

Starship Kit - Volume 3

- Ship Class/Type -



Preface

Starship Kit – Ship Types

You have the ship name, the size...but what is the ships role. What class is it...what is it actually meant to do...?

This is part 3 of the Starship Kit. It deals with the ships types and their roles

Future parts will include:

- Ship systems
- Captain & crew
- Weapons
- Defence systems
- Special Features
- Operation Modes
- 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.

Credits & Legal



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Starship Types

Starships , for the most part, come in one of the following suggested categories. As with everything else in the SSK, you are not limited to these, but it is helpful to have your ships in various broad categories. This way you can visualise what the ships look like and have a pretty good idea of their intentions.

Of course some ships look like one type but in fact behave like another. In fact, quite a few of the ships could be said to be in the “wrong” category. If you feel this is true, then feel free to move them to what suits you and your gamer or story.

The broad, main categories are as follows:

Civilian
Industrial
Government
Medical
Military
Science
Other

Civilian ships are those owned by private individuals or non-industrial ships. They range from private, short range shuttles, to cruise liners and more.

Industrial ships are those made to work in various industries. From mining and harvesting to processing and construction.

Government ships cover law-enforcement to diplomatic ships and even prisons. If it's something the government deals with directly, then this is the category it goes in.

Medical ships are meant to help and heal rather than destroy. Many cultures give medical ships free passage through their space, a fact that some nefarious groups take advantage of.

Military ships are the most typical and the most varied of the ships found in the void. They range from fast scout ships to huge planet killers, with everything in between. The variety of designs and weapons found on these vessels is truly staggering, with many groups investing more in their military class vessels than anything else.

Science ships, like medical ships are not meant for combat, but for exploring the frontiers of space and knowledge. They have great sensors and often go for a long time in deep space before having to return home.

Other ships covers hybrids(ships designed to be two or more type, like Military-civilian, or Science-Medical), experimental/proto-type ships and anything else that is not really able to be classed in in any one broad category or is universal – like escape/emergency pods and landing shuttles.

Need to decide on a broad category first off for your ship or one you've encountered?

D20	
1 - 3	Civilian
4 - 6	Industrial
7 - 9	Government
10 - 12	Medical
13 - 16	Military
17 - 19	Science
20	Other

Then roll or pick from the appropriate sub-chart(s), it's that simple.

Civilian

D20	
1 - 2	Civilian
3 - 4	Communications
5 - 6	Colony
7 - 8	Cruise Liner
9 - 10	Generational
11 - 12	Missionary/Religious
13 - 14	Racer
15 - 16	Safari
17 - 18	Shuttle
19	Training
20	Tug

Civilian

Civilian/personal ships are privately owned vessels. They are often weakly armoured and often have nothing more than basic weaponry.

Communications

Communications vessels are designed to facilitate long range communications. They are often nothing more than a link in a chain that provides communications across space.

Colony

Colony ships are ones that are normally on a one way trip to another planet. They come in various sizes. Often have huge cargo spaces or travel compartments.

Courier

Courier ships are those used by individuals or business to get something (or someone) to a destination. Normally short ranged as they are weakly armoured.

Cruise Liner

Cruise liners are ships meant to go slow and to show the universe off in all its glory. They may have some kind of FTL system to get them to their destination, but a cruise liner is not about speed, it's about getting there in style.

Generational

Generational ships are often very large and slow. They travel across great distances between the stars at a speed much slower than the speed of light. It might take might take centuries to thousands of years to reach even nearby stars, the original occupants of a generation ship would grow old and die, leaving their descendants to continue travelling.

Missionary/Religious

Missionary/Religious ships are those used by the religious to help spread the good word of their god. These vessels sometimes serve as mobile holy places of worship. The nature of the god or power they follow will determine how well armoured etc. the ship is.

Racer

Racer star ships are built for one thing...speed. They go faster than anything else. With incredible propulsion and anti-inertia systems

Safari

Safari ships can be considered a version of a cruise liner. They are designed to take in the awe and majesty of space, to follow and record space born beings or phenomena.

Shuttles

Shuttles are very short range, normally only found traveling between planets in a single system, with a few being able to travel one system away, if the solar systems are relatively close.

Training

Training ships are designed to help teach people how to fly a starship. They are slow, with little if any armor. They come in many various types. If they have weapons then normally fire "blanks" or something else.

Tug

Tug ships are to help the larger ships move within a system. They have some kind of grabbling system, like tractor beams or even a advanced form of chain. They also possess powerful engines to help them get the mass they are towing in the first place.

Industrial

D20	
1 - 4	Cargo
5 - 6	Constructor
7	Harvester – Asteroid
8	Harvester – Gas
9	Harvester – Ice/Liquid
10	Harvester - Other
11	Miner
12	Mobile Factory
13	Mobile Shipyard
14	Processing
15	Recycling
16	Refinery
17	Refuelling
18	Salvage
19	Trader/Merchant
20	Worker pod

Cargo Vessels

Cargo vessels come in several varieties based on the cargo they carry and types. They normally stick to the same type of cargo, but a few have various compartments or other system for dealing with multiple cargo types.

Primary Cargo Type

D20	<i>Primary Cargo Type</i>
1 - 3	General Cargo/Misc.
4 - 5	Food
6	Hazardous Material
7 - 8	Industrial Goods/Parts
9 - 10	Livestock
11 - 12	Personal items
13 - 14	Raw Materials
15	Tanker - Liquids
16	Tanker - Fuel
17 - 18	Valuable/Fragile Items
19 - 20	Vehicles

Constructor

Ships of this class are built to build other things. Some specialise in big capital class ships, others with orbiting bodies like space stations or weapon platform, with the majority of them able to anything. They come with some way of manipulating materials to the position needed and fixing it there, from welding to a form of sub-atomic protector. They can also repair, in a pinch the larger star ships, but the fine repairs will need a star base or dry dock.

Harvester – all types

These ships have some way of harvesting their specialised materials. A gas harvester can't harvest ice for example. They store the materials harvested ready for either dropping off at a refinery or being taken away by a tanker to be processed. An asteroid harvester is only suitable for small asteroids, for the larger ones you need a miner.

Miner

Often mistaken for a harvester, a mining vessel can either mine the materials it's after directly, or it acts as a "home base" for smaller ships and personal to do the mining. A few can processes the materials on board, but mostly is sent to a refinery or processing facility of some kind.

Mobile factory

Being able to move the factory to where it's needed is very helpful indeed. That's where the Mobile Factory comes into play. Some factories specialise in one particular type of output, others are able to produce many goods. These tend to be larger and slower than the specialised vessels.

D20	
1 - 5	One output
6 - 10	2 outputs
11 - 18	1d4 + 2 outputs
19 - 20	1d6 + 4 outputs

Mobile shipyard

Like the mobile factory, these vessels are built to have the factory where it's needed, and like the factory can have many outputs, but can only have multiple outputs if the designs are similar. Even then the possible number of designs they can make without being reconfigured is low, but this is the price you pay for being mobile

D20	Possible Outputs
1 - 10	1
11 - 15	2
16 - 19	3
20	4

Processing

If materials needs to be processed (but not refined or smelted) or altered in anyway, then it's done here. The number of different materials it can process increases the size and slowness of the Starship, but increases its usefulness

D20	Possible Outputs
1 - 5	1
6 - 15	1d3
16 - 19	2d3
20	2d4

Recycling

Recycling is always a good idea as it saves resources and lessens environmental impact. Most recycling ships specialise in one or two materials, such as bio-logical, or metals or even plastics.

They act as a drop off point for other vehicles and sometimes planets and prepare the materials for processing at an appropriate facility.

Refinery

Sometimes raw materials need to be refined or smelted before they can be of any use. Ores need removing from the asteroids they are in for example. These vessels are very slow, large and can , if badly designed, produce a lot of waste, especially if dealing with nuclear materials.

If you need an idea for what the ship processes, then use the chart below.

D20	
1 - 2	Ice/Water
3 - 4	Ores
5 - 6	Metals
7 - 8	Precious Materials
9 - 10	Exotic materials
11 - 12	Nuclear
13 - 14	Fuel
15 - 16	Sugars/Food
17 - 18	Gas
19 - 20	Other Material

Refuelling

Almost every ship requires fuel and restock of consumable materials. Like other industrials ships, the more materials it can supply, the larger and slower the vessel will be.

D20	
1 - 2	Atmospheric Gasses
3 - 4	Coolant
5 - 6	Food
7 - 8	Fuel - Normal
9 - 10	Fuel - Rare or exotic
11 - 12	Liquid Gasses
13 - 14	Raw materials
15 - 16	Water
17 - 18	Weapons/Ammo
19 - 20	Other Liquid/Material

Salvage

If a ship is wrecked, it needs to be recovered and the ship, its cargo or anything else of value retrieved. That's where the salvage ship comes in. Their manipulators and crew are here to make sure there's nothing left of the wreck, or what is left is not worth much. They are often nicknamed "Vulture" ships. A few are designed to simply find and patch up a ship and take it back to home base.

Trader/merchant

The traveling merchant in times gone by would bring much needed supplies and goods to far flung places. This tradition continues even in the great void, especially as some planets may not have a certain item, or will pay a lot for something. A few smugglers even bring illegal goods to places they are not generally welcome.

D20	Example Goods Sold
1	"Adult" goods & services
2	Ammo
3	Antiques & Collectables
4	Defence systems
5	Drink – Alcoholic
6	Drink – Normal
7	Entertainment Supplies
8	Farming Supplies
9	Food
10	Illegal Goods – Narcotics
11	Illegal Goods – Slaves
12	Illegal Goods - Weapons
13	Industrial Goods
14	Livestock/animals
15	Medical supplies
16	Misc. Goods
17	Misc. Services
18	Seeds & Plants
19	Spices
20	Other Item(s)

Worker pod

These small pods are normally only able to have 1, sometimes 2 people in them. They are not meant for comfort, but for practicality. Their primary purpose is to aid in repair or moving items where needed. Some cultures don't even classify them as vessels due to the fact they don't have any kind of advanced propulsion.

There do exist some "pods" that can be classified as ships, with massive crews and manipulation systems. They aid in construction, salvage or even repairs. They only thing they are lacking to truly classify them as starship is, like their smaller cousins, a decent propulsion system and as such are short range, often with just enough range to go from orbit around a planet to a moon and back again..slowly.

Finding either of these types of pods in deep space with no other starship nearby means something has gone badly wrong...

Government

Government class ships are those owned and/or operated by the local authorities. They range from law enforcement to prison ships and even meeting halls for the local planetary committees.

D20	
1 - 5	Authorities/general ship
6 - 9	Courier/Post
10 - 11	Diplomatic
12 - 15	Law enforcement
17 - 16	Mobile Meeting Hall
19	Prison - Mobile
20	Prison - Prison Ship

Authorities/general ship

These ships are the day to day ships. They often have atmospheric flight and they help keep the governments running and are used for many different and varied purposes.

Courier/Post

Sometimes important documents can't be sent electronic, due to their nature or traditions. Also there is something to be said about receiving a tangible object. That's where the courier and postal service come in.

Diplomatic

Diplomatic vessels are those meant to carry important people. They move dignitaries and politicians where they need to go. They have high armor ratings, and a few defensive weapons. Their goal is to make sure whoever is inside gets to their destination, preferably unharmed.

Law enforcement

The starships come in one of two types - The Police type and the Legal type. The police type are those ships that chase down criminals and protect and serve the citizens of the planet(s) they are sworn to protect.

The Legal type are the mobile courtrooms and chambers of justice. They have judges and legal teams. Some ships specialise in a certain type of crime. More often than not they also have basic prison and holding facilities.

In some groups these legal ships are the last places that criminals see due to the execution facilities they have on board.

Mobile Meeting Hall

Having a neutral place to meet can be very handy for many far-flung cultures. These meeting halls have many docking ports and are often called upon to be the places where treaties are signed and agreements met. Of course a few wars have been declared on them as well.

Prison - mobile

Many planets do not like having criminals on them. Where to put them? The mobile space prison is expensive, massive and heavy armed. But escape is, for the most part, difficult if not impossible.

Prison - prison ship

Unlike the Prison-Mobile, the Prison ship serves just one purpose - getting convicts to where the law requires them to be. They have good security and range. Plus they often have automated systems...just in case...

Medical

Medical ships are generally left alone in combat situations, but not all groups follow this unwritten rule.

In a pinch any medical vessel can serve the same purpose as another, but as with ground based medical system, the specialists are better.

D20	
1 - 3	Evacuation
4 - 6	First Responder
7 - 9	General Medical
10 - 12	Mobile Hospital
13 - 15	Quarantine vessel
16 - 18	Relief ship
19 - 20	Treatment Vessel

Evacuation

When disasters strike you need to move a massive amount of people quickly. That's where the evacuation ship comes in handy. They have lots of shuttles, matter transporters or anything else that's facilities the rapid movement of people (and sometimes animals).

First responder

The first bit of time after a disaster is often the most critical. These fast ships are the ones who get there first. They can assess situations and stabilise the most urgent cases.

General Medical

When some planets don't have decent medical facilities, the doctor comes to them.

Mobile hospital

Like the general medical ship, the mobile hospital is a way of assisting locations with no real long term medical facilities. Some ships specialise, like wards in normal hospitals, and other are more general.

Quarantine vessel

Virus and diseases can do major amount of damage, even more so to already injured or ill people. That is where the quarantine ships come in. By keeping those exposed, or suspected of being exposed, away from everyone else, the diseases effect is lessened or even stopped.

Each ship is rated to handle a certain disease and keep it away from the general population.

For ships that deal with the most deadly of virus they also come with a very potent self-destruct system that prevents anything escaping and contaminating the local area.

Relief ship

After a disaster and the rubble has been cleared and the wounded dealt with, those left behind often need help as well. Food, shelters and waste disposal are needed to prevent secondary disasters. The relief ship is packed with cargo holds and other facilities to help get a planet or settlement back on it's feet.

Treatment vessel

Some medical treatments require low gravity or other materials that are not stable on planets. The treatment ship is designed to deal with those problems.

Military

Military ships are the most varied. They make up the backbone of any respectable star navy. The potency and reliability though can vary from group to group and even from ship to ship within the same class.

D100	Military ships class
01 - 03	Assault
04 - 06	Battleship
07 - 09	Blockade Runner
10 - 12	Bomber
13 - 15	Barrier
16 - 18	Carrier
19 - 21	Combat Rep/Medic
22 - 24	Command
25 - 27	Communications
28 - 30	Covert Ops
31 - 33	Cruiser
34 - 36	Destroyer
37 - 39	Detector
40 - 42	Dreadnaught
43 - 45	Drop Ship
46 - 48	Drone - Remote *
49 - 51	Drone - Self Aware *
52 - 54	Escort
55 - 57	EW Vessels
58 - 60	Fighter
61 - 63	Frigate
64 - 66	Gunship
67 - 69	Interceptor
70 - 72	Mine Layer
73 - 75	Missile Boat
76 - 78	Planet Killer
79 - 81	Scout
82 - 84	Sniper
85 - 87	Supply
88 - 90	Tank/blocker
91 - 93	Transport - General
94 - 96	Transport - Mech/ Infantry
97 - 99	Transport - Vehicle
00	Other

* = Roll again to determine what type of drone ship this is, re-rolling (*) results again.

Assault

Possessing heavy armor or shields these ships are meant to deal damage.

Battleship

Generally large ships, they often have trouble fighting smaller and more nimble vessels but make up for it with superior firepower.

Blockade runner

Normally a light, fast and nimble ship. Designed, as the name suggests, getting around blockades

Bomber

As the name suggests, this ship carrier a large amount of bombs to drop on its target. Not used much in space, but with atmospheric system can take out planet bound facilities.

Barrier

Sometimes you need to stop another ship getting past or to detect if a cloaked vessel is trying to sneak by. The barrier ship, weakly armoured by possess a high amount of short range sensors and detection equipment, along with tractor beams and energy wall generators can stop another vessel in its tracks.

Carrier

If your fleet is using a lot of drones, having a dedicated ship to control and house the drones is a good idea. This logic can apply to other smaller ships as well, not just drones, such as fighters. Whatever they launch, they go by the name of Carrier

Combat rep/Medic

Sometimes called a field medic ship, they can temporarily fix other ships and crew, but even they have their limits. Normally have decent armour, but rely on other for protection. Sometimes act as remote-supply depots as well, but more for ammo and other basic supplies.

Command

The command ship directs the course of battle. The leaders of the fleet are often on one of these vessels.

Communications

This vessel is the communications hub between the command vessel, the fleet and any other ship assigned to them. Have many methods of communication installed in them, with encryption to prevent commands and plans being intercepted or altered.

Covert ops

If you need to do something in such a way as to conceal the identity or permit plausible deniability, then a covert ops ship is for you. Fast, with minimal armour and weapons, often some kind stealth/disguise technology of some kind.

Cruiser

The cruiser is often used as a multi-purpose ship and has many varying configurations and set-ups. Probably the most common of ship types in any military fleet, with the most variant in set-ups and weapons. If in doubt what to classify a ship as, it's probably a cruiser.

Destroyer

A destroyer is intended to escort vessels in a fleet and defend them from attack.

Detector

The detector ship is in many ways a flying sensor array. It is used to detect the presence of hidden vessels and to scan those it comes across and reveal their secrets.

Dreadnaught

The term dreadnaught is applied to describe a type of starship that is usually built solely for combat, with the best weapons and the strongest defences. They have little on them that is not orientated to combat or defence.

Drop

Drop ships are designed to, as the name suggests, drop onto a planet's surface. They come in several versions and sizes, with some being, in effect disposable, with other being able to take off and be used again once the mission objective has been achieved.

Drone vessels

A drone ship has a 50/50 chance of being remote controlled or self-aware. No matter the type, they do not have any crew. Roll again on the military chart or decide what type of drone ship this is. The cost for one of these vessels increase dramatically, but makes up for it with being able to go places and do things ships with a crew cannot

Remote drones are controlled by a pilot and crew, but in another location or on another ship.

Self-Aware drones are even more costly and complicated due to the AI they have on board. The more sophisticated the AI the more deadly the drone is, but this in itself can cause its own problems.

Escort

An Escort a small starship which is generally given a protection role, moving with less manoeuvrable ships or vessels with lighter armament. Lighter versions of escort are sometimes called corvettes.

EW vessels

EW or Electronic Warfare ships come in many types. They have powerful sensor grids but only minimal firepower and defences. Battle stories tell how a powerful EW ship can shut down an entire fleet or disable communications. If these stories are true, it goes a long way to explaining why they are often targeted first in combat.

Some example EW ship abilities are provided below. Feel free to use your own.

D10	Example EW ship type
1	Decoy – handy vs Missles
2	ECM Electronic Counter Measures
3	EM Burst Sends out a burst of EM radiation, disable sensors
4	FTL Jammer Prevents FTL flight within range
5	System Shutdown Can shutdown various system within the targeted vessel
6	Target Painter Makes it easier for other ships to damage target
7	Targeting Jammer Can disrupt or block target
8	Targeting Shifter Can shift a target lock onto another ship
9	Weapons Lock Can prevent certain types of weapons from firing
10	Vampire Steals energy and gives to another

Fighter

Small, fast, short ranged and handy for taking out larger more cumbersome ships. Needs a carrier or other vessel to move it great distances.

Frigate

Fast, medium sized, designed to help protect other ships.

Gunship

A specialised form of cruiser or frigate – this one has a lot of guns on it. They can help clear out smaller ships, and are normally well protected with decent armor and shields.

Interceptor

A type of armed starship designed to intercept incoming or hostile craft. Some of the fastest ships in any fleet, what they lack in protection they make up for in being able to hit the target hard and fast.

Mine layer

In the vastness of space, a mine layer seems counter-intuitive. After all the mines can simply be flown around and avoided. But if they can't or the enemies are forced into a particular area, then the gifts the mine layer has left behind can be a nasty surprise. But there is a downside. Once armed they may activate and damage other unintended ships.

Missile boat

Like the Gunship, the missile boat is considered a mobile platform for firing various missiles of all types and payloads, from the humble nuclear upwards. They do have guns but their primary weapon is their missile system.

Planet killer

This ship is in many ways a siege weapon. It is slow, due in part to the sheer firepower it possesses. It can protect itself, but its main task is to blow up large targets and as such cannot accurately target smaller craft. Depending on the weapons it possess it can destroy planets in a matter of days or minutes.

The sheer cost and difficulty in making a PK class ship, plus the numerous drawbacks, prevents them being used in all combats.

Scout

Scout ships are lightly armed and have a decent speed. They are used for reconnaissance and checking out what may be ahead of the main fleet.

Sniper

Sniper ships are, like Gunboats and Missile boats, a specialised for of starship. Their weapons are designed to take out the target at long range, but at a cost of not being able to target well at short ranges. They work best when they can prepare and are not rushed.

Supply

The supply vessel is a combat ready cargo ship, designed to get weapons, ammo and other essential supplies to the front lines.

Tank/blocker

Sometimes you need a ship that absorbs a lot of punishment, to stop missiles from destroying smaller targets. The Tank, aka the Blocker is suitable for this with high protection and a bit of EW to attract attention.

Transport (all types)

Sometimes all you need to do is to move troops, mechs or other vehicles to another planet. The transport is the ship for you. They have large specialised cargo bays, so one suitable for infantry is not suitable for vehicles for example, but in a pinch can do so.

Other

Some ships defy conventions and classifications. Others could be hybrids of two classes, such as a Scout/Sniper or anything else.

The "Flying Weapon" is another. Basically an energy weapon, like a cannon with nothing more the most basic of bridge and quarters.

There are also the experimental ships, the ones designed for one purpose or combat. Suicide ships meant for taking the enemy out by sacrificing themselves.

These ships are rare in virtually every fleet and normally unique, hence why they are not detailed here. Each one should be treated as an individual and not mass-produced.

Broken ships, retrofits and even temporal displace starship would come under this category. Be inventive and don't be afraid to try out something new.

Science

Science vessels seek to explore the universe and map its wonders and perils. Most science ships share the same characteristics of being weakly armoured, with little in the way of weaponry. However their sensor arrays, laboratories and other non-combat equipment, such as their computer cores can be the envy of some militaries.

D20	Main Role
1 - 2	Archaeology
3 - 4	Botany/Greenhouse
5 - 6	Explorer
7 - 8	Mobile Laboratory
9 - 10	Observatory
11 - 12	Probe
13 - 14	Seed
15 - 16	Survey
17 - 18	Terraformer
19 - 20	Zoological

Archaeology

These ships are designed for the scientific study of ancient cultures through the examination of their material remains. They have many labs and processing areas.

Botany/Greenhouse

These ships are dedicated to the study and preservation of plants from all environments. Although often mocked by the other sciences, Botany ships have provided organic materials and bases for life-saving drugs. Plus there are some ships that contain the only plants left from a planet-wide disaster.

Explorer

These ships are, as the name suggests, explorers. They cross the void, see what is there, laying down markers for those who follow behind to examine in detail. They can go long distances before needing to refuel.

Mobile laboratory

The mobile lab is, in essence, the generic science ship. There are many experiments that only work, or work better away from radiation, in reduced gravity or even away from prying eyes. For the more dangerous experiments this is a boon as if something goes wrong only a ship and her crew have been lost, instead of say, half a planet...

Observatory

Designed to observe record and study natural phenomena, from those on planets and stars to events occurring across the vastness of space.

Probe

Normally unmanned, there is some debate if the probe can be considered a ship at all. They allow a ship to extend its sensor, to explore areas where it would be dangerous to go. Some are "fire and forget" where they are launched and keep sending back data to the home world as long as possible, such as Voyager 1 & 2 from Earth.

Seed

Seeds ships are designed to be used once terraforming vessels have done their job. Once the target planet is ready, these ships deposit, or seed the surface with the needed plant or even animal life.

Surveyor

If the observatory deals with what happens on planets, then the surveyor deals with the planets themselves. They can map coastlines, elevations and other features.

Terraformer

The terraforming ship contains all the equipment tools and technology needed to remake a planet. From atmospheric processor to solar shields, their roles is to co-ordinate and implement the change from one planet type to something more suitable for the chosen life form. This process does take time, as the faster you go the more unstable the result will be.

Zoological

Also known as Ark ships, these ships have massive amount of life support system, for every life form they can carry, including aquatic and those that need a type of radiation to survive. They can study and deal with almost any creature imaginable, from microscopic life forms to the Space Whales and larger.

Other

This is such a broad category, that any vessel that cannot be put in any of the other categories goes here. The ones below are examples.

D20	
1	Escape Pod
2 - 5	Experimental/Prototype (#1)
6	Gate
7 - 10	Hybrid Class(#2)
11 - 14	Shuttle/Landing Craft
15 - 18	Smuggler/Criminal (#1)
19	Temporal (#1)
20	Something Else

#1 = Roll again on the main ship type chart(s) to demine the original type of ship it is based off.

#2 = Roll again on the main ship chart(s) twice, combining the result. This increases cost and complexity of the ship.

Escape pod

When something goes wrong, these short ranged vessels will get crew and cargo away quickly.

Experimental/prototype

An experimental or prototype ship. Unstable, may break down, but may also have new features not seen elsewhere.

Gate

Gates ships are ways for those ships that don't have the facility to enter Hyperspace to do so. They are limited to smaller vessels and can only move between certain fixed points, but they often a species first foray into Hyperspace travel.

Hybrid Class

A combination of two ship classes. Depending on the quality of the design they can have the worst features of both types, or the best, but normally somewhere inbetween.

Shuttle/landing craft

A small craft useful only for short range travel.

Smuggler/Criminal

Looks like one ship type, but is in fact another.

Temporal

If a ship comes from another time period or can voluntarily travel though time it belongs to this class.

Something Else

As it says, something not covered by another ship type.

Other Information

For the most part, this information is for cosmetic and RP reasons. An older heavy ship in poor condition may actually have more firepower and be more dangerous than a different new ship that's light in perfect condition due to the fact its design was practically perfect for it's task.

Age of the design

D20	Design age
1	10d10 years
2 - 3	8d10 years
4 - 5	6d10 years
6 - 7	4d10 years
8 - 9	2d10 years
10 - 11	4d4 years
12 - 13	3d4 years
14 - 15	2d4 years
16 - 17	1d4 years
18 - 19	1d12 months
20	1d4 weeks

Condition

D20	Condition
1	Falling apart
2	Parts missing
3	Structural Damage
4	Several large holes
6	Major damage
7	Minor damage
8 - 9	Obviously repaired damage
10 - 11	Quality, but noticeable repairs
12 - 13	Major Scrapes
14 - 15	Minor scrapes
16 - 20	Like New

Size/Weight Class

This is not the same as the actual size of the ship. This covers the classification of the ship and is more applicable to military vessels, but can be used on other, giving results like a Ultra-Heavy Miner, or Light Seed Ship. This is expressed as a prefix before the ship class, such as Light Carrier, or Heavy Dreadnaught.

The range is as follows:

D20	Weight Class
1 - 2	Ultra-Light
3 - 6	Light
7 - 14	Standard
15 - 18	Heavy
19 - 20	Ultra Heavy

Ultra-Light ships are faster and have less armour, even more than the Light class. They are can manoeuvre very well (for their ship type), but are easier to damage. They may be the smallest this class can be.

Light vessels are halfway between the ultra-light and normal class. They can take more a punishment, but lose speed and manoeuvrability. They are smaller than the standard version of the class.

Standard (no prefix is used if this option is used) ships have the normal armour etc.

Heavy are slower but have more armour. They are often larger and have more weapon points but can turn as fast.

Ultra Heavy are often classified are siege weapons. They have huge turning circles, but have massive amounts of armor. Some of these Most UH class ships have some kind of escort to help protect them. There is no upper limit to how big this ships can be, expect those imposed by the propulsion system used.