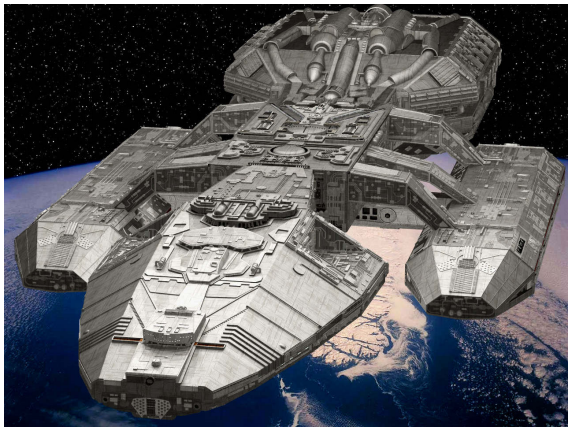
# Starships D6 / Battlestar Galactica (Original S



The Battlestar Galactica

Craft: Colonial Battlestar
Type: Colonial Warship/Fighter Carrier
Scale: Capital
Dimensions:
-Length: 1263-1255m
-Width: 510m (flight pod to flight pod)
-Length (flight pods): 603m
-Width (flight pods): 107m
Skill: Capital Starship Piloting: Battlestar
Crew: 700; Personnel/gunners: 496; Warriors: 200
Crew Skill: Astrogation 4D+1 (?), Capital Starship Piloting 5D, Capital Stashp Gunnery 4D+1, Capital Starship Repair 4D, Capital Starship Shields 5D, Sensors 4D+2, Communications 5D.
Passengers: 312 (in emergencies, the flight pods could be converted to carry hundreds more)
Cargo Capacity: 35,000 metric tons.
Consumables: 5 years
Cost: N/A
Hyperdrive: N/A (relies on Lightspeed-capable engines)
Nav Computer: Yes (but for Lightspeed and intrasystem travel, not FTL, also for logistics with Viper Fighters)
Maneuverability: 2D
Space: 6 (Combat Speed when engaging enemies; Maximum Speed is Lightspeed)
Hull: 6D
Shields:
-Defensive Shields: +1D to Hull against Called Shots when activated (7D).
-Electronic Defense Shields: See WEAPONS below.
-Force Shields (Standard Star Wars Shields): 3D
-Radiation Shields: +2D to Force Shields against radiation damage, as well as laser weapons.
Sensors:
-Passive: 25/1D
-Scan: 45/2D
-Search: 100/3D
-Focus: 4/4D

KNOWN SHIPS:
-Acropolis, mentioned in connection with the attack at Cimtar, and so assumed to be one of the battlestars seen near the moon
-Atlantia, destroyed by the Cylons at Cimtar (Saga of a Star Wolrd)
-Columbia, destroyed prior to the events at Cimtar (The Gun on ice Planet Zero)
-Galactica, last known surviving battlestar and representive of Caprica of the Twelve Colonies.
-Pacifica, mentioned in connection with the attack at Cimtar, and so assumed to be one of the battlestars seen near the moon.
-Pegasus, later found by Galactica and the Fleet after the Cylon Attack on the Twelve Colonies,

presumed destroyed at the Battle of Molecay (The Living Legend)
-Rycon, destroyed at the Battle of the Cosmara Archipeligo (Take the Celestra)
-Triton, mentioned in connection with the attack at Cimtar, and so assumed to be one of the battlestars seen near the moon.
-Other ships have been mentioned over time, but these were never actual canon material. however, GMs and players should do what they feel for their own campaigns. What i have made here is a direct translation in the Star Wars D6 system ofr the original Galactica according to what material I could find.

EXTRA SHIPS:
-75 Vipers superiority fighters (standard compliment, later imcreased to 150).
-12 Landram armored ground vehicles/land-based troop transports.
-12 transport shuttlecraft.

INTERIOR:
-Core Command: Most frequently seen is Galactica's command center, or bridge, which features a huge viewing window with a large shield that can be put in place, and a rotating command console from where the commander can observe operations.
-Launch Bays: The Galactica's Launch Bays load Viper Fighters in agnetic rail launch tubes and propel them at great speeds when combined with the Viper's Turbo Boost at +2 Space Speed (Space 12 for Vipers and Asp Vipers, 14 if using Fang Vipers).
-Life Science Center (Medical Facilities).
-Ceremonial Chamber.
-Bachelor Officer's Quarters: Crew quarters for Colonial Warriors based on Galactica.
-Officer's Club.
-Adama's Quarters (Or Commander's Quarters, whoever that may be).

WEAPONS:
Heavy Mega Pulsar Cannon
Location: Forward section of the ship
Fire Arc: Front.
Crew: 1 (bridge crew gunner)
Skill: Capital Sharship Gunnery
Scale: Capital
Fire Control: 0D
Space Range: 6-30/50/100
Atmosphere Range: 600-3/5/10km
Damage: 12D
Ammo: Unlimited, but must recharge after every shot for 1 hour.
Rate of Fire: Single beam with full damage; Or wide beam that covers full forward fire arc for half damage. At distance from high orbit, the wide beam could cover an entire planet's atmosphere, obliterating any projectiles or missiles launched from the surface.

32 Turbolaser Batteries
Location: Scattered across the hull as various double-barreled turrets.
Fire Arc: 8 front, 10 right, 10 left, 4 rear.
Crew: 2 each.
Skill: Capital Starship Gunnery
Scale: Capital
Fire Control: 2D
Space Range: 3-6/30/75

Atmosphere Range: 300-600/3/7.5km
Damage: 8D
Ammo: Unlimited.
Rate of Fire: Single fire-linked blasts.

12 Solonite Air-to-Air Missile Launchers
Location: 6 on each side of the ship's hull.
Fire Arc: "Turret" (engages in any direction once launched)
Crew: 1 (bridge crew)
Skill: Capital Starship Gunnery
Scale: Capital or Starfighter (depends on warheads used)
Fire Control: 1D
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1/1.5km
Damage: 8D (Solonite Warheads, Starfighter Scale); 10D (Fusion Nuclear Missiles, Capital Scale)
Ammo: 12 Solonite wraheads per launcher (144 missiles total); 1 Fusion Nuclear Missile per launcher (12 missiles total).
Rate of Fire: 1 per attack; or volleys up to 12 per attack.

Electronic Defensive Shields
Location: An array system projecting all around the ship.
Fire Arc: All
Crew: 1 (bridge crew)
Skill: Sensors; works against all Capital ships within range.
Scale: Capital
Fire Control: N/A
Space range: 2-10/24/50
Atmosphere range: 200-1/2.4/5km
Damage: -3D from enemy Fire Control
Ammo: Unlimited
Rate of Fire: N/A

SPECIFICATIONS:
-Galactica serves three main military functions: fighter carrier operations; assault battleship; and and a mobile base of operations, all in one massive platform.
-Following the destruction of the Twelve Colonies, Galactica is forced to dramatically increase the number of crew she carries. Galactica is originally equipped with two Viper squadrons, Red and Blue. She acquires two additional squadrons, Silver Spar Squadron and Bronze Spar Squadron from the battlestar Pegasus, following that ship's disappearance in "The Living Legend, Part II", boosting Galactica's fighter strength to one hundred-fifty Vipers (as mentioned in "Fire in Space").
-Galactica has her own heavy offensive batteries, consisting of 32 known turbo-lasers and fusion missiles.
-The primary power aboard Colonial battlestars are provided by a combination of tylium energizers and advanced fusion reactors.
-Galactica is able to travel at lightspeed, but rarely does so with her civilian Fleet in tow, as no other ships in the Fleet have lightspeed ability.
-Viewers learn from "Saga of a Star World" that the standard battlestar type vessel has a crew of 496 personnel with 200 Warriors. From "The Living Legend" we know that battlestars carry 75 Vipers, 12 Landram land based troop transports and 12 shuttlecraft.
-In the event of imminent damage, Galactica can seal off her compartments to localize damage

(Fire in Space). Make a Repair skill check of Easy Difficulty. This will cancel any continuous damage from that round thereafter (or slow it down, GM's descretion).
-Galactica relies on scanners to locate and track objects around it. These scanners can be disabled by a significant hit to the bridge (Called shot to the bridge by a starfighter or other likely source, must do at least light damage for this effect), leaving Galactica blind and forcing her to rely on her complement of Vipers to act as her "eyes" (Fire in Space).
-Galactica has an automated firefighting capability, managed by the boroton mist control center (Repair skill check of Easy Difficulty to put out fires). In the event of its destruction all firefighting must be conducted manually. The fireleader coordinates the manual firefighting efforts (Fire in Space).
-Galactica makes use of gyros in order to maintain her orientation. In the episode "Fire in Space", if Apollo and Starbuck fail to detonate the explosives in exactly the planned pattern the ship's gyros would go wild. These allow Galactica's Maneuverability stat. They can be hit by a "called shot" by startfighters (or other likely sources), and will give the ship a "stunned" effect to the crew, along with whatever damage is incurred by the attack (but damage MUST be done, or this other effect does not happen). The crew must also make a Dexterity check of Difficult Difficulty or lose actions for 1D6 rounds.

DESCRIPTION:

These stats can be used for any battlestar, such as either the Galactica or the Pegasus.

Galactica was first brought into service approximately mid-way during the Thousand Yahren War with the Cylons. Galactica served with distinction throughout the conflict.

Galactica and her sister ships combined the roles of battle cruiser and fighter carrier, having a massive offensive capability in terms of on-board weapons and Starhound Viper space superiority fighters.

As of "Saga of a Star World," Galactica is one of only five battlestars believed to have survived the long war, and was under the leadership of Commander Adama, a distinguished member of the Council of Twelve.

The remaining battlestars amass at Cimtar for what is believed by President Adar to be a historic peace treaty signing with the Cylons. However, with the villainous aid of one of the Council's members, Baltar, Adar ignores several apparent threats to the battlestars, leaving all of them open to a massive Cylon Raider attack. Galactica Viper pilots Apollo and Zac encounter the Raider fleet, and is able to warn Galactica of the ruse.

Unfortunately, Commander Adama is unable to convince Adar to launch their Viper squadrons or place the other battlestars on alert. Adama chooses to launch his squadrons against Adar's orders, feigning a battle drill, and activates the battlestar's shields to meet any attacks.

Realizing that the Raider fleet is far away from any locatable basestars to support them, and after seeing press reports of other Raider attacks on Caprica, Adama realizes that the Twelve Colonies themselves are in mortal danger from basestar attacks, and orders Galactica to speed away to Caprica. The battlestar arrives too late; a handful of humans survive the genocidal onslaught.

The battlestar fleet, including Adar's flagship, Atlantia, is destroyed, save Galactica, the sole surviving battlestar from the attack. Adama sends out word to all the survivors to take whatever space going vessel they can find and rendezvous with Galactica. Together, Galactica and 220 other Colonial ships leave Colonial space in search of Earth, the mythic home of the Thirteenth Tribe.

While initially believed to be the only battlestar to survive the Destruction of the Twelve Colonies, the battlestar Pegasus is found, but soon disappears in a pyrrhic mission (The Living Legend, Part II).

The ship is divided in to decks and sections designated with Greek letters. During "Fire in Space" the fire is initially out of control on alpha deck, in beta and gamma sections. Dialogue indicates that solium storage is located in or near gamma section. Sections are divided into compartments, with

as many as 43 compartments in a section. A series of ducts run throughout the ship. These ducts are too small for humans to fit through, but large enough for Muffit (Fire in Space).

WRITE-UP NOTE:
-When the original series of Battlestar galactica first aired in 1978, Lightspeed sounded cool but no one fully understood its limitations when used for interstellar travel. The truth is that Lightspeed is relatively slow and amounts to nothing compared to the Hyperdrives of Star Wars, or the other FTL (Faster Than Light) methods from other settings. If one uses the Galactica (or a different battlestar of their choosing) in a Star Wars or other setting, they sould consider this, and perhaps give the ship a fitting hyperdrive to compensate. The rules here are as direct a translation to Star Wars D6 as I could make while staying true to the original concept.

Also, Lightspeed has another effect the GMs and players may want to think about. In theory, the closer one gets to the speed of light, the more time slows down for them. Ten thousand years could go by for the universe, while only about ten to twelve go by for those traveling at near the speed of light. An idea could be that Lightspeed was used by the colonials, and at some point every ship in the Galactica's Fleet could have been upgraded to use Lightspeed engines. With this, the whole fleet could cover more space relatively quickly by their point of view, while time passes by drastically for everyone else in the universe. What effect could this have in the future? What would have happened to the Cylons in that time, how advanced could they become? Or perhaps something else entirely different could happen, maybe a worse enemy that topples the Cylon Alliance in that time.

Also, it should be noted that also by theory, nothing can attain the true speed of light, but could come very close (We're talking .9999 etc. speed of light here).

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