

Starship Kit - Volume 5

- Armor & Shield -



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



Preface

Starship Kit 5 Armor & Shield Generator

Ships need protection from their enemies. The best way to do that is with armor and/or shields

This is part 5 of the Starship Kit, although it can be used as a standalone product if required. 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 protection values, power requirements, manufacturing costs are left to you, to allow for use in as many game systems as possible.

Credits & Legal



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Armor & Shield Generator

How to Use

Each piece of armor/shields has the following main properties

- Class
- Variations
- Style

Class

A broad category, this gives an overall indicator of how powerful the armor or shield 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.

Variations

The majority of the time the armor/shield will be a nice simple defence system. But, as with weapons, variations do occur, each with their own advantage and disadvantage. The majority of time the disadvantage can be assumed to be cost and complexity, unless something in particular is mentioned.

Style

The style has very little impact on the nature of the armor or shield, unless you want it to. This simply refers to what a group may call their armor (or shields). One may call it plating, another call it carapace. They both do the same job. There may be subtle variations in manufacturing processes or costs or even who invented it.

Vs. Weapon Types (Option)

Certain types of weapons work better against armor than against shields and vice versa. Some races weapons may be more effective vs. shields, but weaker vs. armor when compared to another race. To save excess paper work, it is probably best to stick to one format per group, or to save even more time, apply the same result to all ships for all groups and cultures.

You have several options here. Pick an option or roll a d10

D10	
1 - 2	Treat armor and shields the same with regards to energy/projectile weapons.
3 - 6	Armor weaker vs. projectiles and stronger vs. energy (with shields being the opposite)
7 - 10	Armor stronger vs. projectiles and weaker vs. energy weapons (again with shields being the opposite)

The easiest way to deal with these differences is to have an effective Mark/level change, with Mark I being the lowest anything can go.

D100	Mark Change
01 - 05	1
06 - 35	2
36 - 65	3
66 - 95	4
96 - 00	5

Example

Option 3 is chosen (armor weak vs. energy) and a 22 is rolled on the 2nd chart. All armor is treated as being 2 tiers lower when energy weapons are fired against it, but 2 tiers higher against projectiles.

Can the ships have both armor and shields?

Yes they can. They can also have one and not the other, but that is less common: In fact, most ships have both.

01 - 05	No Armor or shields
06 - 15	Just Armor
16 - 25	Just Shields
26 - 00	Both

If the race only has one type of primary defence system, such as only having armor, you will probably need to come up with some reason as to why this has occurred.

Some example reasons for this have been are listed below, but feel free to invent your own.

D10	Reason
1	Banned by galactic law
2	Causes problems for the organic parts of the ship (e.g. the crew)
3	Causes problems when they interact with particular planetary or galactic phenomena
4	Cultural/Religious taboo
5	Incompatible with other technology on the ship
6	It's been damaged to the point of not being useable
7	Lack of certain resources at place of origin
8	The belief that they don't need this type of technology
9	The designer was, or is, insane
10	The tech has just been removed for some reason

Class

Roll a d20. That becomes the defence class of the armor or shield you are rolling for. If a 20 is rolled then the armor/shield is a Capital-class system and can only be placed on Capital class vessels. Alternately, it is just a Mark **XX** system, with **XX** determined by the result of the die roll.

Alternately, if you require a more "realistic" system that keeps the higher class defences 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's Mark XV armor may be weaker than another's III and vice versa.

Variations

To increase the number of possible combinations, you may wish to use one or more variations in your creation.

For example:

Ablative armor could become -
Ablative Modular Armor

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

D10	Variation Rolls
1 - 5	0 (system is treated as standard)
6 - 7	1
9	2
10	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 two or three times you can re-roll, but, with some creativity, you can make even more systems.

Something to be aware of is that if a variation has a disadvantage, if it is combined with another it still has the disadvantage. Also the complexity increases by one effective tier for each variation added (See below).

When creating your own armor or shield types bear in mind that every system has a weakness as well as a strength. Sometimes that weakness may be that the armor (for example) can only be made from a certain very rare mineral found on only one planet, making it cost almost 1000 more than regular armor, but it does provide almost complete resistance to energy weapons.

Variation Types - Armor

D100	Armor Variation
01 - 05	Ablative
06 - 10	Absorbing
11 - 12	Crystalline
13 - 15	Custom
16 - 17	Fake
18 - 25	Heavy
26 - 27	Hidden
28	Holographic
29 - 35	Light
36 - 40	Modular
41 - 42	Multi-layered
43	Organic
44 - 45	Polarized
46 - 50	Powered
51 - 52	Reflective
53	Regenerating
54 - 60	Resistant/Strong to (X)
61 - 62	Retractable
63 - 98	Standard
99 - 00	Weak against (X)

Ablative

Prevents damage through the process of ablation. Works well against heat and radiation. Needs to be repaired often, but can sometimes make a good substitute for shields.

Absorbing

Absorbing armor takes the energy from weapon fire and absorbs it. This energy is then either converted to something useful or dissipates in a blast of light. These systems can be overloaded by too much energy.

Option

Absorbing armor works better vs. one damage type and worse vs. another. Roll on the damage type (listed later) twice, rerolling duplicate results. The first result determines against which damage type the armor works better, the second its weakness.

Crystalline

Crystalline armor consists of a molecular matrix that helps reflect or deflect energy based weapons. The downside is that projectile based weapons do more damage and the materials cost is vastly increased

Custom

Custom armor is a type of armor that is often found only on one ship. This option is to allow GMs to create their own armor.

Fake

This armor looks like it can take a pounding, but it is actually a mock-up of actual-armor. It can barely protect against basic space debris, but has the advantage of being very, very cheap

Heavy

Heavy armor can make even the most basic ship into a flying tank. It can withstand damage as if it was two or three tiers higher than its Mark would suggest. The downside is that the armor takes up a lot more room on the ship, costs a lot more and can slow down the ship. But sometimes that is just what you need.

Hidden

Hidden armor is often used on ships that are designed to look like something else. The armor is hidden behind regular plating so that at first glance the ship appears to be weaker than it is. The major disadvantages to this system are increased cost and complexity of installation and repair.

Holographic

Holographic armor, also known in some cultures as illusion armor, can hide damage that has been done to it from enemy sensors, or make them think it is damaged when it is unscathed. These systems are incredibly costly, complex and have a tendency to go offline if hit by an Electro Magnetic Pulse or similar weapon.

Light

Light armor is the opposite of heavy; It sacrifices its ability to withstand damage, but allows the ship to move faster and has more room for internal systems. Often used on scout-class vessels or where space is at a premium.

Modular

Modular armor is very versatile in large fleets. Any armor that is modular can be used on any other ship that has modular armor support with no modifications required. This flexibility does weaken the armor a small amount and it is treated as being one tier lower for protection, but one tier higher for cost and complexity.

Multi-layered

Multiple layers similar – or different – armor types, can be a great, but costly, advantage.

Roll a dice (or pick)

D10	Layers
1 -7	2
8 - 9	3
10	4

For each layer, roll again on the variation chart, re-rolling Multi-layered if you get it again.

Roll for each layer in order, starting on the outside layer and working inward.

Example

Multi-layered (Ablative/Organic/Modular), would mean that the outer layer is ablative, the middle is organic, the innermost would be modular.

Each additional layer adds +1 to the Mark required for costs and complexity etc. for each, but lowers the effective Mark for protection determination. This applies to all the armor.

Organic

Any armor that has a biological component to it is classified as organic. Given enough time and resources, this armor can heal itself. It is normally found on ships that are organically based, but a few other races have adopted organic technology and although it is very costly to install it is simple to maintain. In fact it does most the maintenance and repairs itself.

Organic armor is very weak against fire and plasma damage takes 2 or 3 times as long to heal against such attacks.

Polarized

This armor is often used by races that have yet to develop or refuse to use shields. They act as a combination of armor and a standard shield, but only while polarized. If the generators go offline for some reason, the armor reverts to normal, but much weaker, armor.

Powered

An improved version of polarized armor, this type uses the power that it is supplied to supplement the protection value of the armor. If this power is interrupted, then this armor can still be useful, but its protection does not degrade.

Reflective

Reflective armor, sometimes called "chrome armor", is highly shiny and reflective. Weak against projectile based weapons and very expensive to install, build and maintain.

When fired on by energy-based weapons, especially those with a visible component, then there is a good chance (about 10% to 20% (or d10+10) for each shot that lands) of reflecting the energy back against the attacker.

Regenerating

Regenerating armor is very difficult to damage. A ship with this type of armor can be almost impossible to destroy as any damage is repaired by nanites and other technology. This armor is probably the most expensive to make and maintain, but some races feel it is worth it.

Resistant/Strong against (X) & Weak against (X)

Resistance armor and weak armor are basically two sides of the same coin. One is stronger against a certain type of damage, the other is weaker. Making armor weak against a certain type of damage makes it cheaper to build and install.

To determine which damage type the armor is strong or weak against, roll on the damage type chart found in Other Details section.

Option

If using multiple variations, this armor can be weak or strong against more than one type. If you get contradictory results (strong vs. plasma and weak vs. plasma for example), re-roll

Retractable

Retractable armor is armor that can be retracted or deployed, quite quickly. A seemingly weak looking ship suddenly has armor plating unfold. Another advantage is that while retracted, the armor can be repaired or modified without being removed from ship. The downside is cost and complexity increases. The amount of room needed to store not only the armor, but the retracting mechanisms means it is often only found on larger ships.

Standard

Standard armor. Has nothing special about it, but nothing bad either.

Variation Types - Shield

D100	Shield Type
01 - 05	Absorbing
06 - 10	Alternating
11	Cloaking
12 - 15	Cycling
16 - 20	Displacement
21 - 24	Experimental
25	Explosive Reaction to (X)
26 - 27	Feedback
28 - 29	Illusion
30 - 32	Invisible
33 - 34	Multi-layered
35 - 37	Overpowered
38	Phasing
39 - 40	Rapid Raising
41 - 42	Regenerating
43 - 50	Resistant to (X)
51 - 60	Reversible Polarity
61 - 96	Standard
97 - 98	Unstable
99 - 00	Weak against (X)

Absorbing

Works in the same way as armor, but a lot better when fired on by energy based weapons

Alternating

Shields operate on a particular frequency, to allow the ship's own weapons and communications to pass through. These alternate between two or three frequencies, making it harder to take them down.

Cloaking

A cloaked ship is invisible to radar, most sensors and the naked eye. A very complex and costly piece of equipment. This type of shielding is very weak against all damage types, but you have to know where the ship is to hit it.

Cycling

An improvement over Alternating, cycling shields are even harder to take down, but if you know or can figure out the pattern they provide no defensive benefit.

Displacement

The displacement shield fools enemy sensors into thinking the ship is somewhere else. Does not work against visual systems. Energy weapons have a greatly increased chance to miss the target.

Experimental

Experimental shields, like custom armor, is a catch all term for any other type of shield the GM (or even players) may come up with.

Explosive Reaction to (X)

When hit with a certain damage type (Roll on the damage type) these shields can have an explosive reaction. This furthers damages the craft hit, plus any others in close proximity. Often used on suicide-drones or by those races with a death wish. Treated as standard when dealing with other damage types.

Feedback

Feedback shields have a chance to cause a feedback loop on the energy weapon that has hit it. They are weaker vs. projectile weapons and can be overloaded.

Illusion

Can hide damage, make damage appear (like the holographic armor) but can also change what the ship looks like to sensors and visual, although this drains a lot more power.

Invisible

These shields cannot be seen by normal sensors and have no visible reaction to being hit.

Multi-layered

Same as armor.

Overpowered

Same as heavy armor, but for shields

Phasing

Phasing shields are banned by most races. Not because of their primary effect, but due to how unstable and prone to failure they are. Phase shields allow the ship to become out of phase with the rest of universe, allowing energy or matter to pass harmlessly through it. However, the downside is (ignoring the astronomical costs and complexity) that as matter is passing through the ship, there is a chance the shields will fail and the ship will return to normal space. This could be when an enemy torpedo is passing through the engine room or the ship is traveling through an asteroid. The results are often quite messy.

Rapid Raising

These shields are normally kept off-line until needed. When they are raised, they deploy almost instantly. Combined with other variations these can make for a nice surprise for those who think their targets are weak and unshielded.

Regenerating

These shields can repair damage to themselves quite quickly, but require enormous amounts of power to do so.

Resistant against (X) & Weak against (X)

Same as for armor.

Reversible Polarity

Reversible Polarity shields are, for brief periods of time, able to heal themselves with each energy weapon hit. They can be overloaded though if they heal too much.

Standard

Has no bonus or penalty to protection, cost etc.

Unstable

Unstable shielding has a chance, after every hit, to turn off for a brief period. This of course, reduces the protection offered but when you pay for cheap goods this is what you get.

Style

This gives more options and can help increase immersion in the game setting. You may wish to stick to one term for each group or culture.

Roll, or pick, one d10 for armor and one again for shields to determine what a particular group may call their defences.

Style - Armor

D10	
1	Armor
2	Carapace
3	Casing
4	Covering
5	Hull
6	Layer
7	Membrane
8	Plating
9	Sheath
10	Shell

Style - Shield

D10	
1	Barrier
2	Blocker
3	Buffer
4	Defender
5	Deflector
6	Grid
7	Limiter
8	Obstructor
9	Screen
10	Shield

Other Details

These details are not needed to use this SSK , but can help fill out details that may be useful to the story

Complexity

How complex is the armor or shield? The more complex the system is, the harder it becomes to use under extreme conditions, and the more difficult it is to repair etc.

Effective Tier x 5 = Complexity.

The higher the complexity, the greater the cost to manufacture, purchase, install etc.

Coverage

How much of an area of the ship does the armor/shield protect? The system may be damaged, overloaded, or simply made from inferior materials to help lower purchase or manufacturing costs.

For the most part, you can assume that coverage is 99% - The last 1% allowing for loopholes, vents, thrusters and minor glitches in the generators.

However, and this is especially true of shields, you may wish to reduce coverage at times in some areas and increase it in others.

For example, if you are being pursued around the system by space pirates, having most of your shield power at the front is not going to help, so you could re-route that excess power to the rear.

Or you may need to shunt power to life support, or to weapons, or for any other reason you could think of.

If you need a %amount, roll a d5 for every Mark the armor or shield has and add up the results.

Damage type

Based off the chart in Starship Kit 4 – Weapons. Used if you need to know against which damage type defences are weak or strong against.

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/Other
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

Coming Soon

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

Starship Kit Part 6 - Systems

The Starship kit continues with a series of generators that covers engines, computer and other systems, both external and internal

Starship Kit Part 7 – Crew and Passengers

Your ship is going to need a crew and maybe even take on a passenger or two for their latest mission.

Background & Details Kit Super Heroes

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

Vehicle 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 penalty to something else..

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, their crimes and those who guard them

Campaign Chunks Compilation I

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

Spell Generator

For those times you need to create a spell but can't decide just what it does.

Pantheon Kit

A multiple series of generators linked around creating your worlds pantheon and gods!