

## Expanded Spacecraft Combat for *Battlestar Galactica* RPG:

The space combat rules from the core book are very abstracted and lightweight. While this aids in fast storytelling, it can also be a bit too minimalist for the setting. *Battlestar Galactica* is a setting that revolves around many things, but combat is one of the constants, as is the danger of space travel.

The rules are designed to give a quick thumbnail of how a vehicles acts when damaged -- more than it's life points in damage leads to ENDURANCE tests to see if the vehicle stops functioning. The repair rules assume difficulties that are in keeping with the rag tag fleet -- low on supplies and with no place to repair.

To give those players a bit more "crunch" and provide more flavor for characters playing engineers or officers involved in repairs, here is an alternate, expanded system for damage and repairs. There's nothing that says the GM has to roll on these tables or use the ideas, but they can provide some guidance for how damage could be handled in a space battle.

Firstly, instead of using an absolute number of points of damage as a basis for repair difficulty, these rules assume a ratio of injury to a vehicle. Instead of suffering effects at 1/2 the life points of the craft, damage begins to pick away at a ship or vehicle at 1/4 the damage, 1/2, 3/4, full damage, and greater than that damage.

Up to a quarter the total life points (round up), the vessel takes nothing more than cosmetic damage: scratched paint, dents, small holes to hulls or windows...nothing that is immediately harmful.

Between a quarter and half the total life points, the vessel is damaged badly enough that some systems could be effected -- fuel lines could be holed, valves blasted open, power lines or hydraulics cut. The effects are felt, but not seriously enough to stop operation of the craft. Check to see what system is hit each time the vehicle take damage in this range to see what systems could be compromised. Check the vessel's ENDURANCE at Easy (3) and if it fails, apply a -1 die step to the appropriate attribute.

Between half and 3/4 of the life points, the damage is now serious enough to effect two systems at -2 die steps. Check to see which systems are hit, and apply the modifiers.

Over 3/4s but less than full damage, the systems are seriously compromised enough that the

vehicle now suffers -2 die step to all attributes, and an ENDURANCE test at Average (7) is made to see if the effected systems fail. This can mean a loss of important function, like propulsion, or simply the loss of something like communications.

Once damage exceeds the total life points, the craft is on borrowed time. If the total damage is Wound and Stun, the craft will simply lose function once it fails an ENDURANCE test, starting at Average (7) difficulty, and increasing +4 in difficulty each round.

If the damage is all wound, the vehicle is coming apart around the pilot or crew's ears...the ENDURANCE test is the same, but the results of failure are much more severe -- the craft will start to come apart around them. The craft is dead and can take no actions. They have one chance to "punch out" in something like a car or a fighter; in a capital ship, the craft takes 2W/round until the craft reached double it's Life Points, then it has come apart, sank, or otherwise ceased to be a viable transport.

For that evil GM:

For each hit that gets through armor, check a system and apply a -1 die shift to the appropriate attribute.

Repairing damage is much the same -- smaller vehicles might take a few minutes to a few hours to repair; massive spacecraft hours to days, depending on the damage.

For simple repair difficulties, use the ratio of damage:

Repair Difficulties	
Damage Ratio	Repair Dificulty
Up to 1/4 life pt.	Easy or Average; minutes to fix
1/4-1/2 life pts.	Hard; up to an hour to fix
1/2-3/4 life pts.	Formidable; hour or more
3/4-full life pts.	Heroic; a day's work
> Life points	Incredible; days of work

Stun damage is assumed to be minor -- blown circuit breakers, crashed computers, cut

electrical lines or hydraulic hoses -- stuff that can be fixed quickly or with jury rigging, if the system can be gotten to.

Wound damage is much more serious, and might not be repairable without significant time (longer than a battle, for instance...)

STUN DAMAGE, GENERAL SYSTEMS		
Die Roll (d4)	Major System	Attribute Effected
1	Electrical	Alertness
2	Computer	Intelligence
3	Communications	Alertness
4	Control	Agility

WOUND DAMAGE, GENERAL SYSTEMS		
d6 Roll	Major System	Attribute Effected
1	Hull & Environment	Strength
2	Propulsion	Agility & Speed
3	Weaponry	Damage
4	Power Distribution	Vitality
5	DRADIS/Avionics	Alertness
6	Communications	Intelligence

SYSTEM: HULL & ENVIRONMENT		
Die Roll	What Happened?	What It Means
1	Blown Out Bulkheads	Explosive decompression could kill crew if not contained.
2	Buckled Frame Supports	Movement in vehicle obstructed; hull integrity could be hurt
3	Collapsed Conduit Tunnels	Could lead to electrical shorts, cut pipes and lines.
4	Fire!	If not contained, will spread causing another system to be compromised. If it reaches fuel, roll Ship Strength for damage to vessel.
5	Air Circulation Compromised	Crew working in area w/o suits suffer as per suffocation
6	Hazardous Materials Spill/Leak	Could cause characters injury.

SYSTEM: PROPULSION & MANEUVERING		
Die Roll	What Happened?	What It Means
1	Main Thrusters Locked/Failure	Vessel either is stuck full throttle or has suffered a failure of main engines
2	FTL Sink or Computer Failure	Vessel cannot make an FTL jump.
3	Gimbal Malfunction	Vessel has impaired maneuverability or cannot maneuver
4	Fuel Line or Valve Damage	The ship has unreliable thrust from main engines or maneuvering thrusters.
5	Hydraulic Line or Pump Failure	Controls are hard to operate or unresponsive.
6	Master Computer Crash	The vessel is on a backup system, or is unresponsive.

SYSTEM: WEAPONS		
Die Roll	What Happened?	What It Means
1	Gun Battery Overheating	Some of the weapons can only fire every other turn. Expressed as lower damage die.
2	Gun Hoist Malfunction	Could mean guns not being loaded, or could lead to magazine explosion.
3	Magazine Fire!	If not contained immediately, could lead to explosion equal to full weapon damage rating (no armor benefit!)
4	Targeting Link Down; Fire Control Computer Down	Batteries are firing independently. Use ship's ALE and Heavy Weapons skill. For fighters, use pilot's ALE and Pilot skill.
5	Gun Crews Killed	The battery is unmanned and unable to fire.
6	Missile Doors Jammed, Buckled	Cannot fire missiles.

SYSTEM: COMMUNICATIONS		
Die Roll	What Happened?	What It Means
1	Antennae Damaged	Can still broadcast short-range, but difficult to be understood
2	Transceiver Array Burned Out	Cannot communicate with other ships/units
3	Transmitter Lines Shorted/Cut	Communications systems working, just not talking to console
4	Frequency Drift	The transceiver is shifting frequencies at random.
5	Encryption Lost	For some reason, the encryption is not set and comms are garbled if not sent in the clear.
6	Internal Communications Lost	Cannot direct crew until fixed.

SYSTEM: DRADIS & SENSORS		
Die Roll	What Happened?	What It Means
1	Receivers Burned Out	The ship is fully or partial blind, or must use telescopes, etc.
2	Data Bus Cut / Shorted Out	The lines between the DRADIS and the consoles is damaged, but might be accessed at another location.
3	Calibration Drift	The systems are working, but their focus is off and needs adjusted.
4	Power Conduits Shorted/ Burned Out	The arrays are fine -- it's the power to the systems that is damaged.
5	DRADIS Broadcasting Full Power	This allows anti-radiation missiles to lock on easier, and also jams the DRADIS and comms of nearby vessels.
6	Ghosting	Inaccurate readings of number and location of targets or other obstructions.

SYSTEM: POWER DISTRIBUTION		
Die Roll	What Happened?	What It Means
1	Circuit Breakers Tripped/ Shorted	The power loss is localized and easily rerouted or fixed with a new breaker.
2	Power Lines Severed or Shorted	The lines could cause fire, if not careful. Also, the high tension lines could electrocute a character if trying to repair it.
3	Power Regulator Burned Out	These control the flow of power and can cause brownouts or power fluctuations that could damage other systems, or start a fire.
4	Conduits Crushed, Buckled	The pipes and tubes that the wires run through have been mangled and could cause shorts, fire, or damage other systems.
5	Feedback	Another system suffers damage!
6	Fire!	If not contained, will spread causing another system to be compromised. If it reaches fuel, roll Ship Strength for damage to vessel.

This is, of course, just a set of guidelines for the GM to work with, and by no means a comprehensive list of things that could be broken or cause trouble for the characters...