

# BATTLESTAR GALACTICA

## RPG Quick Notes

### **Actions**

- **Length of Round:** About 3 seconds
- **Performing an Action:** Attribute + Trait
- **Success:** Meet target number.
- **Extraordinary Success:** Beat target number by 7
- **# of Actions Per Round:** 3
- **Penalty Per Action Over 1:** -1 Skill Step (e.g. a d8 skill becomes a d6 skill)

### **Plot Points**

- **Improving Actions:** Spend before a roll to add an extra die. The more points spent, the bigger the die; a single plot point adds a d2; two add a d4, etc. It can not roll lower than the number of points expended on it.
- **Saving Your Bacon:** Spend Points after a defense roll to increase your final total. Each plot point adds exactly 1 to your roll.
- **Staying Alive:** After damage is declared, buy a die as per “improving actions”. The roll of this die is subtracted from your damage total, wounds first, stun second.
- **Story:** You can use plot points to bid on a story; offer me some points and suggest and edit, and I might accept it and change the story.

### **Attacking**

Attack roles are opposed by Defense rolls. If an attack roll equals the value of a defense roll, a hit is scored. If you score 7 better than you needed, you get an Extraordinary success and do special damage (see page 94).

- **Melee Weapons:** Str + Skill
- **Ranged Weapons:** Agility or Alertness + Skill

### **Special Attack Actions**

- **Aiming:** You can aim a ranged weapon for up to 3 rounds; each round grants you a +1 Step.
- **Called Shot:** You can declare a called shot, which increases the difficulty by various steps (e.g. +4 for arms/legs, +8 for heads, +12 for an eye)
- **Covering:** Declare what area you are watching (about the size of a *Galactica* corridor). If something happens in that area, you can attack immediately.
- Also have rules for: Disarming, Feint, Grapple, Improvised Weapons, Attacking while Prone, Sneak Attack, Throwing, Unarmed Combat and Visibility. See page 90.

### **Automatic Weapons**

- **Burst:** Attacker fires three bullets using one attack roll against one target. The weapon's damage die each gain +1 step. Extraordinary Success on a burst attack adds an extra stepped-up damage die to the roll. Burst fire counts as one action, but can not be done more than twice in one turn. Called shots can not be bursts.
- **Autofire:** Expends 1/3 of weapons ammo against one target. The weapon's damage die gains a +4 step. Autofire is an action, and no other action is possible that turn (either before or after autofire).
- **Spray:** Fires bullets at an area roughly 5-10 feet wide. If attack meets and Easy (3) difficulty, everyone in area must defend against the attack. Cover bonuses to Difficulty are halved (round up) in the face of spray fire. Those who are hit suffer a +1 step to the

weapon's damage die. Extraordinary Success adds a stepped-up damage die. Spray fire is an action, and no other attack action is possible. Spray into dark/concealed area is harder, with a difficulty of Average (7).

## **Defending**

- **Innate Defense:** If you're aware of your enemy or the attack, role Agility. This is not an action.
- **Dodging:** Spend an action. Roll Agility + Athletics/Dodge.
- **Prone:** Equivalent of light cover, but you can't dodge or use innate defense
- **Cover:**
  - **Light Cover:** Half the body is covered. +4 to defense difficulty.
  - **Medium Cover:** More than half is covered. +8 to defense difficulty.
  - **Heavy Cover:** Almost all of the defender is covered. +12 to defense difficulty
  - **Total Cover:** Can't be hit.

## **Damage**

Characters typically take two kinds of damage when hit: basic damage and weapon damage.

- **Phase 1: Basic Damage:** Subtract the result of the attack roll from the defense roll. The difference is the amount of basic damage done. Half is wounds, half is stun, favoring stun with the excess
- **Phase 2: Weapon Damage:** The damage rolled for the weapon itself (e.g. the edge of a sword or the bullets of a gun). Weapon damage is typically wound damage.

There are consequences to being hit:

- **Damage Penalties:** When your character has accumulated half his life point total (rounded down) in wound damage, he suffers a -2 Attribute step to all actions until he recovers or is treated to stop the pain.
- **Passing Out:** When your character's damage (regardless of type) is greater than his Life Points, he risks falling unconscious. Roll Endurance (Vitality + Willpower) against Average (7) difficulty. Success keeps him on his feet. Every turn thereafter, repeat roll with a cumulative +4 to Difficulty.
- **Death:** Wounds equal to double life points.

## **Healing**

- **Stun Damage:** Recovers at a rate of 2 points per hour of rest or 1 point of light activity.
- **Second Wind:** 1 per day, characters can use second wind to recover some Stun instantly. Roll either Vitality or Willpower and immediately reduce current Stun by the result.