

For Referees and Players

*Saga of a Battlestar*

**TRAVELLER**

*Science-Fiction Adventure* ☺  
*in the Battlestar Galactica Universe*

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## Overview

These rules are for a personal campaign set in the Battlestar Galactica universe and lore, both as shown in the 1978 TV series and the 2003-2009 SyFy series, as well as my own interpretation and additions/subtractions. I will tell you that Star Trek TNG (Borg), Mass Effect (the Geth) and other influences have made their way into my game.

These rules are to be used in conjunction with the 1977 version of Classic Traveller. This document outlines the differences and changes to those rules. Some elements come from the Classic Starter Traveller rules.

Differences in terms:

BSG “sector” = Traveller sub-sector “hex”.

BSG “quadrant” = Traveller sub-sector

Any copyrights, trademarks or intellectual property from the TV series/movies is obviously property of the rights holders. This whole thing is a fan made interpretation of a game, is freely available and there is absolutely no way I’m trying to make money or say I invented BSG, Cylons, etc.

# Book 1 - Characters

## Characteristics:

**Social Standing** isn't tied to a feudal-like nobility for social standing. Rather, it reflects one's reputation (think influencer or celebrity) and/or political power.

## Commissions and Promotions

### Ranks

Rank	Navy	Marines	Army
1	Ensign	Lieutenant, 2nd	Lieutenant, 2nd
2	Lieutenant	Lieutenant, 1st	Lieutenant, 1st
3	Captain	Captain	Captain
4	Major	Major	Major
5	Colonel	Lt. Colonel	Lt. Colonel
6	Commander	Colonel	Colonel
7	Admiral	Brigadier	General

*(Rank 7 requires social standing of B+ and Commission check instead of Promotion Check)*

## Non-commissioned officers

It's possible to serve without being commissioned. If that happens, you can determine your rank upon mustering out.

**Procedure for determining non-com rank** - use if served/mustered out but was never commissioned.

1. For each term, do a "promoted" roll. If they succeed, they gain a rank as enlisted/NCO.
2. For those with flight related expertise (aircraft, ship's boat, pilot) but remaining enlisted/NCOs, they may add "Flight" to their rank.
3. Those who gain Rank 5 (or 4 as a Flight NCO) get one extra mustering out benefit. Those who gain Rank 6, gain a total of two extra mustering out benefits.

Rank	Navy	Marines	Army	Flight-related [1]
0	Crewman Apprentice	Private	Private	-
1	Crewman	Private First Class	Private First Class	Flight Crewman/Private First Class
2	Specialist	Corporal	Corporal	Flight Specialist/Corporal
3	Petty Officer 2nd Class	Crew Sergeant	Sergeant	Flight Petty Officer/Sergeant
4	Petty Officer 1st Class	Sergeant First Class	Master Sergeant	Senior Flight Petty Officer/Sergeant
5	Chief Petty Officer	Gunnery Sergeant	Sergeant First Class	-
6	Master Chief Petty Officer	Sergeant Major	Sergeant Major	-

[1] If you have pilot or ship's boat skills, but never commissioned, you may use this column.

## Re-enlisting

When rolling to re-enlist, in addition to the standard 2D check, roll a 1D to see if character is still on active duty when Battle of Cimtar occurs and campaign begins:

- If 1D = 1, then character is still active duty at the end of their current term.

Being active duty means the character is still subject to orders and regulations of their service, and will provide opportunities and situations appropriate to a Colonial Warrior. Their post is aboard the Lance.

## Mustering Out

Table 1, Material Benefits from CT rulebook is superseded by the table below.

**Table 1, Material Benefits**

	<b>Navy</b>	<b>Marines</b>	<b>Army</b>	<b>Scouts</b>	<b>Merchants</b>	<b>Other</b>
1	Tools	Tools	Tools	Tools	Tools	Tools
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Blade	Blade	Gun	Gun	Blade	Blade
5	Favor - Ship	Gun	Favor - Vehicle	Favor - Vehicle	Gun	Gun
6	Patron	Patron	Patron	Job + Cash	Patron	Patron
7	+2 Social	+2 Social	+1 Social	-	Job + Cash	--

**Tools** - Tools of a skill that the character has expertise in. Most likely these would be the tools of the skill they have the most expertise in, but players can choose otherwise. Tools may help the player with their expertise DM.

**Job + Cash** - Instead of the CT Ship, players will have a guaranteed job and extra cash on mustering out. They may roll again on Table 2, even if they've rolled 3x against it. DM of +2.

Why does this matter? Since the campaign starts with the destruction of the Colonies and humans on the run, there's not really a corporate structure left. Instead, this job/access translates into relationships/status among the fleet that grants them access to a small ship to use. Perhaps they'll gain ownership during play? The type of ship is no more than 100 tons, and can be either jump capable or not.

**Favor** - Due to the character's service history and relationships, someone owes them a favor which can result in access to a military ship or vehicle. For a ship, this is most likely a Raptor or Shuttle. (2D6: 11+ also has access to a Viper, DMs for Social Standing/Rank attained available per referee discretion.) For a vehicle, this is some sort of utility vehicle or small non-armed winged craft. (2D6: 11+ also has access to an armed Landram or armed winged craft, DMs for Social Standing/Rank attained available per referee discretion.)

**Patron** - The character has a good relationship with someone of Rank 6 or 7 (Roll 1D:1 for Rank 7) who can serve as a patron for jobs, assignments or information. Referee's discretion on how much this can be used, or how often.

## Skills and Benefits

Characters have .5 level expertise in all weapons, computer, ground vehicles(Civ or Mil) and vacc suit.

**ATV** is Ground Vehicles (choose either civilian or military).

**Air/Raft** is Winged/Atmospheric Craft (choose either civilian or military).

**Edged weapons** are limited to dagger, blade, bayonet and sword.

**Revolver, Body Pistol** is available only to Merchants/Other. Military services use auto pistols.

**Rifle** becomes **Auto-Rifle** by default, unless character wants Rifle (think AR15 vs. bolt action).

**Laser Guns** are available only to Army and Marines, if player has Strength of 9+. Colonial laser weapons are bulky, requiring muscle to wear the heavy battery pack and hold the large emitter array. (*Imagine a combination of the M65 Smart Gun used by the Marines in the movie Aliens plus the backpack PLSS worn by Apollo moon-walkers*).

**Jack of Trade** is limited to 1, reflecting my belief that the nature of the skill is towards a general knowledge of many things. You reroll if you dice this skill and your character already has it.

**Ships Boat** is piloting of small craft, such as shuttles, Raptors and Vipers.

**Pilot** is piloting of large craft, such as Battlestars, Frigates, Merchant ships. Crossover to long range shuttles as well.

## Starting Equipment

Characters are assumed to have the following equipment, at the start of game/campaign: Hand comp/communicator, multifunction pocket tool, flashlight, and med kit.

# Book 1 - Characters and Combat

## Cylon Laser Weapons

Cylons have taken to arming some Advanced Centurions with the equivalent of laser pistols but most of the Mark 2 Centurions are using automatic weapons built into their arms.

# Book 2 – Travelling

## Interstellar Travel

Interstellar travel via Colonial jump drives is instantaneous. It normally requires ten centons to jump, due to calculating jump coordinates and for the jump drives to respool up after jumping/coming from standby. Jump drives can be kept “spooled up” for a period of time, but this may lead to jump failures or misjumps.

# Book 2 – Starship Construction

## Starship Designs

### **LBS-109 Lance - Artemis class light battlestar**

LBS109 was originally built early on in the Cylon War. It served with distinction across many campaigns and is a decorated ship. The damage to the nameplate on the port flightpod was never fixed, as a remembrance to those who made the ultimate sacrifice to the Colonies. It was kept on the active duty rolls because the Admiral in charge of defending Helios Delta had served aboard her and wanted to keep her as a memento.

- a. Has complement of 40 Vipers (all Mk 2s) and 8 Raptors (6 Mk1, 2 Mk2).

### **Colonial Raptor Mk 1 (Starship)**

Jump drive capable of 4 jumps, 1 sector at a time. Can hold up to twelve individuals (crew of 2, and 10 passengers). Rear mounted projectile turret that must be manned. Missiles are not normally part of the standard loadout and must be specified for the mission.

### **Colonial Raptor Mk 2 (Starship)**

Similar to a Mk1, except that a gunner is not required for its cannons. Jump drive capable of 4 jumps, 1 sector at a time. Can hold up to twelve individuals (crew of 2, and 10 passengers). Missiles may be swapped for anti-cap-ship torpedoes (2) or for anti-personnel rocket pods (32 rockets)

### **Colonial Viper Mk 2 (Small Craft)**

The Mk 2 Viper includes an afterburner “turbo” boost which temporarily accelerates the craft beyond its standard 5g capability. This can be used up to six times, however, after five uses, it will affect the fuel supply of the Viper. Once used for its sixth (last) time, every turn after that when the Viper Mk 2 changes its velocity, roll 2D6. 12+ means the fuel supply has run out. A cumulative DM of +1 is applied to subsequent rolls (so 2nd check would get a +1, 3rd check would get a +2, and so on...)

### **Colonial Long Range Shuttle (Starship)**

Jump drive capable of 4 jumps, 1 sector at a time. Can hold up to 26 individuals (crew of 2, and 20 passengers) in cargo configuration. In an emergency, up to 60 additional passengers can be placed in the cargo hold with safety straps. Does not normally have any weaponry. Some shuttles are equipped with loudspeakers. Standard shuttles were equipped with a simple avionics computer, but can be upgraded to a full Computer/1.

## Ship Cards

<p><b>Cylon Raider Mk 1 (Small Craft)</b></p> <p>Max accel: 5g      Curr velocity:      Direction:            MDrive <input type="checkbox"/>      Avionics <input type="checkbox"/>      Cabin* <input type="checkbox"/>            Missiles <input type="checkbox"/>      Cannons <input type="checkbox"/></p> <p>Missiles (6) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>Colonial Raptor Mk 2 (Starship)</b></p> <p>Max accel: 5g      Curr velocity:      Direction:            MDrive <input type="checkbox"/>      JDrive <input type="checkbox"/>      Avionics <input type="checkbox"/>            Cabin* <input type="checkbox"/>      Fuel <input type="checkbox"/>      Missiles <input type="checkbox"/>            ECM <input type="checkbox"/>      Cannons <input type="checkbox"/></p> <p>Missiles (8) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>
<p><b>Colonial Viper Mk 2 (Small Craft)</b></p> <p>Max accel: 5g      Curr velocity:      Direction:            MDrive <input type="checkbox"/>      Avionics <input type="checkbox"/>      Cabin* <input type="checkbox"/>            Missiles <input type="checkbox"/>      Cannons <input type="checkbox"/></p> <p>Turbo use (6): <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/>            Missiles (8) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>Colonial Long Range Shuttle Mk 1 (Starship)</b></p> <p>Max accel: 5g      Curr velocity:      Direction:            MDrive <input type="checkbox"/>      JDrive <input type="checkbox"/>      Avionics/Computer <input type="checkbox"/>            Hull/Cabin* <input type="checkbox"/>      Hull/Hold* <input type="checkbox"/>      Fuel <input type="checkbox"/>            Fuel <input type="checkbox"/>      Hold/Cargo* <input type="checkbox"/></p>
<p><b>Colonial Raptor Mk 1 (Starship)</b></p> <p>Max accel: 5g      Curr velocity:      Direction:            MDrive <input type="checkbox"/>      JDrive <input type="checkbox"/>      Avionics <input type="checkbox"/>            Cabin* <input type="checkbox"/>      Fuel <input type="checkbox"/>      Missiles <input type="checkbox"/>            ECM <input type="checkbox"/>      Cannons^ <input type="checkbox"/></p> <p>Missiles (6) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> (if equipped)</p>	

COMING - Viper Mk 3 (2003 variant) and Cylon Raider Mk 2 (2003 variant) - both will move at 6g.

## Starship Combat

(NOTE: This will most likely be superseded by Paul Elliott/Zozer's simplified space combat rules found [here](#). Or I might steal them and make a few modifications, IDK.)

If a starship combat encounter should occur, the following can be used – based on Ship Boat rules from Book 1.

**Escape:** If the PCs want to escape an attack and flee the area, the pilot throws 2D for a 9+. Add Pilot skill to this throw, and add or subtract the difference in the two ships' G rating, depending on if the PCs craft is faster or slower than their opponent.

**Avoid Being Hit:** If this escape attempt fails, then roll 8+ to avoid being hit by incoming laser or missile fire, a crew-member may add Navigation skill to this roll. If a crew-member makes a 9+ Computer skill roll, then allow a further +1 modifier to the roll. A heavily armed ship poses more of a threat: for every four turrets (of whatever type) that it mounts, impose a -1 DM.

If more than one ship is attacking, impose a -1 DM per additional attacking ship.

**Consequences of Being Hit:** Alternate between these two task rolls until the ship escapes or is hit. If the players' ship is hit then roll 2D, a crew-member may add their Engineering expertise. On a result of 2-9 the ship is disabled and may be boarded, on a result of 10-12 the ship takes minor damage and can continue to try to escape (10-11, roll once; 12, roll twice on the spaceship Hit Locations table in Book 2 to determine what systems were damaged). Big ships have a DM+2 for every 1000 tons of hull. Note that some damage types may result in the ship being disabled.

**Pursuit:** If the players are the aggressors and in pursuit of another ship, then the escape roll instead becomes a successful interception roll. The roll to Avoid Being Hit, meanwhile, is replaced with a new step, *Hit the Enemy Ship*.

**Hit the Enemy Ship:** If the pursuit is successful, roll 8+ to hit the enemy ship with laser fire or missiles, add Gunnery skill to this roll. If a crew-member makes a 9+ Computer skill roll, then allow a further +1 modifier to the roll. A heavily armed ship poses more

of a threat, for every four turrets (of whatever type) that it mounts, the PCs enjoy a +1 DM. Note that some damage types may result in the ship being disabled.

If more than one ship is attacking alongside the PCs, grant a +1 DM per additional attacking ship.

**Consequences of Hitting the Enemy:** Similar to the PCs being hit, roll 2D6 to determine if the enemy is disabled or simply damaged. Big ships have a DM+2 for every 1000 tons of hull.

**Stand-Up Battle:** For those times when two ships go toe to toe in a stand-up space battle, then let the PCs roll to Avoid Being Hit, followed by an attempt to Hit The Enemy Ship. Alternate between the two till the combat is resolved.

## Hit Location

HIT LOCATION TABLE		
Dice	Starship	Small Craft
2	Power Plant	Drive
3	Maneuver	Drive
4	Jump	Drive
5	Computer	Drive
6	Hull	Drive
7	Hull	Cabin
8	Hold	Cabin
9	Fuel	Cabin
10	Turret	Weaponry
11	Turret	Weaponry
12	Turret	Weaponry

For all ship types, if the MDrive is destroyed, then the ship is automatically disabled. If a Starship's Power Plan or Computer is destroyed, the ship is disabled.

- Small Craft: Fighters, Ships < 50t; Starship: > 50t.
- If ship has no hold, hull hit. If area has already been destroyed, no further effects on hit to same area.
- For hull/hold, dice for exact location per Ship Card (marked w/a \*). If weapon is crewed, it's marked w/a ^.
- If crew are in hit location (\* or ^), then 8+ for crew to avoid taking 4D damage from projectile/shrapnel/damage. Each crew member makes this check. Wounds are taken per personal combat rules (Book 1).



# Book 3 - Worlds and Adventures

## Worlds

A quadrant is a Traveller “sub-sector”.

A sector is a Traveller hex/parsec (3.26 light year area)

## Encounters

### Cylon Centurions Mark 1

967000 - Armor: Metal skin equivalent to cloth armor. Weapon - equivalent of autorifle (20rds), 4 reloads, equivalent of bayonet on the rifle.

### Cylon Centurions Mark 2

(Advanced Centurions)

### Cylon Agents

Cylons have developed a way to coerce humans into serving them - by implanting nanobots. The nanobots serve as a type of mesh receiver, having the ability to implant the instructions they receive as hypnotic-like suggestions into their hosts!

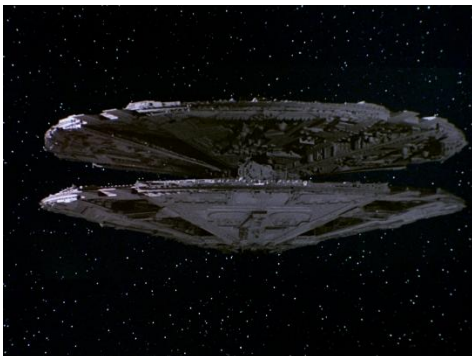
### Cylon Basestar

Before the Cylon War started, the Colonial Fleet were considering giant stations that would utilize the newly discovered jump drives as a means of propulsion. These massive stations would house squadrons of space fighters. When the Cylon rebellion occurred, the Fleet went with a different design – the Battlestar.



[1]

The Cylons created their first ships and attacked the Colonies with what was called a “Basestar.” They were clearly based on the station concept but different, with what appeared to be redundancy built in.



[2]

Towards the end of the War, at about the 65<sup>th</sup> year, a second type of Basestar was seen. This was bigger than the original Basestars and indicated an evolution in Cylon design and technology.



[3]

(NOTE that in my universe, only the bottom disk has the Y arms and these house enormous mass-driven armaments meant to destroy Battlestars.)

[1] – From here: <https://www.byyourcommand.net/cylongallery/displayimage.php?album=2464&pid=60401>

[2] – From 1978 Battlestar Galactica

[3] – From here: [https://galactica.fandom.com/wiki/Basestar\\_Type-B](https://galactica.fandom.com/wiki/Basestar_Type-B)

# Appendix A - Referee Information

## Situation Difficulty Generator

### Difficulty

- 2 Extremely difficult situation - player must throw an 11+.
- 3 - 5 Difficult situation - Player must throw a 8+
- 6 - 8 Possibility of difficulty - Player must throw a 6+.
- 9 - 11 Easy situation - but failure is interesting: Player must throw a 4+
- 12 Automatic success. No throw needed.

## Colonial Units (Time/Calendar)

Centon - base unit of time (~ "2.4 minutes")

Centar - 100 centons (~ "2 hours")

Cycle - 10 centars ("day")

Secton - 8 cycles ("week")

Sectar - 4 sectons ("month") [32 cycles]

Yahren - 12 sectars / 48 sectons / 384 cycles ("year")

Sectar names:

- 1. Demeter
- 2. Hermes
- 3. Hephaestus
- 4. Apollo
- 5. Hera
- 6. Artemis
- 7. Athena
- 8. Poseidon
- 9. Zeus
- A. Dionysus
- B. Ares
- C. Hestia

## Colonies - Deity

Aerilon - Demeter

Aquarion - Hermes

Canceron - Hephaestus

Caprica - Apollo

Geminon - Hera

Leonis - Artemis

Libran - Athena

Picon - Poseidon

Sagitron - Zeus

Scorpia - Dionysus

Tauron - Ares

Virgon - Hestia

# Sources

Ranks - [https://en.battlestarwikiclone.org/wiki/Military\\_Ranks\\_\(TOS\)](https://en.battlestarwikiclone.org/wiki/Military_Ranks_(TOS))

Artemis class battlestar: [https://battlestar-galactica-deadlock-archive.fandom.com/wiki/Artemis\\_Battlestar](https://battlestar-galactica-deadlock-archive.fandom.com/wiki/Artemis_Battlestar)

Raptors: <https://en.battlestarwikiclone.org/wiki/Raptor>

Vipers: [https://en.battlestarwikiclone.org/wiki/Viper\\_\(TOS\)](https://en.battlestarwikiclone.org/wiki/Viper_(TOS)) and [https://en.battlestarwikiclone.org/wiki/Viper\\_\(TRS\)](https://en.battlestarwikiclone.org/wiki/Viper_(TRS))

Time/Measure Units: <https://en-academic.com/dic.nsf/enwiki/796097>