Starship Kit - Volume 4
- Weapon Generator -

ENNEAD GAMES

Preface

Starship Kit 4
Weapon Generator

Your ship has been designed, built, but is lacking the means to defend itself. But no longer! The Weapon Generator is ready for you to start inventing your own devices of mass destruction.

Using this generator, you can create over 500,000 possible weapons for your starship.

This is part 4 of the Starship Kit, although can be used standalone if required.

Future parts will include:
- Ship systems
- Captain & crew
- 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.

This generator is designed to provide the starting points for your own inspiration. Actual details about damage and the effects of each weapon type, such as how it fires and what effects it has are left to you.

Coming next…you going to need some kind of defence against these weapons…

Credits & Legal

Contents

Weapon Generator

How to Use

Each weapon has 4 main attributes:

1. Class
2. Variation
3. Damage
4. Weapon Type

E.G
Mk III Dual Plasma Cannon

Class

A broad category, this give an overall indicator of how powerful the weapon is. A MK II weapon is going to be better, have longer range etc. than a MK I, but less than a MK III

Anything MK 20 (or above) is classed as Capital Class weapon and can only be mounted on Capital Class sized ships.

Variation

The variation of the weapon determines if it has any variation from the standard. It might be Twin-linked for extra damage potential, or phase-shifting to ignore armour and damage crucial internal system or crew better than others. A few weapons have two Variation features or more, but they are not common to find.

Damage

What is the base damage type of the weapon? Some types work better against hulls, others fair better when used against shields.

Weapon Type

Is the weapon a cannon or turret? Is it some kind of projector or net?

Weapon Location

In other words…where is the weapon located on the ship. You need to know 3 things when you randomly determine the weapons location on the ship.

Fore-to Aft location (Front to back)

D6	Location
1 - 2	Fore (Front)
3 - 4	Midship (Middle)
5 - 6	Aft (Back)

Port-to-Starboard (Left to right)

D6	Location
1 - 2	Port (Left)
3 - 4	Centre (Middle)
5 - 6	Starboard (Right)

Dorsal-to Ventral (Top to bottom)

D6	Location
1 - 2	Dorsal (Top)
3 - 4	(Middle)
5 - 6	Ventral (Bottom)

You may decide to maintain a balance and have the weapons spread equally around the ship. You can, if so desired, have different weapons in different locations, or the same weapon on both the port and starboard wings, for examples.

Class

Roll a d20. That becomes the weapons class. If a 20 is rolled then the weapon is a Capital-class weapon.

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

D100	
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

Remember that one culture Mark XV weapon may be weaker than another III and vice versa.

Variations

To increase the possible combination you can have, you may wish to use one or more variations in your weapon creation.

For example:
Mark III Retro-fitted Nova Drone
could become
Mark III Retro-fitted Cloaking Nova Drone

If you need to randomly decide, use the chart below.

D10	Variation Rolls
1 - 5	0 (Weapon is treated as standard)
6 - 7	1
9	2
0	3

The order of the Variations you get can be swapped around to make sense. Of course, if you get the same the same variation twice or three times you can re-roll, but, with some creativity, you can make even more unique weapons.

For example, you roll "Twin-linked" twice. Normally you would re-roll, but you get the idea to make a Quad-Linked weapon (2 x 2). If you had Twin-linked 3 times you would a have Oct-linked weapon (2 x 2 = 4 x 2 = 8).

This would give you a weapon that is 8x the complexity and uses 8 times the ammo and 8x the size. But , if it hits, would do 8 times the damage…

Variation Types

D100	Variation
1 - 2	Arcing
3 – 4	Assault
5 – 6	Chaotic
7 – 8	Cloaked
9 – 10	Cluster
11 – 12	Continuous
13 - 14	Custom
15 – 16	Damaged
17 – 18	Delaying
19 – 20	Disintegrating
21 – 22	Disrupting
23 – 24	Distorting
25 – 26	Draining
27 – 28	Dual
29 – 30	Enhanced
31 – 32	Enveloping
33 – 34	Ethereal
35 – 36	Experimental
37 – 38	Fragmenting
39 – 40	Gatling
41 – 42	Guided
43 – 44	Heavy
45 – 46	Hyper
47 – 48	Leeching
49 - 50	Light
51 – 52	Long-range
53 – 54	Mending
55 – 56	Micro
57 – 58	Negating
59 – 60	Neutralizing
61 – 62	Overpowered
63 – 64	Phasing
65 – 66	Piercing
67 – 68	Pulsing
69 – 70	Quad
71 – 72	Rapid
73 - 74	Repeating
75 – 76	Retro-fitted
77 – 78	Seeking
79 – 80	Siege
81 – 82	Slicing
83 – 84	Standard
85 – 86	Stealth
87 – 88	Sub-space
89 – 90	Teleporting
91 – 92	Tracking
93 – 94	Twin-Linked
95 – 96	Unstable
97 - 98	Variable
99 - 00	Wide-angled

Arcing

These weapons have a chance (typically equal to 10x the Class level) of jumping to another target that's within range and causing half the damage. This then has a chance equal to half the original to jump again, doing half damage. This repeats until it misses or does no damage,

Assault

This type of weapon is good for sustained fire and use. It has less chance to overheat or break the longer it's used. Uses a lot of ammo or power quickly. Has a small chance to jam or lock when used in rapid fire mode.

Chaotic

A Chaotic weapon has major variation in accuracy, power, range etc each time it is fired. It can range from being a weak point blank weapon, to almost draining all the power from the ship its firing on. Few races use these weapons, but the ones that do, love the chaotic nature.

Cloaked

A cloaked weapon is invisible until it impacts. This could be the weapon or what it fires. Takes a lot more power and easily broken. They normally have a mode to switch to regular firing.

Cluster

Normally found on projectile weapons, these fire a primary "unit" that at some point splits into smaller, multiple/weaker versions of the parent. Hard to avoid, with a wide spread.

Continuous

Similar to assault, but designed for continued use over a longer period of time without jamming/locking.

Custom

Custom weapons are slightly unstable in one area, but enhanced in another. Range may be increased, but damage may be reduced etc.

Damaged

A damaged weapon is one that is broken or not working properly. Each time it used there is a chance for the weapon to not work or even back fire. The more it's damaged, the greater the chance and the greater the back-fire damage.

Delaying

A delaying weapon is suitable more for mines or torpedoes. The weapon may hit, but any damage is delayed.

Disintegrating

This variation on weapons adds a disintegrating factor to their damage type. Weaker against shields, but even more damaging against a ship's hull.

Disrupting

In addition to the normal damage type, this weapon makes the shields or hull weaker against the same type of attack.

Distorting

This weapon can also change the nature of the target it hits. It may make the target weaker, or cause the internal system to warp and change. The downside is that it may end up distorting the target in such a way as to make the target stronger.

Draining

These weapons drain power from their target in addition to their normal damage.

Dual

A dual weapon, unlike twin-linked, does 2 separate shots, but each shot does half damage and has separate chance to hit.

Enhanced

One factor about this weapon, such as its range, damage, chance to hit etc., is treated as being one class higher

Enveloping

When this weapon hits it target, it spreads out and envelops the target. This weakens the damage done considerably but can attack the entire target at once.

Ethereal

Ethereal weapons are difficult to avoid, and have the chance to ignore armour and shields. However, the downside is they have an equal chance to missing the target or simply passing right through it. Any ship or system that is phased suffers increased damage when hit.

Experimental

These weapons are new, been modified, or changed in some way. When they are used there is a chance that something unexpected may happen, from the weapon breaking, to using more power or even causing more damage. Each shot fired has a chance of reducing this effect, to a minimum factor.

Fragmenting

When a weapon with this variation hits it target, especially hull or armor, causes it break apart. This can causes secondary damage, especially to internal systems or crew.

Gatling

Originally used on projectile based weapons, these fire very fast but have a good chance to miss. Uses a lot of ammo and rather deadly at short range, especially to a target right in front of the weapon.

Guided

This weapon has some kind of extra controller. Either an A.I. system to help target the beams or a remote operated system for torpedoes or the like. This helps against fast targets but if someone is able to access to control system can turn the weapon against an unwanted target.

Heavy

A slower, but more powerful version of the weapon. They cost more and do a lot more damage.

Hyper

A Hyper weapon, similar to Ethereal, is able to fire through another dimension, in this case hyper-space. They have incredible range, but with enough warning can be avoid easily.

Leeching

Similar to draining weapons, except a sizable portion of this energy is returned to the ship firing the weapons

Light

The opposite of the heavy weapons, these are weaker, but fire faster and have a shorter range and reduced power/ammo requirements

Long-range

These weapons sacrifice power/damage for range.

Mending

This weapons have a system in place that allows them to repair or fix a marked target, such as an ally or even itself. They have vastly reduced damage to unmarked targets though.

Micro

These weapons are treated as 1 Class tier smaller or more. They are suitable for very small ships or for use against much smaller targets.

Negating

Similar to neutralizing, these can turn off, or negate, special abilities or features of the target, such as cloak or enhanced shielding

Neutralizing

Similar to negating, these weapons can render weapon system offline.

Overpowered

These weapons do damage at least 2 classes above their tier, but have a vastly increased power/ammo use. Damage to one of these weapons can causes major damage to the vessel that uses it.

Phasing

Similar to Ethereal weapons, these have a chance to either ignore shields, or amour, but not both.

Piercing

These weapons do extra damage to armour and to internal system. Weaker against shields.

Pulsing

Similar to Arcing, except the extra damage/hits is done against the same target.

Quad

Works in the same way as a Dual weapon except that it has 4 hits that do ¼ damage.

Rapid

Rapid firing weapons sacrifice accuracy for rate of fire. Have a nasty tendency to overheat if used too much.

Repeating

If this weapon hits, then there is a good chance that it can do a secondary amount of damage equal to the first. These weapons have a slower rate of fire and use twice as much power/ammo even if the second attack doesn't activate

Retro-fitted

Older weapons are, for some cultures still useful. They can be upgraded, but at a cost of increased complexity and instability

Seeking

Similar to guided, these can be programed to "lock on" a certain signature, such as exhaust fumes, heat signatures or other energy emissions.

Siege

Siege weapons are often capital-class weapons. They are large, slow, long ranged, but very powerful and require a lot of ammo or power to operate. As their name suggests, they are designed for uses in sieges.

Slicing

Slicing weapons, normally a beam of some kind, are designed for removing a part of the target. They can be very accurate, but have high power requirements and skill to operate properly.

Standard

The standard weapon type. Has nothing special about it.

Stealth

Stealth weapons can be fired when cloaked or have no obvious effect when they are fired. Favoured by cultures that deal with assassinations, these deadly weapons are expensive and very complex.

Sub-space

Subspace weapons have an additional damage added to their primary. They also damage the fabric of space itself, reduced or preventing movement through the area in which they was fired. Many cultures have banned these weapons as the damage to space-time is often permanent.

Teleporting

Teleporting weapons can be the most deadly weapon around. They can bypass shields, armor and even appear inside the crew themselves. They can be fired in one direction yet hit a target in the opposite direction. Their main drawback is the target must be in line of sight and once fired they can be easily traced back to the point of origin by any species that has access to teleporting technology.

Tracking

Tracking weapons can follow the target, even once it leaves the original range of the weapon that fired it. Normally used on projectile based weapons, a few energy systems have been modified to be used this variation, at an increase in cost and skill required to use.

Twin-Linked

Twin linked weapons are two weapons that are linked together. They share ammo types, ranges and power requirements. They cost a lot more to install at take up a lot more room. If one hit, however, so does the other one. If one does max damage, so does the other. If one explodes due to a jam however, so does the other one.

A few species have experimented with Quad-Linked weapons. These can do an incredible amount of damage, but are very risky to fire.

Unstable

Like chaotic weapons, unstable weapons are unpredictable. However, unlike chaotic weapons these weapons have a chance of inflicting their damage on the one firing.

Variable

The weapon is very easily configurable. Each shot may have it range, power, etc. changed at a cost of other factors. The greater the change, the longer it takes to make the it occur. These weapons have a vastly increased complexity and skill requirements and can be very expensive.

Wide-angled

Moist weapons have a limited firing arc. They can only fire/lock onto a target within this arc. Wide-angled weapons though sacrifice range for an increase in this arc.

Damage type

D100	Damage Type
01 - 04	Acidic
05 – 08	Anti-Matter
09 – 12	Anti-proton
13 – 16	Cryonic
17 – 20	Electro-magnetic
21 – 24	Energy
25 – 28	Exotic
29 – 32	Gamma
33 – 36	Gravimetric
37 - 40	Ion
41 – 44	Kinetic
45 - 48	Laser
49 – 52	Maser
53 – 56	Neutron
57 – 60	Nova
61 – 64	Nuclear
65 – 68	Particle
69 – 72	Plasma
73 – 76	Psionic
77 – 80	Quantum
81 - 84	Repulsor
85 – 88	Singularity
89 – 94	Spatial
95	Temporal
96 - 00	Tricobolt

Acidic

Acidic weapons burn the hull with a form of volatile acid.

Anti-Matter

Anti-matter weapons cause damage from the interaction between magnetically held anti-matter and regular matter.

Anti-proton

Anti-proton weapons work better against more solid targets, and rather oddly, clocked ships.

Cryonic

Cryonic, or Anti-thermal weapons use extreme cold to cause damage. Works very well when used in conjunction with thermal or energy based weapons

Electro-magnetic

EM weapons are very destructive to any unshielded electronics.

Energy

Energy weapons is a catch-all for any other energy based weapon not mentioned here.

Exotic

Exotic weapons are those weapons that use a form of energy or material that is not easily identified or countered.

Gamma

Gamma weapons can generate heat and radiation in their target.

Gravimetric

Gravimetric weapon cause a slight-bending of space-time to cause damage to their target. Often used on torpedoes or other projectiles

Ion

Ion weapons can be very effective against shields and small targets.

Kinetic

Kinetic weapons are simple weapons. They rely on their kinetic energy to cause damage on impact, like bullets.

Laser

Often amongst the first true space ships weapons a race develops. Lasers are quite simple and easily blocked, but have a very low complexity/skill requirement and can are very cheap to develop.

Maser

A Maser weapon is a microwave version of the Laser. Can be very deadly to organic matter, but, like lasers, easily blocked.

Neutron

Neutron weapons are a step up from nuclear weapons. They can emit high amounts of radiation. This can be in the form of a beam or a projectile that causes the emission on impact.

Nova

Nova weapons destabilise the atomic structure of whatever they hit, causing them to explode in a rather bright way, like a mini super-nova.

Nuclear

Nuclear weapons are very crude weapons. They are just as likely to cause damage to the one using it as to the target. They must be handled carefully. They are extremely cheap to make and any race that uses these weapons are looked down on as being barbarians.

Particle

Particle weapons work to destabilise the atomic structure of the target, making them weaker to other, more conventional attacks.

Plasma

Plasma weapons use a form of superheated gas to burn the target. On paper, they seem to be weak, but plasma fires are very, very difficult to put out.

Psionic

Psionic weapons is a catch-all term for any weapon that affects the mental stability of the crew. They do little conventional damage, but a powerful psionic weapon can convert a crew and ship to your cause with little damage done. These weapons are often feared and are banned in most systems.

Quantum

Quantum weapons are considered to be a step-up from anti-matter weapons and cause damage to sub-atomic bonds of what they hit.

Repulsor

Repulsor weapons work to push or pull the target as they being damaged. They are very weak and often mistaken for tractor beams.

Singularity

Singularity weapons harness the power of artificial singularities, also known as Black-Holes to cause damage. If the target is small enough and they cross the event horizon this weapon creates, it is crushed microscopic size. Larger targets can survive, but will often being highly damage,

Spatial

Spatial weapons work to bend space. They tend to not be directed at certain targets, but more to an area, Weapons fired across this area bend and miss their targets, ships appear to be somewhere else. Although very effective they work too well and the ship firing this weapon also has to suffer the side effect as well.

Temporal

Temporal weapons are the rarest of the rare. They are very unpredictable in the exact effect they cause, but, they all cause some kind of temporal effect. It may accelerate the degradation of the armour, or slow down any repairs. Crew may rapidly age or be caught in stasis and not be able to move. Cultures that develop temporal weapons are to be feared

Tricobolt

Tricobolt weapons are normally only found on some kind of projectile based weapon, such as a missile. Used on anything else the weapon becomes very unstable and expensive.

They have a very high damage factor and are, for many species, the highest level of damage they can create.

Other Factors

Some other factors you may wish to consider when designing or deciding on your ships weapon systems.

Something to remember, as mentioned before, is that these vary from culture to culture. What one culture considered to be cheap, another may consider to be too expensive, especially if the weapon uses a material found in very small quantities on any planet they control.

Whatever system you use, the best way to keep a standard across your ships, is to assign a value to the Mk 1 class tier and use that as the base line.

Take this baseline and use it in the suggested formula below. If the numbers seem low/high, simply adjust the baseline. You can use different baseline for different factors if you desire.

If you need a random number, roll
1d4 for low tech cultures
2d4 for midrange
etc.

- Complexity: Tier x 10
- Cool down : Tier in seconds
- Cost : Tier x 1000 in currency units
- Damage: Tier x 10
- Firing arc: Tier x 2
- Power/Ammo per use: Tier x2
- Range: Class Tier x 1000 in meters
- Size: Tier x Tier in meters cubed

Weapon Type

D100	Weapon Type
01 - 04	Array
05 – 08	Beam
09 – 12	Blaster
13 – 16	Bolt
17 – 20	Bomb
21 – 24	Cannon
25 – 28	Charge
29 – 32	Compressor
33 – 36	Detonator
37 - 40	Digitizer
41 – 44	Drone
45 - 48	Grid
49 – 52	Impactor
53 – 56	Launcher
57 – 60	Mine
61 – 64	Missile
65 – 68	Nullifier
69 – 72	Projector
73 – 76	Pulse generator
77 – 80	Railgun
81 - 84	Rocket
85 – 88	Shard
89 – 92	Torpedo
93 – 96	Turret
97 - 00	Wave generator

- Array (energy)
- Beam (energy)
- Blaster (energy)
- Bolt (energy/projectile)
- Bomb (projectile)
- Cannon (energy/projectile)
- Charge (projectile)
- Compressor (energy)
- Detonator (projectile)
- Digitizer (energy)
- Drone (projectile)
- Grid (energy)
- Impactor (projectile)
- Launcher (projectile)
- Mine (projectile)
- Missile (projectile)
- Nullifier (energy)
- Projector (energy)
- Pulse generator (energy)
- Railgun (energy/projectile)
- Rocket (projectile)
- Shard (projectile)
- Torpedo (projectile)
- Turret (energy/projectile)
- Wave generator (energy)

For the most part these weapons come in one of several classes, energy or projectile. The variations comes in in how they are mounted on the ship, how they are used etc. A few, like bolt, can be found in either energy or projectile versions, but not both at the same time on the same weapon.

Energy weapons don't use ammo, but they do require power. Some take time to charge up before they can be fired again, others are ready from the moment they fire

Projectile weapons require ammo and need some kind of loading system. They can generally fire as fast as they can be loaded.

For the most part, these weapons have very little difference in the effect they have and what one cultures calls a torpedo another may call a shard. The main difference is in if the weapon is energy based or projectile.

A couple of exceptions do exist though:

Mines/charges
Mines are deployed/laid out behind the fireing vessel. Charges workon the same principle but are more designed for targets below in atmospheres/liquids

Wave Generator

Energy weapons are normally tightly focused. With a WG though, the weapon is thin and spread out. Has a high chance of hitting but the hit will be weaker.

Coming Soon

Keep an eye out for these upcoming products from Ennead Games (in no particular order)

Starship Kit Part 5 – Defences

Starships need to defend themselves, even if it's just the most basic of armour to protect against space-debris.

Fantastic Feats 10 – Clerics

The Fantastic Feat series continues with feats for those who have heard the call of divine beings

Background & Details Kit
Super Heroes

The Background and Details Kit returns – This time covering Super heroes, their origins, powers and more

Vehicles Modifications

This supplement will give your land, air and sea vehicles new features, from increased armour to speed boosts and other modifications to make your vehicle cheaper, but at a cost.

Prison Kit

Sometimes you need a place to hold those dastardly villains. A multi-part kit series that will cover the prison, security and the inmates and their crimes.

World Wonders – Structures

The World Wonders Series continues with Structures. Similar to buildings, these wonders have a function other than inhabitation. They may be walls, bridges or something else

Campaign Chunks Compilation I

The Ennead Games blog has a regular feature called "Campaign Chunks" – A series of genre/system free hooks, adventures, monsters or items. This volume complies these and presents them in one handy PDF.