4	Harvesting - Star Material
5 - 6	Liquids
7	Liquid - Caustic
8 - 11	Mining - Standard Ores
12	Mining - Precious Ores
13	Mining - Ice/Solid Gases
14	Mining - Radioactive
15	Mining/Harvesting - Other Materials
16 - 17	Recycling (solids, liquids and gasses)
18	Stella - Solar Energy
19	Stella - Particles
20	Other Material

## Records/archive

Covers any libraries, computer cores etc. For many crews, keeping an accurate record of what they have encountered, from stellar information to the fighting patterns of the last enemy they had a fight with, can make a major difference not only to their own survival, but for their own species or culture.

Most of these are kept in an electronic format, but a few cultures insist on a hard-cop being made in case of a power failure or EMP pulse destroying the records that took so long to gather. These can take up a lot more room when compared to the electronic versions, so regular offloading or removal is required.

Some suggested records and methods of storage are found below

D10	Record Type
1	Cargo Manifest
2	Communications records
3	Legal Documents
4	Maps
5	Personal Logs
6	Scientific Data
7	Security details
8	Sensor Logs
9	Transportation Logs
10	Other Records

### Example Storage Mediums

D10	Storage
1	CD's/Laser Discs/Etc.
2	Data Chips
3	Data Crystals
4	Metal sheets
5	Organic storage systems
6	Paper (treated)
7	Paper (untreated)
8	Plastic Sheets
9	SSD/Hard Drives
10	Other Medium



## Religious

A sub-set of civilian system or even relaxation, can be very important for those whose belief in a higher power (or powers) is a fundamental part of their nature or culture. This could cover:

- Birth blessings or oversight
- Blessings before battle or other important event
- Funeral Rites and disposal of corpses
- Celebration of Holy Days
- Marriage or other blessed unions
- Rites of Passage into adulthood
- Solace during times of discomfort and trouble, such as war
- Day to day religious observances

## Science Labs

This covers a broad spectrum of possible systems and locations on the ship. Science is such a broad range that you might want to simply decide what field of science the lab covers.

D20	Example field of science
1	Archaeology
2	Astronomy
3	Bio-chemistry
4	Biology
5	Botany
6	Chemistry
7	Cosmology
8	Ecology
9	Engineering physicist
10	Geology
11	Linguistics
12	Meteorology
13	Mineralogy
14	Oceanography
15	Palaeontology
16	Physics
17	Robotics and A.I.
18	Stellar Cartography
19	Xeno-biology
20	Zoology

## Security & Defence

The security of the ship is quite important, not only for the outside, but the inside of the ship as well.

A typical ship would have at least or more of the example listed below. The bigger vessels would have all and more.

D20	Security System
1	Atmospheric Manipulation
2	Brig
3	Bulkheads
4	Energy dampening fields
5	Force Fields
6	Gravity Trap
7	Patrols
8	Patrols – Automated
9	Psionic Manipulation
10	Rapid temperature change
11	Self-Destruct Capabilities
12	Sonic Defences
13	Stun Pulses
14	Suppression Foam
15	Teleportation Systems
16	Tranquilizing System - Energy Based
17	Tranquilizing System - Projectile Based
18	Tranquilizing System – Gas Based
19	Weapon Lockers
20	Other System

Some of these are only suitable for larger ships, but even the smallest will have some kind of self-destruct system to prevent the vessel from falling into enemy hands.



## Sensors

Knowing where the ship is going is just as important as being able to get there. So knowing what is around you. For this reason, almost all ships have some kind of sensor system, even something as simple as radar.

Some examples are given below.

D10	Example sensor system
1	Long Range Sensors
2	Micro Drones
3	Navigation Sensors/Probes
4	Psionic - Empathy
5	Psionic - Prescience
6	Psionic - Viewing
7	Radar
8	Short Range Scanners
9	Visual Based (V.Short range)
10	Omni-Sensor

## Training

Training facilities on a starship are a way to hone one's skills without interfering with operations. After all, you can't practice firing your energy rifle in an environment that being used by the rest of your crew. Large ships often have regular training, to keep their crew ready for any situation.

D6	Example Training facilities
1	Hand-to-hand combat
2	Ranged
3	Piloting – Dogfighting
4	Piloting – Combat Manoeuvres
5	Battle Training/Exercises
6	Profession Based Simulations

## Transportation

Ships large enough to move around on normally have some kind of rapid-transit system, even if it's some kind of ladder-based system for moving between decks.

D10	Transport method
1	Access Tube – Crew sized
2	Access Tube – Droid sized
3	Drop Holes (one way – down)
4	Escalators/moving floors
5	Ladders
6	Lifts – Advanced (up/down/left/right/etc.)
7	Lifts – Standard (up/down)
8	Site-to-Site Teleporter
9	Sliding/Climbing Poles
10	Vacuum Tubes

Whilst most of these are self-explanatory, a few require some further details.

Access tubes are hidden away behind the walls and not suitable for everyday use. They are used for maintenance, but can in an emergency be used to go between decks.

Drop holes are as the name suggest. They are a fast way of getting from a higher deck to a lower deck, but some way of returning to the higher decks must also be in place, even if it just ladders.

Vacuum tubes are very good for moving small objects at speed around the ship. They are not suitable for living beings, although some small rodent like creatures do take pleasure in using them as a fun way to move around.



## Drones & automatic systems

Drones a useful tool for any ship to have available. They can be remote controlled by an operator or have a form of A.I or advanced programming. They are designed to operate in regions where a living crew member cannot or for simple repetitive tasks and are often seen as expendable. A few cultures treat drones as furniture and even use them inside the ship to maintain and operate other systems, whilst other grant them almost the same rights and privileges as the rest of the crew, with the majority falling somewhere in between.

A drone comes in one of two types, combat or industrial, with several sub-types.

Any Dice	Drone Class
Odds	Combat
Evens	Industrial

D10	Example Combat Class
1	Counter-Measure
2	EMP
3	Energy
4	Projectile
5	Ramming
6	Targeting
7	Scout
8	Sentry
9	Webbing
10	Cloaked

D6	Example Industrial Type
1	Armor Repair
2	Gas Harvesting
3	General Repair and construction
4	Internal - Cleaning
5	Liquid Harvesting
6	Mining

They also have a size or tier associated with them, alongside the mark value. The lighter the drone, the less space it takes up but the less it can do etc. The heavier the drone, the more powerful it is and the more it can do.

D20	Drone Size
1 - 2	Ultra-Light
3 - 7	Light
8 - 12	Medium
13 - 17	Heavy
18 - 19	Ultra-Heavy
20	Capital Class

Ultra-light also applies to the much smaller drones that can be found inside ships and space stations, they are often no bigger than an average sized cat.

Capital class drones are extremely large and only be used on Capital class ships.

## Experimental & Exotic

Some ships are used as testing facilities for new and often experimental system. It might be a way for the ship to channel a large amount of power from a star to its weapons, or to jump a large distance in a short period of time.

Whatever the reason, the systems on locations under this category are under a high amount of security. The Mark level determines how safe and effective the systems are. They also have a tendency to be more fragile when compared to the rest of the ship, so are treated as 1 or two level lower when deciding what effects combat would have. Some example experimental and exotic systems are listed below:

D10	Examples
1	Cloaking Device
2	External Holographic projector
3	Extreme Communications
4	Nova-class self-destruct
5	Phase Generator
6	Phase Weapons
7	Reconfiguration circuits
8	Temporal Capacitors
9	Ultra-high ranged Teleporter
10	Weapon Overcharge Unit