

SAVAGE BATTLESTAR ADDITIONS I.I

Introduction

Welcome to my additions to Savage Battlestar. First of all I like to thank John Brown and Rick Petersen for their beautiful “savaging” of this setting. This was my first brush with Savage Worlds about one and a half year ago and I fell in love immediately. John and Rick did obviously a lot of research and worked hard for this conversion.

As I am myself a great fan of the re-imaged series I started a campaign with my group. Since then I reworked parts of the setting, stats and made my own additions to suit me, my groups needs and our view of the series.

As my campaign starts to hit the real storyline I intend, I started to write all of my “savagings” together. While I worked I thought that it would be nice and fair to contribute it to the Savage World community. More is coming up from me as I expand my campaign...

This additions are of course unofficial and mean in no case to belittle or replace the work and efforts of John Brown and Rick Petersen. They are as the name implies additions, use them all, use some, don't use them at all, it's up to you...

One final word, I am not a native speaker. I apologize for all the errors I might have made by misspelling, but I thought that English would reach the widest part of the community.

So here it is, have fun and enjoy...

Holger “Deathbringer” Schwarzer, February 2009



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BATTLESTAR EDGES, SKILLS AND HOUSERULES

NEW EDGES

Evade:

Requirements : Seasoned, Pilot D8+

While piloting a vehicle the pilot adds +1 to his TN to be hit. Also adds +1 for countering target acquisition from missiles.

Improved Evade :

Requirements : Veteran, Evade

As above, but the bonus is now +2 respective.

Damage Control :

Requirements : Seasoned, Repair D8+, Knowledge (Starship systems) D8+

If the character is in command of damage control he can make a repair roll after the ship takes a critical hit. For each success and raise the effect of the critical is postponed one round by overriding safeties, using secondary systems etc.

Additionally deckhand rolls for fire fighting are made without penalty.

NEW SKILLS

Deckhand (Agility) :

Gives the ability to use and operate the various systems onboard a starship e.g. engines, generators, life support etc. Also allows minor repairs and is used instead of Boating for fire fighting and damage control.

Knowledge : Navigation (Smarts)

Plotting a FTL jump is a pilot roll TN 6. This means an ordinary jump, no frills. With this skill your TN is 4, additionally you can plot jumps inside asteroid fields, directly in the atmosphere of a planet etc. with a raise.

Security (Smarts) :

Used instead of lockpicking to open electronic and mechanical locks.

CLARIFICATIONS ON PILOTING ETC

- Piloting a vessel consumes your action for that round. If you do anything besides flying your vessel (e.g. shooting, plotting a jump etc.) you must take a second action, which invokes the multi action penalty (MAP) of -2 to **all** actions that round.
- Normal flying does not require a roll (but still counts as an action). If you are flying through an asteroid or debris field or through the skyline of Trikon a piloting roll is necessary every round to avoid a crash into an obstacle.
- Likewise a maneuver of any kind requires a piloting roll (e.g. flip over, turns over 45° etc.) as part of the normal piloting for that round. A maneuver doesn't incur a further MAP.
- Target acquisition from missiles : For the attacker the opposed roll is an action (like shooting), for the defender it is simply part of his piloting for that round and the roll incurs no MAP.
- Maneuverability and fire control: The maneuverability bonus of a vessel counts on all piloting rolls with the exception of target acquisition as an attacker. The fire control bonus from gunnery assist counts for all shooting rolls and for the target acquisition roll for missiles when you attack. Remind that the tracer bonus only counts for your railguns.

Example :

Lt. Oliviera is chased by two Raiders through an asteroid field. Every round the Raiders and Lt. Oliviera have actually to roll for their piloting to avoid a collision with an asteroid. Luckily the field is not dense enough to incur a penalty for the roll. Lt. Oliviera can't shoot at the Cylons, so he only has to roll for his piloting, he makes his roll with a +4 bonus (+2 from his ace edge and +2 from the maneuverability of his Viper). A cakewalk...

The Cylons however are trying to shoot the Viper while maneuvering the field. Thanks to the Cylon god the piloting for the Raiders is a free action with a bonus of +1 for maneuverability and the shooting roll is also on +1 for their tracers.

After two rounds with some close calls for the Lt., he feels that he can't shake the Cylons in the asteroid field as he hoped.

On his next round he decides to make a flip over (turn of 180°) and take a shoot at both Cylons, who fly in close formation. He has to make a piloting roll with a penalty of -2 (-4 for the maneuver, -2 MAP, +2 from ace, +2 from maneuverability) and rolls two shooting dice plus his wild die at +/- 0 (close range, -2 MAP, + 2 fire control). He succeeds in his rolls and blasts both Cylons away...

HOUSERULES

Do you believe ?

I like the mystic aspect of the setting and it has impact on my campaign. So at character creation I asked my players if they believe in the Lords of Kobol or not. I only got one true believer, some who pay lipservice to them and one true atheist. You do not have to take Knowledge (Theology) or Faith as a skill to be a believer, its just a question if he truly believes. See my upcoming campaignnotes for further info.

Point Defense (Anti-Missile System) :

Whenever **not** using the chase rules for a battle in space Anti-Missile systems work like that:

The gunner makes a shooting roll TN 4 to get a firing solution, if successful he places the flametemplate with the tip touching the the firing vessel. Now he rolls a number of D6 according to the ROF of the system. Each roll of 6 is a hit. Hits are distributed on **all** ships, missiles (friend and foe!) etc. under the template from nearest to farthest, repeat until all hits are designated. Note that Point Defense has a damage value of 3D6 and AP5. (This assumes your scale is 1"/100")

Command skills :

Since Savage Battlestar is a strict military campaign (at least in my group) I allow that the effects of command skills possessed by a player character are active on all other players under his direct command. This means he must be the commanding officer and the players must be in the chain of command (not civilians, higher rank etc.)

Since the advent of Wireless and Dradis the command range is negliable as long as a) the commander is in voice contact with his troops and b) the commander can "see" what his troops are doing and can therefore direct them.

Centurions:

In my opinion Centurions are Extras. But due to *Nerves of Steel* they can take a single wound, ignore the penalty for that wound and are still not out of the fight. After taking a second wound there are out as usual.

Due to their robotic nature and integrated weapons the autofire penalty is reduced to -1 if they don't move (same as a bipod).

This makes your average Centurion a little more dangerous.

Spaceships :

I decided to take **some** advice from the official Sci-Fi toolkits. First of all ship sizes are small (Viper, Raider, Raptor etc), medium (small freighters like Colonial One), large (most civilian ships like the Astral Queen, Botanic Cruiser etc.), huge (Akropolis class Battlestars, Basestars, some civilian ships etc.) and gargantuan (Mercury class Battlestars, Resurrection Ship etc.) with according modifiers for to hit (+/- 1 for each size difference). Second I took the Handling rules to heart, so small ships get +1 on piloting rolls, medium ships +0, large ships -1 and so forth. Third I made maneuver thrusters (Handling +1) and the lowest form of gunnery assist (shooting +1) for starship weapons available. The use of tracers (as done by Vipers) grants a further +1 to shooting rolls. Fourth rail guns have no recoil and therefore there is no autofire penalty for them.

Finally I reworked the stats of some ships, made stats for new ones etc. (see addendum).

Starship weapons :

Missile salvos act like firelinked weapons, that means the damage for the salvo increases by one die for each additional missile. Since salvos must be grouped tight together for this effect, one hit from point defense takes out the whole salvo.

Decoy drones are used to mimic other ships. They can be loaded instead of a standard missile. One drone can mimic a small ship (e.g. a Viper), two working in tandem can create the image of a medium ship (a small freighter) and so forth.

I also reworked the weapons table (see addendum).

Personal weapons :

Since I never saw underbarrel mounts on weapons of the Marines, I decided to cancel that option. The 40mm launcher is now a weapon of its own, much like the M79 Blopper, the 20mm is now a revolving launcher. Both can be seen in the series.

I also reworked the weapons table (see addendum).

Personal armor :

The tactical outfit is actually Kevlar (+2/+4 neg. AP4).
The flightsuit vest is "light" Kevlar (+1/+2 neg. AP2).

Additional systems :

ECM systems can be used in in four modes:

a) Passive mode:

By dampening the the signature of the craft it (and only itself) becomes harder to spot on Dradis (-2 on notice rolls).

b) Active mode:

By flooding space with random signals, the craft creates a cloud of interference big enough to hide other ships in it. While imposing the same penalty as the passive ECM (extending it to other ships in the cloud) it clearly hints the enemy that something is out there. The own Dradis stays unaffected as it scans in relayed random intervals between the jamming signals.

c) Jamming mode:

The system can jam wireless transmissions in its vicinity, creating a cloud of random signals that block out any real transmissions. Again this can be "seen" or better "heard" from a distance.

d) Deception mode:

The craft can mimic another vessel and its signature of the same size or one size smaller/larger (e.g. a Raptor is seen as a freighter on Dradis). With a raise on notice a Dradis-operator can see through the deception.

Weaponstable and various sheets :

At the end of these pages you will find my reworked weapons of the colonies, sheets for Extras, a ship sheet (front and back) and the character sheets I have made. All have lines at the corners to cut along, to get this "Battlestar feel".

I provided four different fronts for the character sheets (Viperpilot, Raptorpilot, Commandcrew and Marines) they differ only in the symbols I used to decorate them. The backside is common to all. I recommend to print them on paper with 120g/m², this makes them a little bit more durable and they feel better...

ADDENDUM

REWORKED SHIPS

Viper MK II

Size : Small
Acc/Top Speed : 300/1200
Climb : 70
FTL : No
Toughness : 20(5)
Handling : +2 (small and maneuver thrusters)
Fire control: +2 (gunnery assist and tracers)
Weapons : Two Rail guns (firelinked), Dam: 4D8, AP20
ROF: 2, Range: 200/400/800
Missiles(2): Dam: 5D10, AP40, ROF: 1 or 2
Range: 300/600/1200
Additional Systems: Improved stabilizers
Notes : Atmospheric, Heavy Armor, Spacecraft

Raptor

Size : Small
Acc/Top Speed : 300/1200 (FTL)
Climb : 50
FTL : No
Toughness : 25(5)
Handling : +2 (small and maneuver thrusters)
Fire control: +1 (gunnery assist)
Weapons : Missiles(8): Dam: 5D10, AP40, ROF: 1-4
Range: 300/600/1200
Four hardpoints for extra weapons
Additional Systems: ECM, AMCM
Notes : Atmospheric, Heavy Armor, Spacecraft

Cylon Raider

Size : Small
Acc/Top Speed : 300/1200
Climb : 70
FTL : Yes
Toughness : 15(5)
Handling : +1 (small)
Fire control: +1 (tracers)
Weapons : Two Rail guns (firelinked), Dam: 4D8, AP20
ROF: 2, Range: 200/400/800
Missiles(2): Dam: 5D10, AP40, ROF: 1 or 2
Range: 300/600/1200

Additional Systems: Improved stabilizers
Notes : Atmospheric, Heavy Armor, Spacecraft, due to the integrated "pilot", the roll for piloting is a free action.

Cylon Heavy Raider

Size : Small
Acc/Top Speed : 300/1200
Climb : 50
FTL : Yes
Thoughtness : 20(5)
Handling : +1 (small)
Fire control: +1 (tracers)
Weapons : Six Rail guns (firelinked), Dam: 6D8, AP20
ROF: 3, Range: 200/400/800
Missiles(8): Dam: 5D10, AP40, ROF: 1 - 4
Range: 300/600/1200

Additional Systems: Improved stabilizers, AMCM
Notes : Atmospheric, Heavy Armor, Spacecraft, carries 10 Centurions

The *Trident* (Military freighter/supportship)

Size : Large
Acc/Top Speed : 100/500
Climb : 25
FTL : Yes
Thoughtness : 70(30)
Handling : +0 (large and maneuver thrusters)
Fire control: +1 (gunnery assist)
Weapons : Rail guns (8) (firelinked), Dam: 4D10, AP30, ROF: 2, Range: 300/600/1200
Missiletubes (2): Dam: 8D10, AP60, ROF: 1 or 2 Range: 500/1000/2000
Point defense (4), Dam: 3d6, AP5, ROF: 6, Range: Firetemplate

Additional Systems: Improved stabilizers
Notes : Atmospheric, Heavy Armor, Spacecraft, carries 8 Vipers, 2 Raptors and 4 transport shuttles

Akropolis class Battlestar

Size : Huge
Acc/Top Speed : 100/600
Climb : 25
FTL : Yes
Thoughtness : 160(70)
Handling : -1 (Huge and maneuver thrusters)
Fire control: +1 (gunnery assist)
Weapons : Heavy Rail guns (8) (firelinked), Dam: 8D10, AP40, ROF: 1, Range: 500/1000/2000
Rail guns (24) (firelinked), Dam: 4D10, AP30, ROF: 2, Range: 300/600/1200
Missiletubes (12): Dam: 8D10, AP60, ROF: 1 - 12 Range: 500/1000/2000
Point defense (12), Dam: 3d6, AP5, ROF: 6, Range: Firetemplate
Additional Systems: Improved stabilizers
Notes : Heavy Armor, Spacecraft, carries 80 Vipers, 14 Raptors and various transport shuttles

Mercury class Battlestar

Size : Gargantuan
Acc/Top Speed : 100/600
Climb : 25
FTL : Yes
Thoughtness : 180(80)
Handling : -2 (Gargantuan and maneuver thrusters)
Fire control: +1 (gunnery assist)
Weapons : Heavy Rail guns (4) (fixed forward), Dam: 10D10, AP60, ROF: 1, Range: 500/1000/2000
(stats differ from weapontable)
Rail guns (30) (firelinked), Dam: 4D10, AP30, ROF: 2, Range: 300/600/1200
Missiletubes (16): Dam: 8D10, AP60, ROF: 1 - 12 Range: 500/1000/2000
Point defense (20), Dam: 3d6, AP5, ROF: 6, Range: Firetemplate
Additional Systems: Improved stabilizers
Notes : Heavy Armor, Spacecraft, carries 120 Vipers, 20 Raptors and various transport shuttles

WEAPONS OF THE COLONIES

PERSONAL WEAPONS

Weapon	Range	ROF	Damage	Ammo	Notes
Model 350	12/24/48	1	2d6+1	12	AP1, Semi
Model 380	12/24/48	1	2d6+1	10	AP1, Semi
Explosive round	12/24/48	1	2d8	1	AP4
Vector	12/24/48	1	2d6	12	Semi
IWS	24/48/96	3	2d8+1	30	AP2, Auto
40mm GL	24/48/96	1	4d8	1	AP4, MB, SF
20mm RL	24/48/96	1	3d8	12	AP8, SB, HW, SF
ATW	24/48/96	1	4d8+2	1	AP30, MB, HW, SF

Notes: SB = Small Burst Templ., MB = Medium Burst Templ., SF = Snapfire, HW = Heavy Weapon

SMALL CRAFT WEAPONS

Weapon	Range	ROF	Damage	Ammo	Notes
Rail Gun (Viper)	200/400/800	2	4d8	Unl.	AP20, HW, FL
Conc. Missile	300/600/1200	1	5d10		AP40, HW

Notes : HW = Heavy Weapon, FL = Firelinked

CAPITAL SHIP WEAPONS

Weapon	Range	ROF	Damage	Ammo	Notes
Rail Gun	300/600/1200	2	4d10	Unl.	AP30, HW, FL
Point Defense	300/600/1200	6	3d6	Unl.	AP5, HW, FL
Rail Gun (Heavy)	500/1000/2000	1	8d10	Unl.	AP40, HW, FL
Conc. Missile	500/1000/2000	1	8d10		AP60, HW
Nuke	500/1000/2000	1	15d10		AP100, HW

Notes : HW = Heavy Weapon, FL = Firelinked

CREW FILE

Name: _____ Rank: _____

AGL:	D	SM:	D	SP:	D	STR:	D	VIG:	D
Pace:		Parry:		Toughness/Armor:					
Skills:									

Edges:									
Hindr.:									
Gear:									
Wounds/Injuries:									
Personality :									

CREW FILE

Name: _____ Rank: _____

AGL:	D	SM:	D	SP:	D	STR:	D	VIG:	D
Pace:		Parry:		Toughness/Armor:					
Skills:									

Edges:									
Hindr.:									
Gear:									
Wounds/Injuries:									
Personality :									

CREW FILE

Name: _____ Rank: _____

AGL:	D	SM:	D	SP:	D	STR:	D	VIG:	D
Pace:		Parry:		Toughness/Armor:					
Skills:									

Edges:									
Hindr.:									
Gear:									
Wounds/Injuries:									
Personality :									

COLONIAL FLEET SHIPREGISTER

Name of the Ship: _____

Class of Ship: _____

Fleetdesignation: _____

Crew (total): _____

Ship Specifications

Technical Data
Acceleration: _____
Top Speed: _____
FTL: _____
Climb: _____
Handling: _____
Thoughtness (Armor): _____
of Landing Decks: _____
of Hangarbays: _____



-1	D a m a g e
-2	
-3	
Wr	

Small Craft aboard

Notes

Critical Hits

Weaponsystem	Range	Damage	ROF	Ammo

Visual of the Ship



BATTLESTAR PERSONNEL FILE



Name: _____

Military Rank: _____

Homecolony: _____

Attributes

D4 D6 D8 D10 D12

Agility: ○ ○ ○ ○ ○

Smarts: ○ ○ ○ ○ ○

Spirit: ○ ○ ○ ○ ○

Strength: ○ ○ ○ ○ ○

Vigor: ○ ○ ○ ○ ○

Derived Stats Base +Mod

Pace (usually 6") _____

Parry (2+½ Fight) _____

Toughness (2+ ½ Vigor) _____

Charisma (usually 0) _____

Rank: _____

Exp: _____

Vehicle:

Acc/Top _____

Climb _____

Toughness _____

Handling _____

Firecontrol _____

FTL _____

Weapons

Vehicle Damage

-1 -2 -3 WR

Critical Hits

Skills

D4 D6 D8 D10 D12

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Hindrances

Edges

Weapon Range ROF Damage Ammo

Gear

Load Limit: _____



Wounds

-1 -2 -3 INC -2 -1

Fatigue



CHAIN OF COMMAND OF THE SHIP

Commanding Officer (CO)

Executive Officer (XO)

Principal Weapons Officer (PWO)

Landing Signals Officer (LSO)

Commander Air Group (CAG)

Deputy Commander Air Group (DCAG)

Master Chief (MC)

Chief Medical Officer (CMO)

Ground Force Commanding Officer

Personal History

