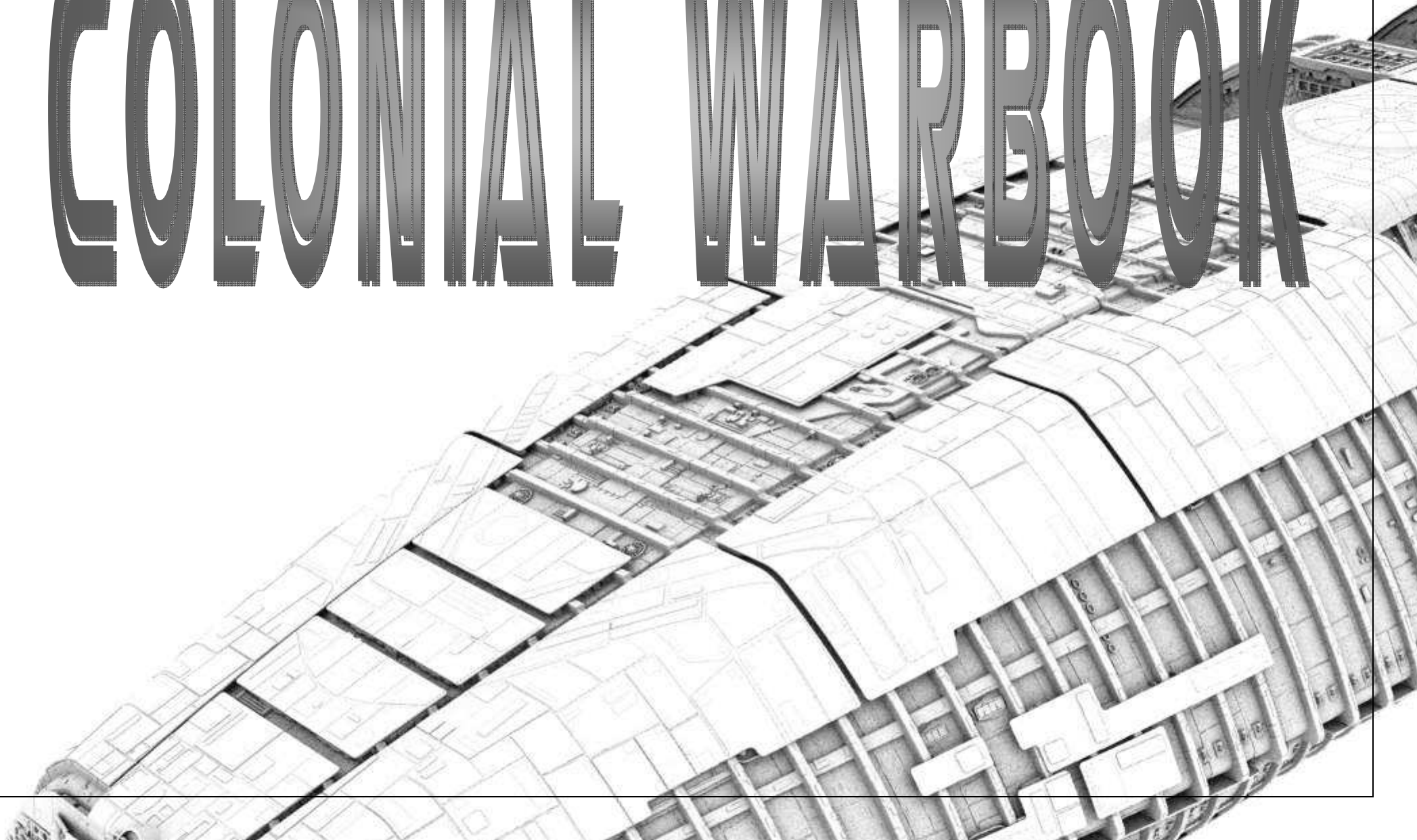


FOR THE BATTLESTAR GALACTICA RPG

COLONIAL WARBOOK



This volume represents fanfic ships that were posted to the Cortexsystemrpg.org forums as completed vessels up until 1st February 2009.

Where-ever possible credit is given to both the artist of each design and the person who has designed the statistics for use in the Battlestar Galactica Role Playing Game.

I am not the creator of most of the ships that are listed here. If you use the designs listed please give credit where it is due – to the artist and designer noted for each design. Only those ships designed by myself – Limerickcot – are my own property.

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Thanks:

The first big thank you goes to **Floyd Wessel**, the man who runs CortexSystemRPG.org, and ran its predecessor, 'Waves in the Black'. Admins never get their due. They are expected to keep everything running smooth, make minor miracles happen, and keep temperamental patrons calm. Floyd, we owe you a debt. [and yes, I know I'm copying the words of Lynn Lefay from an earlier work, but what the heck – its well deserved!]

Also, and especially in regard to the Battlestar Galactica part of CortexSystemRPG.org, I would like to say a big thank you to Buscadero – the moderator who seems to know all the answers and finds them everytime we need them. Without his tireless efforts, many of the traditional vessels we see here would still be un-statted.

Thanks is also given to **Margaret Weis Productions**, Jamie Chambers and the crew, makers of the Serenity Role Playing Game, as well as Battlestar Galactica, Demon Hunters, Supernatural, and the Cortex System.

Finally thanks has to be given to all who have contributed their time and efforts to the boards –everyone one and all.
I hope you enjoy this work

Limerickcot
6th February 2009

Colonial Military

Small Craft

Colonial Interceptor	6
Colonial Viper, Mark I	7
Viper Mark IA	8
Recon Viper One	9
Scorpion	10
Colonial Cobra Mark I	11
Colonial Python Mark II	12
Colonial Shuttle	13
Colonial FTL Shuttle	14
Colonial Dropship/Gunship	15
Raptor Mk 2	17
Griffon X7	18

Battlestars

Hercules Class	20
Argus Class	22
Aesir Class (Valkyrie)	24
Valiant Class (Valkyrie)	26
Valkyrie Class (Valkyrie)	27
Atlantia	28
Mercury Class (Pegasus)	29
Minerva Class (Pleiades)	30

Escortstars

Berzerker Escort	33
Tiamat Class Escort	35
Vanguard	36
Dione	38
Colonial Corvette	39
Gladius (original mod)	40
Gunstar Ares	41
Rusan	42
Vector Heavy Transport	44
Cygnus	46

Gladius (revised)	47
Colonoal Frigate	48
V Class	49
Norn Escort	51
Upsilon Brigante	52
Shiloh	53
Colossus	54
Furious	55
Flower Corvette	56
Argonaut	57
Arethusa	58
Argiama	59
Grieve	60
Artisan Destroyer	61
Amymone Sloop	62
Diana Destroyer Escort	63
Foster Cruiser	64
River Frigate	65
Bay Frigate	66
Loch Frigate	67
Abdier Mine Layer	68
Hesperus Destroyer	69
Perseus Light Cruiser	70
Colonial Tiger Destroyer	71
Strikestar	73
Scoutstar	74
Gunstar	75
Carrier	76
Combatstar	77
Seigestar	78
Defender	79
Hunter Escort	80
Blackswan Frigate	81
Type 70 Cutter	82
High Endurance Cutter	83
Meneleus Patrol Boat	84

Auxillarys

Oracle 76 ELINT	86
Berosus Fast	
Replenishment	88
Salvor Salvage Ship	91
Medic Hospital Ship	92
Prometheus Repair Ship	93
Aldis Ammo Ship	94
Atlas Fleet Tug	95
Hestia Naval	
Replenishment Tanker	96
Tasia Water Tanker	97
Port Vindex General	
Stores Ship	98
Boreas General Stores	
Ship	99
Athena Cargo Ship	100
Keleos Provisions Ship	101
Perseus Fleet Maintenance	
Carrier	102
Cyclops Depot Ship	103
Athene Small craft carrier	104
Jansen Kerr MAC	105

Space Stations

Ragnar Anchorage	107
Penny Class	108

Colonial Civilian Craft

Flattop	111
Colonial Movers	112
Refinery	113
Botanical Cruiser	114
Gemini Freighter	115
Mining Ship	116
Celestra	117
Spare Park	118

Delphi Deep Star Explorer	119
Bruiser Tug	122
Tyrium Queen Tanker	123
Aqua Queen Water	
Tanker	124
Capeela	126
Io Transport	127
Gallow Bulk Transport	128
Colonial Tug	129

Cylon

Cylon Advanced Basestar	131
Hades Class Basestar	133
Tartarus Basestar	134
Clyon Freighter/Tanker	135
Goose ELINT Raider	136
Raider Mk IV	137
Advanced A-B Raider	138
New Cylon Raider	139
Cylon Recon Raider	140
Cylon Centurion 'Toaster'	141
II Series Cylon	142
Combat Cylon Centurion	
& Pilot	143

Equipment

Colonial Landram	146
Colonial Snowram	147
Power Sled	148
Turbines	149
Wrist Computron	150
Ravashol Pulsar Cannon	151
Rules	152

Colonial Interceptor (Prototype)

By Ravensoracle

Agi d8, Str d8, Vit d8, Ale d12, Int d8, Wil d6

LP 14, Init: d8+d10, Scale: Planetcraft

Speed: 7 (5 in Atmo; JC)

Traits: None

Skills: Perception d6, Pilot d6, Mechanical

Engineering d4, Technical Expertise d4

Armor: Wound 4, Stun 3

Armament: 4 Medium planetcraft scale

skirmish range MEC-A6 30mm Thraxon

Cannons (d8), 12 medium planetcraft scale

Capital Range HD-70 Lightning Javelin

Missiles (d12),

Dimensions: 40 ft x 15 ft x 24.5 ft

Equipment: DRADIS, Electronic

Countermeasure Support



The Interceptor was developed by the Colonial Fleet to fill a niche missing from the current capabilities of the Vipers and Raptors. The Raptor has an FTL and extensive DRADIS package, but is not a capable fighter. The Viper is an incredible fighter but requires a carrier to travel faster-than-light.

The Interceptor is based loosely on the Viper Mark VII in design. The cockpit is set up to handle a crew in tandem with the Pilot sitting in the rear seat raised slightly above the ECO's position. It is equipped with an FTL drive, the Raptors DRADIS package and a larger compliment of weapons. It can take the fight to where only the Raptor can scout. It is much larger than either the Viper or the Raptor meaning it cannot be launched from the Viper Launch tubes on carriers.

Only a handful of Interceptors were built and all were in the final stages of flight testing when the Cylons attacked. Not all have been accounted for since that tragic day.

Colonial Viper, Mark I

Stats by Buscadero

Picture from Starship Schematics Database

Agi d8, **Str** d6, **Vit** d8, **Ale** d6, **Int** d4, **Wil** d4

LP 10; **Init** d8+d6; **Scale** Planetcraft;

Speed 7 (5 in atmosphere)

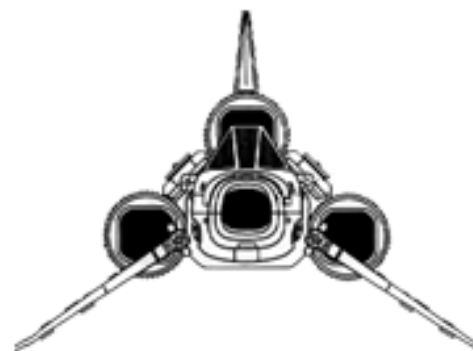
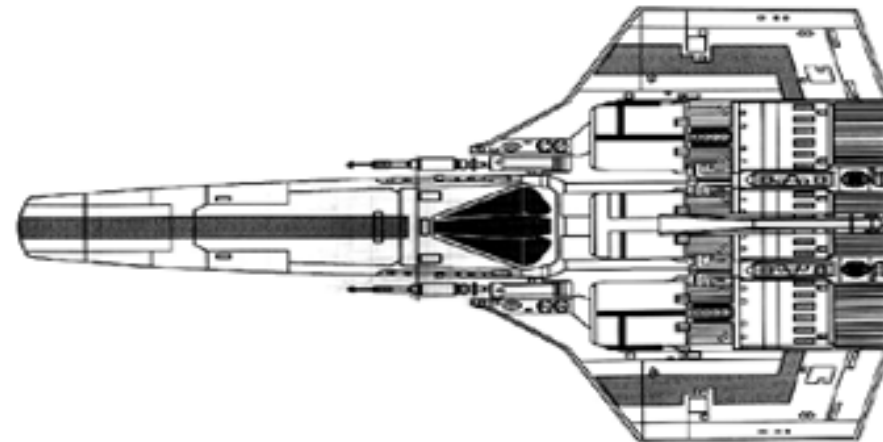
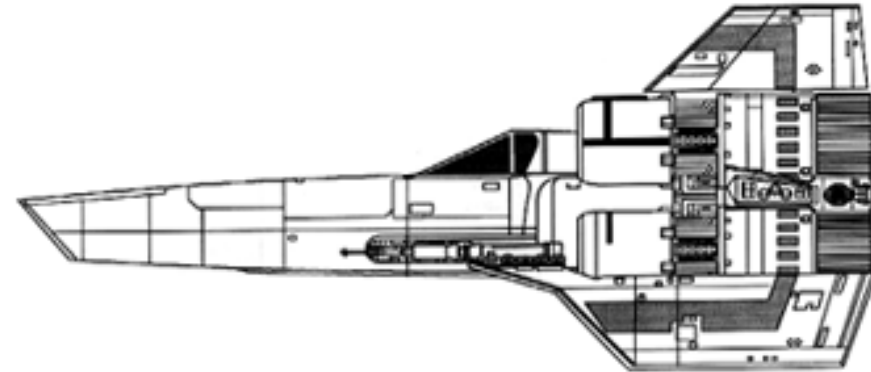
Traits Past Its Prime (d8)

Skills Perception d4

Armament 2 medium planetcraft scale skirmish range autocannons (d8); 4 medium planetcraft scale skirmish range missiles (d12); 2 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 2, Stun 2

Description 29 x 15 x 14; **Crew** 1



Viper Mark IA

Stats by Buscadero

Picture from [Starship Schematics](#)

The Colonial Viper Mark IA is capable of both atmospheric and long-range spacial flight. It is a single-to-two-pilot craft with two-forward mounted guns as standard. The Viper is capable of rapid acceleration in the form of a rapid acceleration feature, which results in greater fuel usage. It has a large storage compartment in the undercarriage in which a lone turbine can be stored as well as an energizer powerful enough to render the Viper invisible for 24 Earth hours.

Agi d8, **Str** d6, **Vit** d8, **Ale** d6, **Int** d4, **Wil** d4

LP 10; **Init** d8+d6; **Scale** Planetcraft;

Speed 7 (5 in atmosphere)

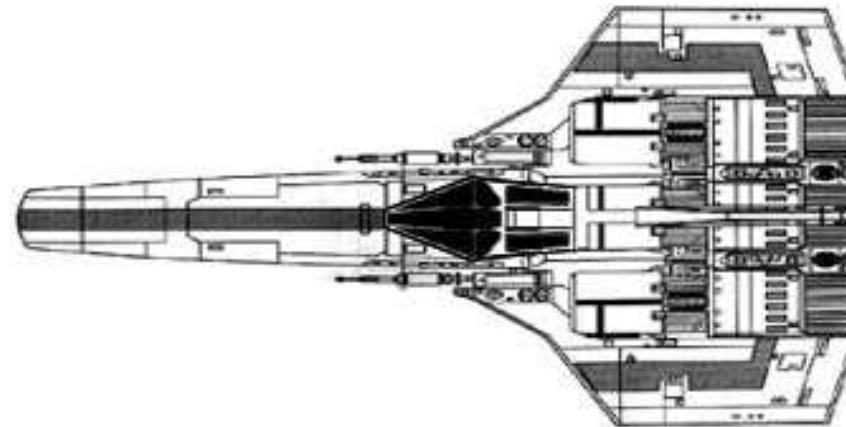
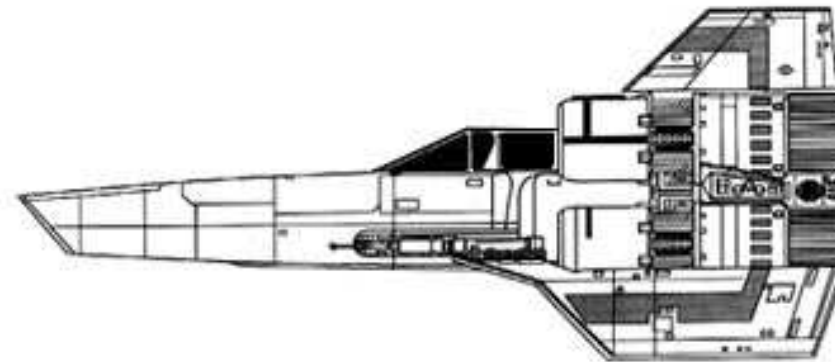
Traits Past Its Prime (d6)

Skills Perception d4

Armament 2 medium planetcraft scale skirmish range autocannons (d8); 4 medium planetcraft scale skirmish range missiles (d12); 2 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 2, Stun 2

Description 29 x 15 x 14; **Crew** 1 to 2



Recon Viper One

Stats by Buscadero

Agi d10, **Str** d6, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6

LP 12; **Init** d10+d6; **Scale** Planetcraft;

Speed 8 (6 in atmosphere)

Traits Past Its Prime (d6)

Skills Perception d4, Pilot d2

Armament None

Armor Wound 2, Stun 2

Description 29 x 16 x 6; **Crew** 1

This "Recon Viper" variant possessed greater speed and maneuverability capabilities than a typical Viper, but lacked armament. It also possessed an advanced voice interface called CORA ("Computer, Oral Response Activated") which was designed to not only assist the pilot in flying during long patrols, but also keep him entertained.

Scorpion

Stats by Buscadero

Picture from Starship Schematics Database

Agi d6, **Str** d6, **Vit** d6, **Ale** d6, **Int** d4, **Wil** d6

LP 10; **Init** d6+d6; **Scale** Planetcraft;

Speed 7 (5 in atmosphere)

Traits Past Its Prime (d10)

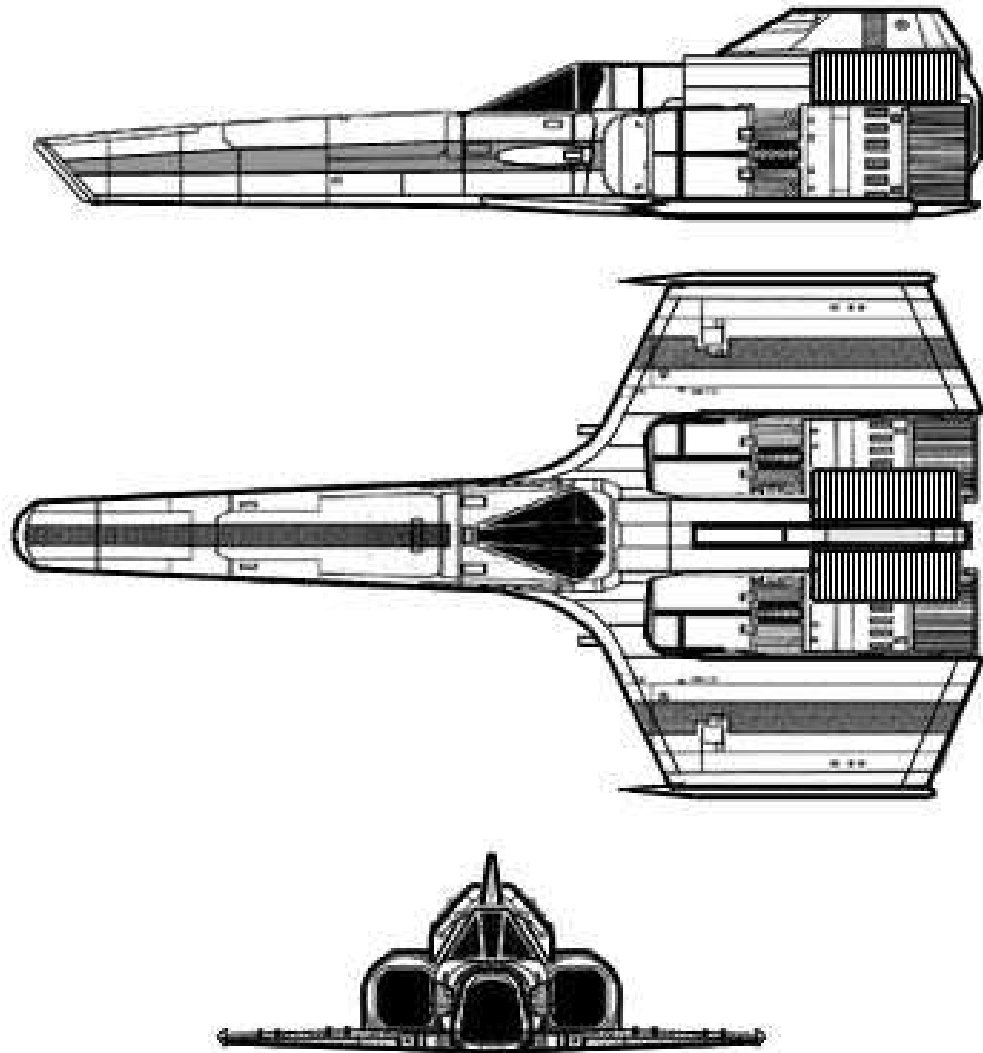
Skills Perception d2

Armament 2 light planetcraft scale skirmish range autocannons (d4)

Armor Wound 2, Stun 2

Description 29 x 16 x 6; **Crew** 1

Although approximately 1,000 yahrens older, the design of the sixth-millennium starfighter is very similar to that of the Colonial Viper. The sixth-millennium starfighter is much more squat over all and has two engines rather than three.



Colonial Cobra Mark I

Stats by Buscadero

Picture © by Warrior

The Cobra is a lightweight triple-engine starfighter that was designed for high speed and maneuverability at the time of the Cylon attack. Prototypes carried two 30mm forward-firing auto-cannons and a ventral weapon system for eight missiles as well as a sophisticated targeting computer and sensor array. They had excellent sensor and communications countermeasures. The high-speed craft were supposed to be suited to hit-and-fade operations.

Colonial Cobra Mark I

Agi d12, **Str** d6, **Vit** d8, **Ale** d8, **Int** d8, **Wil** d6

LP 12, **Init** d12+d8, **Scale** Planetcraft

Speed 9 (7 in atmosphere)

Traits None

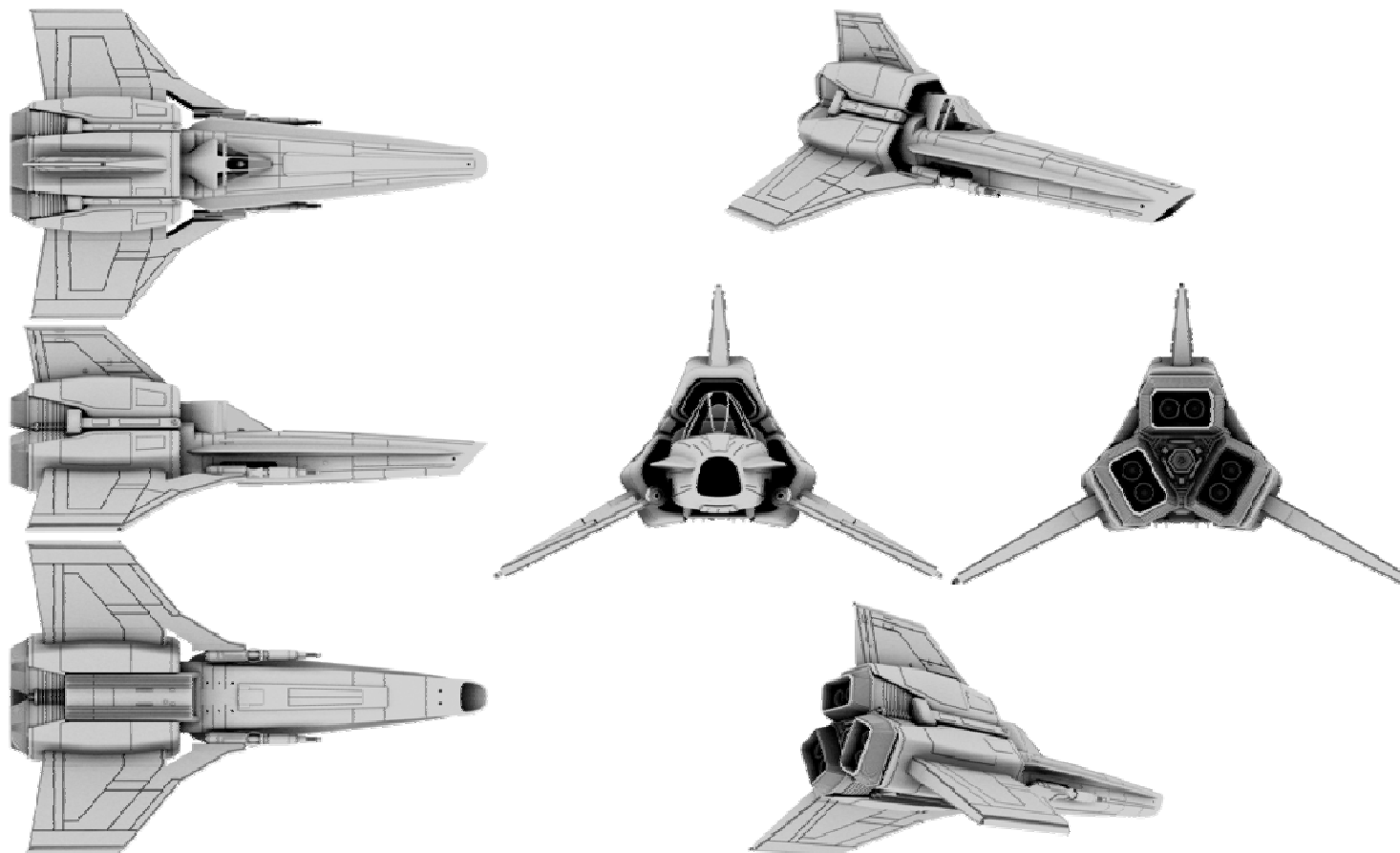
Skills Perception d6, Pilot d8

Armament 2 medium planetcraft scale skirmish range autocannons (d8), 8 medium planetcraft scale capital range missiles (d12)

Armor Wound 3, Stun 3

Description 35 x 13 x 20 feet, **Crew** 1

Equipment Electronic countermeasure support, decoys



Colonial Python Mark II

Stats by Buscadero

Picture © by David "CanisD" Briedis

This small, twin-engine starfighter is a multipurpose craft that was designed shortly before the First Cylon War and that can be used as an attack vessel or a bomber. It is armed with four forward-mounted and one rear-mounted cannons, twin missile launchers as well as equipped with FTL-drives. Its rugged construction allows it to take a considerable amount of damage before its systems fail.

Colonial Python Mark II

Agi d8, **Str** d6, **Vit** d10, **Ale** d8, **Int** d6, **Wil** d6;

LP 18, **Init** d8+d6, **Scale** Planetcraft;

Speed 7 (5 in atmosphere; JC)

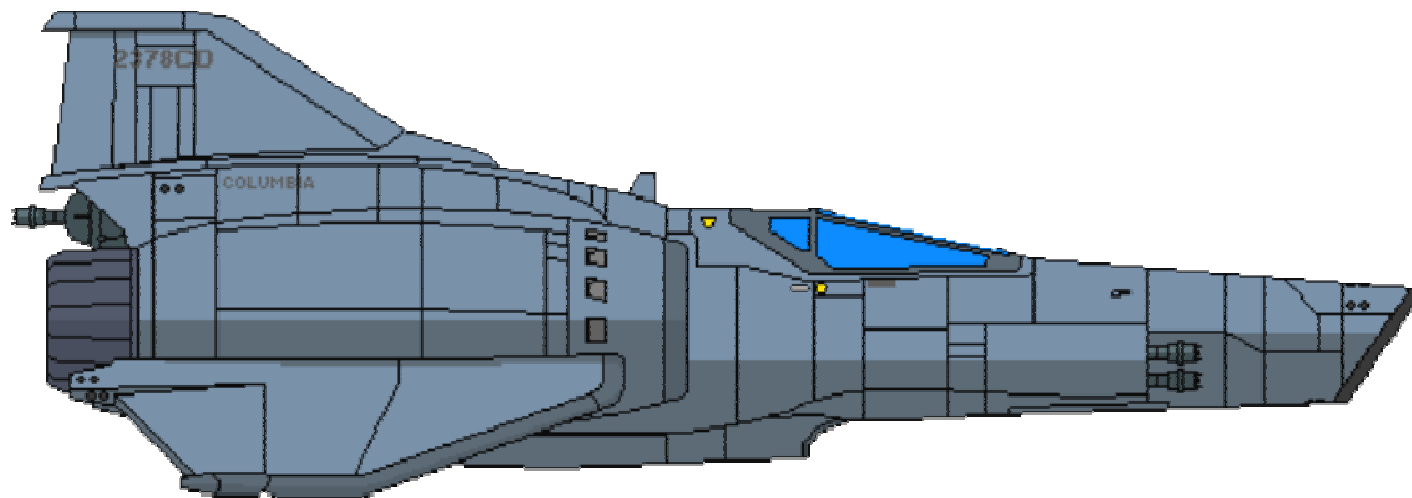
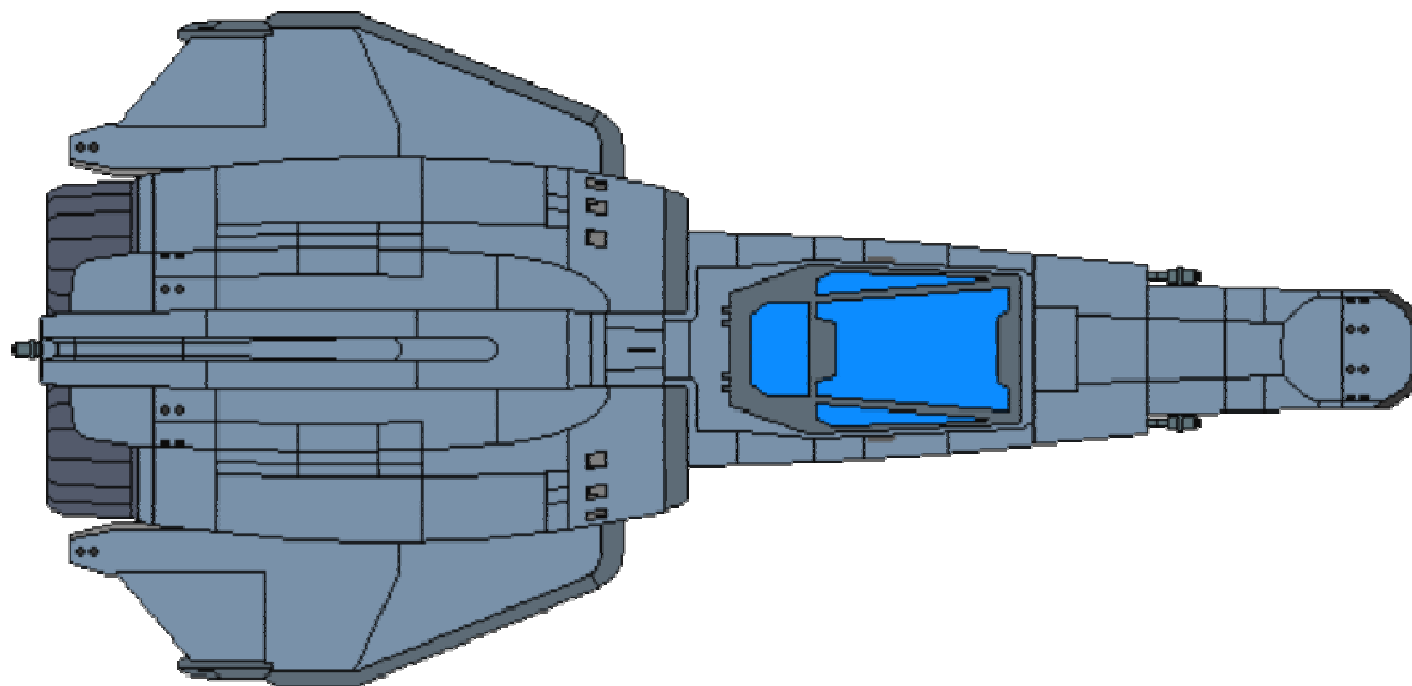
Traits Past Its Prime (d6), Tough (d4)

Skills Perception d4, Pilot d4

Armament 5 medium planetcraft scale skirmish range autocannon (d8), 8 medium planetcraft scale capital range missiles (d12), 4 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 5, Stun 4

Description 43 x 20 x 15 feet, **Crew** 2



Colonial Shuttle

Stats by Buscadero

Picture from CoolSciFi.com

Agi d6, **Str** d8, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d6;

LP 14, **Init** d6+d4; **Scale** Planetcraft
Speed 5

Traits Past Its Prime (d6)

Skills Mechanical Engineering d2,
Perception d4, Pilot d4

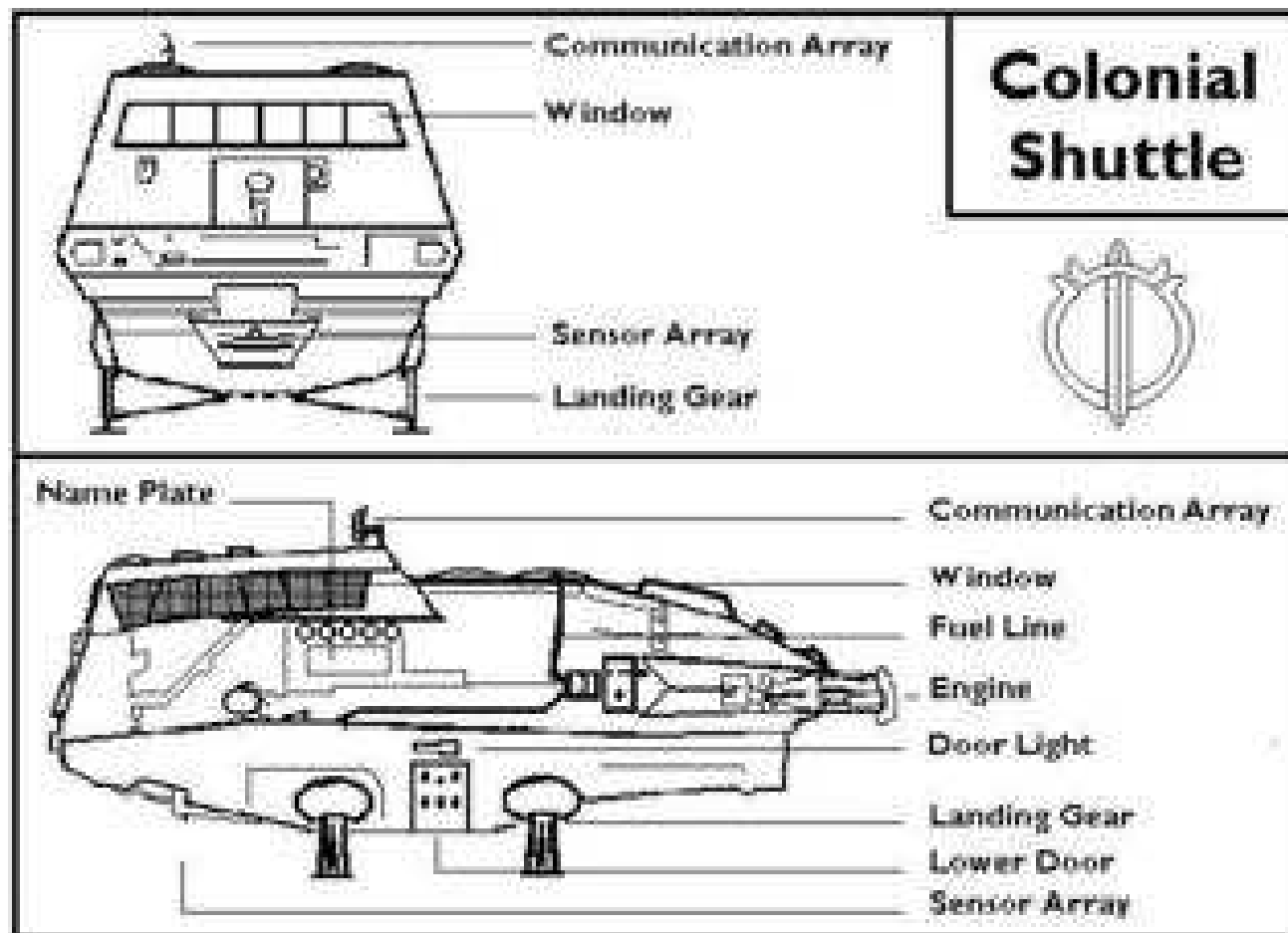
Armament None

Armor Wound 1, Stun 1

Description 65 x 33 x 29; **Crew** 2

Passengers 20

The mainstay shuttle of the Colonial Fleet from before the first Cylon War. This version is not capable of Faster than Light travel.



Colonial Shuttle

stats by Buscadero

© by Skupilkinson

Atmospheric shuttles are FTL-capable vessels whose primary role is ferrying passengers to and from the different vessels within the Fleet or to a planet's surface.

Colonial Shuttle

Agi d6, **Str** d8, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6;

LP 14; **Init** d6+d6, **Scale** Planetcraft

Speed 6 (4 in atmosphere; JC)

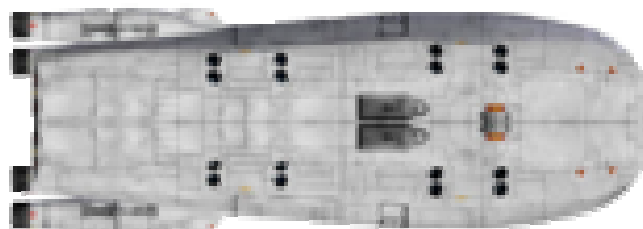
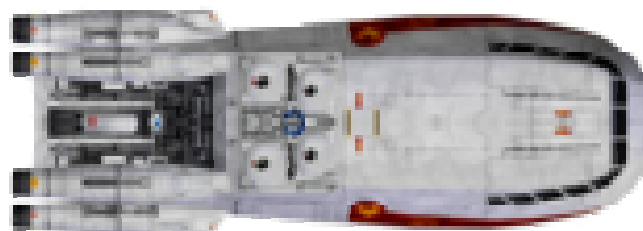
Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None

Armor Wound 1, Stun 1

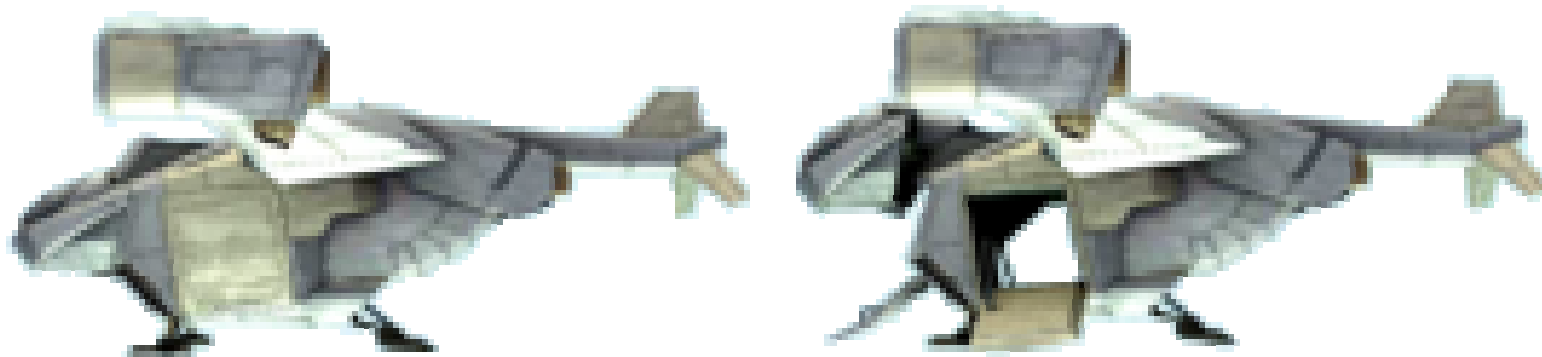
Description 65 x 25 x 15 feet; **Crew** 3

Passengers 20



Colonial Dropship

Stats by Busadero

Picture ©
by
Doc
Rob

Colonial Dropship

Colonial Dropships are landing craft used to deploy troops and small vehicles from orbiting battlestars to battlefields on a planet's surface. They are heavily armored, and possess autocannons for suppression fire. Dropships are not very maneuverable, but do have a high speed descent, making them difficult targets. Dropship ascents from planets are much slower, though.

Dropship

Agi d4, **Str** d8, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6;

LP 16, **Init** d4+d6; **Scale** Planetcraft

Speed 6 (5 in atmosphere, descent; 4 in atmosphere, ascent) (SL/JC)

Traits Tough (d4)

Skills Perception d4, Pilot d4

Armament 2 medium planetcraft scale skirmish range autocannons (d8), 4 medium planetcraft scale skirmish range missiles (d12)

Armor Wound 4, Stun 3

Description 55 x 60 x 25 feet; **Crew** 2

Passengers 30 (troops)

Gunship Variant

Agi d4, **Str** d8, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6;

LP 18, **Init** d4+d6; **Scale** Planetcraft

Speed 6 (5 in atmosphere, descent; 4 in atmosphere, ascent) (SL/JC)

Traits Tough (d8)

Skills Perception d4, Pilot d4

Armament 2 light planetcraft scale personal range autocannons (d4), 4 medium planetcraft scale skirmish range autocannons (d8), 8 medium planetcraft scale skirmish range missiles (d12), 2 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 4, Stun 5

Description 55 x 60 x 25 feet; **Crew** 2

Raptor Mark II

Stats by Buscadero

Original frame by Mike "bagera4000" Brown

"Spooky" by XRaiderV1

Colonial Raptor, Mark II

Agi d8, **Str** d8, **Vit** d8, **Ale** d10, **Int** d8, **Wil** d6;

LP 14; **Init** d8+d10; **Scale** Planetcraft

Speed 7 (6 in atmosphere; JC)

Traits None

Skills Mechanical Engineering d2, Perception d6, Pilot d6, Technical Engineering d4

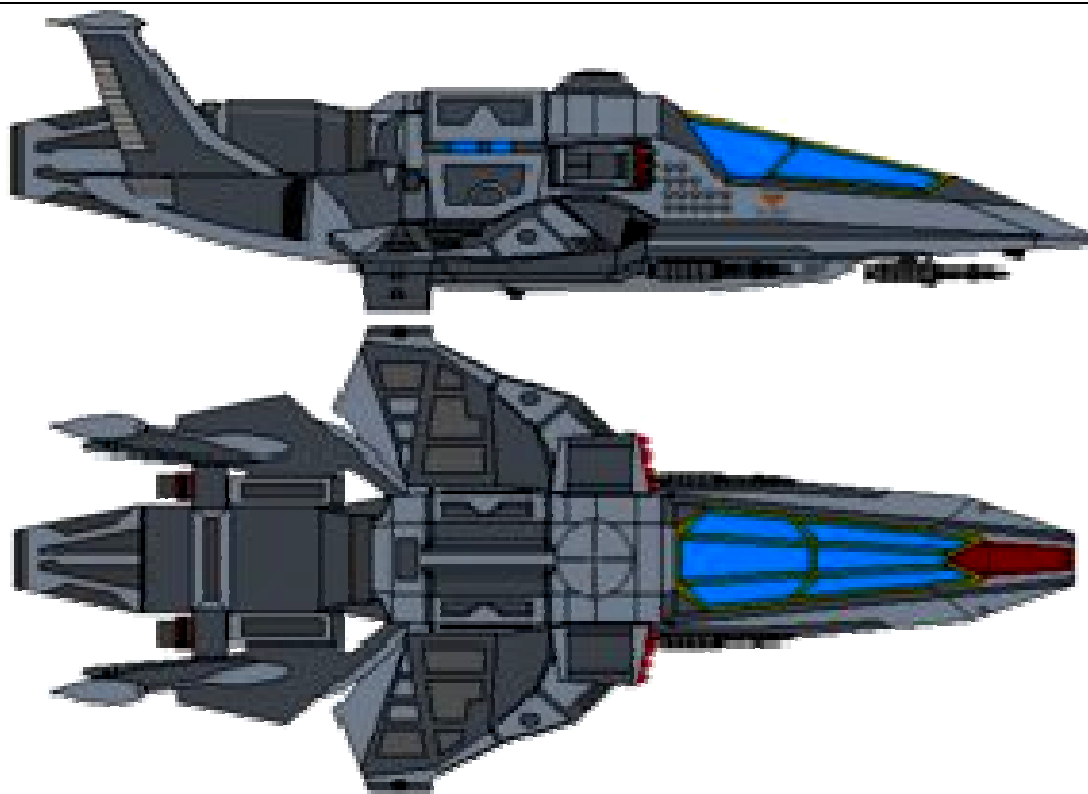
Armament 2 medium planetcraft scale skirmish range autocannons (d12), 1 light planetcraft scale skirmish range autocannon (d8), 24 medium planetcraft scale capital range missiles (d12)

Armor Wound 4, Stun 4

Description 30 x 15 x 10 feet; **Crew** 2;

Passengers 8;

Equipment DRADIS, electronic countermeasure support, decoys



The spooky gunship has a storied development history. Cancelled no less than 100 times by the Quorum of Twelve, and successfully re-instated each time upon appeal by its developer, Spaceworks systems, subsidiary of Spaceworks industries.

The final convincing proof that the Spooky was indeed worth the estimated 150,000 cubits per unit came after a routine training mission went awry. A pair of MK I Raptors were conducting search and evasion exercises, and ran afoul of some Sagittaron pirates, with one Raptor sustaining crippling damage. Fortunately, a spec ops ship was in the area and provided rescue and evac with their MK II Spooky gunship, after first having dealt with the pirates.

Suffice it to say, this gunship has proven its mettle in a baptism by fire. Only a handful were produced, most going to newer ships like the Atlantis.

Later units would see systems and avionics upgrades, such as the EWS, making them hack proof, and ECM suites, combined with their stealth coatings, make them Completely invisible to DRADIS.

Her weapons systems are also quite impressive, with a pair of 30mm auto cannons for starfighter work, a 20mm 'Avenger' auto cannon for surface suppression work, and misc missiles carried in pods mounted on the vehicle's sides, as well as external stores locations for up to 4 additional weapons systems make this a formidable gunship, and a deadly threat to Cylon forces.

GRIFFON X7**By Ki-Ryn**

Agi d8 str d8 vit d8 ale d12 int d8 wil d8
 Lp 16 init: d8+d10 scale: planetcraft
 Speed: 7 (6 in atmosphere; jc)
 Traits: none

skills:

d6 mechanical engineering
 d6 perception
 d6 pilot
 d6 technical expertise

Armament: deception missile

Armor: wound 3, stun 5

Dimensions: 155 x 75 x 33 feet

Crew: 4

Passengers: 20 (4 get bunks)

Equipment: dradis, electronic countermeasure support,
 signal silence mode, signal cloud, "sheep's clothing" mode,
 long range ftl

A long range version of the Raptor.



BATTLESTARS

We do not truly know the lineal descendants of the first Battlestars. Our lack of historical knowledge leaves us with just the base knowledge known by the remaining members of the Colonial Fleets, scattered across the Galaxy.

Contemporary history tells us that the Battlestar Galactica was one of the original Battlestars constructed to fight what is now known as the First Cylon War. We must remember that the opposition at that time was the Cylon Base Stars, large vessels carrying a vast complement of fighters and missiles. To counter these vessels took ships of similar magnitude and capability.

To prevent electronic subversion, Battlestars constructed at that time had restricted networks on board with many manual systems designed to prevent Cylon infiltration or attack. Indeed, the very records that we depend on were wiped or destroyed during that war, leaving us with very few written records of what existed before that war.

We can postulate that the Colonies had many other vessels at the time of the First War. But the Cylon's ability to take over any networked system rendered them inoperable or destroyed quite quickly. Only those vessels with obsolete or unworking systems at the time would have survived. Much, indeed, like the few that would succeed them decades later....

Hercules

Buscadero (stats) & Guadnacho (art)

Agi d6, **Str** d12, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10;

LP 22, **Init** d6+d8; **Scale** Spacecraft

Traits Formidable Presence d2

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d6

Armament

Medium planetcraft scale skirmish range point-defense system (d8);

4 medium spacecraft scale short DRADIS range railguns (d12),

6 heavy spacecraft scale short DRADIS range missile systems (d12+d4),

12 medium spacecraft scale short DRADIS range missile systems (d12),

24 Vipers, 12 Raptors, 4 assorted craft

Armor Wound 5, Stun 3

Description 2,100 x 885 x 450 feet, **Crew** 1,550

Passengers 3,000

BATTLESTAR HERCULES



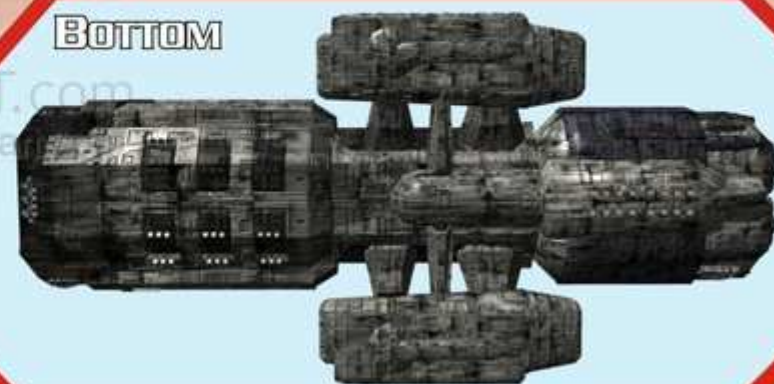
Top



Profile



Bottom



Foreward



Aft



Argus Class Battlestar

By Selek

Ship Name: Battlestar *Illustrious*

Ship Class: *Argus*-Type Battlestar

Registry: Twelve Colonies of Kobol

Size: 1590 x 490 x 230 (Flight Pod dimensions 610 x 90 x 80)

Crew: 2,800

Passengers: 4,500

Attributes:

Agi d4, **Str** d10, **Vit** d6, **Ale** d8, **Int** d4, **Wil** d10

LP 20; **Init** d4+d8; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Formidable Presence (d4), Memorable, Past It's Prime (d6)

Skills *Heavy Weapons* d6, *Mechanical Engineering* d4, *Perception* d6, *Pilot* d4

Armament

- Heavy planetcraft scale skirmish range point defense system(d12);
- 16 spacecraft scale capital range primary assault railguns (d12+d2);
- 12 spacecraft scale short DRADIS range missile systems (d12+d4);
- 4 spacecraft scale short DRADIS range nuclear missile systems (d12+d8);
- 40 Vipers (full stock), 12 Raptors, 12 assorted craft

Armor: Wound 5, Stun 3

History: The *Argus*-Type battlestars were built just before the First Cylon War (ironically, largely with Cylon labor). They were intended to be the culmination of an arms race between the naval forces of the various colonies, and when launched, were the largest Colonial warships in existence, setting new standards for speed, armor protection, firepower, and endurance. Ships intended to be the end of an arms race became merely the first in a new generation of warship. Within three years of completion, the *Argus*-type was essentially obsolete- superceded by the larger and more powerful *Columbia*-type, then building to help halt Cylon aggression.

As built, each of the *Argus*-type battlestars was fitted with an advanced integrated combat suite, allowing then-unprecedented coordination between the battlestar, the ship's weaponry, her airwing, and escorts. *Illustrious* (and her sisters *Argus* and *Invincible*) began life in the Picon building yards, and were hastily called to service when a minor revolt by the Cylons turned violent and resulted in the loss of several Colonial naval vessels.

Confronting the Cylons over Tauron, *Invincible* discovered the Cylon ability to infiltrate and compromise computer systems the hard way. Compromised, crippled, and adrift, *Invincible* died there, along with 88% of her crew. Suddenly flawed and vulnerable, *Argus* and *Illustrious* were quickly withdrawn from service and given frantic refits to remove their integrated data systems. When the *Argus*-type returned to service, their crew complement had doubled, reflecting the need to do manually what had once been done by computer.

Illustrious had a very active war, participating in no fewer than seventeen major battles and several dozen skirmishes, twice being damaged severely enough to be returned to the yards for repairs. Eight months before the end of the war, *Illustrious* was assigned to scout the distant Delphi system for Cylon activity- and disappeared with all hands. Search efforts lasted eight months and covered three sectors, but no trace of the missing battlestar was ever found.

When the Armistice was signed, *Argus* was declared surplus to the needs of the Colonial Fleet, and was decommissioned and mothballed. She spent fifteen

years in reserve and was finally sold for scrapping.

Quirks/Special Characteristics:

As built, the *Argus*-type battlestar had unprecedented personal space for officers and crew alike. With the automation replaced, however, the ships were cramped, and on certain occasions, junior crewmen were forced to hot-bunk (with three crewmen sharing two beds in strictly scheduled shifts).

Though fast for their day, the *Argus*-type were quickly surpassed by newer designs.

A major flaw of the class derives from the shape of the landing pods. Though the tapered design streamlines the ship's jump configuration, it also results in much tighter hangar space than is necessary.

Designed to operate a full complement of 60 Vipers, 12 Raptors, and a dozen assorted support craft, *Illustrious* never embarked more than 40 Vipers (plus the Raptors and shuttles) due to aircraft handling problems caused by the cramped quarters.

Aesir Class

Battlestar *Valkyrie* (BSG 41)

By King of all GM's

Class Specifications:

Agi d6, Str d12 + d2, Vit d10, Ale d8, Int d10, Wil d10

LP 24, Init d6 + d8, Scale: **Spacecraft**

Speed: 5 (SL/JC)

Traits Sharp Sense (Trait, d4), Memorable (Complication, d4)

Skills: Heavy Weapons d6, Perception d6, Pilot d4, Mechanical Engineering d4

Armament: Medium planetcraft scale skirmish range point defense system (d10);

12 spacecraft scale Heavy Short DRADIS range missile systems (d12 + d4);

6 Extreme Long DRADIS nuclear missile systems (12 + d8);

12 spacecraft scale capital Heavy Short DRADIS range assault railguns (d12 + d2)

Armor: Wound 5, Stun 4

Description: 3,675 X 1,380 X 591 feet

Crew: 1760

Passengers: 4000

Battlestar Air Wing

(at time of Second Cylon War)

3 squadrons of Vipers Mk VII (60 Viper superiority fighters)

2 squadrons of Raptors (10 Raptor general support craft)

1 squadron of Raptor-Ls (4 Raptor-L logistic support craft)

1 wing of Raptor-Ks (2 Raptor-K in-flight refueling support craft)

The *Aesir* Class came into being some 17 years after the end of the First Cylon War. The 12 Colonies had rebuilt all of the damage from the past and were now looking to the future, and the creation of new battlestars was moving to high on the list of priorities. Though other support ships had been built since the end of the war, *Galactica* remained the Colonies' only active battlestar. The military felt something more was needed, and needed quickly.

Rather than reinvent the battlestar, the *Aesir* Class was little more than a "downsizing" of the original battlestars such as the *Galactica*. The *Aesir* Class retained most of the same lines as the first battlestars, though the ships were slightly smaller. One of the newest innovations were hanger decks that didn't need to be retracted into the body of the ship before executing a FTL jump. (This last was due to improvements in FTL technology.) Improvements in armor allowed the smaller *Aesir* Class to have as much protection as the larger *Galactica*. And new advances in automation allowed the *Aesir* Class to have a somewhat smaller crew than the one needed to run a ship the size of *Galactica*.

Unique to the *Aesir* Class was an innovative magazine feed system that allowed cannon and missiles to be fired from fixed positions on the same turret. (This later system was used only on the *Aesir* Class; though the concept worked well in computer simulations, in fleet exercises it was discovered that the system was prone to jamming during period of high ammo expenditure, and that there was a 27% chance that missiles would be destroyed by adjoining cannon fire. Though this system wasn't removed from the *Aesir* Class, it was never used in any other Colonial war ship.)

Eventually 45 *Aesir* Class were built during a period spanning 19 years to 26 years following the First Cylon War. Though the *Aesir* Class was, at the time, considered a “prestige” command, within half a decade of the last ship built the vessels were soon overtaken by much larger and powerful battlestars that, while they never replaced the *Aesir* Class completely, somewhat cemented the class’s standing as a “second-tier” vessel. (This wasn’t always the case, however: certain individual *Aesir* Class-controlled BSGs were considered extremely prestigious commands.)

8 years before the Second Cylon War all the *Aesir* Class ships received electronics upgrade, improving their DRADIS and fire control systems. After these upgrades a number of BSGs built around *Aesir* Class ships were assigned to the Colonial/Cylon Armistice Line for picket duty; individual *Aesir* Class were also assigned to this region as well. A year before the Second Cylon War the 39 remaining operational *Aesir* Class ships (the others were decommissioned for various reasons) were among the first in the Fleet to receive the new CNP upgrades—the upgrade that doomed the *Aesir* Class vessels along with the rest of the Fleet.

No *Aesir* Class ships are known to have survived the Second Cylon War.

Valiant Class

By SeleK

Valkyrie

See also Aesir Class & Valkyrie Class

Agi d6, Str d12+d2, Vit d6, Ale d8, Int d8, Wil d10; Life Points 24; Init d6+d8; Scale: Spacecraft; Speed: 5 (SL/JC)

Traits: Formidable Presence (d4), Destiny (d12), Past It's Prime (d2)
Skills: Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament: Heavy planetcraft scale skirmish range point-defense system (d12);

14 spacecraft scale capital range primary assault railguns (d12+d2);

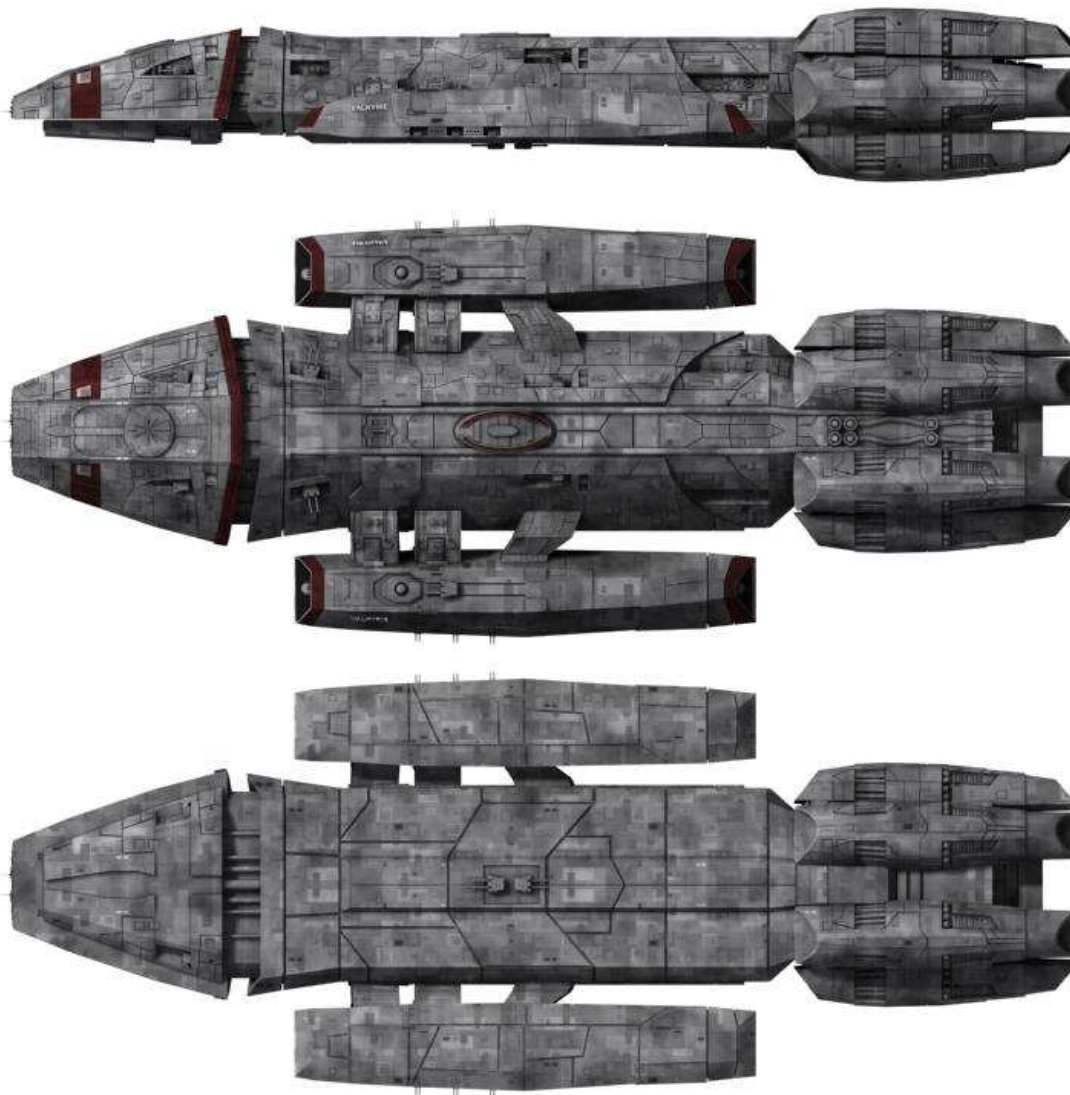
12 spacecraft scale short DRADIS range missile systems (d12+d4);

12 spacecraft scale short DRADIS range nuclear missile systems (d12+d8);

Embarked Craft: 68 Vipers (full stock), 20 Raptors, 12 assorted craft

Armor: Wound 6, Stun 4

Description: 3979.8 x 1,514 x 634 feet; Crew 2,800; Passengers 5,000



**VALKYRIE
BSG-41**



THE VALKYRIE APPEARS TO BE OF AN INTERMEDIATE STEP IN BATTLESTAR DESIGN BETWEEN GALACTICA AND PEGASUS. HER OVERALL DESIGN, HOWEVER, SHARES MORE COMMONALITIES WITH PEGASUS, SUCH AS THE NON-RETRACTING FLIGHT PODS AND THE SHAPE OF THE BOW.

VALKYRIE IS SEEN FIRING A SHIP-TO-SHIP MISSILE FROM WHAT APPEARS TO BE ONE OF ITS GUN TURRETS. IT IS NOT CLEAR WHETHER VALKYRIE CARRIES MISSILE BATTERIES RESEMBLING GUN TURRETS OR IF HER GUNS ARE ABLE TO FIRE SOME TYPE OF ROCKET-BOOSTED, HOMING MUNITION.

Valkyrie-Class Battlestar

By Feroz

See also Valiant and Aesir Classes

Agi: d4 Str: d12+d6 Vit: d6 Ale: d8 Int: d8 Wil: d10

LP: 28 Init: d4 + d8

Scale: Spacecraft

Speed: 6 (SL/ JC)

Skills: Heavy Weapons d6, Mechanical Engineering d4, Perception d8, Pilot d4

Armament:

16 spacecraft scale capital range primary assault railguns (d12+d2),

16 spacecraft scale short DRADIS range missile systems (d12+d4 standard, d12+d8 nuclear)

Heavy planetcraft scale skirmish range point defense guns (d12);

60 fightercraft (Vipers), 15 Raptors, 10 shuttles and repair vehicles

Armor: Wound 5, Stun 5

Description: 4685 (l) x 1622 (b) x 565 (h)

Crew: 2400 Passengers: 3000

A more modern battlestar than Galactica the Valkyrie is a more compact vessel than her ancestor. Designed with emphasis on long range combat she has a higher number of missile launchers, less standard guns. Her FTL drive is more advanced and therefore flightpods need not to retract and automation makes her operation possible with fewer crew.

I always felt that her sleek design makes her look less in size compared to Galactica, therefore I made her a little longer, but not as wide or high. I reduced the crewsize to a level down of Pegasus (2800 according to Razor) and of Galactica, because she is more modern than the last and less in size to both.

Since we only see her firing missiles in the series, I opted to give her more of those in exchange for ordinary guns, feeling that the fleet might want to adapt tactics more to that of the Cylon basestars.

Well it is a take on her, probably not undisputed. Sadly we don't learn much about the ship in Hero.

Battlestar Atlantia

Stats by Buscadero

© by David Briedis

Agi d6, **Str** d12+d4, **Vit** d6, **Ale** d8, **Int** d10, **Wil** d10;

LP 26; **Init** d6+d8; **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Formidable Presence (d4),
Memorable (d2)

Skills Heavy Weapons d6, Mechanical
Engineering d4, Perception d6, Pilot d6

Armament Heavy planetcraft scale
skirmish range point-defense system
(d12), 26 spacecraft scale primary
assault railguns (d12+d2); 12 spacecraft
scale short DRADIS range missile
systems (d12+d4); 12 spacecraft scale
short DRADIS range nuclear missile
systems (d12+d8); 86 Vipers, 20 Raptor,
13 assorted craft

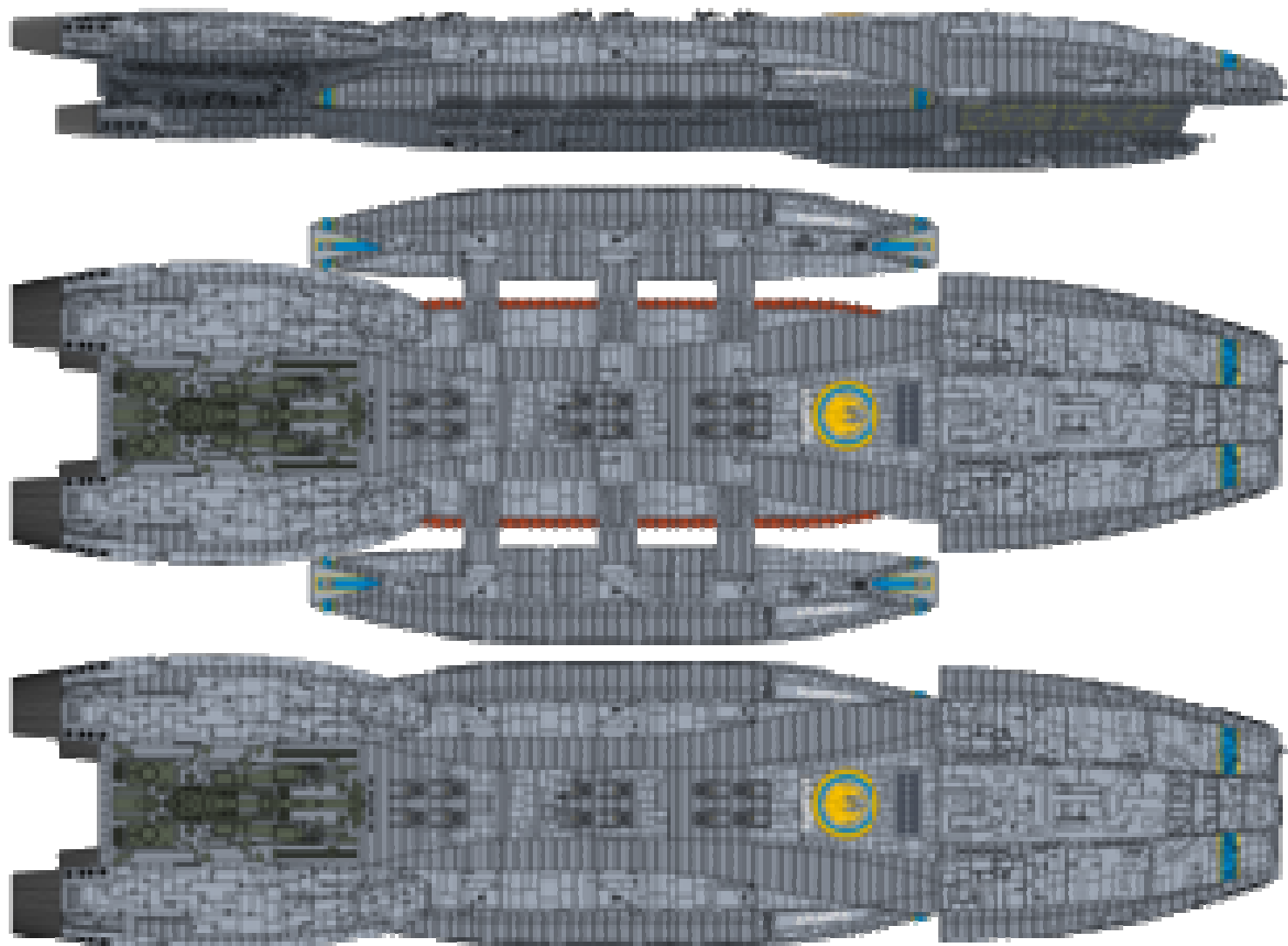
Armor Wound 6, Stun 5

Description 4,750 x 1,800 x 740 feet;

Crew 3,400

Passengers 7,500

The *Atlantia* served with great distinction during the Cylon War and was gradually modernized over the years. Now she is a command version of the original battlestars and features integrated command and control systems. The *Atlantia* is larger and has extra Viper squadrons as well as additional firepower to compliment her flag facilities and enhanced command abilities.



Mercury Class

By Blackcampbel
Pic © CanisD.

BATTLESTAR *PEGASUS*

BSG-62

CLASS: Mercury SCALE:
Spacecraft

LENGTH: 1447.8m BEAM: 505m

DRAUGHT: 295m

DECKS: 25 CREW: 1500 standard,
10,000 max

AGL: d4 STR: d12+6 VIT: d8 ALE:
d10 INT: d10 WIL: d10
INIT: d4+d10 LIFE: 26 SPEED: 5
[SL/JC] ARMOR: 6 wound, 6 stun

SKILLS:

Heavy Weapons d6, Mechanical
Engineering d4, Perception d6, Pilot
d4

TRAITS: Formidable Presence (d4),
Viper Construction Facilities (d4)

ARMAMENT:

Heavy Skirmish Range Point Defense
System [d12W Planetary-scale]

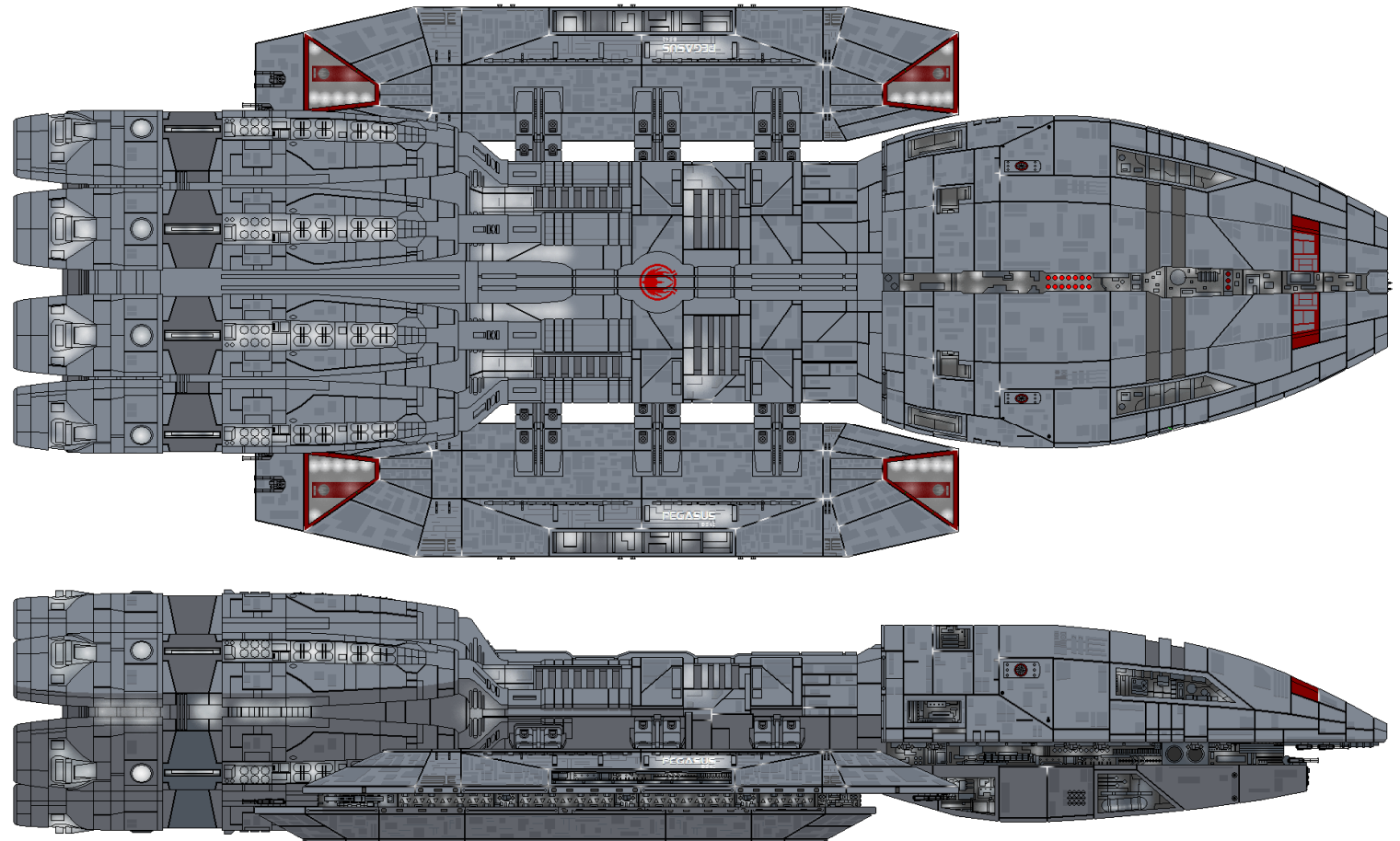
30 Capital-range Heavy Railguns [d12+d2W Spacecraft-scale]

12 Short Dradis-range Heavy Missile Systems [d12+d4W Spacecraft-Scale]

12 Long Dradis-Range Nuclear Missile Systems [d12+d8W Spacecraft-scale]

AUXILIARY VEHICLES:

100 (in 4 squadrons, 4 flights each) Mk VII Vipers, 25 Raptors, 12 auxiliary craft



Minerva Class

Battlestar Pleiades

Stats by Buscadero

© by tan.j

Pleiades (BSG 32) is a Minerva class battlestar, commanded by Commander Solomon Anderson during the Fall of the Twelve Colonies. Technologically more advanced and greater in size and firepower than the to-be-decommissioned *Galactica*, *Pleiades* is presumed destroyed in the Cylon attack, but had in fact survived.

Pleiades

Agi d6, **Str** d12+d6, **Vit** d6, **Ale** d10, **Int** d10, **Wil** d10;

LP 28; **Init** d6+d10, **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Formidable Presence (d4)

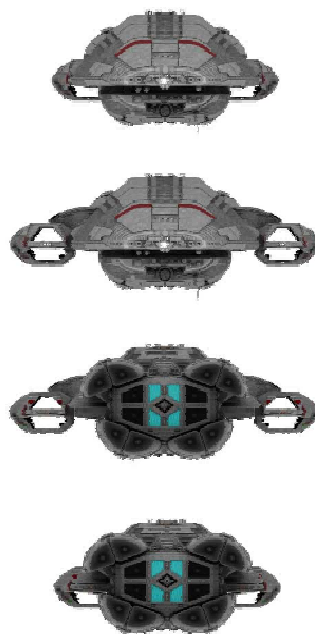
Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12); 32 heavy spacecraft scale short DRADIS range railguns (d12+d2); 16 medium spacecraft scale short DRADIS range missile systems (d12); 16 extreme spacecraft scale long DRADIS range nuclear missile systems (d12+d8); 144 Vipers; 36 Raptors; 21 assorted craft

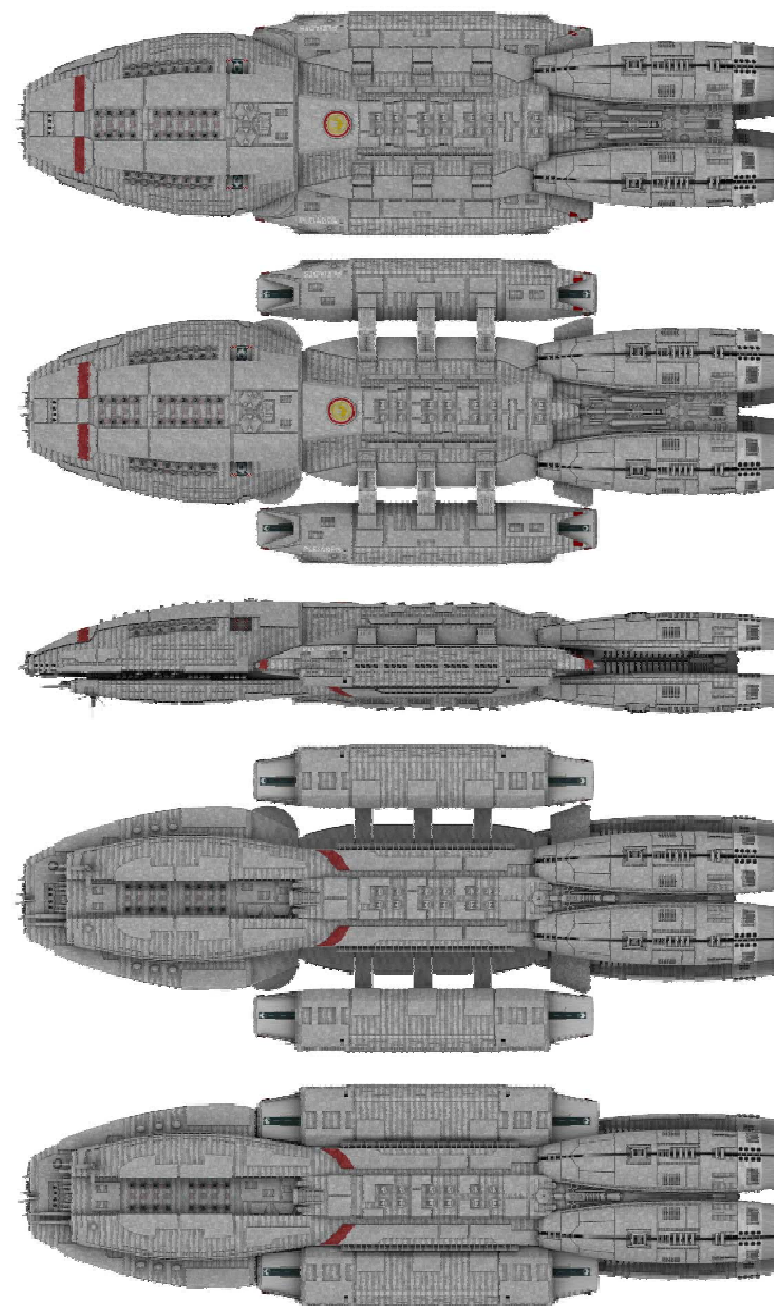
Armor Wound 7, Stun 5

Description 5,905 x 2,374 x 918 feet; **Crew** 3,985

Passengers 7,900



PLEIADES
MINERVA CLASS BATTLESTAR
DESIGN, MESH AND IMAGE BY TAN.J 2007



ESCORTSTARS

Although only a Battlestar is capable of slugging it out, toe to toe, with a Cylon Basestar, the need for a more flexible responses to meet other threats has resulted in the Colonial Fleet using a vast array of Escortstars.

Some of these vessels are pre-Colonial, in that they represent ship designs, or elements, then in use by the Independent Colony worlds before the Articles of Colonisation were signed. Indeed, without these ships it is unlikely that the Colonies would have lasted long enough to build enough Battlestars to combat the Cylons.

Although the Fleet generally labels nearly all of these craft as Escortstars, they are further subdivided by their functions. This has led, unfortunately, to a plethora of different name types, some descended from the various Colony Worlds, and which makes it hard to distinguish what function the vessel has.

The Escortstars shown here are separated into broad categories:

Close Support – ships designed to provide additional protection to Battlestars and to operate under the umbrella of its aircover. Such ships traditionally have few fighters.

Escort – Similar to the above, the Escort will carry more fighters and can act independently to protect merchant ships but is incapable of dealing with an enemy Capital Ship. These are sometimes referred to as Cruisers.

Gunstars – A vessel, capable of acting as Close Support, but ranging ahead of the fleet, usually quite fast, but having few fighters. Other designations are Frigate or Destroyer.

Scoutstars – a broad term and used for those ships capable of acting independently, ahead of the fleet, having good dradis and jump capability. These Probe vessels are otherwise similar to a Gunstar.

Boats – a generic term for sublight combat craft.

Berzerker Escortstar (Haephestos Variant)

Agi d8, **Str** d12, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10;

LP 22; **Init** d8+d8; **Scale** Spacecraft;
Speed 6 (SL/JC)

Traits None

Skills Heavy Weapons d6, Mechanical Engineering d2, Perception d6, Pilot d2

Armament

Planetcraft

18 dual heavy, short DRADIS range, point defence railguns (d12)

Spacecraft

2 forward-mounted, heavy, short DRADIS range, railguns (d12+d2);

10 top-mounted, dual medium DRADIS range, railguns (d10)

4 side-mounted, dual heavy, medium DRADIS range, railguns (d10+d2)

16 side-mounted, triple light, medium DRADIS range, railguns (d6)

2 extreme, long DRADIS range, nuclear missile system (d12+d8);

10 long DRADIS range missile systems (d8)

Airwing

12 Vipers; 2 Raptors

Armor Wound 4, Stun 3

Description 2,763 x 705 x 387 feet;

Crew 1396

Passengers 250 (180 Marines)

Overview

The first Cylon war showed how vulnerable Battlestars were, when caught on their own. Even more so, that war showed how vulnerable inter-system traffic was to Cylon



attacks. A number of escort vehicles were devised and built both during that conflict and afterwards.

By the third decade of peace, however, the military began to draw up plans for newer escorts that could work alongside the newer battlestars coming into being.

The Berzerker was drawn up and has become the standard escort for most battlestar groups. Relying on the Battlestars to provide first line air support, Berzerkers provide gun and missile support to each group, giving both supplemental support against enemy targets.

It must be remembered that the Berzerker class is not a battlestar, although many seem to think of it as being akin to one. This class of escort is not designed to operate self-sufficiently for long, having few of the shops and stores normally seen on a battlestar. Its cargo holds are limited to immediate needs and resupply – not long term operations. In addition, the extra guns and missile batteries swallow up much of its capacity. The ships armour is lightweight in comparison to its cousins, but then this fits in with its escort role.

One of her most lauded abilities is her modular construction – allowing swift updates and extension refits to be undertaken easily. Her other applauded benefit is her cheapness. At a time when military expenditure can be frowned on, construction of more Berzerkers continues at the Scorpio Fleet Shipyards.

The weaknesses of the class were recognised early on. Originally the Berzerker would have operated ahead of the fleet. However, it was noticed that a Berzerker was unlikely to survive in an ambush situation. Instead, the larger, more capable (and three times as expensive) Tiamat class was recently developed for forward operations.

The second Cylon war probably saw the total destruction of this class, several being destroyed at the shipyards in the opening shots of the war. They did, however, rack up a significant amount of damage, disabled as they were, in other encounters throughout the system, as individual turret crews continued firing, manually, for as long as they were able.

Tiamat Class Scoutstar

Agi d8, **Str** d12, **Vit** d8, **Ale** d8, **Int** d8, **Wil** d10;

LP 22; **Init** d8+d8; **Scale** Spacecraft;

Speed 7 (SL/JC)

Traits None

Skills Heavy Weapons d6,
Mechanical Engineering d4,
Perception d6, Pilot d4

Armament

Planetcraft

32 medium, short DRADIS range,
point defence railguns (d10)

Spacecraft

8 forward-mounted, heavy, short
DRADIS range, railguns (d12+d2);
14 medium DRADIS range, railguns
(d10)

1 extreme, long DRADIS range,
nuclear missile system (d12+d8);

Airwing

8 Vipers; 8 Raptors, 2 other craft

Armor Wound 7, Stun 4

Description 2,524 x 868 x 765 feet;

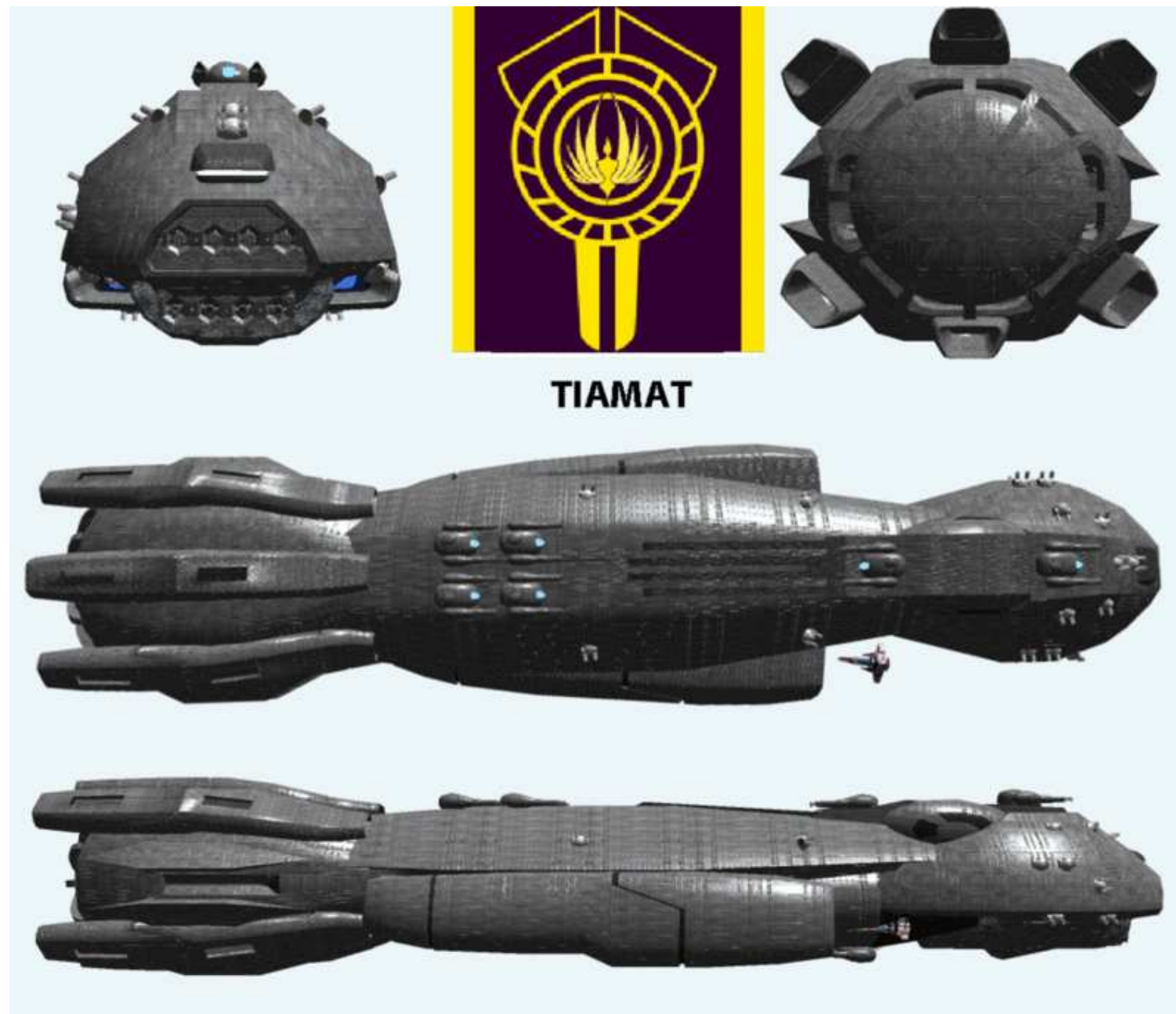
Crew 178

Passengers 100 (60 Marines, 40
others)

Overview

The jump-capable Raptor's current role is to jump, ahead of the fleet, to scout, and to warn of possible ambush. If a combat situation arises however, Raptors have proven to be ill equipped to deal with it. Nor does detecting an ambush negate the need to deal with it.

To this end, the fleet has always



maintained a small number of Assault capable Scoutstar's. Fast, armoured and carrying a punch (albeit a less flexible one than on other, larger ships). The latest in these designs is the Tiamat. Based on the Tiger Strikestar, the Tiamat is a third shorter, and carries less crew and marines. It is designed to jump in, *trigger* any ambush, do what damage it can and hold the jump point until the rest of the fleet arrive.

Due to the nature of its job, a Tiamat's captain, and crew, are usually noted for a gung-ho, do-or-die, attitude to any job given them.

Principal amongst the Tiamat's armament are the eight forward mounted, rapid fire heavy cannon, aligned with the ships directional vector. These weapons are designed to rapidly punch through most opposition defences.

Seven, dual turreted, guns are mounted along the spine (with one underneath) to provide a defence against secondary targets. Sixteen dual point defence weapons give protection against enemy fighters and missile's, although most of this protection is carried forward - as that is the direction the Tiamat will show towards its opposition. Nearly removed from the mix, the Tiamat carries only one missile launch tube for its nuclear arsenal (the port tube housing is sealed off).

Unlike the Tiger class, the Tiamat carries more aircraft – a wing of 8 Vipers can be accommodated (although the hanger deck floor would allow a further 4 to be carried without interrupting flight-deck activities). However, in keeping in with her purpose as a heavy scout, her other flight deck normally houses 8 raptors. These are also used to convey the small marine contingent of the Tiamat.

The Tiamat's armour is, unlike most vessels, variable in its locations, mainly to give added protection in the fore part of the hull.

Front Hull: Wound 8, Stun 4

Main Hull, upper: Wound 6, Stun 4

Main Hull, lower: Wound 8, Stun 4

Flight Pods: Wound 7, Stun 4

Engines: Wound 6, Stun 4

Turrets: Wound 6, Stun 3

The Tiamat is a cramped, tight, vessel for its crew to live on, having few of the creature comforts found on the more spacious craft of the fleet. However, when designed ten years ago, the fleet was looking forward to a more automatic approach to its systems so they designed all of the Tiamat's internal systems to be modular and easily replaceable (they wanted to make fast and easy upgrades on her). To fix a problem, normal procedure calls for the Tiamat to withdraw the part, plug in a new one, and then fix the old one at leisure. To this end a Tiamat has an extensive database of the parts it needs, holds and what military and commercial parts can be used in its stead.

Operational procedure, as part of fleet operations, sees a Tiamat one jump ahead of the fleet, with a wing of Raptors one jump forward of the Tiamat. When the enemy is detected, the fleet jumps to the Tiamats position, readies itself, and then the Tiamat jumps into the ambush point, deploying two or more Raptors that report on its progress. When all, or the lead elements of the opposing fleet is engaged, the Raptors jump back to the rest of the fleet to lead them in.

One Ship - the Galedon, was told off for search operations just shortly before the outbreak of the second Cylon War, having taken on board an additional 4 raptors to help in training exercises.

Vanguard Class
Battlestar demosthenes
Part of BSG-70

SCALE: Large Spacecraft
LENGTH: 566m BEAM: 109m DRAUGHT: 114m
DECKS: 12 CREW: 400 standard, 1200 max

AGL: d6 STR: d10 VIT: d8 ALE: d8 INT: d8 WIL: d8
INIT: d6+d8 LIFE: 16 SPEED: 6 [SL/JC] ARMOR: 4 wound, 3 stun

SKILLS:
Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

TRAITS: Seen Better Days d4 (added to maintenance difficulties.)

ARMAMENT:
Medium Skirmish Range Point Defense System [d8W Planetary-scale]
7 Capital-range Medium Railguns [d8W Spacecraft-scale]
12 Short Dradis-range Medium Missile Systems [d12W Spacecraft-Scale]

AUXILIARY VEHICLES:
12 Mk VII Vipers, 10 Raptors

It's roughly the size of one of *Galactica's* flight pods. Similar era of technology -- not a lot of networking on the computers, manual landings, etc. The flight bay's tucked under the main hull with a really tight approach, if you stay out of the thrust zone on her engines (Pilot test of 7 for a slow landing, at least 11 for a fast landing.)

She's sort of the *Arleigh Burke* of the BSG universe; her main purpose is keep the toasters off of the big battlestars.

Dione Class

By Sele, (Stats by King of All GM's)

Agi d10, Str d8, Vit d8, Ale d6, Int d8,
Wil d8 LP 16,
Init d10 + d6, Scale: Spacecraft
Speed: 8 (SL/JC)
Traits/Complications: Sixth Sense
(d4)

Skills: Heavy Weapons d4,
Perception d6, Pilot d4, Mechanical
Engineering d8

Armament:

Medium planetcraft scale skirmish
range point defense system (d10);
6 spacecraft scale Medium Short
DRADIS range missile systems (d12);
6 spacecraft scale capital Medium
Short DRADIS range assault railguns
(d10)

Armor: Wound 3, Stun 3

Description: 2,080 X 333 X 172 feet

Crew: 670

Passengers: 250

Air Wing

1 squadron of Raptors (4 Raptor
general support craft)

1 flight of Raptor-Es (2 Raptor-E ELINT/ECM support craft)

1 flight of Raptor-Es (2 Raptor-E ELINT/ECM support craft)



The *Dione* and her sisters are a class of medium Colonial warships designed for picket duty, long-range patrol, and escort of shipping missions, as well as advance scouts for the fleet.

Frigates fulfill a Protection of Shipping (POS) mission for amphibious expeditionary forces, underway replenishment groups and merchant convoys. Dione class frigates are intended to provide black-space escort of amphibious ships and convoys in low to moderate threat environments as well as limited defense against fighters at range.

They can also conduct independent operations to perform such tasks as counter-smuggling surveillance, maritime interception operations, and fleet-level exercises. The addition of modified *Raptor* ELINT craft has given these ships a combat capability far beyond the initial class program expectations has made the ships an integral and valued asset in virtually any war-in-space scenario and

particularly well suited for operation in the littoral.

Designed as cost effective deep-space combatants, they lack the multi-mission capability of modern surface combatants faced with multiple, high technology threats. The *Dione* class were originally fitted with a self-defence electronic support measures (ESM) system offering limited frequency-cover and questionable security, but were upgraded following several exercise-and-evaluation cycles.

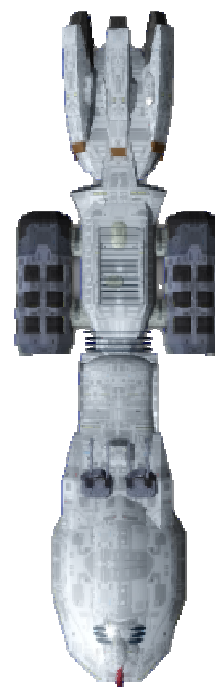
The class has only a limited capacity for further growth. Despite this, the *Dione* class is a robust platform, capable of withstanding considerable damage.

The *Dione* class was designed from the keel up as a total warfare system, capable of operating independently or as an integral part of a battlestar or black-space action groups. Innovations in high speed digital computer technology enable the on-board weapons system to instantly detect and evaluate contacts at greater ranges with minimum human interface, thus providing increased reaction time. To enhance the on-board capabilities, the new ELINT *Raptor* adds significantly to the ship's sensor and weapons delivery range.

Colonial Corvette By Ravensoracle

Corvettes combine the ability to defend a colonies' assets and interests far away from its own shores, with sophisticated weapons and surveillance equipment while being smaller and cheaper to operate than frigates and destroyers. Corvettes surpass all current patrol craft/offensive missile-boats from an space-defence standpoint, as they are large enough to mount current space/self defence systems.

The Corvette is also equipped with a small hangar bay that passes thru the belly of the ship that allows the ship to support two Raptors for additional Fleet Support. The external pods are missile bays rather than flight decks.



Colonial Corvette



Gladius Class

Historically a cruiser was not a type of ship but a warship role. Cruisers were ships — often frigates or smaller vessels — which were assigned a role largely independent from the fleet. Typically this might involve missions such as raiding enemy shipping lanes. Later the term 'cruiser' came to mean ships designed to fulfill such a role, a 'cruiser' was a warship larger than a destroyer but smaller than a battlestar. The cruiser was a fleet's long-range "force projection" weapon, while the larger ships stayed nearer to home. Their main role was to attack enemy vessels. Other roles included reconnaissance, and cruisers were often attached to the Battlestar Group as additional support. Later designs such as the Gladius Class Missile Cruiser began to also act as a small carrier, equipped with a small contingent of Vipers and Raptors to provide additional support during independent missions.

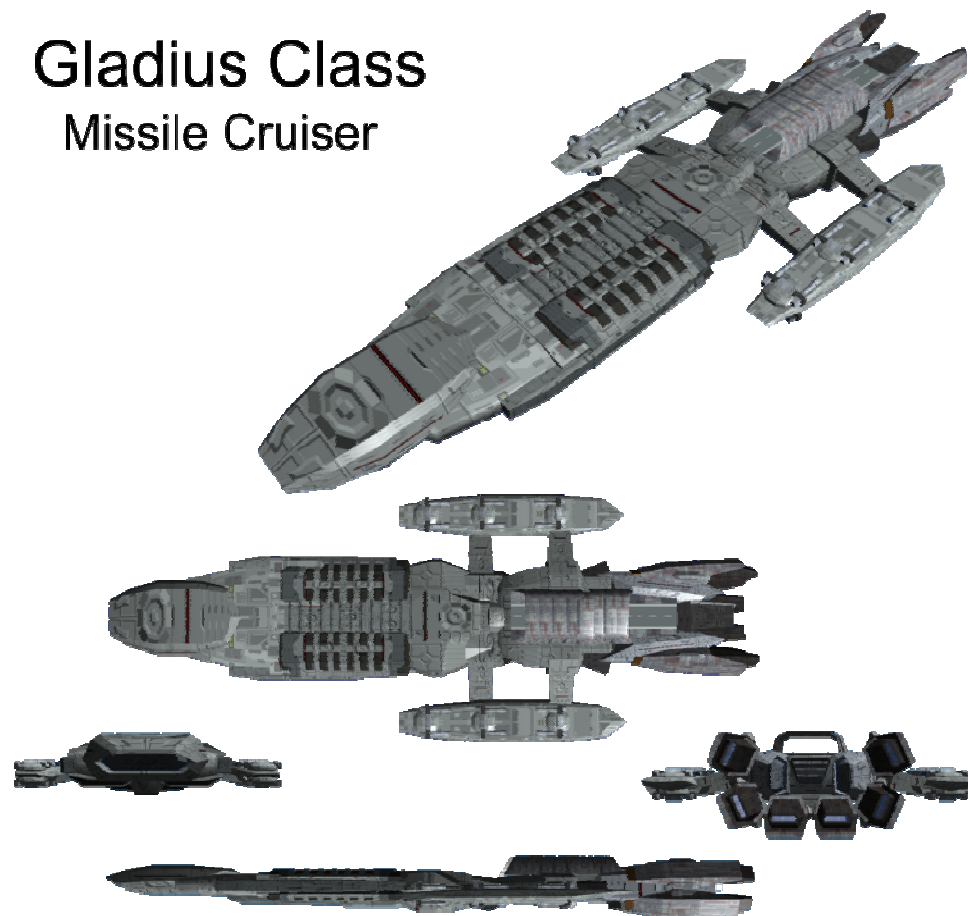
The Gladius Class itself was designed as a first attack/response vessel.

Containing a large contingent of both nuclear and conventional missiles and sporting 12 railguns and an impressive point defense system, the Gladius Class is intended to hold its own against larger vessels.

To the Viper and Raptor pilots landing aboard a Gladius, it has gained an interesting reputation. The launch tubes and landing approach pass between the engine pods from the rear of the ship. This approach has been termed "Tornado Alley" because of the exhaust from the sublight engines and requires that a pilot land his craft Hands-On.

The pods are the platforms for the 12 rail guns 3 on top and 3 on bottom for each side giving the guns nearly 360 degree coverage. You can see them retracted into the pods. I couldn't get them to shade right without changing the look to where they stood out like a sore thumb.

Gladius Class Missile Cruiser



Gunstar Ares

Stats by Buscadero

render by © by Alexzandyr*

Ares

Hercules-Class Gunstar

Colonial Assault Ship

Agi d6, **Str** d12+d2, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10;

LP 22; **Init** d6+d8; **Scale** Spacecraft;

Speed 6 (SL/JC)

Traits Mass-Produced (d4), Loved (d6)

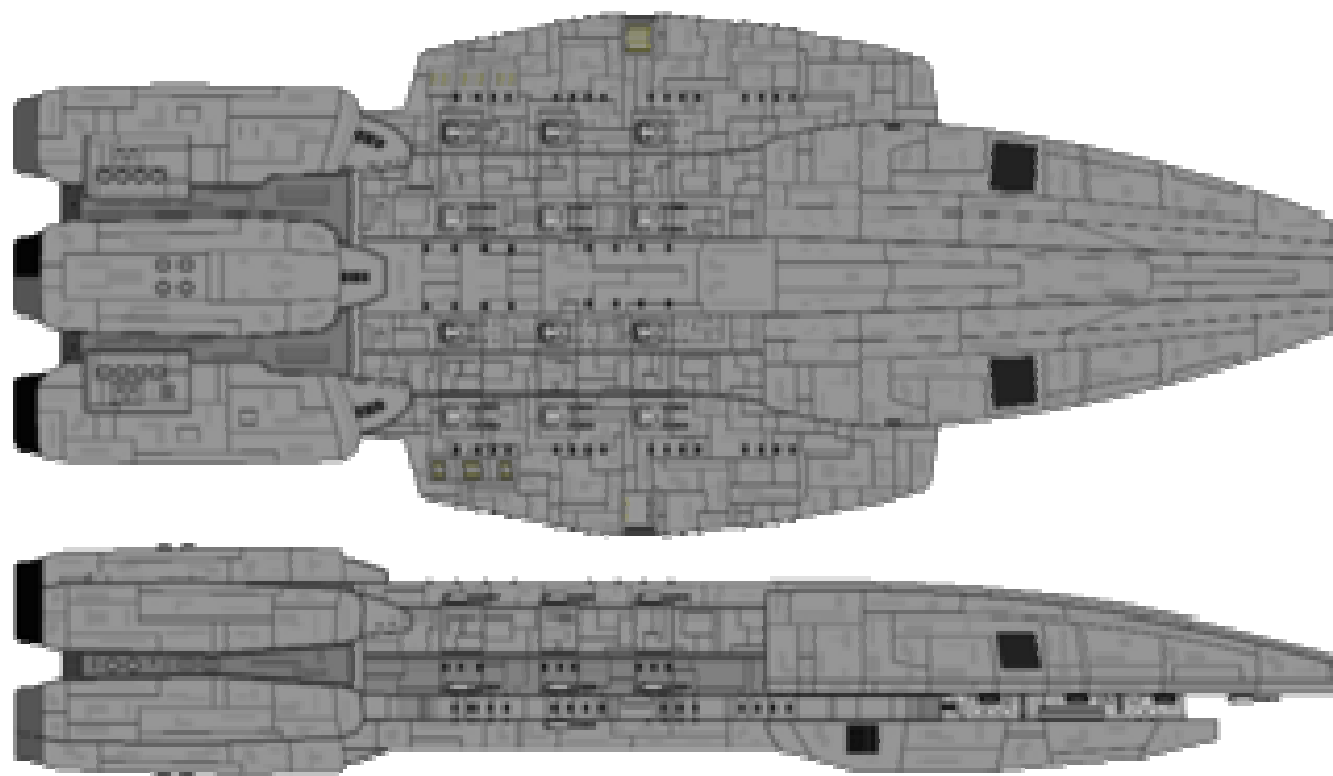
Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12), 16 spacecraft scale capital range primary assault railguns (d12+d2); 8 spacecraft scale short DRADIS range missile systems (d12+d4); 8 spacecraft scale short DRADIS range nuclear missile systems (d12+d8); 52 Vipers, 12 Raptors, 8 assorted craft

Armor Wound 5, Stun 4

Description 3,106 x 1,381 x 515 feet; **Crew** 1,200;

Passengers 2,500



Russan Class

Russan Class

Russan stats by HeroLover, DOGA design by Selek

Agi d8, **Str** d8, **Vit** d6, **Ale** d8, **Int** d6, **Wil** d10

LP 16; **Init** d8 + d8, **Scale:** Spacecraft

Speed: 8 (SL/JC)

Traits/Complications: Past it's Prime (d6), Destiny (d10), Quick Repair* (d4), Jury-rigged** (d6)

Skills: *Heavy Weapons d4, Perception d6, Pilot d4, Mechanical Engineering d8*

Armament: Light planetcraft scale skirmish range point defense system (d4);

4 spacecraft scale Medium Short DRADIS range missile systems (d12);

4 spacecraft scale capital Medium Short DRADIS range assault railguns (d10)

Armor: Wound 3, Stun 3

Dimensions: 460 X 172 X 60 feet

Crew: 315 **Passengers:** 150

Frigate Air Wing

1 squadron of Raptors (4 Raptor general support craft)

1 squadron of Vipers (8 x Mk II Vipers)

*Based upon asset Quick Healer. Most of the Damocles systems are easily jury-rigged.

**Based upon the complication Illness. Most of the Damocles systems are jury-rigged so they may fail at any moment.

The *Russan* class were built late in the First Cylon War as Colonial industry began making good the losses suffered early in the war. Because of the urgent need for hulls, the class was both simple in design and lightly built with an emphasis on speed of construction, modular design, and survivability. Most shipboard systems were built to take advantage of the ship's modular design and allowed for damaged sections to be bypassed or replaced to temporarily circumvent damage. One drawback to this system, however, was that the modular connections meant more points at which shock damage could break connections, taking systems off-line.

Because of the speed of their construction and simple design, *Russan* Class frigates were built less as line-of-battle ships, and were far more frequently used as small patrol craft, or as an outlying DRADIS pickets (as part of a Battlestar's protective screen).

Because of their potential as advance scouts for the Fleet, and their more mundane tasking as patrol ships, the *Russan* class was fitted with a centerline hangar to accomodate a small complement of *Raptors* and *Vipers* for patrol and intercept duties. Four launch tubes on the portside allow the *Vipers* to launch rapidly, but the *Raptors* launch, and all landings take place on the ship's dorsal landing pad/elevator.

Following the Armistice, the *Russan* class was assigned more mundane duties of routine patrol and customs enforcement along Colonial trade routes.

As newer, more capable, and more carefully constructed vessels came on-line, the *Russan* Class were largely phased out as their worn-out systems became less cost-effective in the face of newer and more capable designs.

Vector Class Heavy Transport**Ag**i d4, **Str** d8, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d4**LP** 10; **Init** d4+d4; **Scale** Spacecraft**Speed** 4 (SL/JC)**Traits** Memorable, Past It's Prime**Skills** *Mechanical Engineering d2, Perception d2, Pilot d4***Armament** None

Armor Wound 1, Stun 1

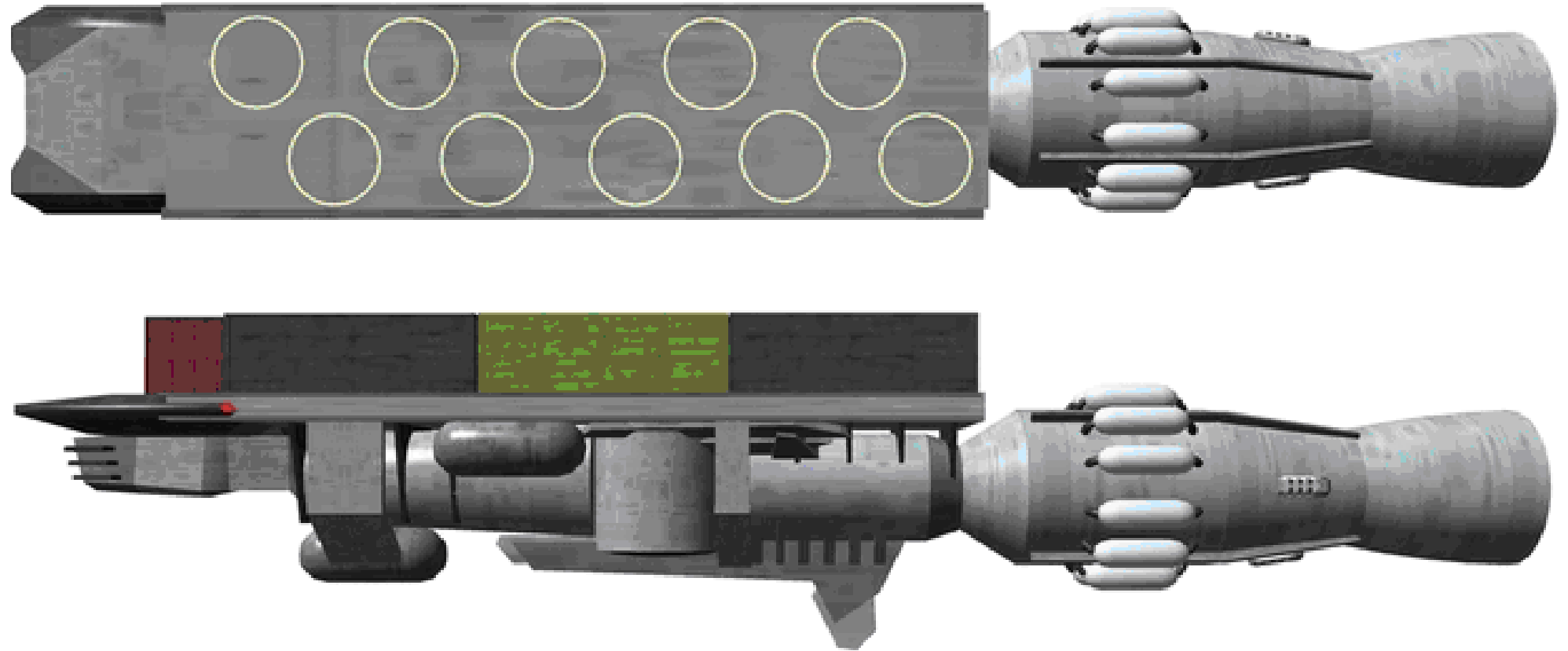
Description 260 x 60 x 60 feet; **Crew** 12 **Passengers** 12**Quirks** One quirk common to the entire class is that when loaded to near maximum capacity (over 1000 tons), the vessel is top-heavy and will tend to roll so that her cargo faces the largest/nearest gravity well.

The *Vector* Class Heavy transport is a Colonial civilian design that entered service right around the signing of the Cimtar Accords. The vessels themselves follow an inexpensive, modular design with a massive overhead deck for accomodating cargo of all shapes and sizes, as well as numerous anchor points along the sides for additional modules.

The vessels are used primarily as bulk transports for container cargo, but their large deckspace also allows them to transport over-sized or irregularly shaped loads that will not fit in internal bays or standardized containers aboard other ships.

They were primarily employed on inter-system runs, though a fair number also made jumps between the Cyrannus and outlying systems, as well.

At least one of these vessels survived the Holocaust. The Colonial registered freighter *Adelante* was carrying just over a dozen obsolete and junked Mk II *Vipers* and 280 tons of scrap parts as deck cargo when the attack began and went to ground. She was later converted by Colonial resistance forces into a makeshift "jump carrier", allowing her *Vipers* to carry out fast hit-and-fade attacks against the Cylons without spending hours traversing the system at sublight speeds. The main drawback to this arrangement was that the *Viper* pilots either needed to remain in their cockpits for the duration of the mission or make a slow and awkward EVA to and from the ship's main airlock.



Cygnus Class

Class Specifications: Agi d8, Str d8, Vit d8, Ale d6, Int d8, Wil d8 LP 16,
Init d10 + d6, Scale: Spacecraft Speed: 8 (SL/JC)
Traits/Complications: time it's prime (d4)

Skills: Heavy Weapons d4, Perception d6, Pilot d4, Mechanical Engineering d8

Armament: Medium planetcraft scale skirmish range point defense system (d10);
4 spacecraft scale Medium Short DRADIS range missile systems (d12);
18 spacecraft scale capital Medium Short DRADIS range assault railguns (d10)
Armor: Wound 3, Stun 3
Description: 1153 X 83,25 X 144 feet
Crew: 270
Passengers: 150

Air Wing
2 squadron of Raptors (8 Raptor general support craft)
1 flight of Raptor-Es (2 Raptor-E ELINT/ECM support craft)

This is a medium support vessel which would have been built around the time of the First Cylon War

it is meant to be a support ship to accompany battlestars in groups of 4 or less
the Cygnus Defender carries a small detachment of Raptors, and has no vipers
it has a total of 18 main guns, and 4 very large fixed cannons in the bow



Gladius Class Cruiser

Agi d8, Str d12, Vit d6, Ale d10, Int d8, Wil d8;

LP 20; Init: d8+d10; Scale: Spacecraft;

Speed: 6 (SL/JC)

Traits Formidable Presence (d2)

Skills: Heavy Weapons d6, Mechanical Engineering d4, Perception d4, Pilot d4

Armament: Heavy planetcraft scale skirmish range point-defense system (d12);

12 spacecraft scale short DRADIS range primary assault railguns (d12+d2);

18 spacecraft scale short DRADIS range missile systems (d12+4);

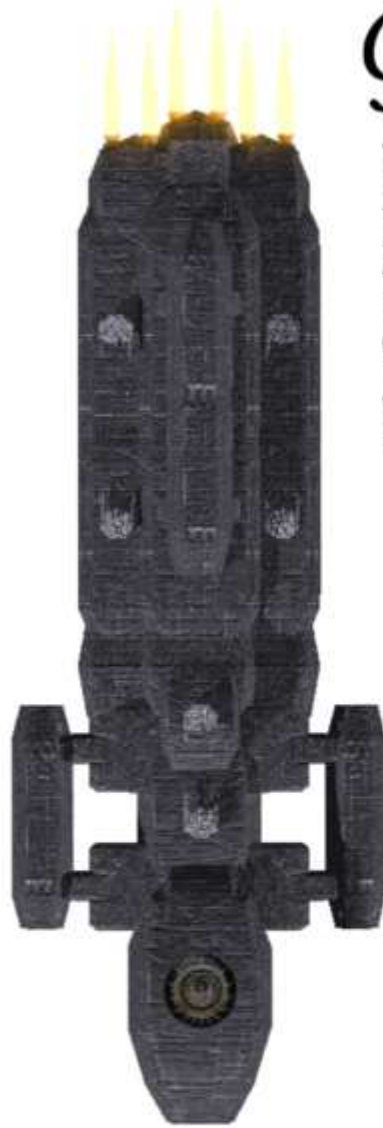
6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);

12 Vipers, 4 Raptors, 2 Shuttles

Armor Wound 6, Stun 5

Description 1568 x 536 x 237 feet; Crew 1,000

Passengers 400



Historically a cruiser was not a type of ship but a warship role. Cruisers were ships — often frigates or smaller vessels — which were assigned a role largely independent from the fleet. Typically this might involve missions such as raiding enemy shipping lanes. Later the term 'cruiser' came to mean ships designed to fulfill such a role, a 'cruiser' was a warship larger than a destroyer but smaller than a battlestar. The cruiser was a fleet's long-range "force projection" weapon, while the larger ships stayed nearer to home. Their main role was to attack enemy vessels. Other roles included reconnaissance, and cruisers were often attached to the Battlestar Group as additional support. Later designs such as the Gladius Class Missile Cruiser began to also act as a small carrier, equipped with a small contingent of Vipers and Raptors to provide additional support during independent missions.

The Gladius Class itself was designed as a first attack/response vessel. Containing a large contingent of both nuclear and conventional missiles and sporting 12 railguns and an impressive point defense system, the Gladius Class is intended to hold its own against larger vessels.

To the Viper and Raptor pilots landing aboard a Gladius, it has gained an interesting reputation. The launch tubes and landing approach pass between the engine pods from the rear of the ship. This approach has been termed "Tornado Alley" because of the exhaust from the sublight engines and requires that a pilot land his craft Hands-On.



Colonial Frigate

By Selek

(Stats by King of All GM's)

Class Specifications: Agi d10, Str d8, Vit d8, Ale d6, Int d8, Wil d8 LP 16,

Init d10 + d6, Scale: Spacecraft Speed: 8 (SL/JC)

Traits/Complications: Sixth Sense (d4)

Skills: Heavy Weapons d4, Perception d6, Pilot d4, Mechanical Engineering d8

Armament: Medium planetcraft scale skirmish range point defense system (d10);

6 spacecraft scale Medium Short DRADIS range missile systems (d12);

6 spacecraft scale capital Medium Short DRADIS range assault railguns (d10)

Armor: Wound 3, Stun 3

Description: 2,080 X 333 X 172 feet

Crew: 670

Passengers: 250

Frigate Air Wing

1 squadron of Raptors
(4 Raptor general support craft)

1 flight of Raptor-Es (2 Raptor-E ELINT/ECM support craft)



V Class

Stats by Raptor

Art by SeleK

AGI-D4 STR-D12 VIT-D10 ALT-D10 INT-D8 WIL-D10

LP-22 INIT-D4+D10 SPEED-SL/JC 6

TRAITS- MASS PRODUCED-D4

SKILLS- COVERT-D6; HEAVY WEAPONS-D4; PERCEPTION-D6; PILOT-D4

ARMAMENT

-Medium Planetcraft Scale Skirmish PDS (D8); 16 Spacecraft Scale Medium Railguns (D10); 14 Spacecraft Scale Short Dradis Missile Systems (D12); and 8 Spacecraft Scale Long Dradis Missile Systems (D12+D8)

AIR WING- 24 Mk VII Vipers; 6 Mk IV Pythons; 14 Raptors; 4 Dropships; and 2 Gunships

Armour- Wound 5/Stun 5

Dimensions- 1430'x385'x130'

Crew- 1200 **Troops-** 145 (reinforced rifle company with support platoon)

Known Ship Names- *Valourous; Valiant; Vengeance; Victory; Venom; Vigilante; Vigour; Vandal; Violent; Villian; Vagabond; Veracity*

The V Class Strike Cruiser was developed to provide a hard hitting raiding platform for the Colonial Fleet in the years following the 1st Cylon War. The V Class is bristling with missile launchers and have given the Mercury class battlestars a lot of grief in simulated engagements.

This class of Strike Cruiser currently consists of 12 ships organized in 3 4 ship squadrons. Cruiser Squadron 21 (CruRon 21) was detached from the Colonial Fleet to ascertain the fate of the long range survey vessel *Colonial Explorer* and was declared



overdue and presumed lost. The remaining ships are operational and are in the process or have been refitted with the CNP.

The strike capability of the V Class has been further enhanced by the introduction of the new Python Mk IV (update of the Python Mk II) which have been optimized for long range strike and attack missions. The addition of the new Dropships and Gunships for the Colonial Marines have truly made the Marines onboard these cruisers a force to be reckoned with.

The V Class was designed to operate independently for extended periods of time. The Colonial Fleet hopes to operate around 40 of this class in the coming years. The V Class is the brainchild of Admiral Isaac Matthews, project head of the V Class. Adm Matthews developed these Strike Cruisers to tie up the Cylon Fleet in the event of a Cylon re-emergence. In the meantime, the V Class Strike Cruiser has successfully been used in anti piracy sweeps, peacekeeping/making operations, sovereignty patrols and long range picket patrols.

Norn Class Escortstar

By Lynn de Fey

Agi d8, **Str** d8, **Vit** d8, **Ale** d10, **Int** d10, **Wil** d10, **LP** 18;

Init d8+d10; **Scale** Spacecraft;

Speed 5 (SL/JC)

Traits Past its Prime (d6)

Skills Athletics d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armaments Heavy planetcraft scale skirmish range point-defense system (d12), 8 spacecraft scale capital range primary assault railguns (d6), 6 spacecraft scale short DRADIS range missile system (d6), 4 raptors

Armor Wound 3, Stun 3

Dimensions 514 x 223 x 89; Crew 270;

Passengers 100

Additional info for Serenity

35,000 tons; **fuel** 875 tons; **Cargo Capacity** 8000 tons,

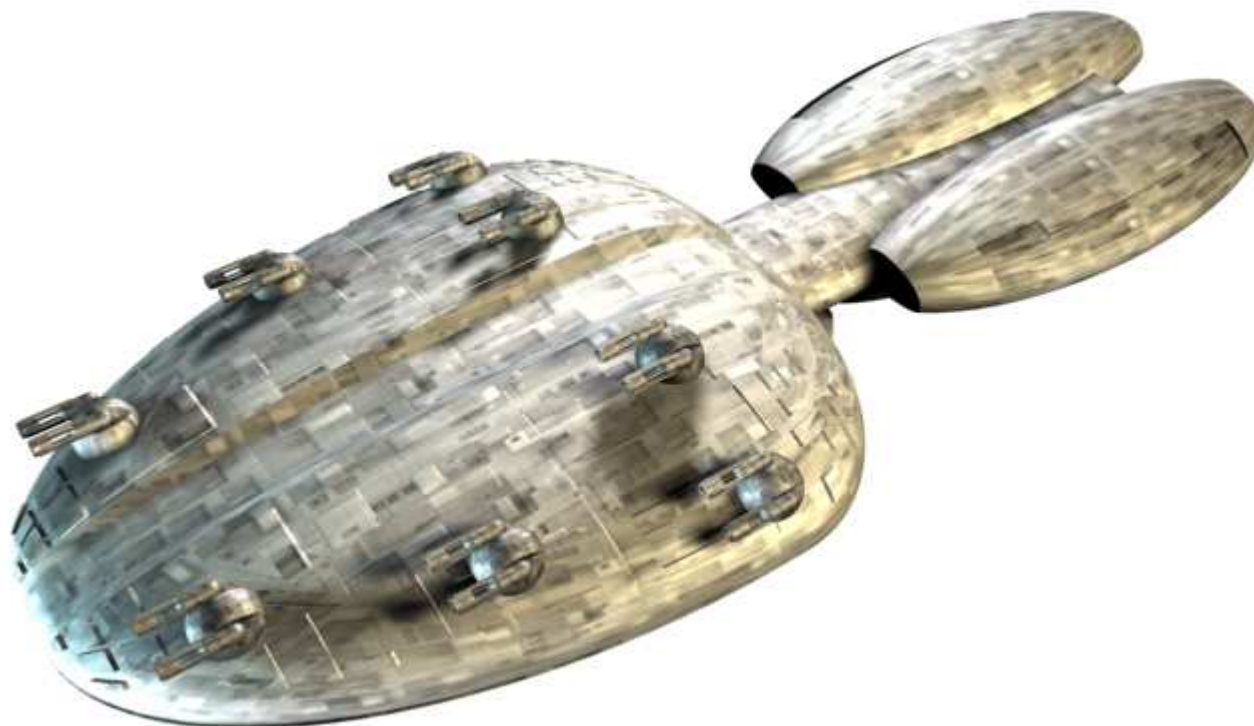
Price 8,825,000 credits, **Maintenance Cost:** 315,000 credits

The Norn Class Escortstar was an easy-to-manufacture vessel designed to replace the Eris class escortstar whose numbers had dwindled toward the end of the last Cylon War. Few actually made it into action before the Armistice ceased hostilities, and the Norns that had been completed served out their days having been designed for a role that was no longer necessary. Within ten years, they were phased out and replaced with the Aerelon class Escortstar. Those few remaining in service were relegated to menial tasks like escorting cargo convoys through areas occasionally frequented by pirates. The few Norns that remain have largely not been upgraded to more advanced avionics, since their duties are so minor.

The Verthandi is one of the few remaining Norn Class ships in Colonial Fleet service. Getting a duty assignment aboard her is a clear indication of how poorly your military career is going, and a sure sign that promotion is not in your future. The crew is largely comprised of wash-outs, screw-ups, and trouble makers. Morale remains reasonable due to a competent but overworked CO. The Verthandi usually performs convoy escort duties into the Keiper Belt to various mining stations.

The ship was on one such routine trip when the Cylons attack.

Other ships of the class still in service: Urd, Skuld, Akashwani, and Kuten



Upsilon Brigante

By Lynn de Fey

Dimensions: (LxBxH): 710 x 340 x 170 feet.

Tonnage: 95,000 tons.

Speed Class: 3 cruise/5 hard-burn

Crew Quarters: 6 single occupancy and 30 double occupancy

Fuel Capacity: 1900 tons (600 hours)

Cargo/Passenger Capacity:

15,000 tons external bulk cargo

10,000 tons internal cargo

Additional 12,000 tons internal cargo or passenger space, (usually divided up as 154 rooms and galley/mess and 9400 tons cargo space). Rooms are single occupancy first-class, double occupancy second-class, or 4 person steerage.

Gear: 16 standard 20-ton shuttles, 3 ship's launches, Armor 2W

Price: €1,710,000 new (57,000 with major 'Seen Better Days')

Stats: Agi d4, Str d8, Vit d6, Ale d2, Int d2, Wil d8; Init d4+d2, Life 16

Traits: Everybody Has One, Seen Better Days (Major)

Skills: Pilot d2, Perception d2.

Complexity: Low (new), Very Low ('Major Seen Better Days')

Maintenance costs: €114,000 New 152,000 with major 'Seen Better Days'

Shiloh Class Escort

By Electricbadger

Total crew is around 140 (assume 25 Marines, 12 pilots, 25 air crew, 21 gun crew, 8 bridge crew, 6 CIC crew, 30 engineers, 5 mess staff, and 7 officers). There are a half dozen extra passenger quarters, and an extra squad bay.

Space for 12 craft (either raptors or vipers).

Speed Class: 7 (SL/JC)

Str: d8 Vit: d10 Agi: d8 Wil: d8 Int: d6 Ale: d8

1 full Suite (Captain's) 32t
12 Spacious Quarters (Officer's & Passengers) 192t
140 Minimal Quarters x1.5 (Crew and Air Complement) 1680t

12 Air units (20t each) 480t
Cargo (Single bay) 480t
1.5xnormal fuel
7 guns, 20t each 140t

11,550t

Keel: 330', Height: 65' (Fins 130'), Beam:140'



**Colossus Class
(Light Fleet Carrier)****By Gazza**

Agi D6, Str D6, Vit D6, Ale D6, Int D10, Wil D12;
LP 18; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits None

Skills

Heavy Weapons D6
Knowledge D4
Mechanical Engineering D6
Perception D6
Pilot D6
Technical Engineering D6

Armament

12 planetcraft scale skirmish ranges (d12)
24 spacecraft scale short DRADIS range railguns (d12+d2)
84 Vipers, 12 Raptors, 12 assorted craft

Armor Wound 3, Stun 3

Description 1600 x 785 x 415 feet; Crew 1300; Passengers 1300

Notes:- The Colossus-class of Light Fleet Carriers (CVLs in naval parlance) came from failed concept of the Perseus-class Fleet Maintenance Carrier. Perseus performed well as an improved Escort Carrier, so the concept was reviewed and refined. The CVLs have been a successful concept and a cheaper means of projecting power. One CVL even performed bombardment with its cannon armament on a rogue planetoid base!

**Furious-class
Monitor
By Gazza**

Agi D8, Str D8, Vit D8, Ale D8, Int D6, Wil D8;
LP 16; Init D8+D8; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits:

Formidable Presence (D8) –A Furious-class Monitor is a very imposing sight
Memorable (D4) –The Furious-class Monitor is memorable for its weaponry

Skills:

Athletics D6
Heavy Weapons D6
Knowledge D2
Mechanical Engineering D4
Perception D6
Pilot D6
Technical Engineering D4

Armament

2 spacecraft scale long DRADIS range missile systems (d12+d8)
8 spacecraft scale short DRADIS range missile systems (d12+d4)
16 spacecraft scale skirmish range railgun systems (d8)
8 spacecraft scale skirmish range point-defence systems (d8)
20 planetcraft scale personal range point-defence systems (d4)

Armor: Wound 2, Stun 2

Description: 375 x 90 x 40 feet; Crew 400; Passengers 60; Cargo 2000 lbs.

Equipment: 2 Raptors, 4 Vipers, 2 other craft

Notes: - A Monitor is designed for devastating planet and space-based facilities and is usually accompanied by an Ammunition Ship and some minor Escorts. It's not brilliantly fast, but its excellent at what it does, and even a Basestar will think twice about coming close to its heavy armaments.

Flower- Class Corvette

By Gazza

Agi D8, Str D6, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D8+D6; Scale Spacecraft; Speed 2 (2 in atmosphere; SL/JC)

Traits:

Mass-Produced (D4) --The Flower-class Corvette is a very common Escort

Skills:

Athletics D4
Heavy Weapons D2
Knowledge D2
Mechanical Engineering D4
Perception D2
Pilot D4
Technical Engineering D4

Armament:

1 spacecraft scale short DRADIS range missile system (d12)
1 spacecraft scale skirmish range point-defence systems (d8)
8 planetcraft scale personal range point-defence systems (d4)
72 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 1, Stun 1

Description: 200 x 35 x 25 feet; Crew 109; Passengers 25; Cargo 1000 lbs.

Notes: - Based on a Mining Tender, The Flower-class Corvette is fairly basic and is often used for Training, Convoy Escort and Patrol.

The Corvettes are named after common flowers such as Heartsease (Called the "Heart Disease" by its crew), Sunflower, Snowflake, Dianella, Arabis etc.

The 72 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Argonaut-class Light Cruiser**By Gazza**

Agi D8, Str D8, Vit D10, Ale D10, Int D8, Wil D10;
LP 20; Init D8+D10; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits: Sixth Sense D8

Skills:

Athletics D6
Heavy Weapons D6
Knowledge D6
Mechanical Engineering D6
Perception D6
Pilot D6
Technical Engineering D6

Armament:

6 spacecraft scale long DRADIS range missile systems (d12+d8)
10 spacecraft scale short DRADIS range railgun systems (d10)
12 spacecraft scale personal range railgun systems (d4)
12 planetcraft scale skirmish ranges point-defence systems (d8)
260 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 6, Stun 4

Description: 512 x 50 x 45 feet; Crew 530; Passengers 85; Cargo 1500 lbs.

Equipment: 4 Raptors

Notes: - The Argonaut-class Light Cruisers are designed as Anti-Small Craft vessels and Fighter Direction Controllers.

These Cruisers are named after the Argonauts of Legend

The 260 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvoes of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Arethusa-class Light Cruiser**By Gazza**

Agi D8, Str D8, Vit D8, Ale D8, Int D8, Wil D8;
LP 16; Init D8+D8; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits: None

Skills:

Athletics D6
Heavy Weapons D6
Knowledge D4
Mechanical Engineering D6
Perception D4
Pilot D6
Technical Engineering D6

Armament:

2 spacecraft scale long DRADIS range missile systems (d12+d8)
6 spacecraft scale skirmish range railgun systems (d8)
8 spacecraft scale capital range railgun systems (d6)
16 planetcraft scale skirmish range point-defence systems (d8)
220 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 6, Stun 4

Description: 506 x 51 x 40 feet; Crew 500; Passengers 125; Cargo 1500 lbs.

Equipment: 2 Raptors

Notes: - The Arethusa-class Light Cruisers were designed as Trade Protection Cruisers and as such are possibly the largest Convoy Escorts ever built.

Extremely popular in the Colonial Fleet as bridging the best qualities of Destroyers and Light Cruisers.

The 220 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Cruisers include the Arethusa herself, Galatea, Penelope, Aurora etc.

Argiama-class Heavy Cruiser

by Gazza

Agi D8, Str D10, Vit D8, Ale D8, Int D8, Wil D8;
LP 16; Init D8+D8; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits:

- Allure (D12) The Agiama-class Heavy Cruiser is attractive in appearance and function, with bonuses when such would be a factor
- Loved (D4) Crew has a deep connection with the Agiama-class

Skills:

- Athletics D6
- Heavy Weapons D6
- Knowledge D4
- Mechanical Engineering D6
- Perception D4
- Pilot D6
- Technical Engineering D6

Armament:

- 6 spacecraft scale long DRADIS range missiles systems (d12+d8)
- 6 spacecraft scale capital range railgun systems (d12)
- 12 spacecraft scale skirmish range railgun systems (d8)
- 6 planetcraft scale skirmish ranges point-defence systems (d8)
- 6 planetcraft scale personal ranges point-defence systems (d4)
- 320 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 6, Stun 5

Description: 562 x 58 x 36 feet; Crew 780; Passengers 150; Cargo 5000 lbs.

Equipment: 4 Raptors

Notes: - The Agiama and the Ventirico make up the 174th Cruiser Squadron.

The Cruisers are brand new, are popular with their crews and are a prized posting in the Colonial Fleet. The 320 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Grieve-class
Light Cruiser
By Gazza

Agi D8, Str D8, Vit D8, Ale D8, Int D8, Wil D8;
LP 16; Init D8+D8; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits:

Allure (D6) --The Grieve-class Light Cruiser is attractive in appearance and function, with bonuses when such would be a factor

Skills:

Athletics D6
Heavy Weapons D6
Knowledge D4
Mechanical Engineering D6
Perception D4
Pilot D6
Technical Engineering D6

Armament:

8 spacecraft scale short DRADIS range missile systems (d12+d4)
8 spacecraft scale skirmish ranges point-defence systems (d8)
16 planetcraft scale skirmish ranges point-defence systems (d8)
240 planetcraft scale skirmish range missile systems (d8)
130 mines can be carried depending upon mission profile.

Armor: Wound 5, Stun 5

Description: 455 x 48 x 36 feet; Crew 418; Passengers 75; Cargo 2000 lbs.

Equipment: 4 Raptors

Notes: - The Grieve-class Light Cruisers are designed as Fleet Scouts and Destroyer Leaders and are named after famous captains of the Colonial Fleet, such as Grieve, Arthur, Lovett, Purnell, Wyatt, Seabrook, Sara, Taylor, Aked, Rutherford, Bunyan, etc

The 240 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missiles singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Artisan-class**Destroyer****By Gazza**

Agi D8, Str D8, Vit D6, Ale D8, Int D8, Wil D8;
 LP 14; Init D8+D8; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits:

Allure (D4) --The Artisan-class Destroyer is attractive in appearance and function, with bonuses when such would be a factor
 Formidable Presence (D4) --The Artisan-class Destroyer is a very imposing sight
 Mass-Produced (D4) --The Artisan-class Destroyer is a very common Escort
 Memorable [] (D4) --The Arisan-class Destroyer has a distinct and recognizable profile

Skills:

Athletics D6	Perception D6
Heavy Weapons D6	Pilot D6
Knowledge D4	Technical Engineering D6
Mechanical Engineering D6	

Armament:

10 spacecraft scale short DRADIS range missile systems (d12+d4)
 5 spacecraft scale skirmish ranges point-defence systems (d8)
 10 planetcraft scale skirmish ranges point-defence systems (d8)
 10 planetcraft scale personal ranges point-defence systems (d4)
 260 planetcraft scale skirmish range missiles systems (d8)

Armor: Wound 4, Stun 3

Description: 380 x 40 x 25 feet; Crew 329; Passengers 50; Cargo 1000 lbs.

Equipment: 2 Raptors

Notes: - The Artisan-class Destroyer is the latest in a long-line of Destroyers designed by the famous Arun Brothers shipyard. and was joining the Colonial Fleet in substantial numbers just before the Cylon Strike on the Colonial Homeworlds. They are usually seen in divisions of 5 Destroyers, usually accompanied by a Grieve-class Light Cruiser.

The 260 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Ship names are after groups of Artisans such as Artisan herself, Blacksmith, Wheelwright, Cooper, Carpenter, Fletcher, Waller, Potter, Seaman etc

Amymone-class Sloop**By Gazza**

Agi D6, Str D6, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits: None

Skills:

Athletics D4
Heavy Weapons D2
Knowledge D2
Mechanical Engineering D4
Perception D2
Pilot D2
Technical Engineering D4

Armament:

2 spacecraft scale short DRADIS range missile systems (d12+d4)
3 spacecraft scale skirmish range point-defence systems (d8)
5 planetcraft scale personal range point-defence systems (d4)
72 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 2, Stun 2

Description: 250 x 34 x 25 feet; Crew 135; Passengers 25; Cargo 1000 lbs.

Notes: - The Amymone-class Sloop is used for Training, Convoy Escort and Patrol.

The Sloops are named after common Female names such as Amymone, Andromeda, Cassandra, Danae, etc.

The 72 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvoes of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Diana-class Destroyer Escort

By Gazza

Agi D8, Str D8, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D8+D8; Scale Spacecraft; Speed 5 (5 in atmosphere; SL/JC)

Traits:

Mass-Produced (D4) -- The Diana-class Destroyer Escort is a very common sight throughout the Colonial Fleet

Skills:

Athletics D4
Heavy Weapons D2
Knowledge D2
Mechanical Engineering D4
Perception D2
Pilot D4
Technical Engineering D4

Armament:

2 spacecraft scale short DRADIS range missile systems (d12+d4)
4 spacecraft scale capital range point-defence systems (d12)
8 planetcraft scale skirmish range point-defence systems (d8)
110 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 4, Stun 3

Description: 280 x 34 x 25 feet; Crew 168; Passengers 25; Cargo 1000 lbs.

Equipment: 1 Raptor

Notes: - The Diana-class Destroyer Escort is a fairly basic and is often used for Training, Convoy Escort and Patrol Vessel.

The Destroyer Escorts are named after famous mythological hunters such as Diana herself, Orion, Artemis, Meleager, etc.

The 110 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Foster-Class Missile Cruiser By Gazza

Agi D10, Str D8, Vit D8, Ale D8, Int D8, Wil D8;
LP 16; Init D10+D8; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits:

Formidable Presence (D6) --Foster-class Missile Cruiser is a very imposing sight
Memorable (D6) -- The Foster-class Missile Cruiser has distinct and recognizable features

Skills:

Athletics D6
Heavy Weapons D6
Knowledge D4
Mechanical Engineering D6
Perception D6
Pilot D6
Technical Engineering D6

Armament:

40 spacecraft scale long DRADIS range missile systems (d12+d8)
7 spacecraft scale skirmish range railgun systems(d8)
6 planetcraft scale personal range point-defence systems (d4)
144 planetcraft scale skirmish range missile systems (d8)
2 spacecraft scale capital range railgun systems (d6)
50 mines

Armor: Wound 4, Stun 4

Description: 500 x 45 x 60 feet; Crew 450; Passengers 50; Cargo 1100 lbs.

Equipment: 4 Raptors

Notes: - The aim of a Foster-class Missile Cruiser is to saturate its targets with missiles. For this reason it is very common to see an Aldis-class Ammunition Ship in attendance.

The Missile Cruisers are named after Colonial Fleet Flag Officers, like Foster, Dalmas, Resnik, Ambaugh, etc.

The 144 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

River-class**Frigate**

By Gazza

Agi D8, Str D8, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D8+D8; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits: Mass-Produced (D4) --The River-class Frigate is a very common model

Skills:

Athletics D2

Heavy Weapons D4

Knowledge D2

Mechanical Engineering D4

Perception D4

Pilot D4

Technical Engineering D4

Armament:

2 spacecraft scale short DRADIS range missile systems (d12)

1 spacecraft scale capital range railguns (d6)

10 planetcraft scale personal range point-defence systems (d4)

150 planetcraft scale skirmish range missile systems (d8)

Armor: Wound 2, Stun 2

Description: 280 x 36.5 x 40 feet; Crew 110; Passengers 30; Cargo 4000 lbs.

Notes: - Designed as a Convoy Escort, Patrol Vessel, the River class excelled as an anti-smallcraft Escort proving very successful against Cylon Raiders.

The 150 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Typical names are Darling, Torrens, Yarra, Barcoo, Diamantina etc.

Bay-class Frigate**By Gazza**

Agi D8, Str D8, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D8+D8; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits: Mass-Produced (D4) --The vehicle is a very common model

Skills:

Athletics D2

Heavy Weapons D4

Knowledge D2

Mechanical Engineering D4

Perception D6

Pilot D4

Technical Engineering D4

Armament:

4 spacecraft scale short DRADIS range missile systems (d12)

8 spacecraft scale capital range railgun systems (d6)

8 planetcraft scale personal range point-defence systems (d4)

110 planetcraft scale skirmish range missile systems (d8)

1 spacecraft scale short DRADIS range missile system (d12+d4)

50 mines as required

Armor: Wound 2, Stun 2

Description: 286 x 39 x 25 feet; Crew 157; Passengers 25; Cargo 1000 lbs.

Equipment: 2 Raptors

Notes: - Designed as an anti-smallcraft Escort, The Bay class can also fill in as a Patrol Vessel, Light Minelayer/Heavy Minesweeper.

It can be used as a light minelayer by embarking 50 Mk 277 configurable mines which can be mated to standard nuclear missile warheads as required.

The 110 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Loch-class Frigate**By Gazza**

Agi D8, Str D8, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D8+D8; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits: Mass-Produced (D4) --The vehicle is a very common model

Skills:

Athletics D2
Heavy Weapons D4
Knowledge D2
Mechanical Engineering D4
Perception D4
Pilot D4
Technical Engineering D4

Armament:

1 spacecraft scale short DRADIS range missile system (d12)
4 spacecraft scale capital range railgun systems (d6)
12 planetcraft scale personal range point-defence systems (d4)
110 planetcraft scale skirmish range missile systems (d8)
2 spacecraft scale short DRADIS range missile systems (d12+d4)
50 mines as required

Armor: Wound 2, Stun 2

Description: 310 x 39 x 25 feet; Crew 120; Passengers 25; Cargo 1000 lbs.

Equipment: 2 Raptors

Notes: - Designed as a Convoy Escort, The Loch class can also fill in as a Patrol Vessel, Light Minelayer/Heavy Minesweeper.

It can be used as a light minelayer by embarking 50 Mk 277 configurable mines, which can be mated to standard nuclear missile warheads as required.
The 110 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvoes of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Typical names are Loch Monody, Loch Fremantle, Loch Oxford, etc

Abdiel-class Cruiser-Minelayer

By Gazza

Agi D8, Str D8, Vit D8, Ale D8, Int D8, Wil D8;
LP 16; Init D8+D8; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits: Memorable (D2) --The vehicle has a distinct and recognizable feature

Skills:

Athletics D6
Covert D6
Heavy Weapons D6
Knowledge D4
Mechanical Engineering D6
Perception D6
Pilot D6
Technical Engineering D6

Armament:

6 spacecraft scale short DRADIS range missile systems (d12)
6 spacecraft scale skirmish range railgun systems (d8)
8 spacecraft scale capital range railguns systems (d6)
12 planetcraft scale skirmish range point-defence systems (d8)
220 planetcraft scale skirmish range missile systems (d8)
156 mines

Armor: Wound 6, Stun 4

Description: 410 x 40 x 40 feet; Crew 245; Passengers 120; Cargo 4500 lbs.

Equipment: 2 Raptors

Notes: - The Abdiel-class Cruiser-Minelayers were designed to lay minefields in the shortest time possible using their speed as a their main defence. Extremely popular in the Colonial Fleet for their speed and fittings and often enviously referred to as "gold-platers".

The 220 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Cruiser-Minelayers included the Abdiel herself, Perchance, Ocean, Unguarded, etc.

Hesperus-class**Destroyer****By Gazza**

Agi D8, Str D8, Vit D6, Ale D8, Int D8, Wil D8;
LP 14; Init D8+D8; Scale Spacecraft; Speed 6 (6 in atmosphere; SL/JC)

Traits: None

kills:

Athletics D6
Heavy Weapons D4
Knowledge D4
Mechanical Engineering D6
Perception D6
Pilot D6
Technical Engineering D6

Armament:

2 spacecraft scale short DRADIS range railgun systems (d12)
4 spacecraft scale skirmish range point-defence systems (d4)
1 spacecraft scale capital range missile systems (d12+d4)
10 spacecraft scale short DRADIS range missile systems (d12)
300 planetcraft scale skirmish range missile systems (d8)
2 Raptors

Armor: Wound 4, Stun 3

Description: 325 x 35 x 27 feet; Crew 145; Passengers 20; Cargo 1500 lbs.

Equipment: 2 Raptors

Notes: - The Hesperus-class Destroyer is customised for Convoy Escort and not built for Fleet actions.

They are usually seen in Escort Groups as the Leader of the group. Escort Groups are usually made up of between 5 and 10 Escorts, and are usually a mix of Destroyers, Frigates, Corvettes and Fleet Tugs.

The 300 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Ship names start with an "H", such as Hesperus herself, Harvest, Hardy, Hurricane, etc.

Perseus

Light Cruiser

Stats by Buscadero

[Starship Schematic Database](#)

Perseus

Agi d6, **Str** d12, **Vit** d6, **Ale** d6,

Int d4, **Wil** d6;

LP 18; **Init** d6+d6; **Scale**

Spacecraft

Speed 4 (SL/JC)

Traits Past Its Prime (d6)

Skills Heavy Weapons d4,

Perception d2, Pilot d2

Armament 18 medium spacecraft

scale short DRADIS range

railguns (d8), 12 medium

spacecraft scale short DRADIS

range missile systems (d12), 2

heavy spacecraft scale short

DRADIS range missile systems

(d12+d4); 24 Mk. I Vipers, 2

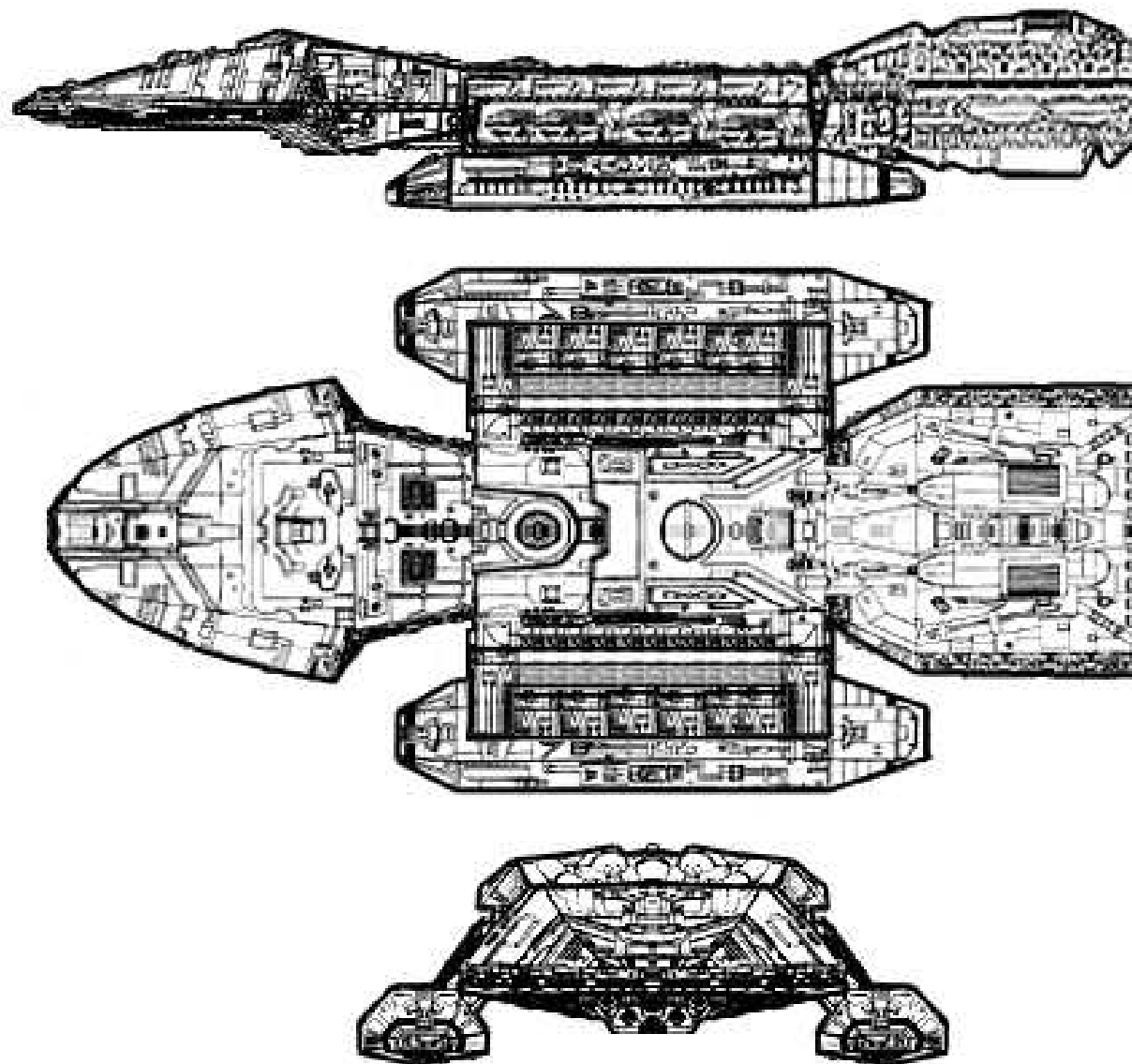
Shuttles

Armor Wound 4, Stun 3

Description 4,260 x 415 x 160

feet; **Crew** 150

Passengers 340



Colonial Tiger Class

Destroyer

Stats by Buscadero

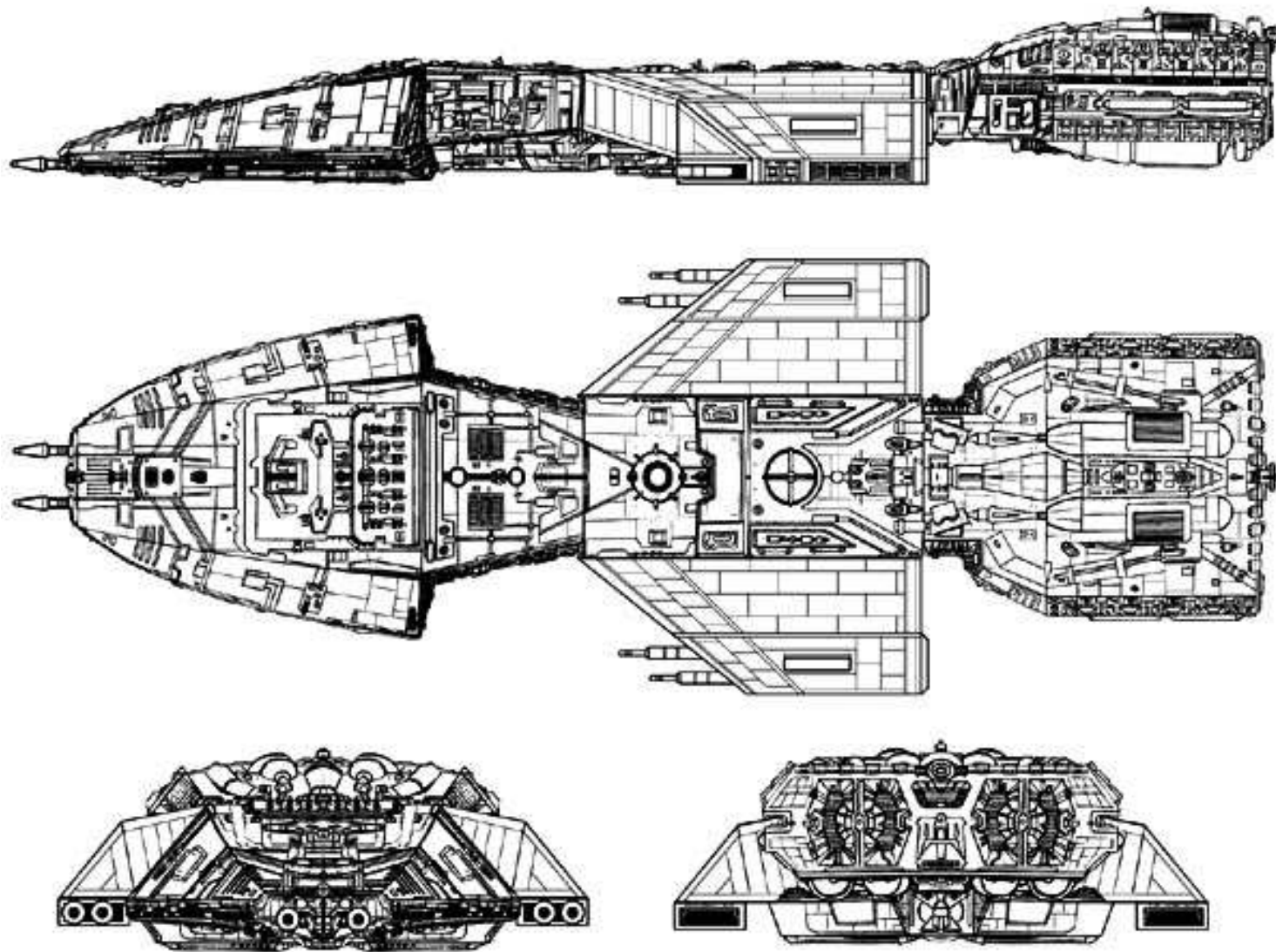
Starship Schematic Database

No battle can be won with only a single ship. Battlestars, while formidable aircraft carriers, lacked the heavy firepower, speed and maneuverability to be effective in ship to ship combat in the absence of fighter cover. Many a Battlestar was destroyed in the early days of the war, when fighters were drawn away and the massive Battlestars were forced to confront the deadly Cylon Baseships. Thus humanity struck at the Cylons with massive fleets, combining the impressive fighter deployment of the Battlestar with more heavily armed frigates, destroyers and cruisers.

The Colonial fleets found themselves ill equipped to deal with the onslaught of the Cylons' latest breed of Capital ship, the Hades Class Basestar. The new Cylon

warship was armed with three-hundred fighters, more than 100 railguns and nuclear missile systems capable of destroying almost any capital ship, and thus the time for a new breed of Colonial attack cruiser had arrived.

The premier destroyer type vessel placed into service by humanity was the "Tiger class" destroyer. The Tiger was the most heavily armed warship built to that



date, armed with 50 light railguns, 18 medium railguns, and four heavy primary assault railguns in the wings. Upgraded variants came to include two heavy railguns in the bow. In ship-to-ship combat, no vessel in the known universe could best the Tiger.

Measuring 1,074 meters, about 5/6 the length of the Battlestars, the Tiger was nearly as powerful, was faster, significantly more maneuverable and carried only half the crew of her cousin. In addition to her massive weapon payload, the Tiger also carried 8 Mk I Vipers, 4 Landram surface transports and 4 Mk. VI space shuttles.

During the Cylon War, the Tiger was the premier escort and attack capital ship of the human race. Unlike the impressive Colonial Battlestars, which were originally designed as little more than aircraft carriers, the Tiger class Destroyer was able to effectively engage in high speed ship-to-ship combat and protect the Battlestars in fleet operations, destroying any Cylon capital ship that came between the Battlestars and their objectives.

In the last days of the war, all of the Colonial fleet made one last strike at the Cylons, at their primary Tylium mining and starship construction yards. Almost all the starships that participated in the battle, including the valiant Tigers, were destroyed.

Source: Battlestar Galactica: Technical Manual

Tiger Class Destroyer

Agi d8, **Str** d12+d2, **Vit** d8, **Ale** d8, **Int** d8, **Wil** d10;

LP 24; **Init** d8+d8; **Scale** Spacecraft;

Speed 6 (SL/JC)

Traits Formidable Presence (d2), Past Its Prime (d6)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament Medium planetcraft scale skirmish range point-defense system (d8); 6 forward-mounted heavy spacecraft scale short DRADIS range railguns (d12+d2); 18 medium spacecraft scale short DRADIS range railguns (d10); 50 light spacecraft scale capital range railguns (d6); 6 heavy spacecraft scale short DRADIS range missile systems (d12+d4), 4 extreme spacecraft scale long DRADIS range nuclear missile systems (d12+d8); 4 Vipers; 8 assorted craft

Armor Wound 6, Stun 4

Description 3,524 x 1,218 x 565 feet; **Crew** 264

Passengers 200 (troops)

Strikestar

Stats by Buscadero

© by David Briedis

Agi d6, **Str** d12+d2, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10,

LP 24; **Init** d6+d8; **Scale** Spacecraft;
Speed 5 (SL/JC)

Traits Formidable Presence (d4)

Skills Heavy Weapons d6,
Mechanical Engineering d4,
Perception d4, Pilot d4

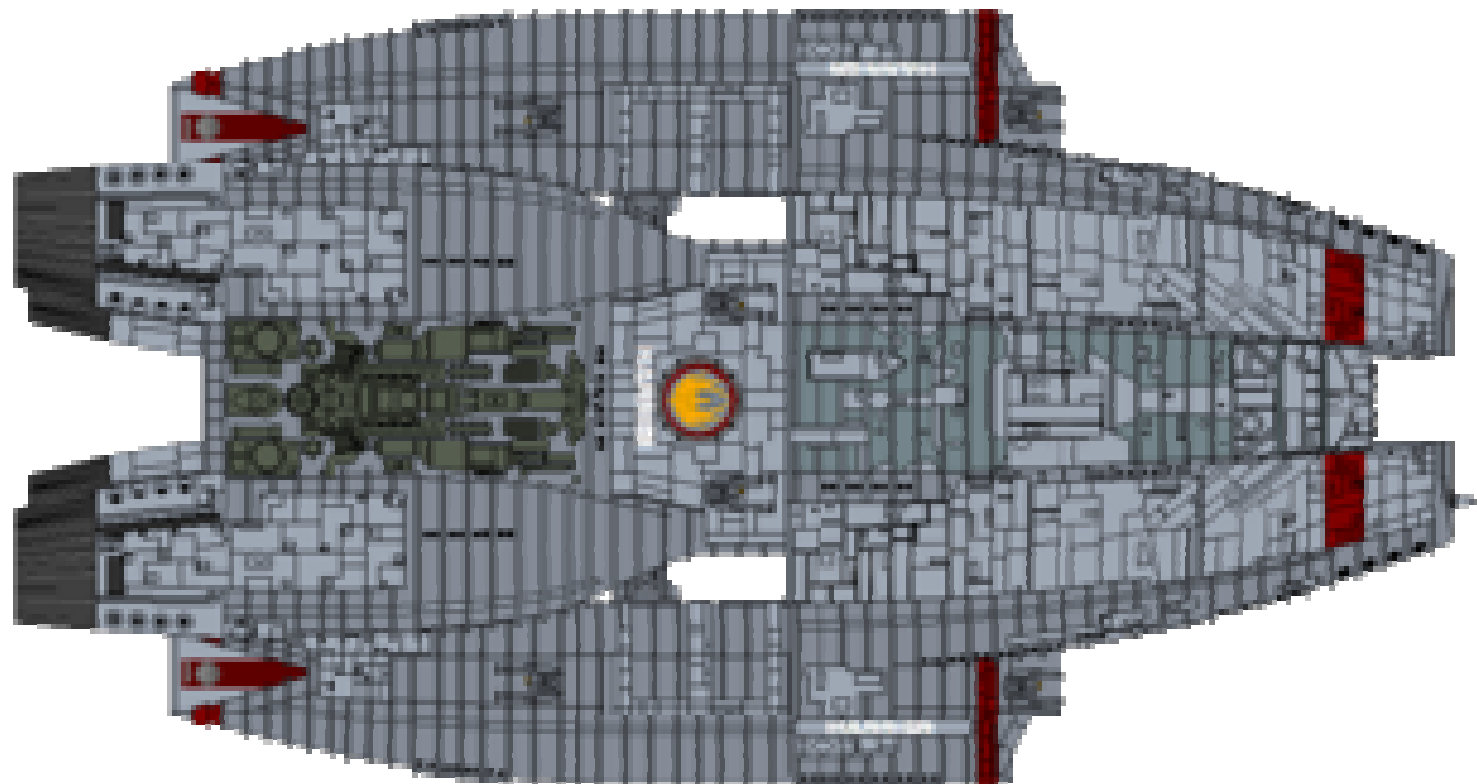
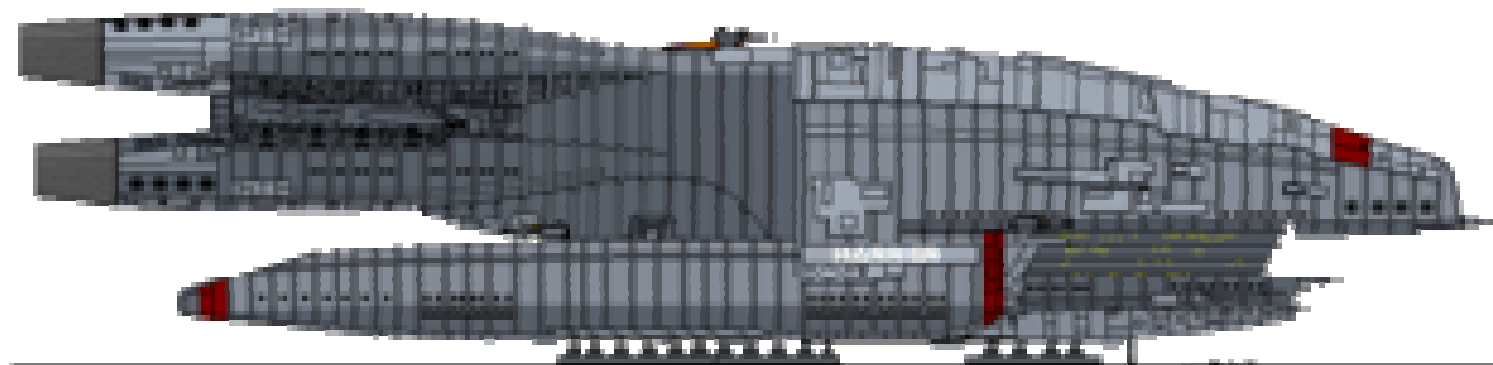
Armament Heavy planetcraft scale
skirmish range point-defense system
(d12); 6 spacecraft scale short
DRADIS range primary assault
railguns (d12+d2); 8 spacecraft scale
short DRADIS range missile systems
(d12+d4); 4 spacecraft scale short
DRADIS range nuclear missile
systems (d12+d8); 20 Vipers, 5
Raptors, 25 assorted craft

Armor Wound 6, Stun 5

Description 2,950 x 1,555 x 700 feet;
Crew 1,900

Passengers 500

Strikestars carry out three standard mission types: planetary defense, planetary assault and troop support. One of this vessel's biggest advantages is its ability to enter the lower levels of a planet's atmosphere and to land on its surface which the bigger und bulkier battlestars cannot do. This permits precision ground attacks as well as the pursuit of small craft that enter a planet's atmosphere in a futile attempt to escape.



Scoutstar

© by Jake Kerton

Agi d6, **Str** d12, **Vit** d6, **Ale** d10, **Int** d8, **Wil** d10,

LP 22; **Init** d6+d10; **Scale** Spacecraft;
Speed 6 (SL/JC)

Traits Memorable (d2)

Skills Heavy Weapons d4,
Mechanical Engineering d4,
Perception d6, Pilot d4

Armament Medium planetcraft scale
skirmish range point-defense system
(d8); 12 spacecraft scale short
DRADIS range primary assault
railguns (d10), 6 spacecraft scale
short DRADIS range missile systems
(d12); 4 spacecraft scale short
DRADIS range nuclear missile
systems (d12+d8), 40 Vipers, 10
Raptors, 6 assorted craft

Armor Wound 4, Stun 3

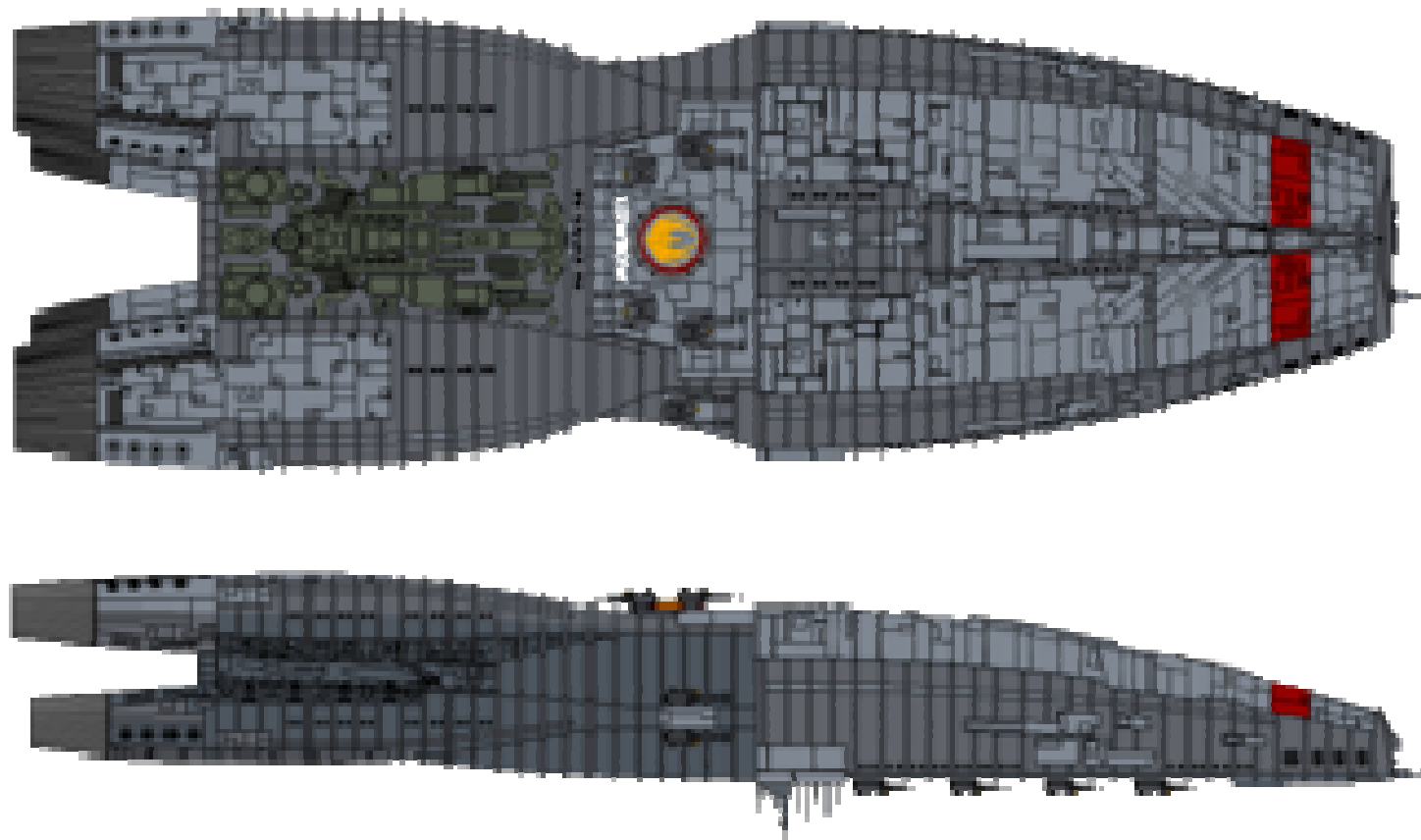
Description 1,900 x 755 x 310 feet;

Crew 1,250

Passengers 1,000

Scoutstars are often teamed with
smaller vessels and patrol the borders
of the system. Their primary directive
is to apprehend smuggling vessels,
but they also serve as the Twelve

Colonies' first line of defense. A scoutstar's crew must be constantly on watch for threats from within the system as well as those from beyond.



Gunstar

© by Alexzandyr

d12+d2, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10, 24; **Init** d8+d8; **Scale** Spacecraft; **Speed** 6 (SL/JC)

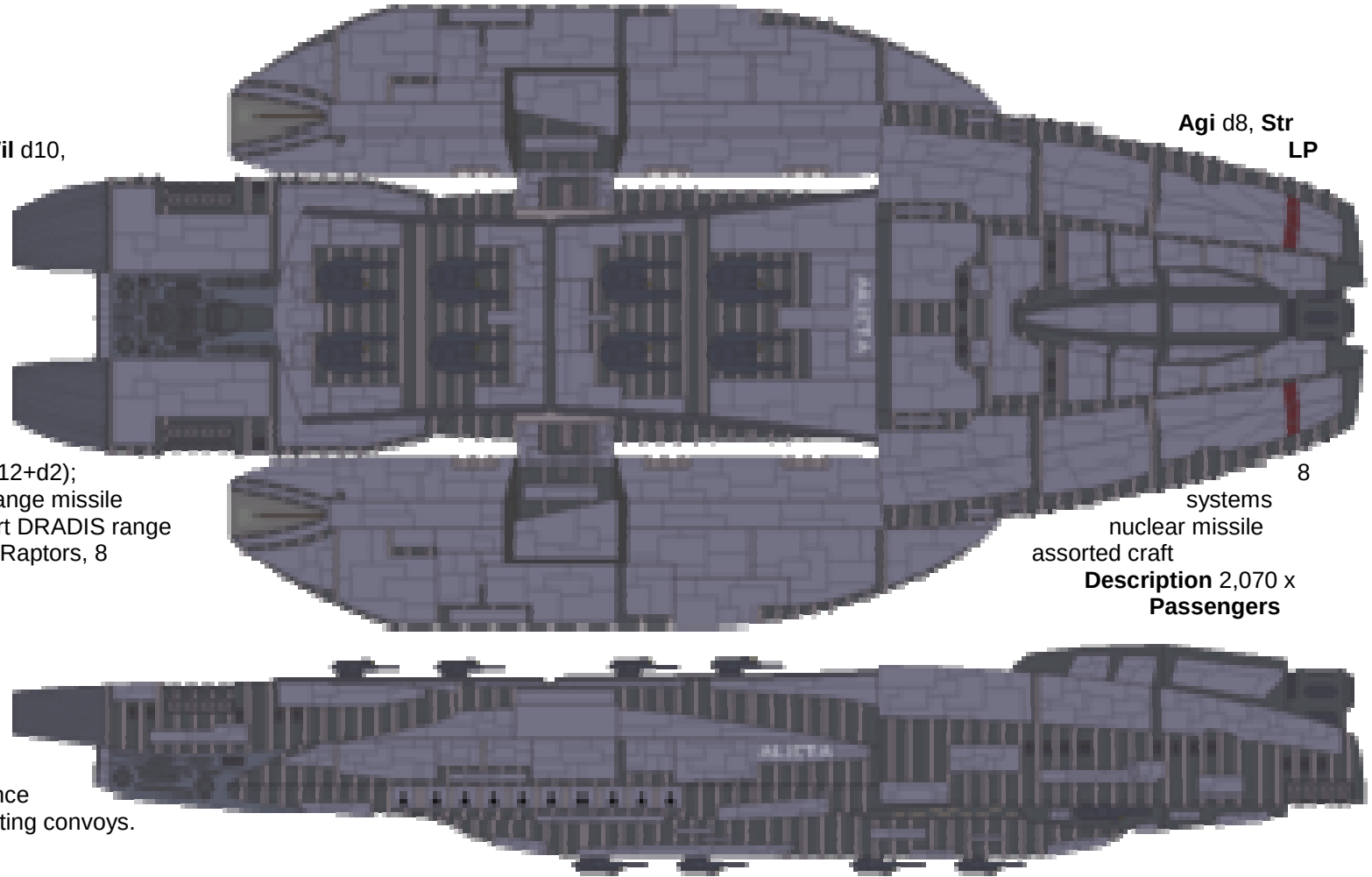
Traits Formidable Presence (d2)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d4, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12); 16 spacecraft scale short DRADIS range primary assault railguns (d12+d2); spacecraft scale short DRADIS range missile (d12+d4); 8 spacecraft scale short DRADIS range systems (d12+d8); 54 Vipers, 14 Raptors, 8

Armor Wound 6, Stun 5
1,130 x 335; **Crew** 2,000
1,500

Gunstars are the best anti-starfighter screening vessels in service. However, these heavily-armed ships perform a number of duties such as maintaining Colonial Navy presence along the shipping lanes or escorting convoys.



Agi d8, **Str**
LP

8

systems
nuclear missile
assorted craft

Description 2,070 x
Passengers

Carrier

© by Casual Observer

Agi d6, **Str** d12+d2, **Vit** d6, **Ale** d6,
Int d8, **Wil** d10;

LP 24; **Init** d6+d6; **Scale**

Spacecraft;

Speed 6 (SL/JC)

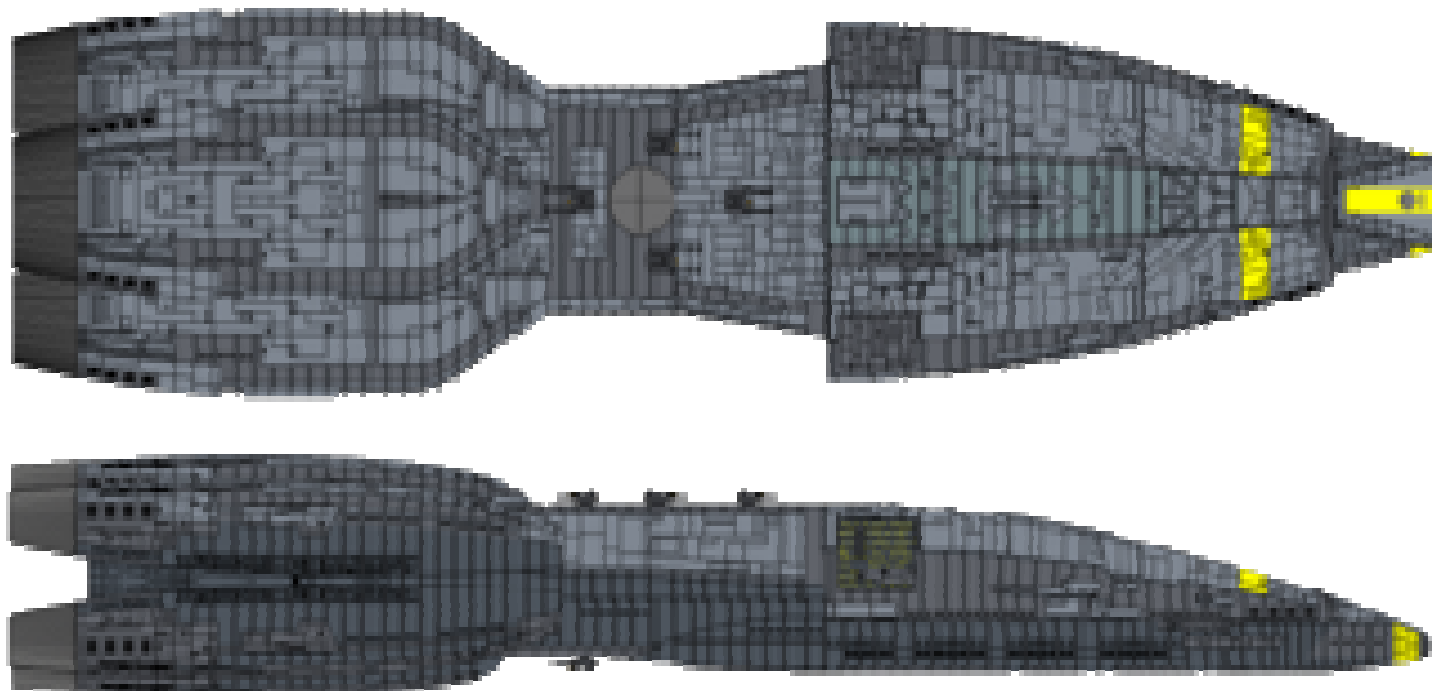
Traits Formidable Presence (d2)

Skills Heavy Weapons d4,
Mechanical Engineering d4,
Perception d4, Pilot d4

Armament Medium planetcraft
scale skirmish range point-defense
system (d8); 6 spacecraft scale
short DRADIS range primary assault
railguns (d10); 4 spacecraft scale
short DRADIS range missile
systems (d12), 2 spacecraft scale
short DRADIS range nuclear missile
systems (d12+d8), 120 Vipers, 12 Raptors, various assorted craft

Description 3,772 x 984 x 574 feet; **Crew** 2,500

Passengers 5,000



The main duties of carriers are to augment the starfighter strength of the battlestar group they are attached to, and to transport support shuttles that do not have FTL drives from planet to planet. They do not engage enemy targets and try to stay away from actual battles as possible.

Combatstar

© by Mike Brown

Agi d8, **Str** d12, **Vit** d6, **Ale** d10, **Int** d8, **Wil** d8;

LP 20; **Init** d8+d10; **Scale** Spacecraft;

Speed 7 (SL/JC)

Traits Formidable Presence (d2)

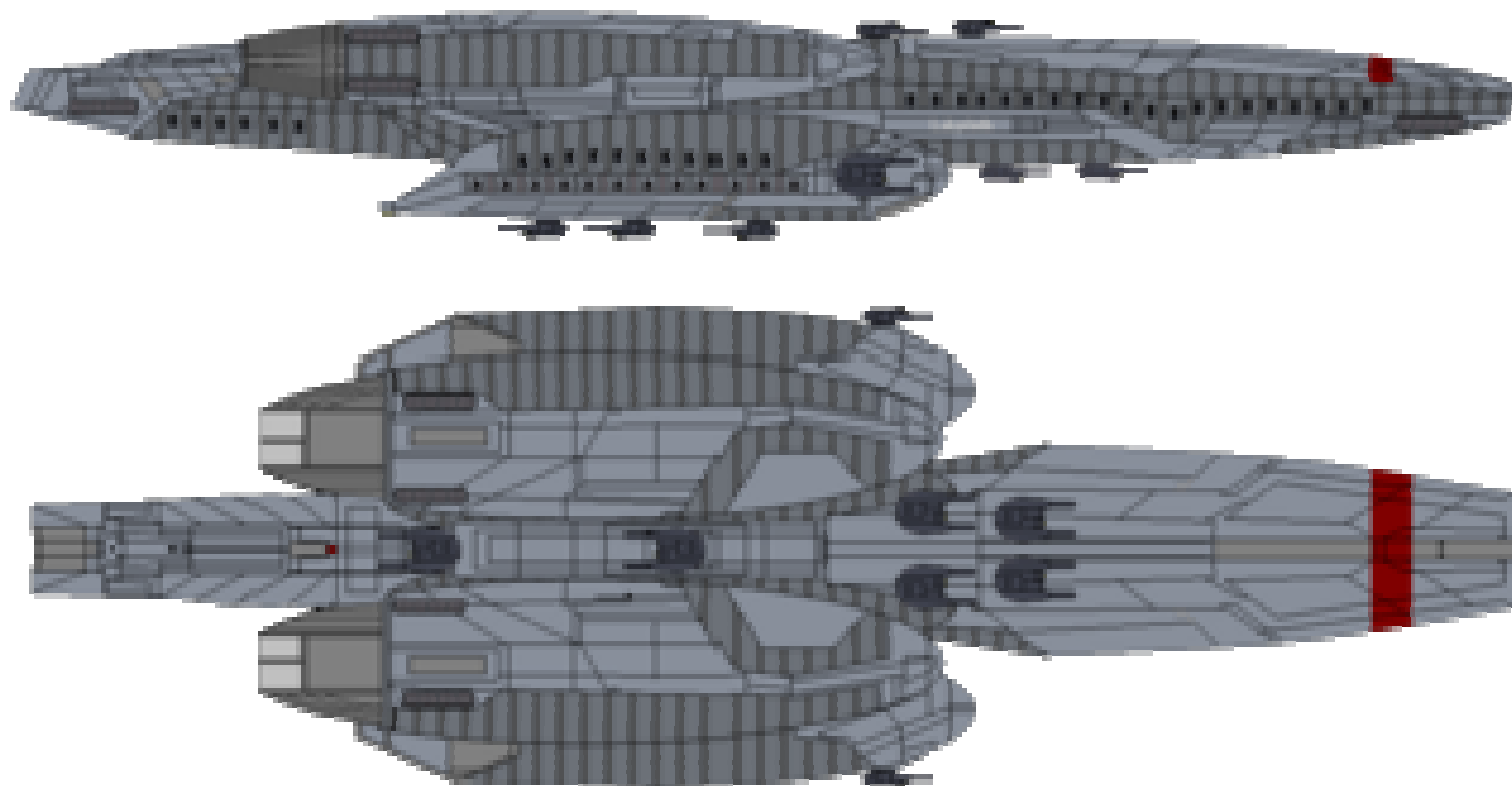
Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d4, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12); 18 spacecraft scale short DRADIS range primary assault railguns (d12+d2); 10 spacecraft scale short DRADIS range missile systems (d12+4), 5 spacecraft scale long DRADIS range nuclear missile systems (d12+d8); 10 Vipers, 4 Raptors, 2 assorted craft

Aarmor Wound 6, Stun 5

Description 1,681 x 533 x 246 feet; **Crew** 1,100

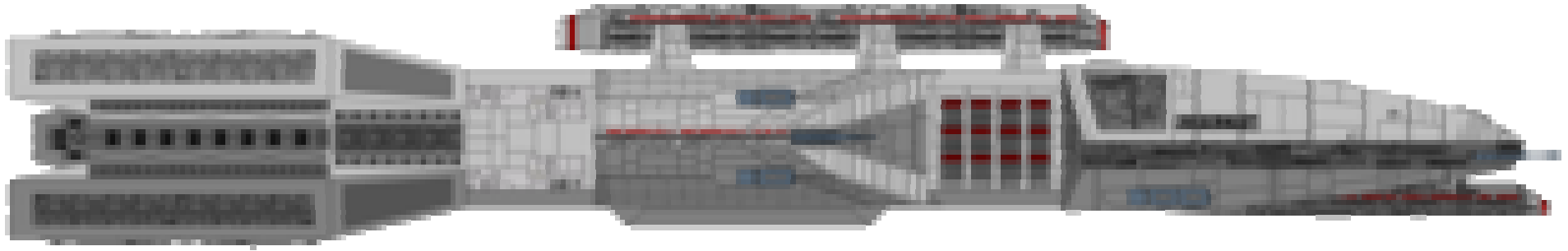
Passengers 500



The main duty of the small number of combatstars is patrol. In pairs, or with other ships, these vessels move into suspected hot spots with orders to pacify the area. To compensate for the lack of starfighter support, combatstars are equipped with powerful engines that make them among the fastest of the Colonial Navy's capital ships.

Siegestar

© by Marcus Starkiller



Agi d4, **Str** d12+d6, **Vit** d6, **Ale** d6, **Int** d8, **Wil** d10

LP 28; **Init** d4+d6; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Formidable Presence (d6), Past Its Prime (d4)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d4, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12); 48 spacecraft scale short DRADIS primary assault railguns (d12+d2); 24 spacecraft scale short DRADIS range missile systems (d12); 18 spacecraft scale short DRADIS range missile systems (d12+d4); 12 spacecraft scale extreme DRADIS range nuclear missile systems (d12+d8); 72 Vipers, 18 Rapors, 10 assorted craft

Armor Wound 7, Stun 5

Description 9025 x 3389 x 820 feet; **Crew** 6,095

Passengers 8,000

The dedicated siege platform, the siegestar, was originally designed to accomplish one mission – to overcome planetary defence grids which protect a planet from orbital bombardment. It is easier and far less expensive to destroy a planet's grid than it is to order troops to assault it. During the Cyon War, however, they were mainly used to keep the enemy's basestars at bay. The whole line of outmoded siegestars was decommissioned 15 years ago.

Defender

© by Todd Boyce and Darrell Lawrence

Agi d6, **Str** d10, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10;

LP 20; **Init** d6+d8; **Scale** Spacecraft

Speed 6 (SL/JC)

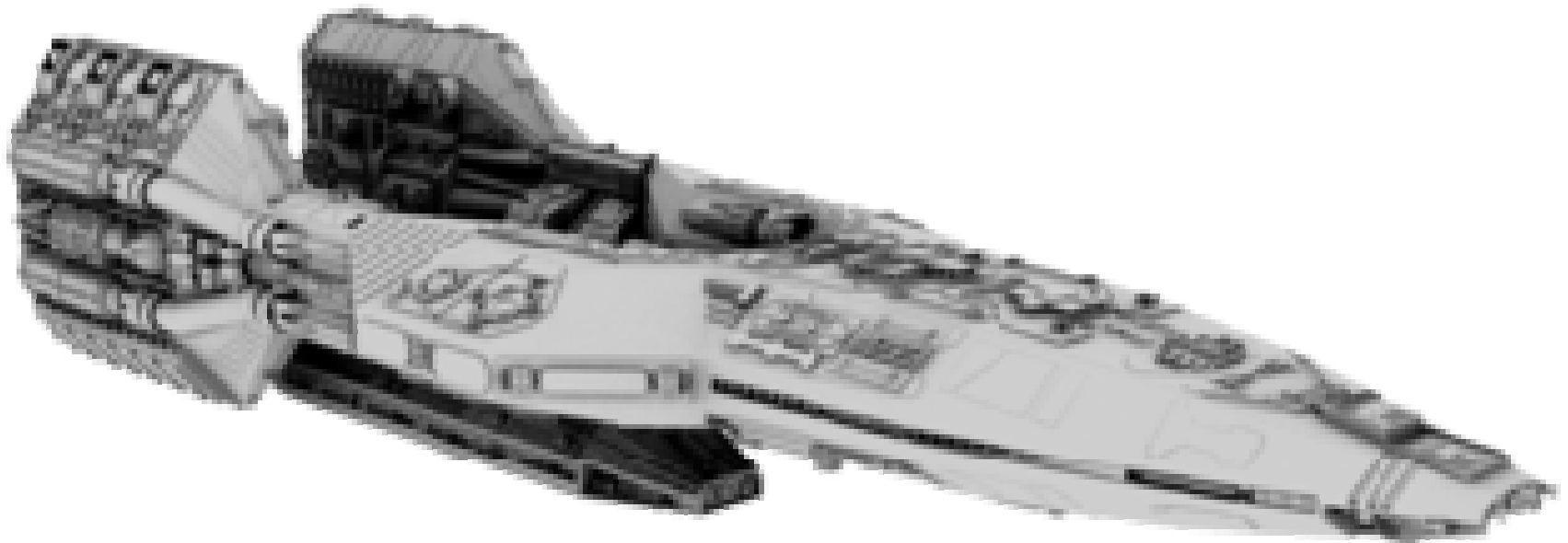
Traits Formidable Presence (d2), Memorable (d2)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament Heavy planetcraft scale skirmish range point-defense system (d12); 12 spacecraft scale short DRADIS range primary assault railguns (d12+d2); 6 spacecraft scale short DRADIS range missile systems (d12+d4); 6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8); 40 Vipers, 10 Raptors, 6 assorted craft

Description 2,755 x 985 x 640 feet; **Crew** 1,800

Passengers 4,000



Hunter-Class Escortstar

By Ferox

In the later part of the First Cylon War the Colonials had suffered several blows to their fleet, including losses of more than one battlestar. However the need for more fighter craft rose even more yet the shipyards could hardly produce more battlestars – those still functional were just sufficient to maintain the fleet as it was.

As a consequence the Hunter-Class was developed. Based on a freighter design of the fleet, the ships were equipped with hangar bays, larger engines to accelerate them to combat velocities and of course armament. Armor plates were added and the hull as a whole was strengthened.

The design proved to be successful and even after the war more ships of the class were produced. While first envisioned as a support-ship for battlestars, acting as escort and fighter supply, the ships soon began undertaking missions on their own. Partly they were even used as landing ships since they are capable to make planetfall.

After the war they were used as police cruisers, training and research vessels and reserve ships. In the decades after the war these ships received several updates in software and systems, but still they are aging by now.

Agi: d6 Str: d10 Vit: d6 Ale: d6** Int: d6* Wil: d8

LP: 18 Init: d6 + d6*

Scale: Spacecraft

Speed: 6 (SL/ JC)

Traits: Mass-Produced (d4): The Hunter-Class is based on a common freighter design and shares many, even vital, components with it. While not so many Hunter-Class ships were built to allow this trait, the relation to those freighters suffices.

Skills: Heavy Weapons d4, Mechanical Engineering d4, Perception d4*, Pilot d2**

*add one step fifteen years after the First Cylon War

** add one step thirty-five years after the First Cylon War

Armament: 6 spacecraft scale capital range primary assault railguns (d12), 2 spacecraft scale short DRADIS range missile systems (d12 standard, d12+d8 nuclear, needs 5 rounds to change ammunition, typical load is 24 standard missiles, 4 nuclear missiles), 20 medium planetcraft scale skirmish range point defense guns (d8);

30 fightercraft (Vipers), 6 heavy fightercraft, 6 Raptors, 8 shuttles and repair vehicles

Armor: Wound 4, Stun 2 (3 twenty years after the First Cylon War)

Description: 991,5m (l) x 266,53m (b) x 217,43m (h)

Crew: 800 Passengers: 1050

Black Swan (Frigate)

By Gazza

Agi D8, Str D8, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D8+D8; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits:

Allure (D4) --The Black Swan is attractive in appearance and function, with bonuses when such would be a factor
Loved (D4) --Crew has a deep connection with the Black Swan
Mass-Produced (D4) --The Black Swan is a very common model

Skills:

Athletics D4
Heavy Weapons D4
Knowledge D2
Mechanical Engineering D4
Perception D6
Pilot D6
Technical Engineering D4

Armament:

6 spacecraft scale short DRADIS range missiles (d12)
4 spacecraft scale capital range railguns (d6)
8 planetcraft scale personal range point defence systems (d4)
110 planetcraft scale skirmish range missiles (d8)
50 mines as required

Armor: Wound 2, Stun 2

Description: 300 x 38 x 25 feet; Crew 180; Passengers 30; Cargo 1000 lbs.

Equipment: 2 Raptors

Notes: - Designed as a Convoy Escort, Patrol Vessel, Light Minelayer/Heavy Minesweeper, the Black Swan class excelled as an anti-small craft Escort proving very successful against Cylon Raiders.

It can be used as a light minelayer by embarking 50 Mk 277 configurable mines, which can be mated to standard nuclear missile warheads as required.

The 110 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missiles singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Type 700 System Patrol Cutter

By Raptor

AGI-D6 STR-D8 VIT-D6 ALT-D8 INT-D6 WIL-D8

LP-16 INIT-D6+D8 SPEED-5 SL

TRAITS- MASS PRODUCED-D4

SKILLS- HEAVY WEAPONS-D4; PERCEPTION-D6; PILOT-D4; KNOWLEDGE-D4

ARMAMENT-6 Spacecraft Scale Light Railguns (D6);4 Spacecraft Scale Capital Missile Systems (D8)

AIR WING- 1 Raptor or Dropship

Armour- Wound /Stun 2/2

Dimensions- 215'x20'x25'

Crew- 34 **Troops-** 12 (CMC personnel or armed CF personnel)

Known Ship Names- This type of vessel uses alpha-numeric designations. I.E. Quasar Delta 721 and Constellation X-Ray 987 are cutters that patrols near the the Ragnar Anchorage

Class Notes: The Type 700 SPC performs constabulary duties in Colonial space. It conducts boarding and inspection operations to confirm civillian spacecraft are safe and they are not carrying any contraband. This patrol cutter is manned by reserve elements of the Colonial Fleet and Colonial Marine Corps. The reasoning this is done is to maintain the reservists qualifications. The class is sufficiently armed to deter a civillian vessel that may want to make a run for it or if necesary defend against piracy.

High Endurance Cutter

By Selek

Type 700 System Patrol Cutter

AGI-D6 STR-D8 VIT-D6 ALE-D8 INT-D6 WIL-D8

LP-16 INIT-D6+D8 SPEED-5 SL

TRAITS- None

SKILLS- *HEAVY WEAPONS-D4; PERCEPTION-D6; PILOT-D4; KNOWLEDGE-D4*

ARMAMENT-

2 Spacecraft Scale Light Railguns (D6);

9 Planetcraft Scale Autocannon (d8)

1 Spacecraft Scale Capital Missile Systems (D8)

AIR WING-

2 SAR Raptors

2 Aeroshuttles or Dropships

Armour- Wound 1, Stun 1

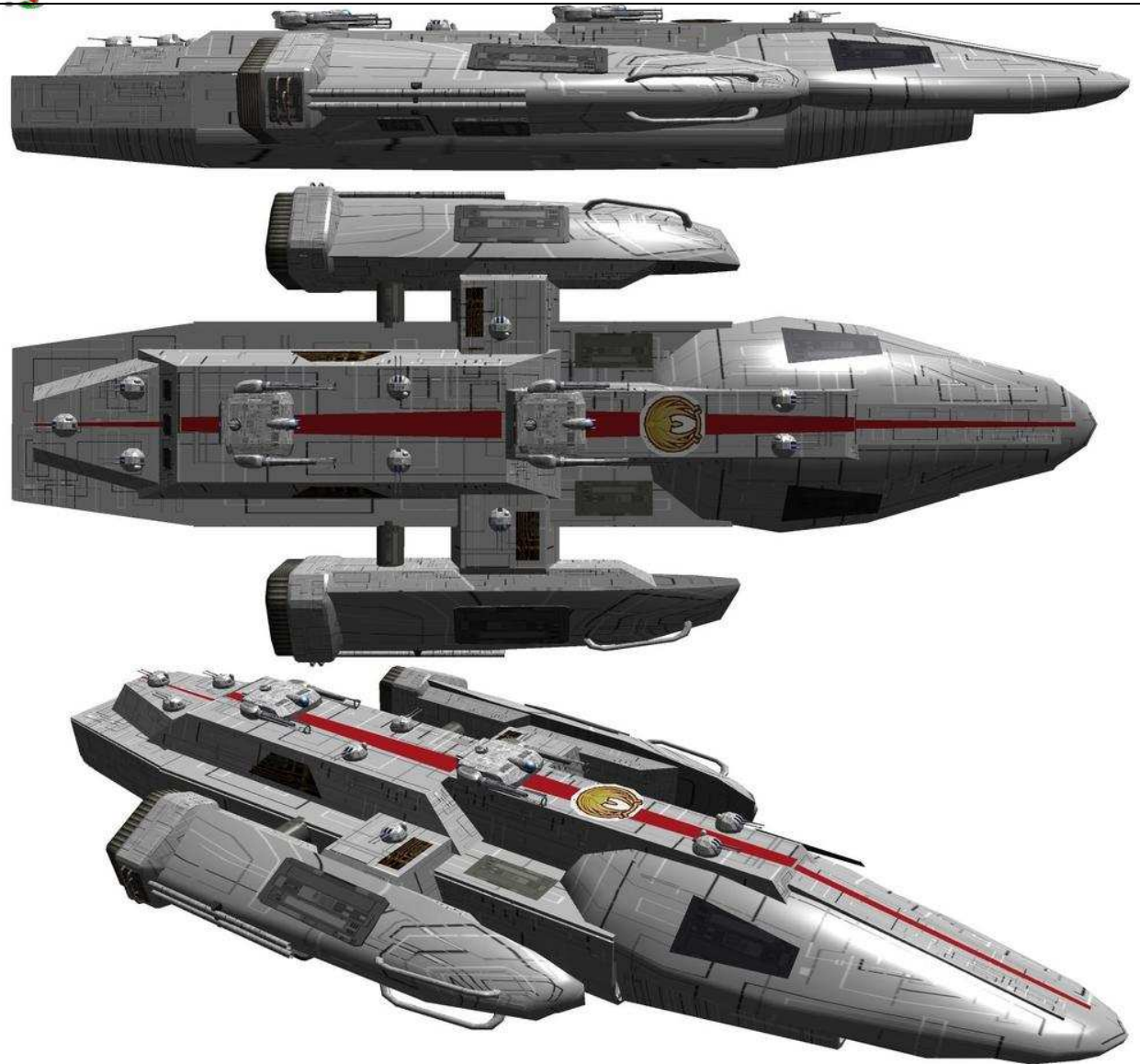
Crew- 185 **Troops-** 12 (CMC personnel or armed CF personnel)

In reality, border patrol and customs enforcement craft need not be that heavily armed- especially in peace time, nor do they normally carry a full weapons load out (especially expensive munitions like missiles).

Even lightly armed like this, the cutter will outgun nearly anything she's going to encounter in the local space lanes.

The guns were reduced to two medium spacecraft scale rail guns, two (or one) battery of missiles (to be shipped only in time of war) and nine planetcraft scale autocannons

Two-to-four Raptors are configured for SAR/cargo duties because of the sheer utility of the smaller craft.



Melaneus (Gunboat)**By Gazza**

Agi D6, Str D6, Vit D6, Ale D8, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits: None

Skills:

Athletics D2
Heavy Weapons D4
Mechanical Engineering D4
Perception D4
Pilot D4
Technical Engineering D4

Armament:

4 spacecraft scale short DRADIS range missiles (d12)
16 spacecraft scale capital range railguns (d6)
8 planetcraft scale personal range point-defence systems (d4)
50 mines as required

1 Raptor

Armor: Wound 2, Stun 2

Description: 328 x 41 x 30 feet; Crew 236; Passengers 50; Cargo 1000 lbs.

Notes: - Sometimes a Battlestar is overkill, sometimes a Colonial Shuttle with a squad of Colonial Marines isn't convincing enough. Sometimes you have to send a Gunboat.

The Melaneus class of Gunboats are popular in the fleet having useful roles both in peacetime and in wartime where it is the premier convoy escort. The only limitation on this class of Gunboats is the imagination of its commanders.

The passenger space is reserved for platoon-sized units of Colonial Marines or other forces

It can be used as a light minelayer by embarking 50 Mk 277 configurable mines, which can be mated to standard nuclear missile warheads as required.

AUXILLERIES

No matter how good the vessel, it requires outside supply for it to continue. Following the loss of the Colonies the Colonial Civilian Fleet fulfilled this function for the Battlestars Galactica and Pegasus.

However, the Colonial Fleet had its own Auxilleries to serve its needs, as well as a wide variety of specialist craft for other purposes.

Oracle 76

By Selek

Agi d6, Str d8, Vit d6, Ale d10, Int d4, Wil d6; Life Points 14;

Init d6+d10; Scale: Spacecraft; Speed: 6 (SL/JC)

Traits: Memorable (d6), Sixth Sense, So Say We All

Skills: Mechanical Engineering d4, Perception d6, Pilot d8

Armament: None Armor: Wound 6, Stun 4

Description: 277 x 49 x 81 feet; Crew 23; Passengers 50 (standard), 200 (emergency)

Signal Jammer: The *Oracle* can fill near space with electronic noise that obstructs DRADIS and communication frequencies. All craft within long DRADIS range of the *Oracle* must make an opposed Alertness test against the *Oracle* each round. Vessel which succeed have their DRADIS and communications ranges reduced to capital range. Vessels which fail are limited to Skirmish range for communications and DRADIS. The exception to this is when attempting to locate the *Oracle* itself. When in jammer mode, the transceiver puts out enough energy to attract the attention of a blind man in a fur coat.

Fire Control: The *Oracle* can serve as a forward fire control platform for allied craft within Long DRADIS range, and can direct up to eight missiles (two per ECO) at hostile targets within Medium DRADIS range of the of the *Oracle*. Multiple action penalties apply to ECO's.

Missile Jammer: The *Oracle* can use it's transceiver array to broadcast false fire control signals to jam incoming missiles. The ECO engages the countermeasure and makes a Difficult (7) Intelligence + *Pilot, Planetary Vehicle, or Technical Engineering* check. Multiple action penalties apply to the ECO's.

Fighter Control: This ability acts like the *So Say We All* trait at d6 level. The Craft Commander (or lead ECO) may spend Plot Points to add bonus dice to any action made by those under his command, as long as they are currently acting under his orders or believe they are acting to fulfill those orders. These combine with any Plot Points the followers might spend on the same action.

Oracle 76 is one of five experimental Airborne Early Warning craft based on a modified heavy freighter design. Passenger accommodations were removed and revamped to accommodate an airborne command post, extensive communication center, and crew quarters.

The *Oracle* series is envisioned as a multi-purpose craft intended for use as a maritime patrol craft, for long-range surveillance missions, and as a TACAMO (Take



Charge And Move Out) command post in the event of large scale disruptions to the military command and control network.

Based off of an older freighter spaceframe, the *Oracle* design is far less robust than traditional battlestars, but is also far less manpower intensive and expensive. A typical ship's company includes 3 flight crew, a five man command staff, and up to fifteen electronic specialists.

The heart of the *Oracle* Operating System is a series of high-powered, frequency-agile transceivers grouped into a cluster in the dorsal radome mounted high on the hull. The transceiver array can operate on normal wireless frequencies, DRADIS bands, and even fire-control bandwidths. This capability allows the *Oracle* to serve as an airborne communications nexus, maritime patrol and surveillance craft, and to coordinate large-scale fighter engagements, and even forward fire control platforms for long-range munitions.

The *Oracle* is normally unarmed, but does contain a munitions bay well forward on the fuselage to accommodate expendable drones, probes, decoys, and jammer pods (the same munitions carried aboard the Colonial *Raptor*). Additionally, depending upon the mission profile and range, the *Oracle* is normally accompanied by at least two *Viper* fighter escorts.

The *Oracle* Project has come under fire from respected sources, citing expense and high-maintenance requirements (as compared to a Colonial *Raptor*), as well as reduced endurance, and increased vulnerability when compared to the battlestar in its role as an airborne command post.

Berosus

By Limerickcot

Agi d8, Str d8, Vit d6, Ale d6, Int d6, Wil d6;
LP 12; Init d8+d6; Scale Spacecraft

Speed 9 (SL/JC)

Traits: None

Skills Heavy Weapons d6, Perception d4

Armament

4 dual point-defence turrets (Light planetcraft scale skirmish range point-defense system (d4));
4 dual Primary Assault Guns (spacecraft scale; short DRADIS range (d8))
4 Rotary Primary Assault Guns (Spacecraft Scale, Short DRADIS range (d10)), forward arc only
9 quad Area Suppression Guns (spacecraft scale; Short DRADIS axis (d6))

Airwing

Hanger for 2 shuttles, 6 Vipers, 2 Raptors
Flightpod can accept another 18 Vipers, 4 Raptors

Armor

Wound 3, Stun 3

Dimensions: 996ft x 132ft x 201ft

Crew 56;

Passengers 110

The first Cylon War involved a tremendous strain on the resources of the twelve colonies. With production running to the fullest extent possible, the Colonies struggled to hold back the Cylon war machine. One problem frequently encountered throughout the war was to get war materiel out to the fleet.

One of the many solutions found was to equip a fast, light monitor with an extended, and armoured, flight pod, capable of holding a two full Viper squadrons, their spares and replacement crew. Numbers of different commercial craft were upgraded to the 'Berosus' modification, their only primary requirement being size



and speed.

The Modification Mark I through XXI represented this differences in the originating classes of ships. Damage tended to be high on these ships and the decision was finally made to modify these ships on the slipways, giving them more armour and creating the Berosus Mk XXX.

To protect itself, it had a reasonable armour complement, a good anti-fighter array of weaponry and several wings of Vipers. Truly, though, where it excelled was in its speed. The less time spent in transit, the more supplies it could deliver. The Berosus' ferry tasking was finally replaced by heavily protected convoys, and, instead, the class became a fast raider before the Armistice brought an end to the war. The Mk XXXI was the first one to carry anti-ship guns and missile tubes.

For another two decades, the Berosus was used as a replenishment vessel for isolated colonies and facilities. It was occasionally pressed into use as a search and rescue vehicle. As such, it saw one of its cargo holds replaced with disaster pods.

The Mk XXXV saw the ship's flight pods upgraded to deal with the new Viper Classes now being used in the fleet and the five surviving craft were used both for flight testing of the new Vipers and for housing the initial Operational Conversion Unit's being trained up in their use.

Once this phase was completed, the Berosus Class was withdrawn from service.

About a decade ago, the fleet required a test bed for new weaponry systems then in development. The cheapest way to provide this was to bring the Berosus Class out of retirement and take them into a new phase. Called the Mk40's, these vessels (four out of the five) saw one of their internal hangers removed, and internal cargo bays converted into large magazines for new ships guns.

The four dual anti-ship guns of the Mk 21's were complemented by a set of four rotary assault guns. The concept for this was to improve the slow rate of fire suffered by the primary guns used in Battlestars. A total of four rotary style assault guns were fitted to each Mk40. Although the primary aim was achieved, reaching a rate of fire of 60 rounds per minute, their limited firing arc, problems with vibration and electronic controls rendered them unsuitable for installation throughout the rest of fleet.

Two further ships were updated to become the Mk41's. In addition to the primary guns, their original anti-flak guns were all but removed (only four dual turrets were retained) and replaced with nine, quad firing, short range area suppression guns.

With their testing over, it seemed inevitable that the Class would, once again, be relegated back to either mothballs, or to the scrap yards. Events conspired against this though, when the remaining MkXXXV (Marjuk) was refitted as a medical evacuation ship and dispatched to deal with various emergencies throughout the colonies.

The Casseas, a Mk41, was one of the ships that was dispatched to Armistice Station on the eve of the second Cylon war, following the lack of a response from the officer assigned there. She did not return to the Colonies following the outbreak of the war. The Marjuk was destroyed above Tauron after trying to place herself between a missile salvo and the Battlestar Delphai. Disposition of the other craft was never reported.

Characteristics

A Berosus is essentially a shortened flightpod mounted on a set of crude engines. Normal practice has Vipers approaching down the centre line of the pod,

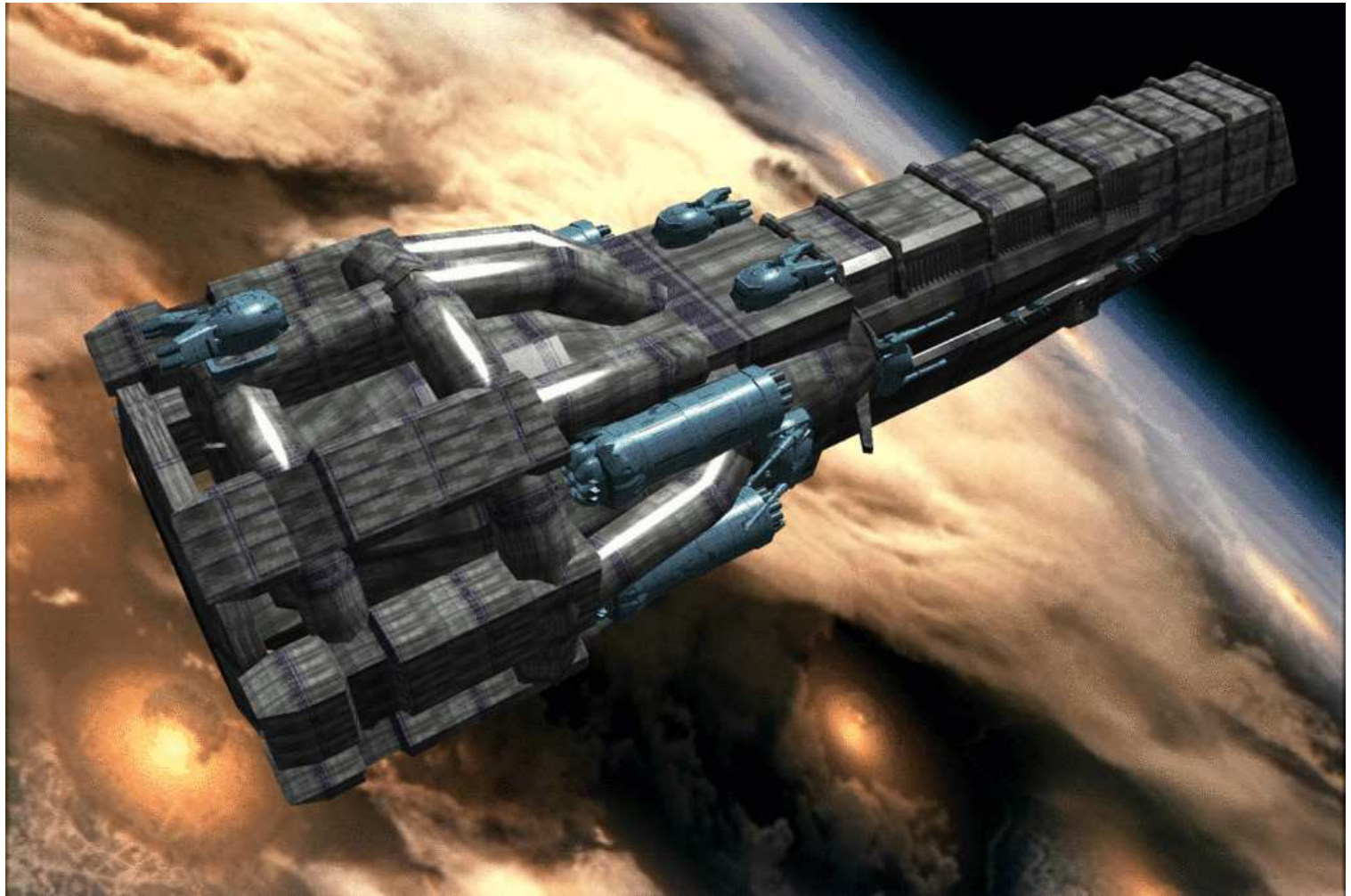
moving to the hanger lifts at the end and then being brought down to the hangers. Vipers (or other craft) in transit are moved to each side of the hanger pod to allow recovery operations to be maintained.

A large armoured door protects the flightpod. This also allows the pod to be pressurized (originally to allow work to be carried out on Vipers in transit). Normally, however, the flight pod is left unpressurised to allow fast recovery.

A double launch tube is located directly under the hanger pod with access from the underfloor hanger(s).

Although the later conversions on the Berosus Class lost most of its cargo capacity, none altered the large fuel tanks under the hanger pod (mainly because of their location). Large gun magazines take up nearly all of the original main cargo deck (leaving only about 30,000 tons capacity, scattered throughout a number of smaller bays, and mainly slaved to spares).

The original class had missile tubes fitted. These systems were removed during the various refits and have not been reinstalled.



Salvor (Salvage Ship Mk 2)**By Gazza**

Agi D6, Str D6, Vit D8, Ale D6, Int D8, Wil D10;
LP 18; Init D6+D6; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Heavy Weapons D2
Mechanical Engineering D6
Perception D4
Pilot D4
Technical Engineering D2

Armament

4 planetcraft scale skirmish ranges (d12)
4 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 4, Stun 4

Description 3800 x 333 x 172 feet; Crew 600; Passengers 250

Notes: - The Salvor -class Salvage Ship is based on a standard naval auxiliary hull as used by tankers etc. It is able to recover and stabilise battle-damaged ships as well as recover any items that can be of use to the fleet. If it can't scavenge, it can melt down material for re-use.

Medic (Hospital Ship)**By Gazza**

Agi D6, Str D6, Vit D8, Ale D6, Int D8, Wil D10;
LP 18; Init D6+D6; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits

Destiny (D12) --Vehicle a role to play in the grand scheme of things
Loved (D4) --Crew has a deep connection with the vehicle
Mass-Produced (D4) --The vehicle is a very common model
Memorable [Hospital Ship] (D6) --The vehicle has a distinct and recognizable feature

Skills

Knowledge D4
Mechanical Engineering D2
Perception D4
Pilot D4
Technical Engineering D2

Armament None

Armor Wound 4, Stun 4

Description 3800 x 333 x 172 feet; Crew 550; Passengers 1000

Notes: - The Medic -class Hospital Ship is based on a standard naval auxiliary hull as used by tankers etc. It is able to recover, stabilise and provide medical services to all manner of casualties. These vessels are in immaculate condition and placed in ready reserve to meet any emergency. By custom, all hospital ships are unarmed. The passengers are actually patients.

Prometheus (Repair Ship Mk 2)**By Gazza**

Agi D6, Str D6, Vit D8, Ale D6, Int D8, Wil D10;
LP 18; Init D6+D6; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Heavy Weapons D2
Mechanical Engineering D6
Perception D4
Pilot D4
Technical Engineering D6

Armament

4 planetcraft scale skirmish range s (d12)
4 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 4, Stun 4

Description 3800 x 333 x 172 feet; Crew 600; Passengers 250

Notes: - The Prometheus -class Repair Ship is based on a standard naval auxiliary hull as used by tankers etc. It is fully equipped to repair up to the largest of naval vessels battle damage.

Aldis (Ammunition Ship Mk 2)

By Gazza

Agi D6, Str D6, Vit D8, Ale D6, Int D8, Wil D10;
LP 18; Init D6+D6; Scale Spacecraft; Speed 8 (8 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Heavy Weapons D6
Mechanical Engineering D6
Perception D4
Pilot D4

Armament

2 spacecraft scale short DRADIS range railguns (d10)
4 spacecraft scale short DRADIS range missiles (d12)
4 planetcraft scale skirmish range s (d12)
400 Mines

Armor Wound 4, Stun 4

Description 3800 x 333 x 172 feet; Crew 600; Passengers 250

Notes: - The Aldis -class Ammunition Ship is based on a standard naval auxiliary hull as used by tankers etc but it has the ability to use some of its cargo offensively and lay mines.

Tugs

Atlas (Fleet Tug)**By Gazza****Atlas (Fleet Tug)**

Agi D8, Str D6, Vit D6, Ale D6, Int D2, Wil D6;

LP 14; Init D8+D6; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Tough (D4)

Skills

Athletics D4/Grappling D6

Mechanical Engineering D2

Perception D4

Pilot D4

Technical Engineering D2

Armament

2 planetcraft scale personal ranges (d4)

Armor Wound 1, Stun 1

Description: 226 x 46 x 30 feet; Crew 20; Passengers 25; Cargo 3650 lbs.

Notes: - The Atlas-class Fleet Tug is a common sight at any Spaceport. It's often used to tow barges; targets and other non-jump capable craft and can be pressed into service as a light patrol vessel. Using sophisticated but easy to use grappling systems the Atlas can manipulate towed traffic as well as nudge even the heftiest of Battlestars in the right direction. As a naval auxiliary the Atlas has slightly better sensors and uses its passenger space for specialist naval officers and ratings from barge crews to Special Forces teams. After all one tug looks just like any other doesn't it?

Hestia (Naval Replenishment Tanker)**By Gazza**

Agi D4, Str D10, Vit D10, Ale D6, Int D8, Wil D10;
LP 20; Init D4+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Formidable Presence (D4) --Vehicle is a very imposing sight
Mass-Produced (D4) --The vehicle is a very common model

Skills

Athletics D6
Heavy Weapons D2
Mechanical Engineering D4
Perception D4
Pilot D4
Technical Engineering D4

Armament

4 planetcraft scale skirmish ranges (d12)
4 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 2, Stun 2

Description 660 x 220 x 80 feet; Crew 400; Passengers 20; Cargo 2000000 lbs.

Notes: - An OH 10-class tanker of 200000 tons, the Hestia and her sisters serve as naval auxiliaries, transporting fuel and small amounts of other cargo as part of the Fleet Train. The ships could carry 800,000 barrels of fuel, 600 tons of munitions, 200 tons of dry stores and 100 tons of refrigerated stores and could refuel and replenish up to 6 ships simultaneously depending on size, for example Hestia could manage 2 battlestars at a time. Hestia is lightly armed as a naval auxiliary with hangar space for 2-4 Raptors.

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Tasia (Naval Water Tanker)**By Gazza**

Agi D4, Str D10, Vit D10, Ale D6, Int D8, Wil D10;
LP 20; Init D4+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Formidable Presence (D4) --Vehicle is a very imposing sight
Mass-Produced (D4) --The vehicle is a very common model

Skills

Athletics D6
Heavy Weapons D2
Mechanical Engineering D4
Perception D4
Pilot D4
Technical Engineering D4

Armament

4 planetcraft scale skirmish ranges (d12)
4 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 2, Stun 2

Description 660 x 220 x 80 feet; Crew 300; Passengers 20; Cargo 2000000 lbs.

Notes: - An OH 11-class water tanker of 200000 tons, the Tasia and her sisters serve as naval auxiliaries, transporting water and small amounts of other cargo as part of the Fleet Train. The ships could carry 800,000 barrels of water, 600 tons of munitions, 200 tons of dry stores, and 100 tons of refrigerated stores, substantial distillation equipment and could replenish water in up to 6 ships simultaneously depending on size, for example Tasia could manage 2 battlestars at a time. Tasia is lightly armed as a naval auxiliary with hangar space for 2-4 Raptors.

Port Vindex (General Stores Ship)
By Gazza

Agi D6, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Knowledge D2

Mechanical Engineering D4

Perception D2

Pilot D4

Technical Engineering D4

Armament None

Armor Wound 2, Stun 2

Description 1100 x 150 x 50 feet; Crew 50; Passengers 5; Cargo see notes.

Notes: - The 100000 ton Port Vindex-class used to be known as a "Reefer" ship as its prime duty is to ship refrigerated cargoes of foodstuffs and can also carry 1000 tons of general cargo and room for 5 passengers. The ship can carry up to 95000 tons of cargo.

Boreas (Fleet General Stores Ship)**By Gazza**

Agi D6, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Knowledge D2

Mechanical Engineering D4

Perception D4

Pilot D4

Technical Engineering D4

Armament

2 planetcraft scale skirmish ranges (d12)

2 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 2, Stun 2

Description 1100 x 150 x 50 feet; Crew 150; Passengers 5; Cargo see notes.

Notes: - This is the Colonial Fleet version of the Port Vindex-class of General Cargo Ships. It's holds are divided 50% for refrigerated cargo, and 50% for Fleet Stores which can include items like equipment, spare parts, uniforms, small arms weapons and ammunition and other materials that will benefit the fleet. How the ship is loaded is very important, especially for active military operations, as things may not be where they may be required, and if you're looking for that fire control motherboard that the Fleet Gunnery Officer needs RFN you may be in a fix. The Boreas class can carry up to 95000 tons of cargo.

100

Alhena (Fleet General Cargo Ship)

By Gazza

Agi D6, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Mechanical Engineering D4

Perception D4

Pilot D4

Technical Engineering D4

Armament

2 planetcraft scale skirmish ranges (d12)

2 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 2, Stun 2

Description 1100 x 150 x 50 feet; Crew 150; Passengers 5; Cargo see notes.

Notes: - This is the Colonial Fleet version of the Capella-class of General Cargo Ships. Its holds are large enough to carry the equipment of a full Colonial Marine Brigade. The Alhena class can carry up to 95000 tons of cargo.

101

Keleos (Fleet Provisions Ship)

By Gazza

Agi D6, Str D8, Vit D6, Ale D6, Int D6, Wil D6;

LP 12; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Knowledge D2

Mechanical Engineering D4

Perception D4

Pilot D4

Technical Engineering D4

Armament

2 planetcraft scale skirmish ranges (d12)

2 spacecraft scale short DRADIS range missiles (d12)

Armor Wound 2, Stun 2

Description 1100 x 150 x 50 feet; Crew 150; Passengers 5; Cargo see notes.

Notes: - A Colonial Fleet variant of the Boreas-class of General Stores Ships. Perhaps one of the more important ships in the fleet. As well as carrying food they can provide fresh food from hydroponic systems and other means. The Keleos class can carry up to 95000 tons of cargo.

Perseus (Fleet Maintenance Carrier)

by Gazza

Agi D6, Str D6, Vit D6, Ale D6, Int D10, Wil D12;
LP 18; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; JC)

Traits

Loved (D4) --Crew has a deep connection with the vehicle
Memorable (D6) --The only Maintenance Carrier in the Colonial Fleet!

Skills

Heavy Weapons D4
Knowledge D4
Mechanical Engineering D6
Perception D6
Pilot D4
Technical Engineering D6

Armament

4 planetcraft scale skirmish ranges (d8)
8 spacecraft scale short DRADIS range railguns (d10)
80 Vipers, 20 Raptors, 12 assorted craft

Armor Wound 3, Stun 3

Description 1501 x 784 x 412 feet; Crew 1140; Passengers 1300

Notes:- The concept for a Fleet Maintenance Carrier was that craft needing repair could be flown on-board for repairs and then sent back to their base carrier. In practice craft were more often destroyed than able to make a flight to the maintenance carrier. The Perseus was pressed into service as a light carrier and craft transport and with the cessation of hostilities was quickly mothballed as not being a successful concept. It can carry 80 Vipers and 20 Raptors as well as 12 other minor craft, and has excellent repair and maintenance facilities. It's relatively lightly armed in that its weapons are sufficient to keep small craft at bay but not mix it with capital ships. Perseus has simulators for the Viper and the Raptor – only one of each, but this makes Perseus even more valuable as a resource

Cyclops (Depot Ship)**By Gazza**

Agi D4, Str D12+D4, Vit D12+D2, Ale D8, Int D12, Wil D12;
 LP 30; Init D4+D8; Scale Spacecraft; Speed 2 (2 in atmosphere; SL/JC)

Traits

Formidable Presence (D6) --Vehicle is a very imposing sight
 Memorable [You can't mistake a Depot Ship!] (D6) --The vehicle has a distinct and recognizable feature
 Tough (D8)
 Ugly (D6) – A Depot Ship just isn't pretty

Skills

Heavy Weapons D6
 Knowledge D6
 Mechanical Engineering D6
 Perception D6
 Pilot D4
 Technical Engineering D6

Armament

24 spacecraft scale short DRADIS range railguns (d12+d2)
 24 spacecraft scale short DRADIS range missiles (d12+d4)
 24 planetcraft scale skirmish ranges (d12)

120 Vipers, 45 Raptors, 23 other craft.

Armor Wound 4, Stun 4

Description 6200 x 2000 x 1720 feet; Crew 5600; Passengers 5000; Cargo See Notes

Notes: - These are mobile bases that as well as being a headquarters can provide almost any means of supporting Colonial Fleet units. They are able to conduct ship repairs, conversions, and even build craft depending on resources. They're not the fastest ships in the Colonial Fleet but some of the most efficient and effective. A Depot Ship can service between 4 and 8 Battlestars or an equivalent number of smaller ships, carrying 200000 tons of stores, parts and equipment as well as the fuel supply of a Tanker Squadron. The Depot Ship's crew are responsible for the operation of the ship and the care and maintenance of the ships docked with it. The "passengers" include a complete Naval Hospital, a Battalion-Group of Fleet Marines, a Training and Resources Group, and a Naval Construction Battalion. It is possible that a Naval Special Forces Team of up to platoon-size could be based on the Depot Ship, but the Fleet generally makes no admissions on the deployment of such forces.

Athene (Small Craft Transport)**By Gazza**

Agi D4, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D4+D6; Scale Spacecraft; Speed 3 (3 in atmosphere; SL/JC)

Traits: None

Skills:

Heavy Weapons D2
Mechanical Engineering D2
Perception D4
Pilot D4
Technical Engineering D2

Armament:

1 spacecraft scale short DRADIS range missile system (d12)
10 planetcraft scale personal range point defence systems (d4)
4 planetcraft scale skirmish range point defence systems (d8)

Armor: Wound 2, Stun 2

Description: 488 x 63 x 45 feet; Crew 100; Passengers 25; Cargo 2000 lbs.

Equipment: 20 Raptors and 40 Vipers as cargo.

Notes: - The Athene-class Small-craft Transport is used to deliver Vipers, Raptors and other small craft to operational bases and units.

Raptors are flown off from a capacious hanger, and Vipers from two launch tubes. Generally, however, they're usually unloaded as cargo at any Port complex.

The Athene is not a warship and shouldn't be used as one. It can protect itself against light craft and can launch its cargo if its got any pilots on board as passengers.

It's not uncommon for an enterprising crew to have two elderly Raptors and a pair of Viper IIs salvaged from a scrap yard as ship "hacks".

As well as small craft it carries munitions and fuel for its charges - 700 barrels of tylium is standard.

Jansen Kerr (MAC Ship)**By Gazza**

Agi D4, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D4+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits: None

Skills:

Heavy Weapons D2

Mechanical Engineering D4

Perception D2

Pilot D4

Technical Engineering D2

Armament:

1 spacecraft scale short DRADIS range missile system (d12)

1 spacecraft scale skirmish range point-defence system (d8)

8 planetcraft scale personal range point-defence systems (d4)

24 planetcraft scale skirmish range missiles systems (d8)

Armor: Wound 2, Stun 2

Description: 846 x 321 x 209 feet; Crew 25; Passengers 150; Cargo 50000 lbs.

Equipment: 8 Raptors

Notes: - The MAC Ship is a minor conversion to any reasonably sized Merchant Ship often on an older hull such as the Astral Queen-class Transport.

As little conversion as possible is performed apart from the installation of improved sensors, self-defence weapons, and facilities for a Squadron of 8 Raptors. 2 Raptors are the ELINT version, 2 are standard models and the other 4 are Gunships.

Existing hangar facilities are used. Some consideration was made to including Vipers in the Squadron mix, but the addition of launch tubes made the conversion too costly, and the idea was rejected.

The MAC Ship maintains its full cargo load and makes a useful addition to a convoy escort for very little outlay.

The MAC Ships are not commissioned and retain their commercial names..

The 24 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

SPACE STATIONS

Ragnar Station Ammunition Reserve

© by [Ice-Dragon](#)

Ragnar Anchorage (also known as "Ragnar Station" or "Ragnar Station Ammunition Reserve") is a remote Colonial armory suspended in the upper atmosphere of the gas giant Ragnar.

Ragnar Anchorage

Agi d2, **Str** d12+d6, **Vit** d6, **Ale** d6, **Int** d6, **Wil** d10;

LP 28; **Init** d2+d6; **Scale** Spacecraft

Speed 1

Traits Past Its Prime (d6)

Skills Mechanical Engineering d6, Perception d4, Pilot d2

Armor Wound 2, Stun 2



Penny-class Space Station

By Gazza

Agi D2, Str D8, Vit D8, Ale D8, Int D2, Wil D8;
LP 16; Init D2+D8; Scale Spacecraft; Speed 0 (0 in atmosphere; SL/JC)

Traits: None

Skills:

Heavy Weapons D4
Knowledge D4
Mechanical Engineering D4
Perception D6
Pilot D2
Technical Engineering D4

Armament:

4 spacecraft scale short DRADIS range missile systems (d12)
8 spacecraft scale skirmish range point-defence systems (d8)
16 planetcraft scale personal range point-defence systems (d4)
144 planetcraft scale skirmish range missile systems (d8)
8 spacecraft scale short DRADIS range railgun systems (d12+d2)
32 planetcraft scale skirmish range point-defence systems (d12)

Armor: Wound 3, Stun 3

Description: 60 x 80 x 250 feet; Crew 360; Passengers 45; Cargo 15000 lbs.

Equipment: 20 Viper Mk VIIs, 6 Raptors, 4 ELINT/EW Raptors, 10 Python Mk IIs, 5 Cobra Mk Is, 5 Colonial Shuttles

Notes: - The Penny-class Space Station is a common sight used as a communications centre, patrol base, training centre, research base, command and control facility, and even a brig.

The Stations are named after Colonial Fleet Master Chief Petty Officers who were distinguished in battle.

The Stations can't move by themselves, needing an Atlas-class Fleet Tug or a civilian Bruiser-class Heavy Tug to move them into position. They do have station-keeping thrusters for position keeping.

The 144 HD-70 Lightning Javelin missiles are loaded by pallets into a specialised launcher which can fire missile singly or in salvos of various configurations, with 4 to 6 missiles being a favourite launch configuration.

Station crew:

27 Station crew
65 Flight crew
120 Maintenance crew
67 Station support crew
36 Colonial Marines
45 Gunners

CIVILIAN VESSELS

Flattop

STATS BY Buscadero

© by [Emile Smith](#)

Flattop-class foundry ships are mobile construction docks often employed by both military and non-military organizations to process ore, build replacement hardware and conduct repairs to disabled ships. Often this class vessel could be found in asteroid fields or tucked within a fleet of ships, building the necessary hardware and tools a fleet needs to survive. In addition to its foundry operations these ships were also sometimes used as mobile bases for mining companies.
[Battlestar Galactica: Tech-Manual](#)



Flattop

Agi d4, **Str** d10, **Vit** d8, **Ale** d4, **Int** d4 **Wil** d6;

LP 16; **Init** d4+d4; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Memorable (d2)

Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None

Armor Wound 2, Stun 2

Description approx. 2,950 x 350 x 1,300 feet; **Crew** 100

Passengers 500 (standard), 2,000 (emergency)

Colonial Movers

Stats by Buscadero

© by Warrior

Colonial Mover

Agi d4, **Str** d6, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d4

LP 10; **Init** d4+d4; **Scale**

Spacecraft

Speed 4 (SL/JC)

Traits None

Skills Mechanical

Engineering d2, Perception d2, Pilot d4

Armament None

Armor Wound 1, Stun 1

Description 150 x 25 x 25 feet; **Crew** 4

Passengers 6



Quote

Colonial Movers Corporation owned one of the largest transport fleets in the colonies. Dedicated to moving freight from one planet to another these midrange transports were common place amongst the Twelve Colonies and many a Space Trucker worked or flew these transport vessels for a living.

Following the destruction of the Colonies the Colonial Movers Corporation deployed every ship they had in their service fleet in an effort to save lives and help refugees relocate to Earth, living up to their company slogan "*Colonial Movers... we move anywhere.*"

Battlestar Galactica: Tech-Manual

Refinery Ship

Stats by Buscadero

© by [Paul Ghezze](#)

Agi d4, **Str** d10, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d6

LP 16; **Init** d4+d4; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits None

Skills Mechanical Engineering d4,
Perception d4, Pilot d4

Armament None

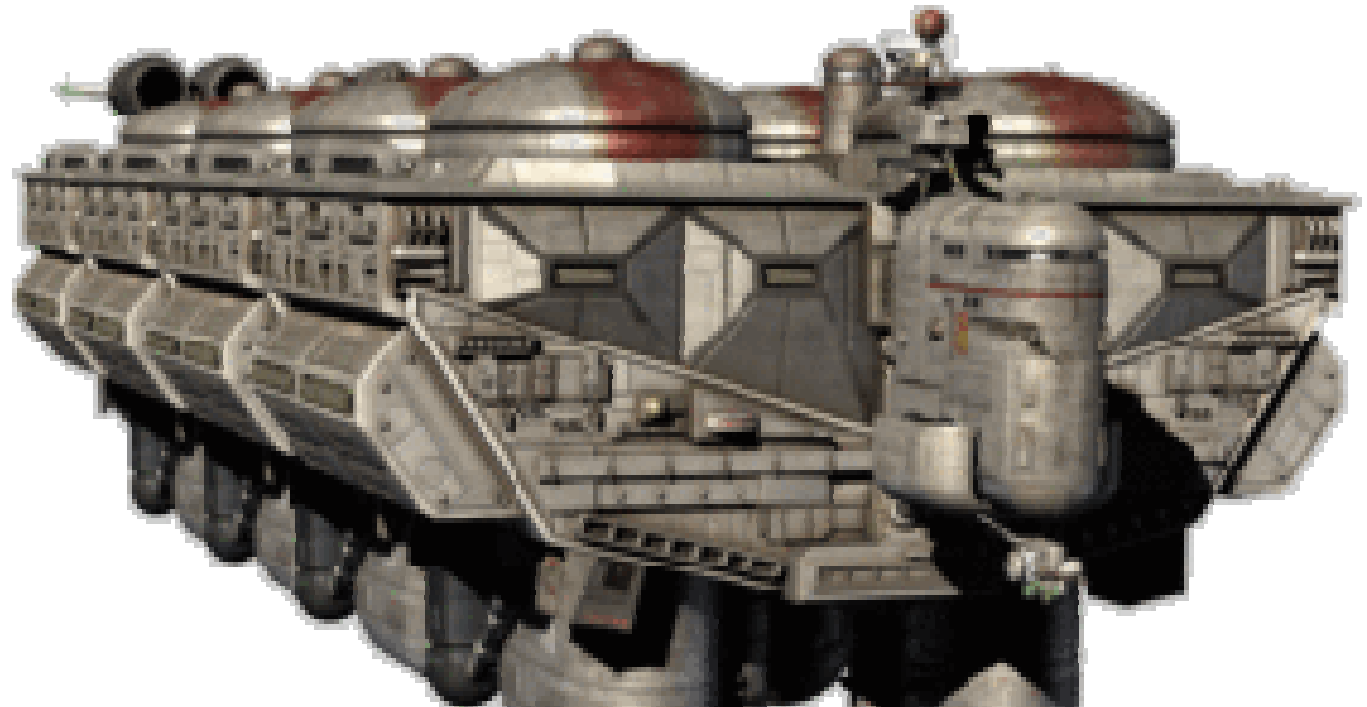
Armor Wound 2, Stun 2

Description approx. 1,650 x 450 x 350 feet ; **Crew** 75

Quote

Refinery ships process raw minerals and metals gathered by a mining ship. Unlike a mining ship, a refinery vessel has large processing and storage facilities, and can serve as a fueling vessel. In the storage compartments small excavators and chutes are used to move the raw, granular tylium to long conveyor belts on the lower decks.

[Battlestar Wiki](#)



Botanical Cruiser

Stats by Buscadero

© by Warrior

Agi d4, **Str** d10, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d6

LP 18, **Init** d4+d4, **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Memorable (d2), Tough (d4)

Skills Mechanical Engineering d4, Perception d2, Pilot d4

Armament None

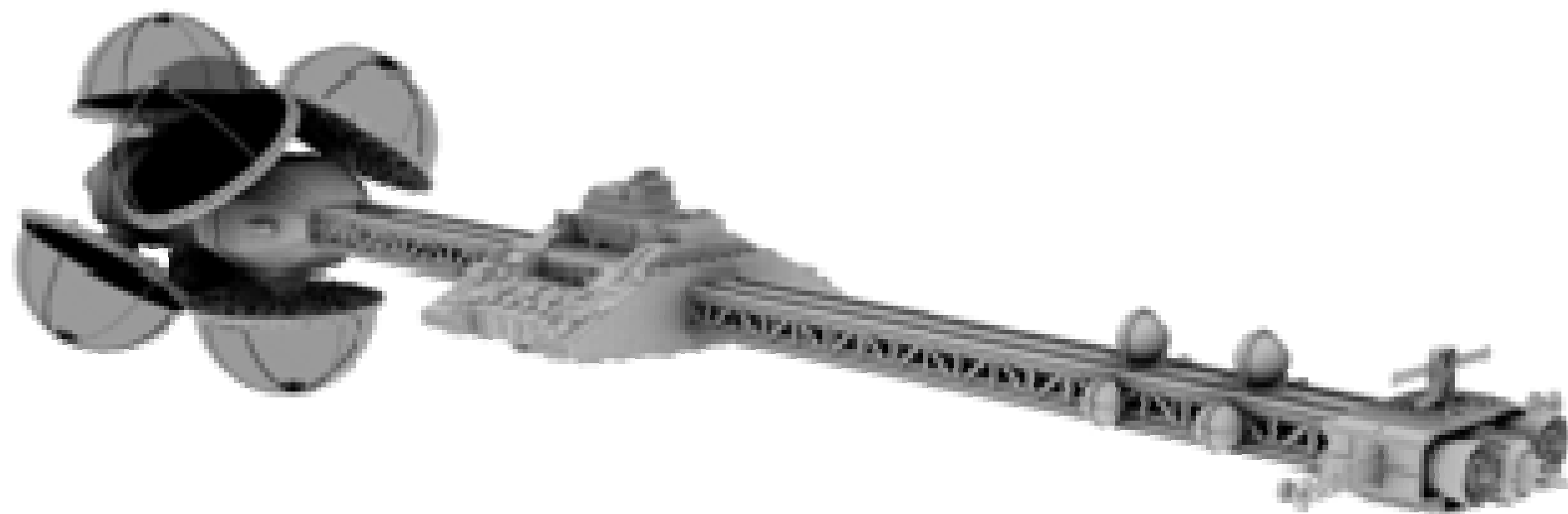
Armor Wound 1, Stun 2

Description 3,250 x 600 x 650 feet; **Crew** 500

Passengers 500 (standard), 2,000 (emergency)

Botanical Cruisers are vessels with domes that may serve as space-borne vacation ships. They are also capable of growing foodstuffs that are needed in a convoy or Fleet for long periods of time.

These vessels have translucent hull plates interconnected in a structural enforcement grid, which allow the plants to receive the necessary sunlight. Botanical Cruisers are unarmed, but can withstand an assault for some period of time.



Gemini Freighter

stats by Buscadero

© by Warrior

Agi d4, **Str** d10, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d6

LP 16; **Init** d4+d4; **Scale**

Spacecraft

Speed 4 (SL/JC)

Traits Past Its Prime (d4)

Skills Mechanical Engineering d4, Perception d2, Pilot d4

Armament 6 spacecraft scale short DRADIS range primary assault railguns (d10)*, 2 Vipers

Armor Wound 2, Stun 2

Description 1,950 x 550 x 265 feet;

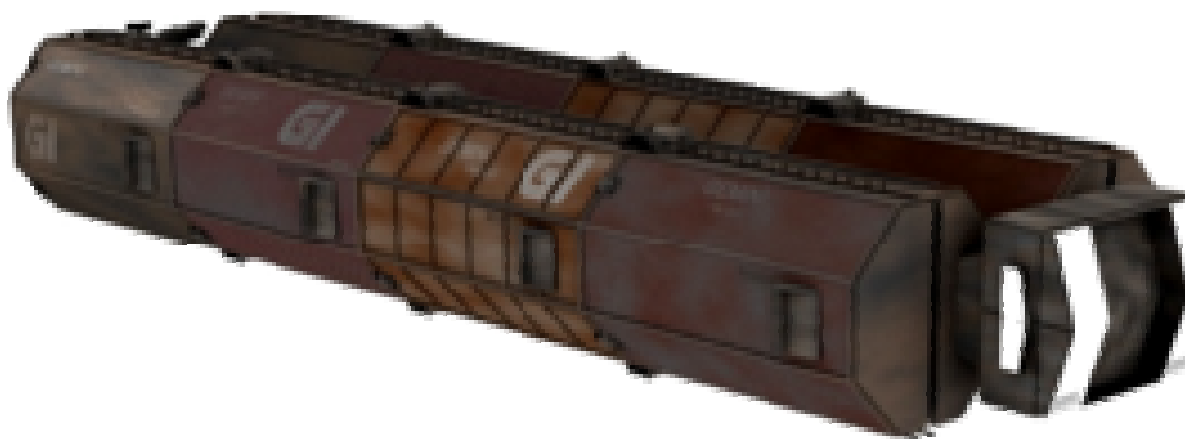
Crew 87

Passengers 600**Quote**

Amongst the older ships in the Colonial Rag-Tag fleet the Gemini freighters have some of the worst living conditions of any vessels in the fleet. This is to be expected as Gemini Freight Corporation was well known for owning and operating the largest and, in many cases, the oldest cargo haulers' in the Twelve Colonies.

By far and away the Gemini Freighters have the greatest cargo hauling capability of any ship in the fleet, able to haul upwards and over a million metric tons of cargo, from hazardous waste and raw ore, to consumable and clothing these ships are best known for now hauling human cargo in the way of refugees from the colony world Gemenon. Unlike most ships in the fleet the Gemini Freighters are armed primarily to protect the slow moving freighters from pirates.

[Battlestar Galactica: Tech-Manual](#)



Mining Ship

Stats by Buscadero

Agi d4, **Str** d8, **Vit** d8, **Ale** d4, **Int** d4 **Wil** d6;

LP 14; **Init** d4+d4; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Memorable (d2)

Skills Mechanical Engineering d4, Perception d4, Pilot d4

Armament None

Armor Wound 1, Stun 2

Description 2,600 x 650 x 220 feet; **Crew** 150

Quote

A mining ship is a ship designed to extract raw metals and minerals. There are several in the Fleet, including the *Monarch* and *Majahual*, which serve a vital role in mining tylium and other ores.

Mining ships are very hot, dirty, cramped vessels that are not suitable as a refuge for passengers.

Mining ships have a very limited refining ability. Because of this, mining ships work in concert with a refinery ship, which handles the bulk of the mineral processing.

[Battlestar Wiki](#)



Celestra

stats by Buscadero

© by Skupilkinson

The *Celestra* is an extended-duration research ship that has an extensive docking bay.

Celestra

Agi d4, **Str** d12, **Vit** d6, **Ale** d6,
Int d4, **Wil** d6

LP 18; **Init** d4+d6; **Scale**

Spacecraft

Traits Memorable (d2)

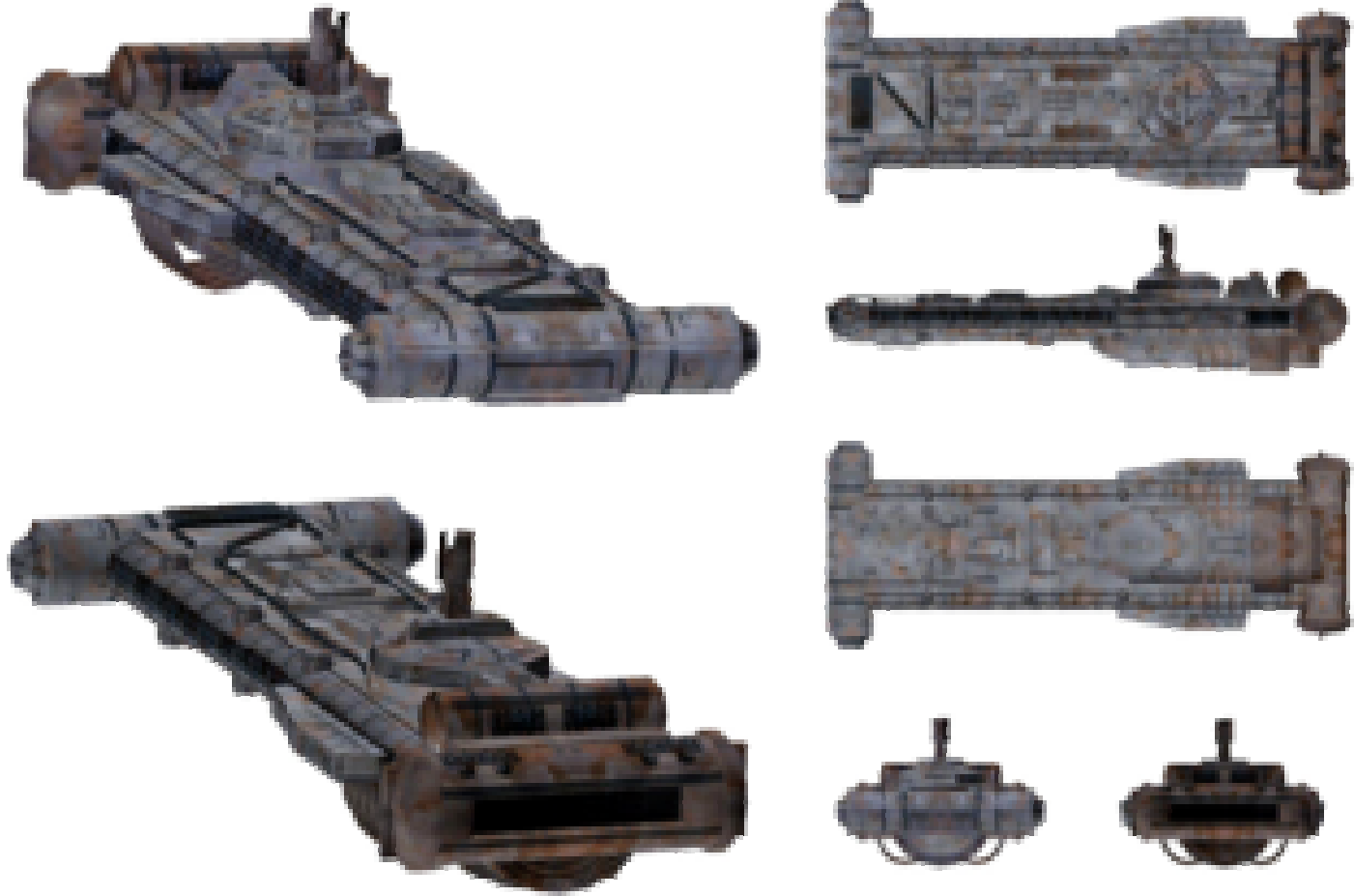
Skills Mechanical Engineering d4,
Perception d2, Pilot d4

Armament None

Armor Wound 1, Stun 2

Description 2,000 x 800 x 565
feet; **Crew** 50

Passengers 500



Space Park

stats by Buscadero

© by Skupilkinson

Space Park

Agi d4, **Str** d10, **Vit** d8, **Ale** d6,

Int d8, **Wil** d8;

LP 18; **Init** d4+d6; **Scale**

Spacecraft;

Speed 3 (SL/JC)

Traits Allure (d2), Memorable (d6)

Skills Mechanical Engineering d4,

Perception d4, Pilot d6

Armament None

Armor Wound 1, Stun 2

Description 4,000 x 1,250 x

1,250; **Crew** 950

Staff 500; **Passengers**

1,000**Quote**

The Space Park is an FTL-capable civilian passenger liner. This passenger liner design was so successful that it was adapted for scientific and military uses by replacing passenger accommodation with laboratories, auxiliary power generators, and computer cores.

Its enormous ring section was

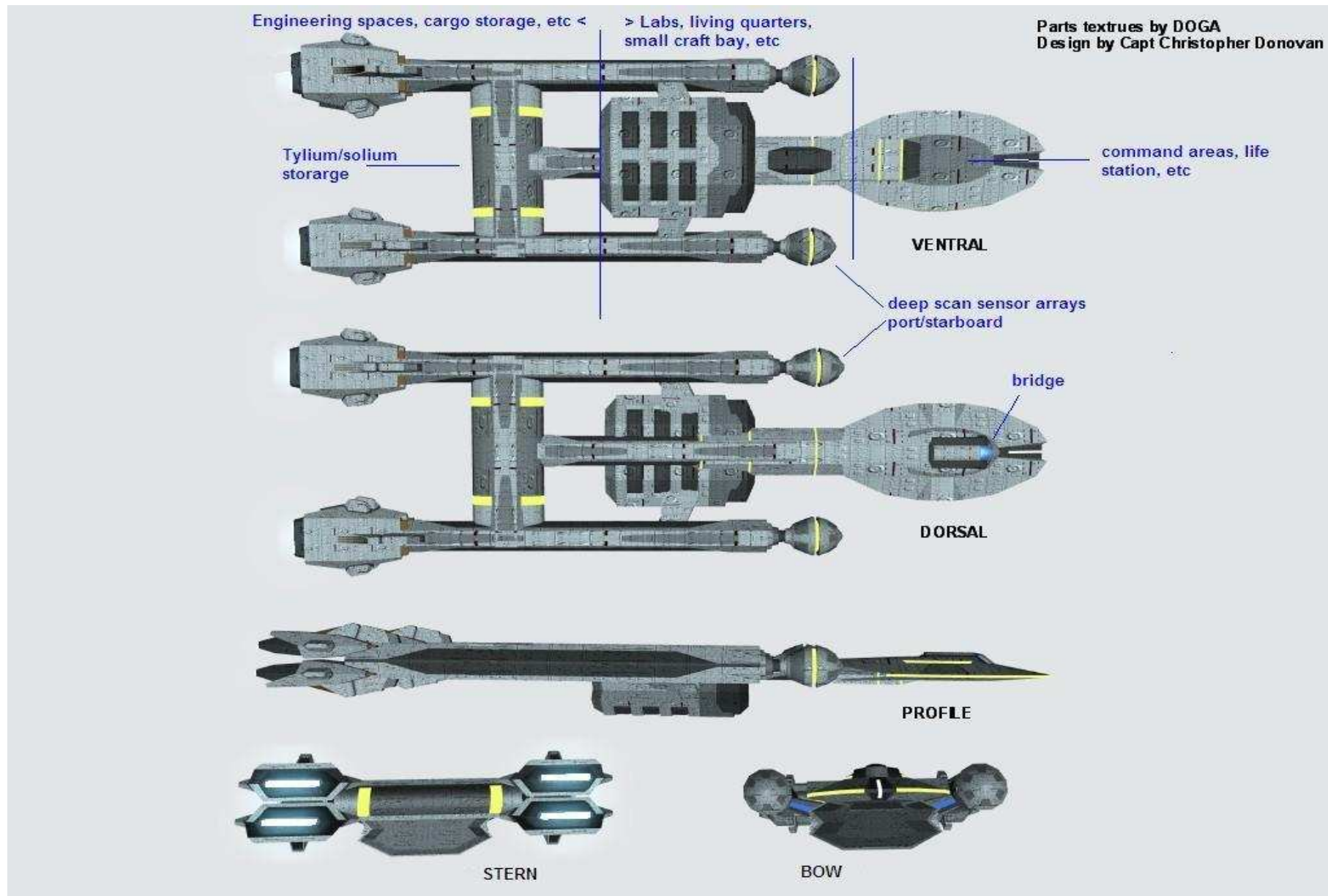
designed in the days when artificial gravity was too expensive to utilize on a commercial ship of that size.

Some of the Space Park liners were later upgraded to include affordable artificial gravity therefore eliminating the need for their rings to rotate. Few modernized ring liners maintained its rotation for aesthetic reasons.

[Battlestar Wiki](#)



Delphi-Class Deep Star Explorer By Sohn Starhawk



Agi d6, **Str** d12+d2, **Vit** d8, **Ale** d10, **Int** d8, **Wil** d10;

LP 24; **Init** d6+d10; **Scale** Spacecraft;

Speed 6 (SL/JC)

Traits Formidable Presence (d2)

Skills Heavy Weapons d8, Mechanical Engineering d2, Perception d6, Pilot d6

Armament Medium planetcraft scale skirmish range point-defense system (d8); 3 heavy spacecraft scale short DRADIS range railguns (d12+d2); 10 medium spacecraft scale short DRADIS range missile systems (d12); 6 Vipers, 2 Raptors, 4 assorted craft

Armor Wound 4, Stun 3

Description approx. 4,200 x 1,575 x 720 feet; **Crew** 2,500;

Passengers 5,500

Note: the Heavy Weapons skill breaks the d6 cap to partly reflect the advanced nature of the automatic fire control system as a whole.

Forty years ago, the Cylons vanished into the depths of space. For all those years, the Colonial Fleet remained at a high state of alert, ever watchful against the return of the most deadly enemy ever faced by Man.

As time passed, there were those who came to believe that the resources spent on heavily armed, single-purpose warships represented a waste of those resources. One of those was Calandan, whose family owned one of the largest private shipyards in the Scorpion sphere of influence. He had a vision of a new Colonial Fleet, one dedicated as much to expanding the boundaries of Colonial knowledge as it was to the expansion and protection of Colonial space.

The *Delphi*-class Deep Star Explorer was to be the first of the "new breed". The same overall size of a Columbia-class battlestar, the *Delphi* incorporated the latest advances in engine technology, sensor systems, and crew support/survivability.

Her main thrusters, while smaller than a battlestar's, were capable of the same thrust while also being approximately 15% more fuel efficient. This, combined with the ship's lesser mass, gave it a advantage in sub-light acceleration and a slightly higher real-space maximum speed. Incorporated into her Engineering spaces was the latest generation of micronized tylium ore processing equipment, which allowed her to stretch her onboard fuel supplies while still in deep space.

The latest advances in automated ship handling were incorporated into all systems. This resulted in a 15-20% reduction in the required number of flight crew, allowing for more spacious crew quarters and other amenities to be installed.

Defensively, *Delphi* was modestly equipped by war-time standards. Her primary armament consisted of a pair of capital scale heavy weapons emplacements forward and one aft. Anti-fighter turrets were fewer in number, but the improved tracking and targeting software was considered a sufficient compensation. Provision was made for three elements of Viper fighters (a total of six ships), in addition to both personnel and cargo shuttlecraft. Forty Colonial warriors (in addition to the Viper pilots) made up the primary ground defensive force, but could be augmented by the use of Ship's Security at need.

It was the sensor arrays that were the true marvels incorporated into the design. Deep scan range remained roughly the same, but resolution was vastly increased and improved. The *Delphi* could easily finish a preliminary assessment scan of a star system in a matter of centaurs while still at it's outer fringe.

Calandan petitioned the Colonial government to put his design into production, and (after much discussion) funds were allotted for the construction of the first vessel. Utilizing all the resources of the family's yards, the *Delphi* was constructed in just under 14 months.

She left her spacedock for shakedown trials three weeks before the Holocaust. During the attack, the Cylon override program overwhelmed the ship particularly quickly, shutting the life support system down and and emergency venting all compartments to space.

Curious about the ship, so very different from the battlestars and other military craft they were used to encountering, the Cylons took the ship and studied it. Impressed by some of the advances the Colonials had made (esp the sensor improvements), they decided to keep the ship for their own uses. Many a civilian craft was destroyed when caught out by *Delphi*'s advanced sensors, and fooled into approaching by her Colonial lines.

Commander Morrigan and the battlestar *Isis*, nearly became the latest victims of the Cylon-controlled ship, but quick thinking and daring on the part of the battlestar's crew and warriors turned the tables and liberated the *Delphi*, which became a key vessel in the Second Exodus Fleet.

Bruiser (Heavy Tug)**By Gazza**

Agi D8, Str D6, Vit D6, Ale D6, Int D2, Wil D6;

LP 14; Init D8+D6; Scale Spacecraft; Speed 3 (3 in atmosphere; JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Tough (D4)

Skills

Athletics D4/Grappling D6

Mechanical Engineering D2

Perception D2

Pilot D4

Technical Engineering D2

Armament None

Armor Wound 1, Stun 1

Description 226 x 46 x 30 feet; Crew 20; Passengers 25; Cargo 3650 lbs.

Notes: - The Bruiser-class Tug is a common sight at any Spaceport. It's often used to tow barges and other non-jump capable craft. The space for 25 passengers is used for salvage jobs, barge crews and the odd paying passenger. Using sophisticated but easy to use grappling systems the Bruiser can manipulate towed traffic as well as nudge even the heftiest of Battlestars in the right direction.

Tylium Queen (Tanker)

By Gazza

Agi D4, Str D10, Vit D10, Ale D6, Int D8, Wil D10;
LP 20; Init D4+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Formidable Presence (D4) --Vehicle is a very imposing sight
Mass-Produced (D4) --The vehicle is a very common model

Skills

Mechanical Engineering D4
Perception D2
Pilot D4
Technical Engineering D4

Armament None

Armor Wound 2, Stun 2

Description 660 x 220 x 80 feet; Crew 260; Passengers 10; Cargo 2000000 lbs.

Notes: - An OH 10-class tanker of 200000 tons, the Tylium Queen and her sisters are a common sight, transporting fuel and small amounts of other cargo from port to port. The ships could carry 800,000 barrels of fuel, 600 tons of trade goods, 200 tons of dry stores and 100 tons of refrigerated stores. Tylium Queen has a hanger for 2-4 Shuttles, but doesn't usually carry them.

Aqua Queen (Water Tanker)**By Gazza**

Agi D4, Str D10, Vit D10, Ale D6, Int D8, Wil D10;
LP 20; Init D4+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Formidable Presence (D4) --Vehicle is a very imposing sight
Mass-Produced (D4) --The vehicle is a very common model

Skills

Mechanical Engineering D4
Perception D2
Pilot D4
Technical Engineering D4

Armament None

Aarmor Wound 2, Stun 2

Description 660 x 220 x 80 feet; Crew 260; Passengers 10; Cargo 2000000 lbs.

Notes: - An OH 11-class water tanker of 200000 tons, the Aqua Queen and her sisters are a common sight, transporting water and small amounts of other cargo from port to port. The ships could carry 800,000 barrels of water, 600 tons of trade goods, 200 tons of dry stores and 100 tons of refrigerated stores. Aqua Queen has a hanger for 2-4 Shuttles, but doesn't usually carry them.

Capella (General Cargo Ship)

By Gazza

Agi D6, Str D8, Vit D6, Ale D6, Int D6, Wil D6;
LP 12; Init D6+D6; Scale Spacecraft; Speed 4 (4 in atmosphere; SL/JC)

Traits

Mass-Produced (D4) --The vehicle is a very common model

Skills

Mechanical Engineering D4

Perception D2

Pilot D4

Technical Engineering D4

Armament None

Armor Wound 2, Stun 2

Description 1100 x 150 x 50 feet; Crew 50; Passengers 5; Cargo see notes.

Notes: - The 100000 ton Capella-class are known throughout the Colonies as a standard Cargo Ship that can store anything from bulk goods to containers. It has room for 5 passengers.

Io Class Colonial Transport

Agi d4, **Str** d8, **Vit** d4, **Ale** d4, **Int** d4, **Wil** d4

LP 12; **Init** d4+d4; **Scale** Spacecraft

Speed 3 (SL/JC)

Traits Mass Produced, Memorable, Past It's Prime

Skills *Mechanical Engineering* d2, *Perception* d2, *Pilot* d2

Armament None

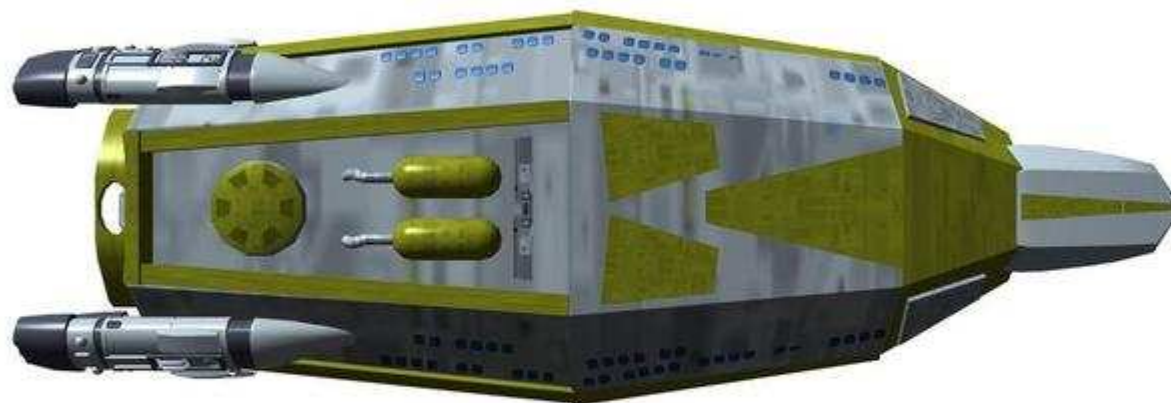
Armor: Wound 1

Description 192 x 69 x 42 feet; **Crew** 12

Passengers 120-350

Quirks The *Io* Class hull form is not particularly aerodynamic nor is it a well-balanced design, with much of the weight aft and low in the hull. As a result, the class tends to "wallow" in atmosphere. Lightly loaded models also tend to be unbalanced (all the weight is aft) and have been known to "wander" on inattentive pilots- with the nose pivoting off the pilot's preferred flight axis, and in some extreme cases putting the vessel into a flat spin which can be difficult to correct due to thruster placement. In at least one case, a pilot was cashiered for intentionally putting the vessel into such a spin (though he recovered handily), and upset a number of "more-important-than-he'd-initially-realized" passengers on that particular run.

The *Io* Class transport is derived from a (rejected) military lighter intended to carry assault troops and heavy gear into combat and disperse them quickly. Although the Fleet rejected the design based on concerns over vulnerability and instability, the manufacturers quickly retooled the prototype as a cheap, heavy-lift civilian craft intended



for regular inter- and intra-system trade, and the class saw extensive usage throughout the Inter-war period, though they were replaced in Colonial service as newer designs came online.

Not surprisingly (given the original military design), the *Io* Class are ruggedly built, with an unusually thick hull and heavy trusses to withstand hard use. The landing gear are particularly rugged and forgiving, softening the blow of careless or overloaded landings. The *Io*'s are powered by four Kieran K-2900 tylium-turbine engines. The three reaction chambers per engine offer a mix of power, adaptability, and fuel economy, with simple (but comparatively man-power heavy) maintenance requirements.

The entire lower hold has been reserved for cargo stowage, and is rapidly on- and off-loaded through the use of large twin ramps to port and starboard. Up to 1000 tons of container cargo can be carried, but there are provisions for bulk and vehicle storage in the large lower decks.

The upper two decks are reserved for passengers, and can be configured for short or long term occupancy. Most vessels still in service are configured for a mix of coach seating and small cabins for up to 180 passengers, with small lounge and dining areas amidships. Short-term (coach seating) only arrangements have been used to pack in as many as 400 passengers for relatively brief flights, but are generally uncomfortable and avoided by the larger lines.

Because of their steady reliability and comparative economy, the *Io* Class quickly became involved in the "packet" trade- short, regular routes between the Colonies and the few outer-system settlements carrying mail, passengers, and cargo as cheaply as possible.

One persistent bit of folklore the class has been unable to shake is the idea that the ungainly design was named for the young woman turned into a cow by her lover Zeus in order to hide her from his jealous wife.

Whether this is because of the wayward tendencies the class exhibits or the general look of the craft is anyone's guess.

Gallow Class Bulk Liquid Transport

Agi d4, **Str** d8, **Vit** d6, **Ale** d4, **Int** d6, **Wil** d6

LP 14; **Init** d4+d4; **Scale** Spacecraft

Speed 3 (SL/JC)

Traits: Memorable (d4), Past It's Prime(d6)

Skills *Mechanical Engineering* d2, *Perception* d2, *Pilot* d2

Armament None

Armor: Wound 1

Description 192 x 69 x 42 feet; **Crew** 12 **Passengers** 5

Quirks The *Gallow* Class is not atmosphere capable (no provisions have been made to protect the cargo modules during re-entry. This weakness also becomes apparent during combat situations- depending upon the cargo (such as pressurized tylum, liquid oxygen, liquid hydrogen, or others) the ship becomes essentially a floating bomb (there is a 1 in 6 chance that any "wound" damage to the ship will start a chain reaction of explosions in the cargo).

Another quirk of the class is that while it has a dorsal mounted docking/transfer boom, the ship has no provisions to transfer liquids or fuel for its own use.

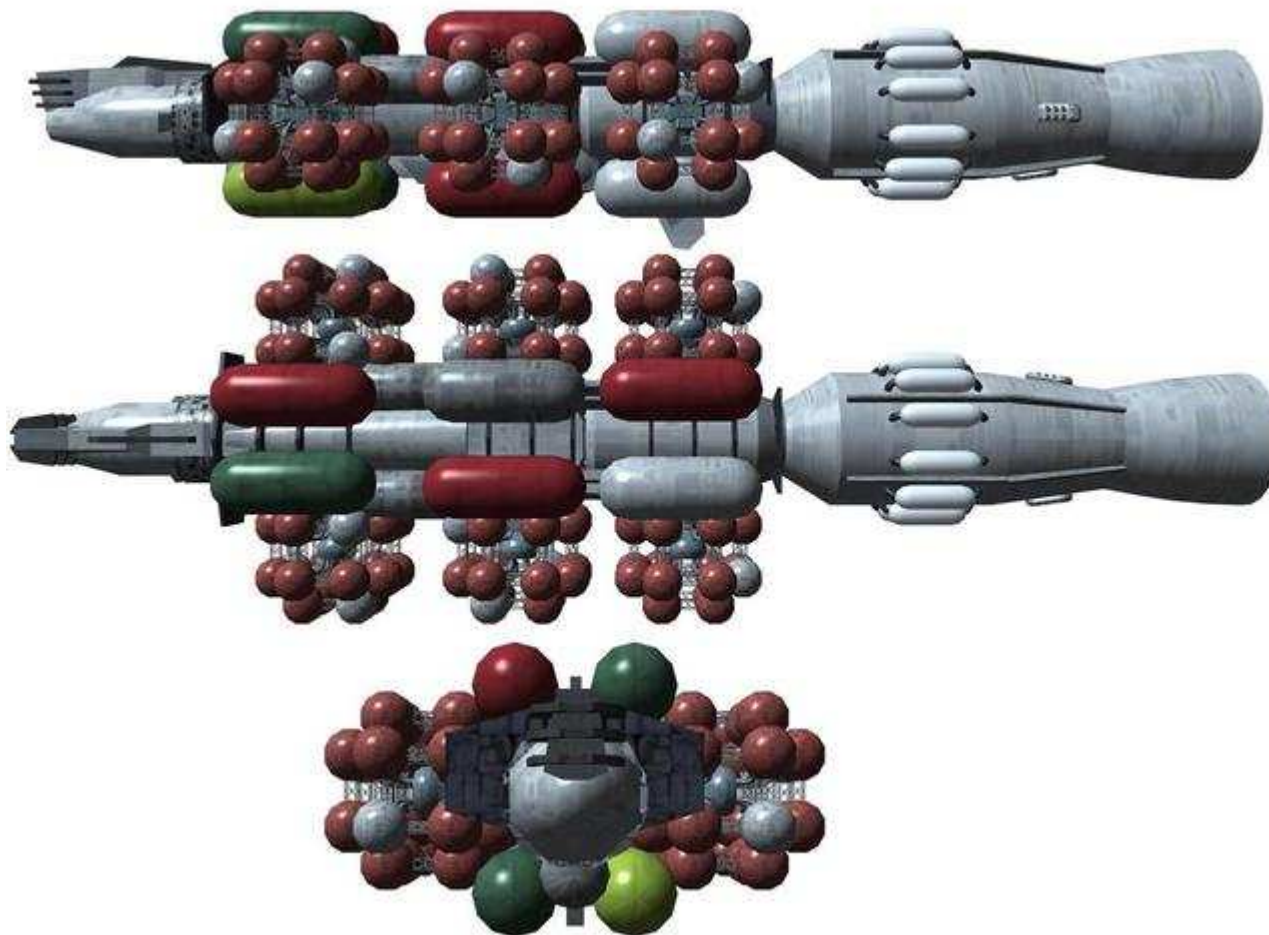
The *Gallow* Class bulk liquid transports were designed and built to provide inter- and intra-system transport of large amounts of temperature stabilized, pressurized liquid, and routinely carry everything from water and industrial lubricants to liquid oxygen and industrial alcohol.

The midships section of the hull is essentially a large transfer and monitoring facility for the various cargo modules aboard. The *Gallow* class were designed to use rapidly swappable tanks and larger "pressure tree" modules to reduce loading/unloading time in port and increase flexibility.

Each pressure tree is an independent module with twenty-four 12-foot pressure cylinders (for an aggregate of 21,704 cubic feet of storage). Each tree can be routinely detached for maintenance, cargo transfer, or delivery- making the class highly mission flexible and adaptable to customer needs. Between the pressure trees and the larger tanks, the *Gallow* Class is capable of hauling more than 140,000 cubic feet of pressurized liquids and gases.

Crew accommodations and flight systems are comparatively Spartan and are crowded into the forward hull, with propulsion and FTL drive systems aft. The hull is otherwise unremarkable, and most of the systems aboard are off-the-shelf modules rather than custom designs.

The end result is a large, slow, reliable transport which can accommodate a wide variety of cargos on long- and short-term missions.



Colonial Tug.

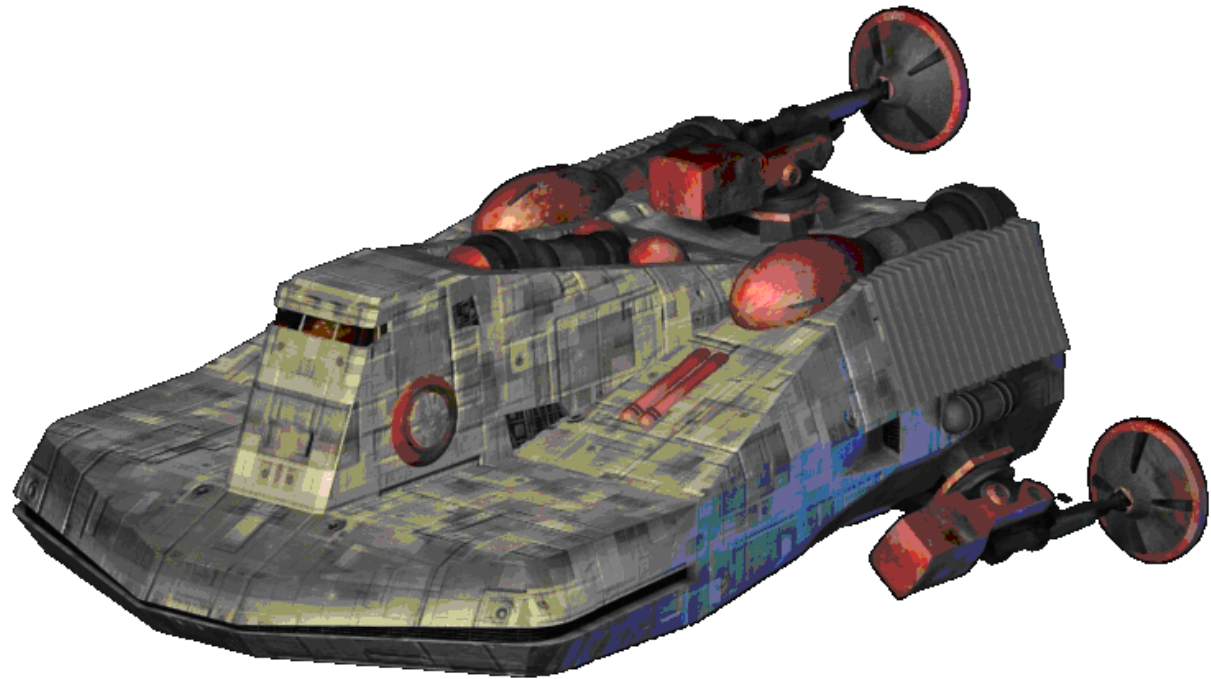
By Vincent

Agility: D4
Strength: D8
Vitality: D6
Alertness: D6
Intelligence: D4
Willpower: D10

LP: 16
Init: D4 + D6
Scale: Planetcraft
Speed: 3

Traits: None
Skills: Perception D4, Pilot D4
Armament: None
Armor: 2W, 2S
Crew: 3
Passengers: 10
Equipment: DRADIS

The design uses three extendable hydraulic rams.



CYLON VESSELS

Cylon Basestar – Advanced First War Variety

Picture from Galactica

BBS

Stats by Buscadero

Agi d8, **Str** d12+d2,

Vit d8, **Ale** d10, **Int**

d10, **Wil** d10;

LP 22; **Init** d8+d10;

Scale Spacecraft;

Speed 5 (SL/JC)

Traits Past Its Prime
(d6)

Skills Heavy Weapons

d6, Mechanical

Engineering d4,

Perception d6, Pilot d4

Armaments Medium

planetcraft scale short

DRADIS range missile

systems (d12), heavy

planetcraft scale short

DRADIS range missile

systems (d12+d4),

extreme spacecraft

scale long DRADIS

range missile system

(d12+d8); unknown number of [raiders](#)

Armor Wound 4, Stun 4



Basestar Mark I (Hades Class)

[Starship Schematics Database](#)

Agi d4, **Str** d12+d4, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d10;

LP 26, **Init** d10+d8; **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Past Its Prime (d4)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament 100 spacecraft scale capital range primary assault railguns (d12+d2)¹; 2 spacecraft scale short DRADIS range nuclear missile systems (d12+d8)²; 300 Mk. IX Raider class Fighters, 30 surface transports, 2 drop ships

Armor Wound 4, Stun 4

Description

5,800 x 5,800 x

2,000 feet; **Crew**

1005 (5 officers,

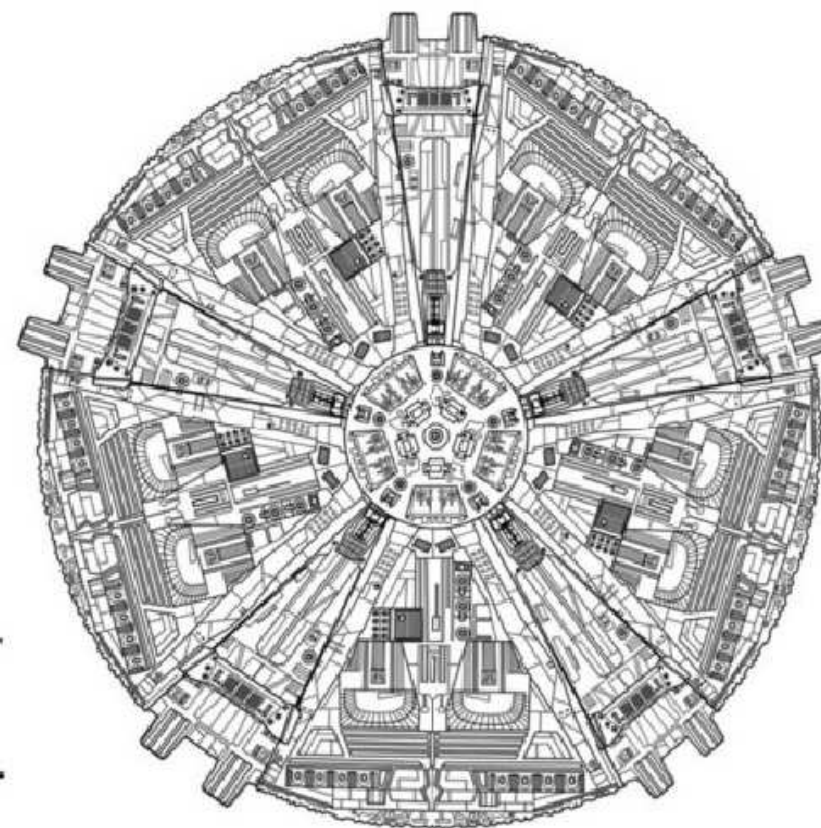
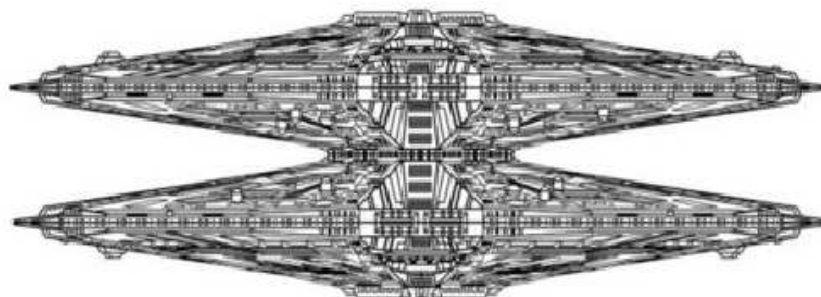
900 warriors /

fighter pilots,

100 crew)

Passengers

2,000 troops



Cylon Tartarus Class Gunship

Stats by Buscadero

[Starship Schematics Database](#)

Tartarus Class Gunship

Agi d6, **Str** d12+d6, **Vit** d8, **Ale** d10, **Int** d8, **Wil** d10;

LP 28; **Init** d6+d10; **Scale** Spacecraft;

Speed 6 (SL/JC)

Traits Past Its Prime (d6)

Skills Heavy Weapons d6, Mechanical Engineering d4, Perception d6, Pilot d4

Armament 10 heavy spacecraft scale short DRADIS range railguns (d12+d2); 50+ medium spacecraft scale short DRADIS range railgun turrets (d10); 24 heavy spacecraft scale short DRADIS range missile systems (d12+d4), 18 extreme spacecraft scale long DRADIS range nuclear missile systems (d12+d8); 50 Raiders; 10 surface transports; 1 drop ship

Armor Wound 6, Stun 5

Description 5,905 x 5,905 x 1,118 feet; **Crew** 205

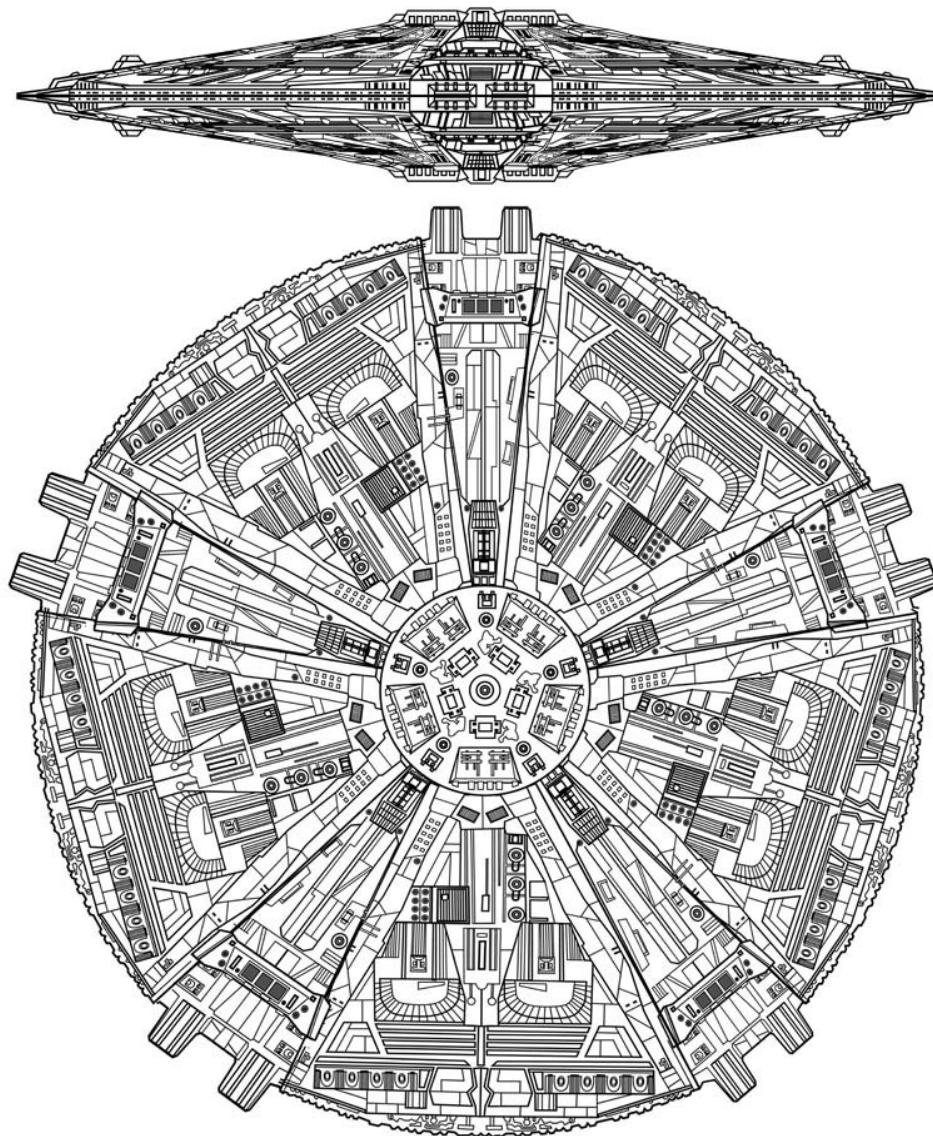
Passengers 1,000 (troops)

Following the debut of the Tiger, Colonial victories against the Cylons increased as the double punch of the Colonial Destroyers and Battlestars allowed the Colonials to repel almost any Cylon attack and allowed the Colonials to go onto the offensive for the first time.

Quickly realizing that the Colonials' new fleet would present an unacceptable problem, the Cylons adapted to the Colonial's new strategy of sending heavily armed escort ships with their carriers and began to deploy their own Destroyer type vessel to counter the massive firepower of the Tiger.

After years of work, the Cylons eventually deployed their own destroyer class vessel - the lethal Tartarus class Gunship. The debut of the Tartarus was a devastating blow the Colonial forces. The new Cylon Gunship was armed with ten heavy primary assault railguns, giving her two-and-a-half times the firepower and range

of the Tigers. For close proximity combat the Tartarus was also armed with over fifty railgun turrets, and was capable of carrying 50 [Mk. IX](#)



[Raider class fighters](#) to the Tiger's eight Vipers.

The debut of the Tartarus was nothing short of a disaster for the Colonials. First recorded use of the Tartarus was during the "Battle of Aegis", when the Colonials' Seventh Battlestar Group of 100 ships was decimated by a Cylon force of 20 [Hades Class Basestars](#) and five Gunships. This battle effectively broke the Colonials' offensive and turned the tide of the war back into the Cylons' favor.

The Cylons' furor was soon to fade, however, as Colonial tacticians quickly devised countermeasures to the Cylons' new weapon. The Tartarus, despite her massive weapon payload, had several inherent design problems, which the Colonials were quickly able to seize advantage of.

Unlike the Tiger, which was designed as an attack vessel with almost all her weapons set fore, the Cylons' new Gunship had her heavy weapons set to either five points spaced 72 degrees apart, suggesting that the Cylons had intended to deploy it into massive fleet engagements and open fire in the middle of Colonial forces, much like what was seen during the "Battle of Aegis." Also, the Gunship's weapons were so big, that the re-fire delay was three times that of the Tiger's and, given that she could not concentrate her fire power at one point the Tiger's were able to stand one-on-one in a battle with the Tartarus. Probably the biggest design flaw in the Tartarus' design was the fact that she had nearly no weapons set to either north or south her y-axis, allowing fighters and the Tigers to attack from above and below, virtually unchallenged.

Still, despite these inherent flaws the Tartarus succeeded in doing what she had been designed to do - break the Colonial offensive and force humanity to fight smaller campaigns where the Cylons had an advantage, rather than fleet actions where their Basestars could be bested by superior Colonial tactics.

Due to the fact that there were very few occasions to use the Tartarus, given that massive offensive operations from the Colonials were few, only a handful of Tartarus class Gunships were ever constructed.

Source: [Battlestar Galactica: Technical Manual](#)

Cylon Freighter

stats by Buscadero

Agi d4, **Str** d6, **Vit** d6, **Ale** d4, **Int** d4, **Wil** d6;

LP 12; **Init** d4+d4; **Scale** Spacecraft;

Speed 4 (SL/JC)

Trait Mass-Produced (d4), Past Its Prime (d4)

Skills Mechanical Engineering d2, Perception d2, Pilot d4

Armament None

Armor Wound 1, Stun 1

Description 195 x 35 x 25 feet; **Crew** 2

The Cylon freighter (or Cylon tanker) was an unarmed ship used throughout the Cylon sphere of influence to transport fuel and other goods.

Cylon Freighter [2nd Cylon War]

Agi d4, **Str** d6, **Vit** d6, **Ale** d6, **Int** d8, **Wil** d6;

LP 12; **Init** d4+d6; **Scale** Spacecraft;

Speed 4 (SL/JC)

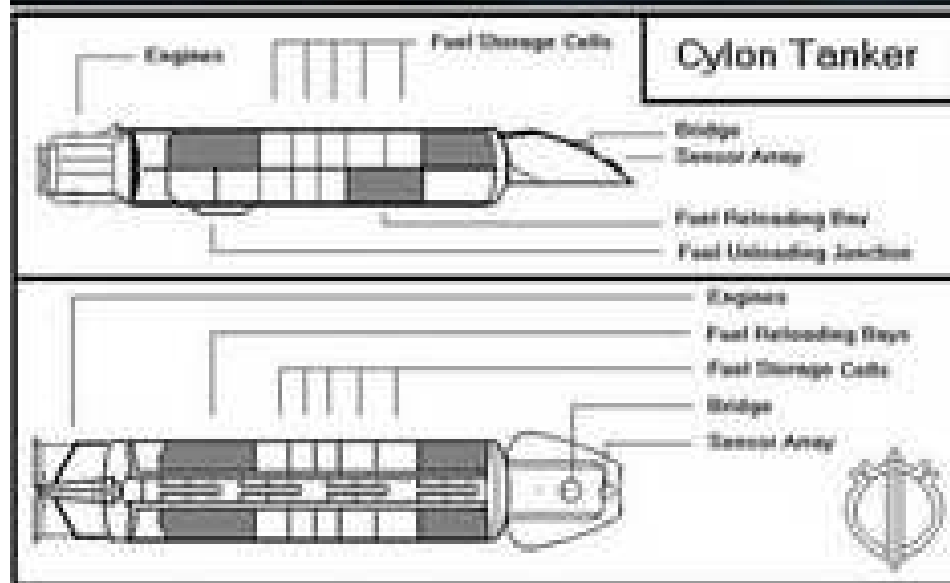
Traits None

Skills Mechanical Engineering d4, Perception d6, Pilot d6

Armament None

Armor Wound 1, Stun 1

Description 195 x 35 x 25 feet; **Crew** biomechanical



Cylon ECM/ELINT Heavy Raider variant (Goose)
By Gazza

Agi d6, Str d10, Vit d10, Ale d6, int d6, Wil d6; LP: 16

Speed: 7 (5 in atmosphere) (SL/JC)

Traits: Sixth Sense d6

Skills: Perception d4

Armaments:

2 medium planetcraft skirmish range autocannons (d8);
12 medium planetcraft scale capital range missile systems (d12)

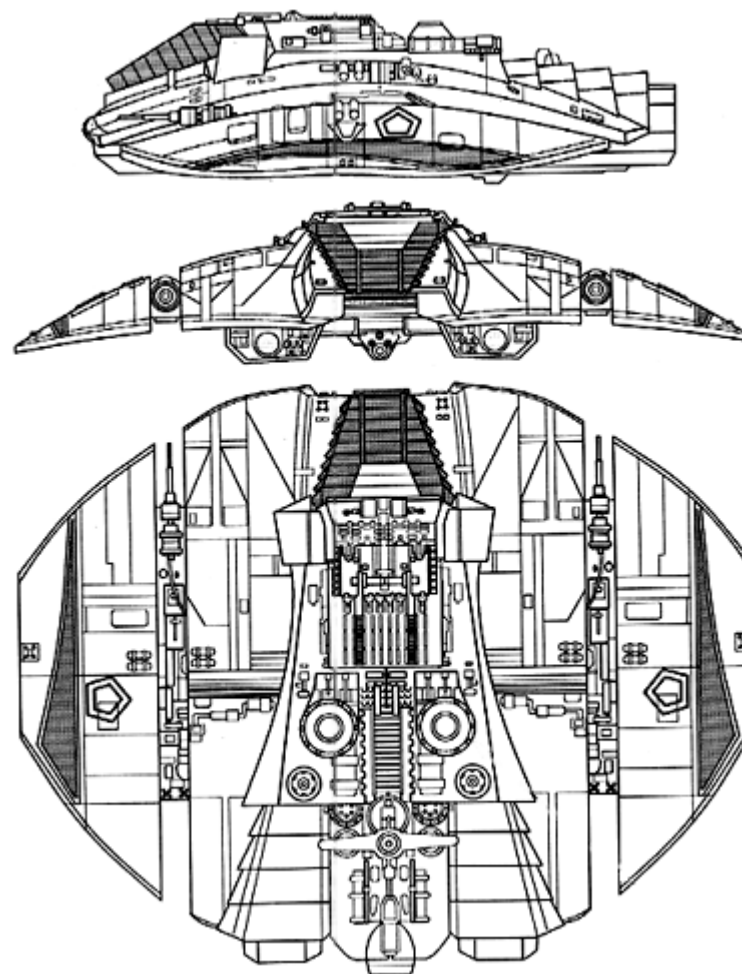
Armor: Wound 4, Stun 4

Description: 35x11x10 feet; Crew: Biomechanical;

Passengers: 8

Raider Mark IX

stats by Buscadero

Starship Schematics Database**Agi** d10, **Str** d8, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d6;**LP** 14, **Init** d10+d8; **Scale** Planetcraft**Speed** 8 (6 in atmosphere) (SL/JC)**Traits** Past Its Prime (d4)**Skills** Perception d4, Pilot d4**Armament** 2 medium planetcraft scale skirmish range autocannons (d8)³, 8 medium planetcraft scale skirmish range missiles (d12)⁴, 4 heavy planetcraft scale capital range missiles (d12+d4)⁵**Armor** Wound 3, Stun 2**Description** 45 x 56 x 13 feet; **Crew** 3

Advanced A-B Raider Stats by Buscadero

Starship Schematics Database

Agi d10, **Str** d10, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d6;

LP 16, **Init** d10+d8; **Scale** Planetcraft

Speed 9 (7 in atmosphere) (SL/JC)

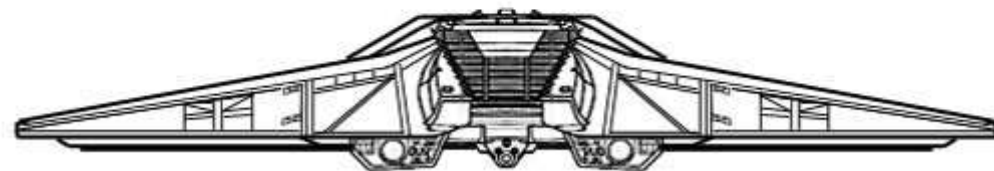
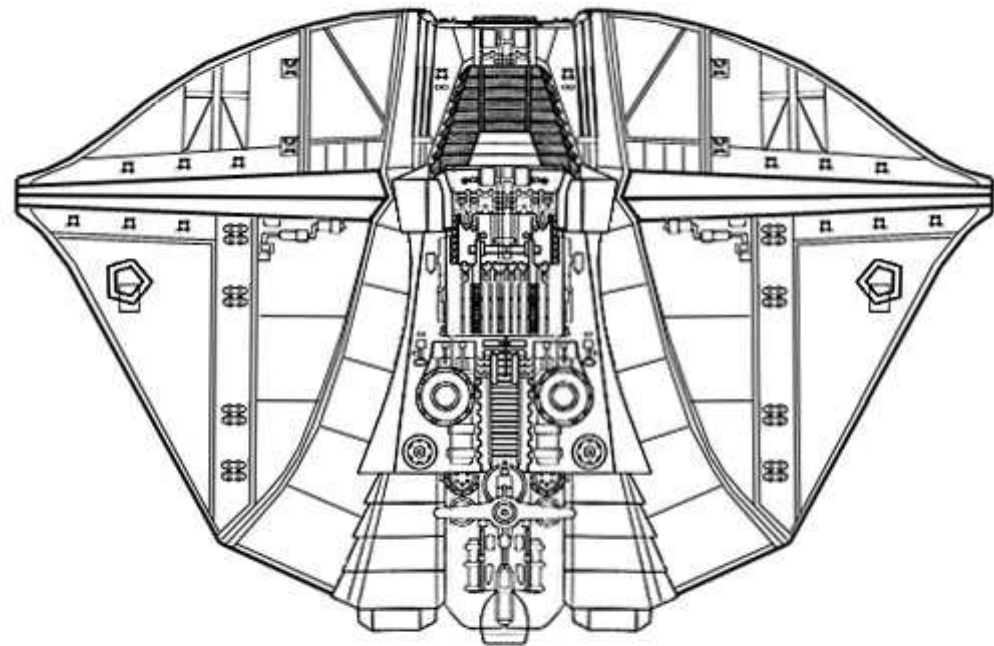
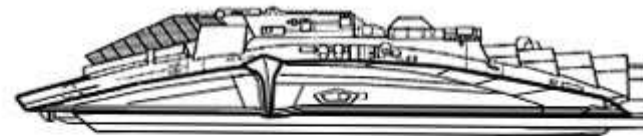
Traits Past Its Prime (d4)

Skills Perception d6, Pilot d4

Armament 2 heavy planetcraft scale skirmish range autocannons (d12), 8 medium planetcraft scale skirmish range missiles (d12), 4 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 4, Stun 3

Description 60 x 85 x 15 feet; **Crew** 5



New Cylon Raider

Stats by Buscadero

CoolSciFi.com

Agi d10, **Str** d10, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d8;

LP 18, **Init** d10+d8; **Scale** Planetcraft
Speed 8 (6 in atmosphere) (SL/JC)

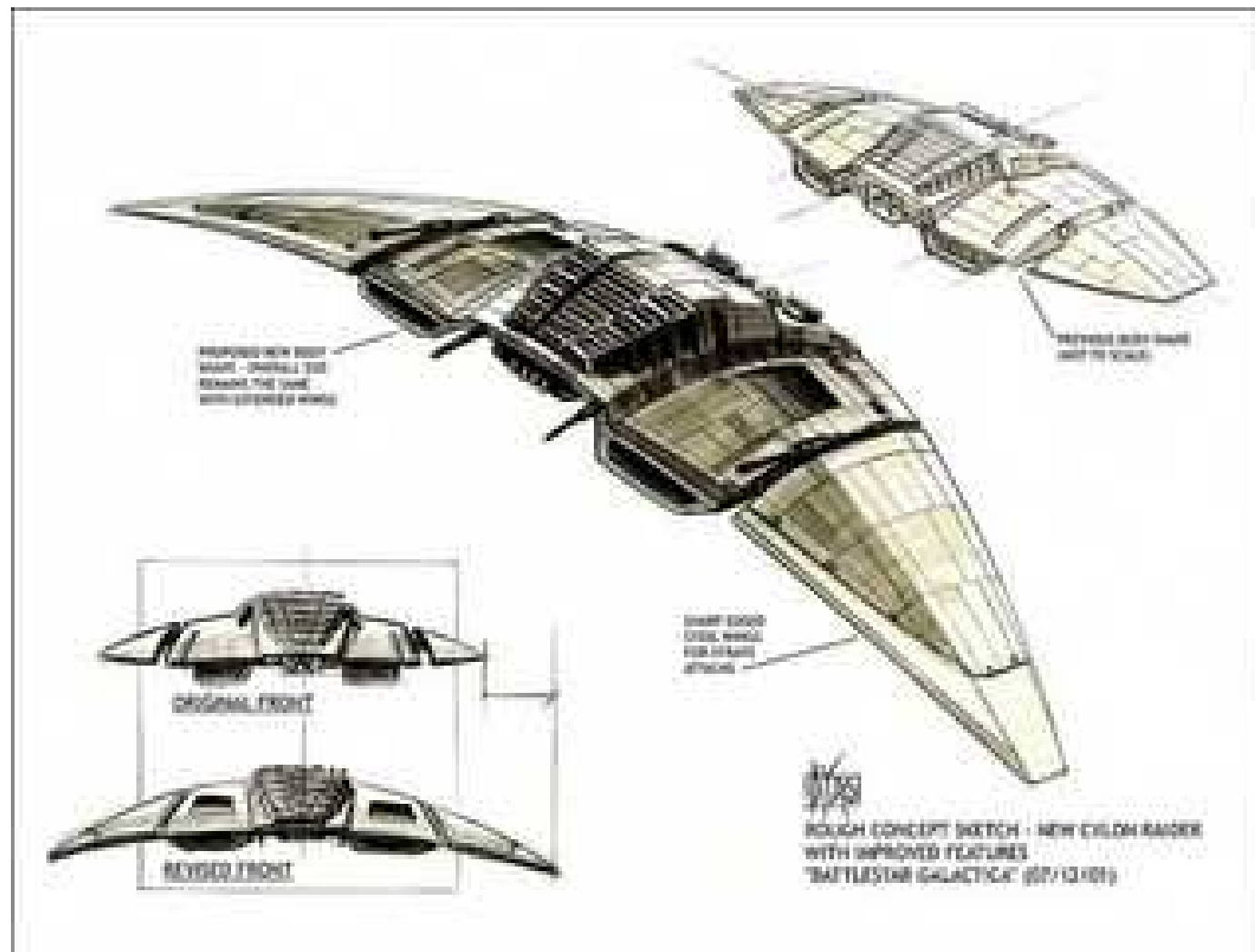
Traits None

Skills Perception d4, Pilot d4

Armament 2 heavy planetcraft scale skirmish range autocannons (d12), 8 medium planetcraft scale skirmish range missiles (d12), 4 heavy planetcraft scale capital range missiles (d12+d4)

Armor Wound 4, Stun 2

Description 50 x 75 x 15 feet; **Crew** 3



Cylon Reconnaissance Raider

stats by Buscdero

Starship Schematics Database

Source: "Rob Liefeld Presents: Battlestar Galactica Special Edition" by Chris Scalf and Rob Liefeld; Maximum Press, 1996

While the Reconnaissance Raider is designed to perform multiple roles, it most commonly takes part in reconnaissance and scouting operations.

It is capable of atmospheric flight and is also equipped with a short-range FTL engine, allowing it to make short faster-than-light jumps.

As a scout, Reconnaissance Raiders can undertake short and medium-range scans to detect electromagnetic, heat or other signatures from other vessels, scan planetary surfaces for signs of life, energy output, or to locate and assess mineral deposits, scout ahead of its parent warship in other planetary or celestial systems for any signs of hostile intent or stellar conditions prior to the parent ship's arrival, and undertake search and rescue operations after an engagement with Colonial forces.

In addition to reconnaissance and scouting, the Reconnaissance Raider can also serve as an airborne warning, control and electronic countermeasures platform supporting Raider operations and secure communication with other vessels.

Reconnaissance Raider

Agi d8, **Str** d8, **Vit** d8, **Ale** d12, **Int** d8, **Wil** d6;

LP 14, **Init** d8+d12; **Scale** Planetcraft

Speed 7 (5 in atmosphere) (SL/JC)

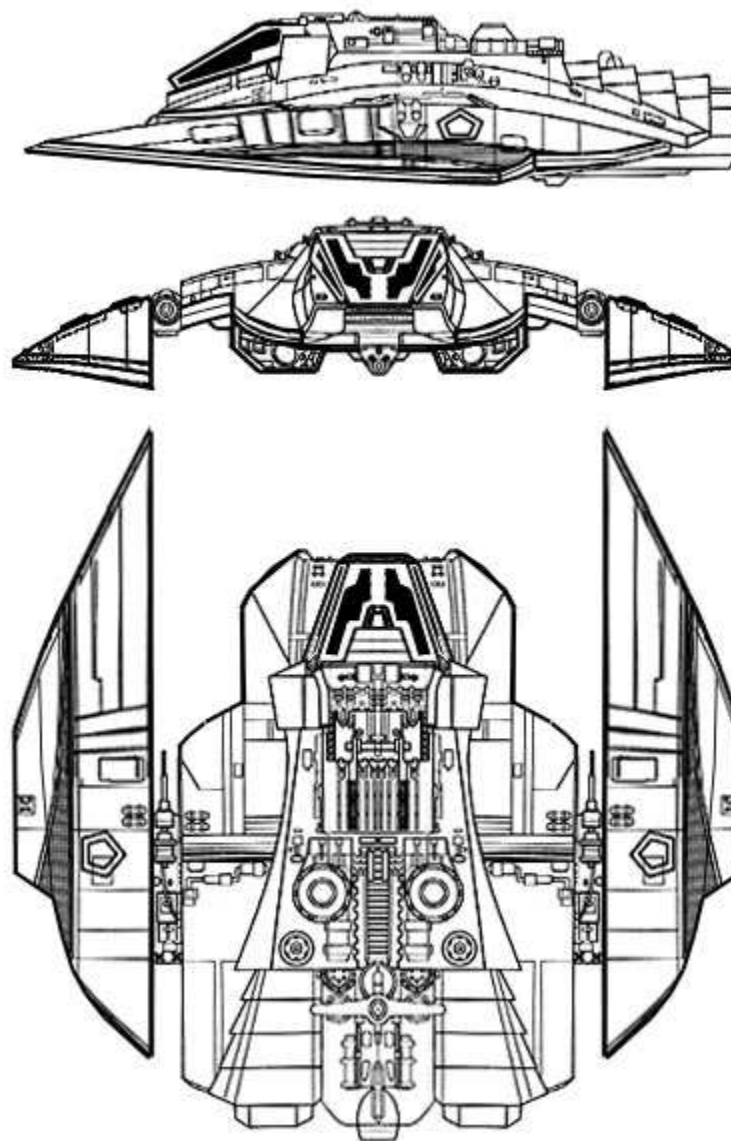
Traits Past Its Prime (d6)

Skills Covert d6, Perception d6, Pilot d4

Armament 2 medium planetcraft scale skirmish range autocannons (d8), 8 medium planetcraft scale skirmish range missiles (d12)

Armor Wound 3, Stun 4

Equipment DRADIS, electronic countermeasure support



Cylon Centurion

Model 0005

[GalacticaBBS](#) [CoolSciFi.com](#)

Agi d6, **Str** d10, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6;

LP 14; **Init** d6+d6

Skills Athletics d6, Covert d4, Discipline d6, Guns d6 / Pistols d10, Heavy Weapons d6, Mechanical Engineering d4, Melee Weapon Combat d6 / Swords d8, Perception d6, Pilot d6 / Raider d8, Technical Engineering d4

Equipment Armor 3W, pistol (DMG d6W, RNG 15 yards, MAG 15) or submachine gun (DMG d6W, RNG 55 yards, MAG 40), retractable blades (DMG d2 W; each blade counts as one weapon)

Cylon Centurions ignore Stun damage and do not suffer Wound penalties.

"Those models are still around. They have their uses." - Number Six

Agi d6, **Str** d10, **Vit** d8, **Ale** d8, **Int** d8, **Wil** d8;

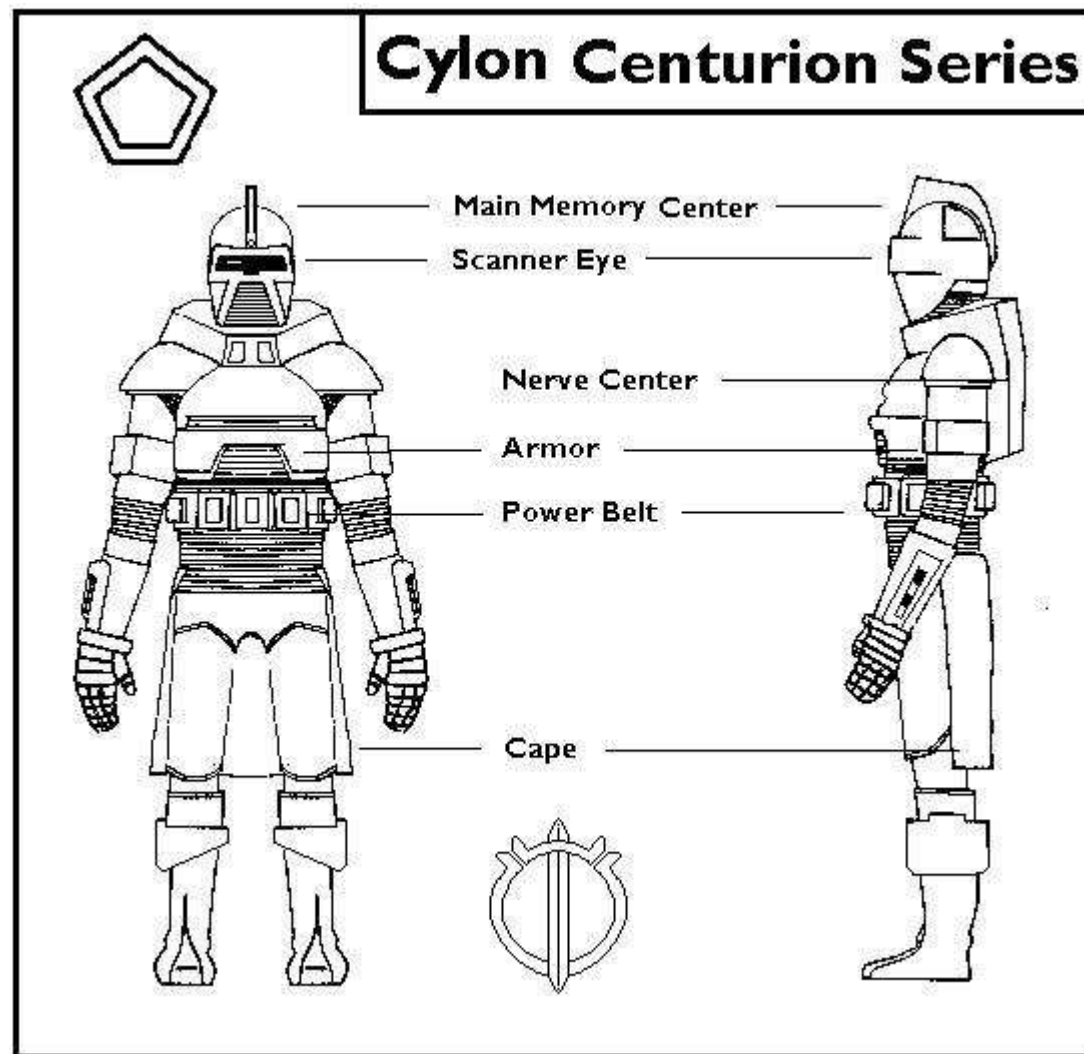
LP 16; **Init** d6+d8

Skills Athletics d6, Covert d4, Discipline d6 / Leadership d8, Knowledge d2, Guns d6 / Pistols d10, Heavy Weapons d6, Mechanical Engineering d4, Melee Weapon Combat d6 / Swords d8, Perception d6 / Tactics d8, Pilot d6 / Mark I Raider d8, Technical Engineering d4

Equipment Armor 3W, pistol (DMG d6W, RNG 15 yards, MAG 15) or submachine gun (DMG d6W, RNG 55 yards, MAG 40), retractable blades (DMG d2 W; each blade counts as one weapon)

Cylon Centurions ignore Stun damage and do not suffer Wound penalties.

Centurions were divided into two groups, command and subordinate. A Command Centurion's position was denoted by its gold-plated armor. They typically commanded basestars and military outposts.



IL-Series

[Battlestar Wiki](#)

Agi d6, **Str** d6, **Vit** d6, **Ale** d8, **Int** d12, **Wil** d10;

LP 16; **Init** d6+d8

Skills Athletics d4, Covert d2, Discipline d6 / Leadership d12, Influence d6 / Persuasion d10 / Politics d8 , Knowledge d6 / Strategy d12, Guns d4, Mechanical Engineering d4, Melee Weapon Combat d4, Perception d6 / Tactics d10, Technical Engineering d4

IL series Cylons took on the duties to maintain the non-military aspects of the Cylon Empire. They were the brains behind the whole of Cylon civilization. ILs did the thinking, the strategizing and the governing of all those territories the Cylons had either come to subjugate or wipe from the cosmos. At the heart of every Cylon basestar there was an IL droid giving the orders.

Unlike the Cylon Centurion, they had two eyes, in proportion similar to the eyes of humans. They did not speak in a robotic monotone. Moreover, they were known to express emotion, after a fashion, such as jealousy or power lust.



Cylon Centurion, Combat Model*

stats by Buscadero

Agi d6, **Str** d10, **Vit** d10, **Ale** d6, **Int** d8, **Wil** d8;

LP 18; **Init** d6+d6

Skills Athletics d6, Covert d4, Discipline d6, Knowledge d2, Guns d6 / Pistols d10, Heavy Weapons d6 / Demolitions d8 / Mortars d8, Mechanical Engineering d6, Melee Weapon Combat d6 / Swords d8, Perception d6, Pilot d6, Technical Engineering d4

Equipment Armor 4W, submachine gun (DMG d6W, Range 55 yards, Ammo 40)

Cylon Centurions ignore Stun damage and do not suffer Wound penalties.

Cylon Centurion, Pilot Model

CoolSciFi.com

Agi d6, **Str** d10, **Vit** d10, **Ale** d6, **Int** d8, **Wil** d8;

LP 18; **Init** d6+d6

Skills Athletics d6, Covert d4, Discipline d6, Knowledge d2, Guns d6 / Pistols d8, Heavy Weapons d6 / Demolitions d8, Mechanical Engineering d6, Melee Weapon Combat d6 / Swords d8, Perception d6, Pilot d6 / Raider d10, Technical Engineering d4

Equipment Armor 4W, submachine gun (DMG d6W, Range 55 yards, Ammo 40)

Cylon Centurions ignore Stun damage and do not suffer Wound penalties.



GROUND CRAFT AND INTERESTING NOTES

Colonial LandRam Stats by Buscadero

CoolSciFi

Agi d4, **Str** d8, **Vit** d6, **Ale** 0,
Int 0, **Wil** d6;

LP 14, **Init** d4; **Scale**
Planetcraft; **Speed** 1

Traits None

Skills None

Armament 1 personal scale
double-barreled heavy
machinegun (d12+d2; autofire
capable)

Armor Wound 3, Stun 2

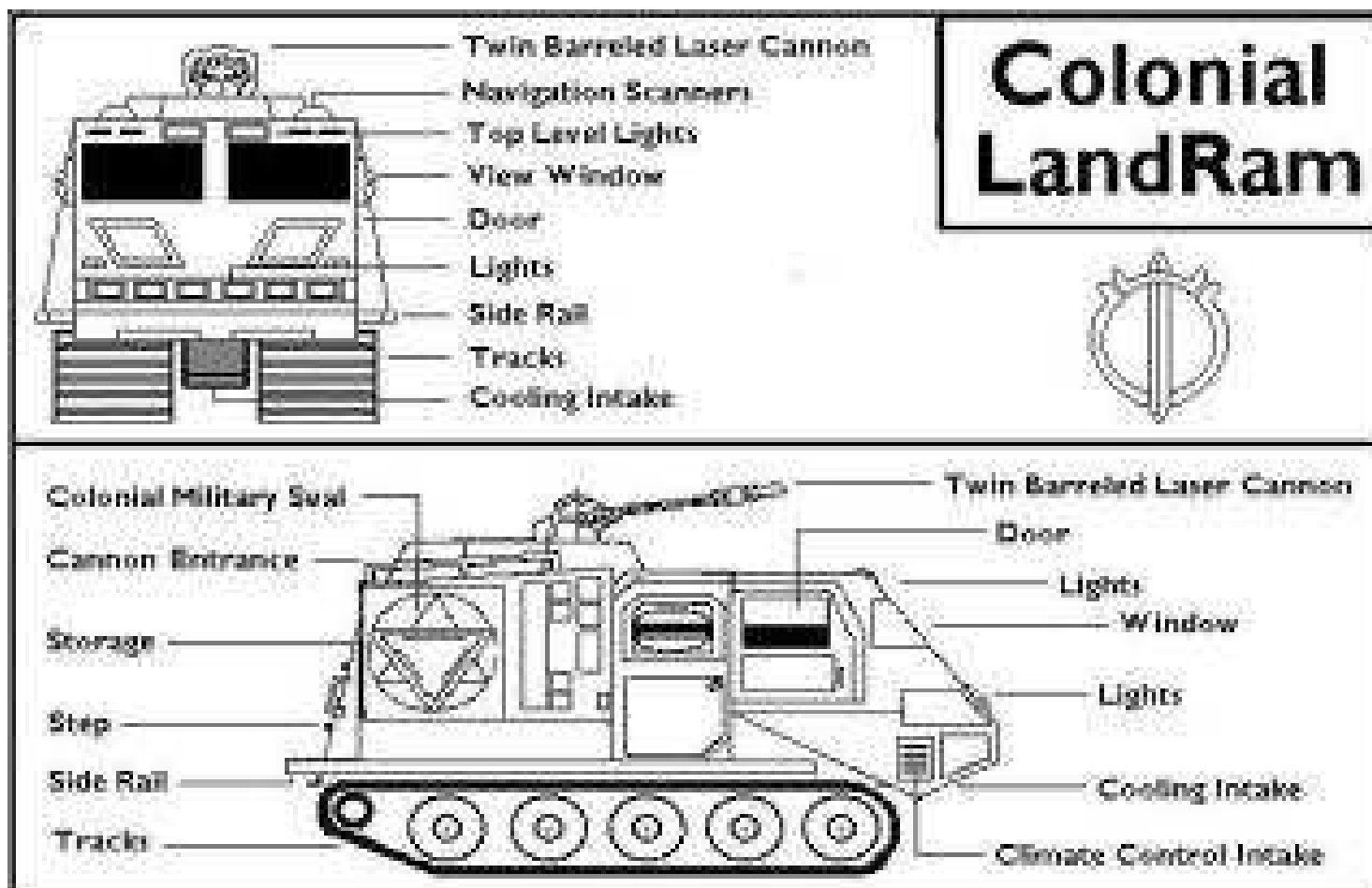
Description 17 x 9 x 8 feet;

Crew 1

Passengers 5; **Cargo** 1,500

lbs; **Range** 450 miles;

Towing Capacity 7,500 lbs



Snowram

A snowram is a landram that has been altered for use in arctic environments and equipped with a top-mounted turret.

Snowram

Agi d4, **Str** d8, **Vit** d6, **Ale** 0, **Int** 0, **Wil** d6;

LP 14, **Init** d4; **Scale** Planetcraft; **Speed** 1

Traits None

Skills None

Armament 1 heavy planetcraft scale skirmish range autocannon (d12)

Armor Wound 3, Stun 3

Description 17 x 9 x 8 feet; **Crew** 1

Passengers 5; **Cargo** 1,500 lbs; **Range** 450 miles;

Towing Capacity 7,500 lbs

Colonial Power Sled Stats by Buscadero

CoolSciFi

Agi d4, **Str** d6, **Vit** d4, **Ale** 0, **Int** 0,
Wil d4

LP 10; **Init** d4; **Scale** Planetcraft;
Speed 2

Traits None

Skills None

Armaments None

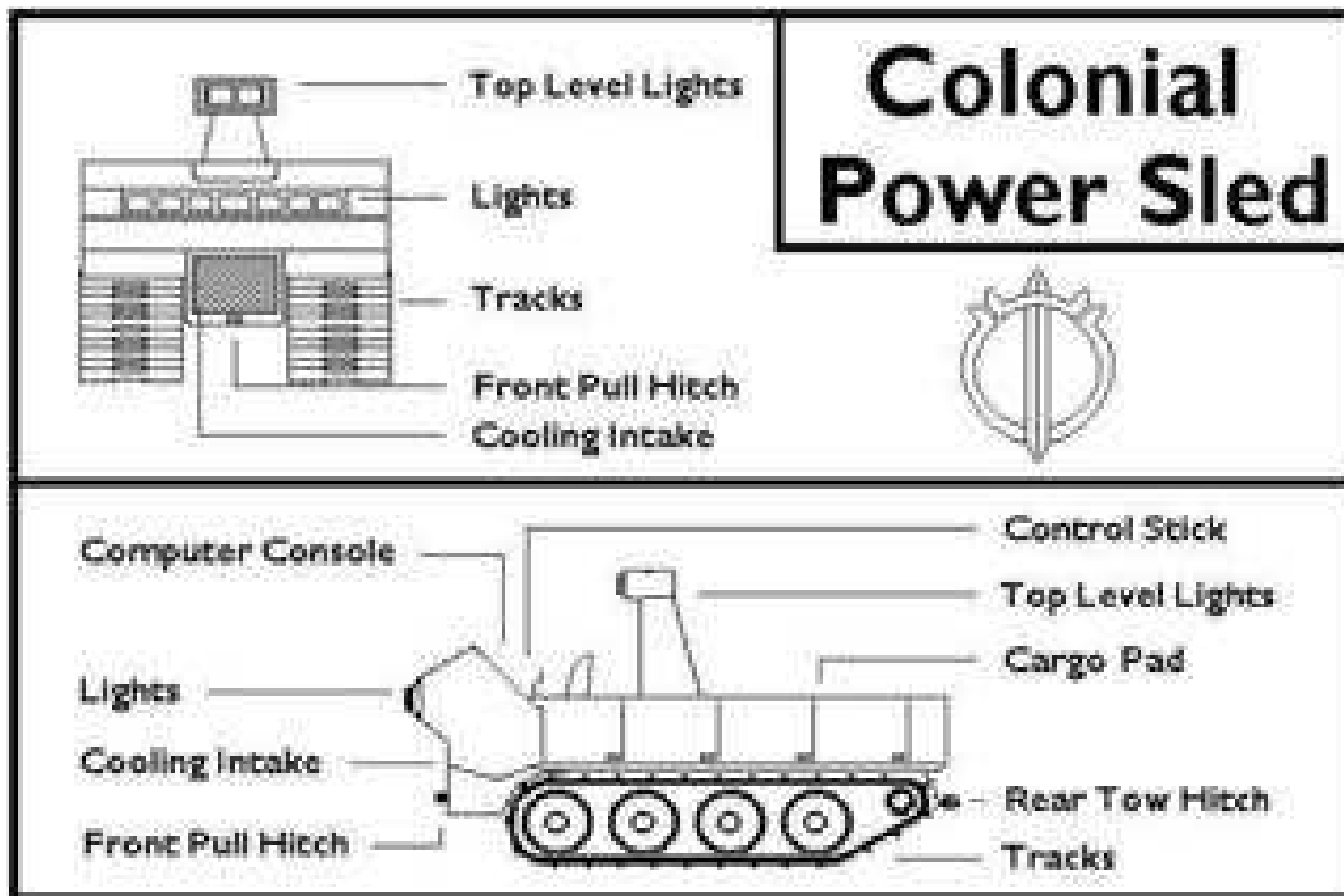
Armour Wound 1

Description 12 x 6 x 6 feet; **Crew**
1

Passengers 3; **Cargo** 1,500 lbs.;

Range 500 miles;

Towing Capacity 7,500 lbs.



Turbines

Stats by Buscadero

[BattlestarWiki](#)

Turbines, also known as flying motorcycles and turbocycles due to their similarity to the Earth bike, help Colonial Warriors to get around quickly, and escape quickly if necessary. The motorcycles appear normal and are usually operated as wheeled ground vehicles, but can also be used as aircraft if the situation requires it. They can also be rendered invisible by pressing a hidden switch located between the left handle and the seat, in order to avoid detection when parked. Additionally, the motorcycles are outfitted with forward mounted guns.

Turbines

Agi d4, **Str** d2, **Vit** d2, **Ale** d2, **Int** d2, **Wil** d4,
LP 6, **Init** d4+d2, **Scale** Planetcraft, **Speed** 3

Traits None

Skills Perception d2, Pilot d2

Armaments 1 personal scale heavy machinegun (d12; autofire capable)

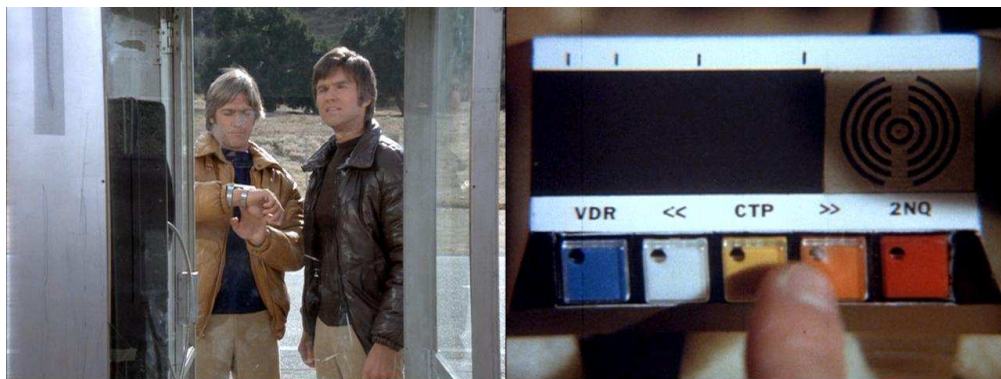
Armor Wound 1

Description 6 x 2.5 x 3 feet; **Crew** 1

Passengers 1; **Ceiling** 6,000 feet; **Range** 250 miles



Wrist Computron



Click on the images above for a larger view.

A wrist computron is a portable device that has five basic functions: communication, translation, data storage and retrieval, scanning capabilities, as well as personal invisibility.

The invisibility field is based on the incontestable fact that each color and sound has its own frequency, some of which are too high to be perceived by the human eye or ear and that by generating a nuclear field in a frequency above the perception of conventional electronic equipment or even the human eye, whole ships or personnel can be rendered invisible. The power cost, however, is too high for this to be used in all applications, and thus must be used only in "life or death" situations. Those using the invisibility field emitted by the device cannot see others who are also invisible using the same device.

The computron is also capable of scanning communication frequencies, including those used by the Cylons, medical probing, and making scientific analyses, analyzing various mineral and chemical content. The scanner function is also capable of making medical diagnoses and translations.

A wrist computron's invisibility field grants a +3 step Skill bonus on *Covert / Stealth* rolls, while its scanning function grants a +1 step Skill bonus on *Perception / Appropriate Specialty* rolls. Its scientific functions grant a +2 step Skill bonus on *Medical Expertise* as well as *Scientific Expertise* rolls. Moreover, the wearer receives a +1 step Skill bonus on *Influence / Seduction* rolls because a wrist computron is a chic and sexy accessory. A character may add his Straightfaced Trait Die to any roll to operate a wrist computron.

Ravashol Pulsar Cannon

Stats by Buscadero

The Ravashol pulsar was actually intended to be a peaceful but powerful communications device that transmitted information through laser energy. The Cylons, however, captured it and converted it into a very powerful weapon.

Scale	Weapon	Range	Damage
Spacecraft	Heavy	Long DRADIS	d12+d2

Rules

Optional Rule: Cloaking Devices

A cloaking device is a generator that creates a nearly perfect invisibility field around a vessel, making it almost impossible to detect with sensors or the naked eye.

A cloaked vehicle cannot be spotted if it remains immobile, ceases all communications transmissions, and doesn't attack. A cloaked vessel that moves or communicates without attacking can be spotted at personal or skirmish range, but the Difficulty for *Alertness + Technical Engineering* or *Alertness + Perception* Skill rolls made to find it are increased by two categories. A cloaked vehicle that makes an attack automatically reveals its range to any ship within DRADIS range. It can be detected with sensors, although the Difficulty for *Alertness + Technical Engineering* or *Alertness + Perception* Skill rolls is increased by one category.

Time Warp Synthesizer

The time warp synthesizer is a device that permits travel back and forth through time, which the Colonials consider to be the fourth dimension.

The device is small enough to be installed in a Colonial Viper and works on the generally accepted principle that once a person exceeds the speed of light, one can travel back in time. As a result of going through time, the molecules of synthetic fibers change color, thus the uniforms worn by time travelers are turned white. This includes the helmet and other equipment on a person.

Optional Rules

New Skill

Temporal Operation

The *Technical Engineering / Temporal Operation* Skill is used to run time machines which may prove to be useful if, for example, a crazed Colonial Warrior and member of the Council of Twelve has to be pursued to 1944 and stopped from giving the Germans advanced technology.

Successful Operation rolls get the travellers precisely to the target place and time, without unpleasant side effects. Failed or, worse still, botched rolls cause them to arrive too early or too late, a few feet in the air, or without some of their equipment. The GM may establish a "failure table" or just make it up as he goes along.

New Complication

Timesickness [d4/d8/d12]

You suffer from a sickness that is characterized by a feeling of nausea and, in extreme cases, vertigo experienced after travelling through time. Timesickness can be a debilitating condition and can be dangerous if the sufferer has an important mission to carry out, such as stopping a madman from giving the Nazis advanced technology.

d4: After travelling through time, you must make an AVERAGE (7) Endurance roll. Failure indicates that you have to roll your Trait die. For that many turns, you can't take any actions.

d8: As above, but you also take d6 points of Stun damage. Double this on a Botch!

d12: As above, but damage is Basic type.

New Asset

Straightfaced [d2+]

You are able to keep a serious or impassive facial expression that conceals your true feelings about something, especially an irresistible desire to laugh. Add your Trait die to any roll made to avoid laughing yourself to tears in view of ridiculous situations (e.g., you realize that your uniform has suddenly turned white) or missions (e.g., you are ordered to travel back in time to stop a madman from giving the Nazis advanced technology).

d6: At level d6 or above, you can spend one Plot Point to immediately regain control even after failing a roll to do so.

