Starships D6 / Battlestar Galactica (War of Ed



The Battlestar Galactica

Craft: Modified Colonial Battlestar
Type: Colonial Warship/Fighter Carrier
Scale: Capital
Dimensions:
-Length: 1263-1255m
-Width: 560m (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 Staship 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: 1/10 (The Temporal Overdrive!)
Nav Computer: Yes (originally for Lightspeed and intrasystem travel, as well as logistics from the fleet and Viper squadrons, but later updated for the temporal overdrive and FTL flight)
Maneuverability: 2D+2
Space: 7 (Combat Speed when engaging enemies; Maximum Speed is Lightspeed)
Hull: 7D
Shields:
-Defensive Shields: +1D to Hull against Called Shots when activated (8D).
-Electronic Defense Shields: See WEAPONS below.
-Force Shields (Standard Star Wars Shields): 3D+2
-Radiation Shields: +2D+2 to Force Shields against radiation damage, as well as laser weapons.
Sensors:
-Passive: 40/1D
-Scan: 60/2D
-Search: 160/3D
-Focus: 6/4D+1

EXTRA SHIPS:
-75 Fang Viper 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. In War of Eden, Core Command is sparsely

seen, but retains the red lights of combat alert situations. It could be guessed the Core Command's layout may have been altered somewhat by the Galactica's modifications over the yahrens.
-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.
-Apollo's Quarters (Or Commander's Quarters, whoever that may be).
-The Temporal Overdrive: A gift from the Seraphs, aka the Beings of Light Apollo and the fleet met in the original series and whom helped them in many situations, such as their encounter with Count Iblis and the conflict between the Western and Eastern Alliances. Five yahren after the destruction of the Colonies, Adama begins to succumb to Katai syndrome, and wishes to speak to his son one last time before being placed in crygenic sleep. Apollo, having diappeared for some time, returns to deliver a message; the Seraphs will give the Galactica the Temporal Overdrive, because at lightspeed it will take the fleet many thousands of yahrens to reach Earth. With the Overdrive, they can reach it in yahrens, within their lifetimes. The Temporal overdrive is installed in the Galactica and allows it to make jumps across the vast distances bwteen stars and even galaxies, all the while carrying the fleet in tow with it. The downside is that after every jump, the Galactica must recharge the Overdrive before they can use it again.
-Hyper-Density Capacitors: (These were not mentioned in the War of Eden comic misniseries, but added for my personal campaign, 'Stargate-Alliance') Because the Galactica does not have power systems to use the Temporal Overdrive on a regular basis for the fleet, new capacitors were made to store the vast amounts of power needed for every jump, making the most efficient use of the Galactica's fusion and tylium power systems. The Glactica itself and perhaps a couple other ships, even another battlestar (Pegasus), can make use of the overdrive without much strenuous drain on the capacitors, allowing for several jumps (such as to a single location relatively close and back). When jumping the whole fleet together, it drains most of the power in the capacitors, usually all of it after planning a specific jump with what power they have. The jump to Earth in War of Eden is the "longest jump" they had ever made, and probably took all the power in the capacitors, and perhaps even pumping in whatever else they had in reserves or even directly from the Galactica's power systems themselves. The capacitors can be hooked up to other power sources and charged faster, provided an interface can be adapted.

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.

48 Turbolaser Batteries
Location: Scattered across the hull as various double-barreled turrets.
Fire Arc: 12 front, 16 right, 16 left, 6 rear.
Crew: 2 each.
Skill: Capital Starship Gunnery
Scale: Capital
Fire Control: 3D
Space Range: 3-6/30/75
Atmosphere Range: 300-600/3/7.5km
Damage: 9D
Ammo: Unlimited.
Rate of Fire: Single fire-linked blasts.

60 Point-Defence Laser Cannons
Location: Scattered across the hull in various covered compartments.
Fire Arc: 12 front, 20 left, 20 right, 8 rear.
Crew: 1 each
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D+2
Space range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D
Ammo: Unlimted
Rate of Fire: Single beam per attack.

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); 8D (Solonite Warheads, Starfighter Scale); 6D (Scatter Warheads, Starfighter Scale)
Ammo: 6 Solonite wraheads per launcher (72 missiles total); 1 Fusion Nuclear Missile per launcher (12 missiles total); 6 Anti-Starfighter Solonite Warheads (72 Missiles total); 6 Scatter Warheads (72 missiles total, used against entire starfighter squadrons).
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

WRITE-UP NOTES:

The Galactica from War of Eden was a somewhat different ship from the original television series. however, in the begining of War of Eden, we see Apollo and Adama as well as the Ship of Lights and Apollo's Viper looking like the originals from that televisons series. Therefor, it could be assumed that the Galactica went through upgrades, much as their Vipers and Shuttles did. To show this, weapons have been added and enhaced, as well as shirlds and hull dice codes, even the speed of the engines and maneuverability.

However, the Galactica never really used its Mega Pulsar cannon in these comics, and it was assumed it either didn't have it anymore, or that the writers forgot it entirely. The Pegasus, however, eventually arrives to save Galactica from destruction, having its own Temporal Overdrive, as well as a massively powerful paired energy cannon which could recharge quickly in combat. One could go ahead and assume this to be an enhanced version of the Mega Pulsar Cannon itself. That said, the stats for the cannon are still here, but unenhaced and still take time to recharge, like the Temporal Overdrive.

Once could assume, perhaps, that the energy capacitors for the Cannon were converted for its Overdrive device, therefor having to render the cannon useless or inoperative, or that in battle, power must be reserved for one or the other, and that the Temporal Overdrive gives the Galactica and its fleet a better chance of survival as they can quickly get away and evade the Cylons.

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:

-In the 1995 Wildstorm Comic Book miniseries, Battlestar Galactica: War of Eden:

The Galactica and its fleet have traveled the stars for roughly twenty yahren. Over that time, there have been many changes. Adama was placed in cryogenic sleep due to katai syndrome; Apollo has assumed command of the Galactica; Ty has become president of the Quorum of Twelve; Athena has taken his place as Colonel and second in command of Galactica; Starbuck commands the mighty Viper squadrons, Boomer as his second in command and has a daughter; Boxey has grown up and become a warrior in his own right. Sheba and Apollo have been sealed and have had a child of their union, named Cain after his grandfather; and many other changes.

As many battles would take place between the fleet and the Cylons over the years, resources, vehicles and weapons would be lost in the conflicts. As resources were replaced, it was decided to build completely new designs in Vipers and Shuttles, even refitting the Galactica itself with new technologies, such as the Temporal Overdrive, which allowed the Galactica and her fleet and crew to make jumps across the vast distances between stars and even galaxies, so that they may one day see Earth within their lifetime, as lightspeed would take thousands of yahrens to make the journey.

Over the years, and after many battles, the Galactica itself would go through a major overhaul and refit with upgraded weapons systems. The turbolasers were enhanced, and more were added. Further, the Vipers could not always screen enemy fighter craft from reaching the Galactica, so a point-defence weapons system was installed, giving the ship much in the way of anti-starfighter firepower. The missile launchers were modified to accomodate various new warhead types, also used against starfighters, both singles and squadron strength. The Electronic Defence Shields remain the same, having always been effective against the Cylons in the past when the Galactica was forced to face the Cylons directly.

The mighty battlestar's already impressive hull plating was enhanced and thickened, and its structure was widened to accomodate all the extra firepower and hull modifications, making it more of a flying fortress than it ever was before.

The engines were suped out for greater speed and power output than before as well, and the Force Shileds have also been modified to make use of the Galactica's greater power output after enhancements were made to both the Tylium and Fusion power systems.

All in all, the Galactica has kept up pace as best it can with the advancements of the Cylon Empire, and is still able to keep one step ahead of them while they persue the fleet, and is still able to take any Cylon basestar head to head when they cannot evade their life-long enemies anymore. Combined with their new Fang Vipers, the fleet is safe as it ever was against the Cylon Empire.

-Campain: Stargate-Alliance: In my campaign, this is the version of the galactica that I am using. The setting is, more or less, similar as well, with a few differences. Boxey has served time as a warrior, but instead chose to follow the Colonial's more religious and historical aspects. Adama did not suffer Katai syndrome and is still alive and well, albeit retired to let Apollo command the Galactica and its forces, taking more of a teaching and advisory role.

On the edge of a far away galaxy, Galactica picks up a signal. At first, the visual looks kind of funny, like some kind of entertainment broadcast from the old Colonial days. Once translated, it is proven true. The show's name is Wormhole Extreme. But from the language and culture, and a

few parts of the speech, it is thought that this broadcast must come from Earth!

Two scout Vipers are prepared with Subspace communication devices that can relay data and comm traffic back to the Galactica, and they are jumped seperately via the temporal overdrive to scout the location of the signal. If nothing is found, the Galactica can jump in to recover them, then return to the fleet.

Once there, two planets are discovered, linked by a highly advanced technological umbilical of some kind, with a bulbous section in the middle. There is a single moon orboting these.

The scouts, Starbuck II and Greko, are shot down by Death Gliders amd crashland on the moon. Meanwhile, John O'Neill and Rya'c are on loan to Atlantis Team 1 with John Sheapard and Ronin Dex, who in turn are acting as improv SG Teams since Atlantis returned to Earth. the are to check out an SG science team that has yet to report in. When they reach their destination via stargate, a battle insues.

Starbuck II, unable to recover his wingman, is caught by the Stargate by unknown assailants. he accidentally destroys the DHD device by the Stargate (not knowing what these are or their importance to the gat's operations). The enemy leader gets away with his wingman and several individuals in green uniforms.

Moments later, the gate reopens and Atlantis 1 comes through, and immediately aid Starbuck II against the Jaffa guard. Pleasantries are made, explanations are given, and everyonequickly unites against the jaffa who are swarming everywhere.

Eventuallu, the Galactica sends an evac team ad gets them off the surface. In orbit, they are blockaded in by Goa'uld motherhsips. The General Hammond, a Tau'ri BC-304 battleship, exits hyperspace and aids them against the motherships.

After this, Atlantis 1 is sent inside the Binary object in space to see what the Jaffa were after. There they encounter a being of great power and are forced to flee. back in space, more motherhsips arrive and the general hammond is pushed to its limits. The galactica arrives and pounds them to stardust.

Over the course of the adventure, the Colonials and the tau'ri make a fresh truce and ally together against the Cylons and the new Jaffa threats, and work to build a new alliance in the Milky Way Galaxy...

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