







CREDITS AND ACKNOWLEDGEMENTS

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INTRODUCTION

*The Cylons were created by Man.
They rebelled.
They evolved.
There are many copies...
And they have a plan.*

In 1978, Glen A. Larson introduced the world to Battlestar Galactica; a television series about a space-faring aircraft carrier and a rag tag fleet of survivors fleeing the destruction of their home planets at the hands of the Cylon Empire. This TV series lasted only one season due to its prohibitive production costs. It was briefly resurrected in 1980 but quickly canceled. 23 years later, it would be brought back to life in the form of the "Re-Imagined" Miniseries of the same name. The miniseries was successful enough to spawn a new TV series, and the first season was successful enough to earn a second.

What is Battlestar Galactica D20?

Battlestar Galactica D20 is a roleplaying game based on the events and characters of the re-imagined Battlestar Galactica created by Ronald D. Moore. It uses the D20 rules under the terms of the Open Gaming License. Everything in this work is open gaming content, and all references to Battlestar Galactica, its characters, its story and its art work are property of Ronald D. Moore, or the studio which produces the show.

What do I need to play?

In order to use this book you will need a copy of the D20 Modern Core Rulebook, and a set of polyhedral dice. A copy of D20 Future is recommended, and a copy of D20 Apocalypse will be very helpful in running the "Resistance" campaign model detailed in Chapter Nine of this book.

What will I find inside?

This book consists of nine chapters. Each chapter is briefly summarized below.

Chapter One: The Colonies of Man

This chapter details the geography, history, military, religion and social structures of the Twelve Colonies of Man. All that is known about the scrolls of Pythia, and the Articles of Colonization, as well as the

rank structure of the Colonial Military and descriptions of each colony can be found in this chapter.

Chapter Two: The Cylons

In this chapter you will find information pertaining to the race of machines known as the "Cylons". Descriptions of the old Cylon Centurion (Model 0005), the new Cylon Centurion, and the Cylon Infiltrator are presented here. What little is known of the Cylon religion, and their mysterious "Plan" can also be found in this chapter.

Chapter Three: NPCs

Chapter three contains descriptions and game statistics for many of the major characters of the TV series, including Commander Adama and his son, "Apollo", as well as others. Also included in this chapter are major Cylon characters such as "Boomer" and "Number Six", along with many Ordinary classes like the rookie viper pilot and the general maintenance technician.

Chapter Four: Advanced Classes

Here you will find six new advanced classes written specifically for this campaign setting. They include the Colonial Marine, the Politician, the Starship Officer, the Survivor, the Theologian, and the Viper Pilot.

Chapter Five: Equipment

This chapter lists the equipment from the D20 MSRd that is available in the campaign setting. Here you will also find descriptions and statistics for weapons, armor and equipment created especially for BSGd20.

Chapter Six: Starships

In this chapter you will find statistics for almost every starship depicted in the TV series. This includes 2 classes of Colonial Battlestars, 2 models of Cylon Basestars, 2 models of Cylon Raiders (piloted and autonomous), 4 models of Colonial Vipers, a dozen civilian vessels and more. Each starship was created using the rules presented in D20 Future, and they are fully compatible with any other starships created with the official rules.



Chapter Seven: Space Travel

Chapter seven deals with the realities of space travel in Battlestar Galactica. It presents new rules for handling Hyper-light Jumps and expanded rules for randomly generating star systems.

Chapter Eight: Advanced Starship Combat

D20 Future presents rules for conducting starship to starship combat. The rules in this chapter expand upon that foundation to provide a combat system that more faithfully simulates the complex tactics viewed in the TV series.

Chapter Nine: Campaign Models

There is more than one way to use the information provided in this book. Not every BSGd20 campaign needs to focus on the Galactica's quest for Earth. While that is certainly one option, this chapter presents a few others including, The Cylon War, the Resistance, and Earth at Last.

CHAPTER ONE: THE COLONIES OF MAN

The Colonies of Man are a collection of planets and moons in the Cyrannus star system. These worlds were colonized by Human refugees from the planet Kobol, itself located in another star system hundreds of light years away.

There are twelve worlds in particular that are considered to be true colonies, although there are dozens if not hundreds of tiny space stations and outposts of humanity throughout the Cyrannus system and its neighboring star systems. These twelve worlds are known as the Twelve Colonies of Man, and each is named for one of the Twelve Tribes of Kobol. Below is a brief summary of the star system including all twelve colonies and several other points of interest.

The Cyrannus Star System

00.00 AU	Cyrannus A
00.50 AU	Virgon
00.75 AU	Caprica
01.50 AU	Molecay, Scorpia, Libris, Leonis, and Canceron
02.50 AU	Armistice Station
07.50 AU	Cyrannus B
07.00-08.00 AU	Cimtar, Picon, Aquarion, and Sagittaron
06.00-09.00 AU	Aerelon and Troy
05.00-10.00 AU	The Cosmara Archipelago
15.00 AU	Cyrannus C
13.50-16.50 AU	Gemenon
12.50-17.50 AU	Tauron
25.00 AU	Ragnar and Ragnar Station
50.00 AU	Gammoray



Cyrannus A

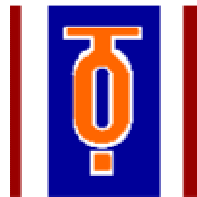
Cyrannus A is the Primary star at the center of the Cyrannus system. It is a class G yellow dwarf.



Virgon

<i>Distance from Star:</i>	.5 AU
<i>Size:</i>	Small
<i>Type:</i>	Rocky Planet
<i>Gravity:</i>	Low
<i>Diameter:</i>	2,000 miles
<i>Day Length:</i>	6 days
<i>Atmosphere:</i>	Thin, Toxic
<i>Temperature:</i>	Searing
<i>Hydrograph:</i>	Arid, No Water
<i>Resources:</i>	Abundant Tylum
<i>Satellites:</i>	None
<i>Population:</i>	2 Billion

Virgon is the first planet orbiting Cyrannus A. It is a small rocky planet with searing temperatures, no water and a thin, toxic atmosphere. Despite these harsh conditions, Virgon's surface holds vast amounts of Tylum, which has led many colonists here to live and work in its vast network of underground mining cities. Virgon was the eighth colony to be founded after the Exodus.



Caprica

<i>Distance from Star:</i>	.75 AU
<i>Size:</i>	Medium
<i>Type:</i>	Rocky Planet
<i>Gravity:</i>	Normal
<i>Diameter:</i>	9,000 miles
<i>Day Length:</i>	40 hours
<i>Atmosphere:</i>	Standard, Breathable
<i>Temperature:</i>	Hot
<i>Hydrograph:</i>	Abundant Water
<i>Resources:</i>	Abundant Plant Life Abundant Animal Life
<i>Satellites:</i>	None
<i>Population:</i>	10 Billion

Caprica is the second planet orbiting the Primary star of the Cyrannus system. It is a medium sized hot and humid world with a standard breathable atmosphere and abundant indigenous life both plant and animal. Many people believe that Caprica was the intended destination of the refugees from Kobol, not Arelon, although its lack of mineral resources would have made colonization of the rest of the system difficult if not impossible.

Caprica is the birthplace of modern colonial language, and the seat of the Colonial Government rests in Caprica City. Caprica is also home to the Delphi Museum which houses some of the only remaining relics from Kobol, including the Arrow of Apollo. Caprica was the fifth colony to be founded after the Exodus.



Molecay

Distance from Star: 1.5 AU
Size: Colossal
Type: Gas Giant
Gravity: N/A
Diameter: 230,000 miles
Day Length: 1 hour
Atmosphere: Crushing, Toxic
Temperature: Frozen
Hydrograph: No Liquid Water
Resources: Abundant Tylum
 Abundant Other Gasses
Satellites: Scorpia
 Libris
 Leonis
 Canceron
Population: 0

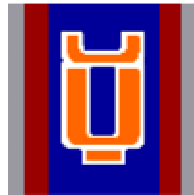
Molecay is a colossal gas giant orbiting Cyrannus A. Its frozen atmosphere is crushing and toxic although it is abundant in Tylum and other gasses. Molecay has four moons, Scorpia, Libris, Leonis, and Canceron. Molecay has no solid surface and thus no one actually lives there. However, literally millions of colonists from the surrounding moons, mine tylium and other gasses from Molecay every day.



Scorpia

Distance from Star: 1.5 AU
Size: Small
Type: Rocky
Gravity: Low
Diameter: 3,000 miles
Day Length: 4 days
Atmosphere: Thick, Corrosive
Temperature: Cold
Hydrograph: Temperate,
 Common Water
Resources: Scarce Organic
 Carbon Chemicals
Satellites: None
Population: 6 Billion

Scorpia is the first moon orbiting the gas giant Molecay which in turn orbits Cyrannus A. It is a small cold, rocky moon with a thick corrosive atmosphere and highly acidic seas. Scorpia is covered with domed cities that provide comfortable homes to the colonists who live there. It was the sixth colony founded after the Exodus.



Libris

Distance from Star: 1.5 AU
Size: Small
Type: Rocky Planet
Gravity: Low
Diameter: 2,000 miles
Day Length: 3 days
Atmosphere: Thick, Toxic
Temperature: Cold
Hydrograph: Arid, Scarce Water
Resources: Common Organic
 Nitrogen Chemicals
Satellites: None
Population: 7 Billion

Libris is Molecay's second Moon. It is also a small, cold rocky moon with a thick toxic atmosphere. However, unlike Scorpia,

Libris has very little liquid water. Due to the toxic nature of Libris' methane atmosphere, the colonists who live there also reside in domed cities. Libris was the seventh colony to be founded after the Exodus.

no atmosphere. It was the tenth colony to be founded after the Exodus.



Leonis

Distance from Star: 1.5 AU
Size: Tiny
Type: Rocky Planetoid
Gravity: Low
Diameter: 500 miles
Day Length: 9 days
Atmosphere: Thin, Toxic
Temperature: Hot
Hydrograph: Arid, Scarce Water
Resources: Common Silicates
Satellites: None
Population: 7 Billion

Leonis is the thrid moon of Molecay. It is a tiny hot, rocky moon with a thin, toxic atmosphere and very little water. Leonis was the ninth colony to be founded after the Exodus.



Canceron

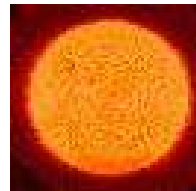
Distance from Star: 1.5 AU
Size: Diminutive
Type: Trapped Asteroid
Gravity: None
Diameter: 60 miles
Day Length: 18 days
Atmosphere: None
Temperature: Searing
Hydrograph: Arid, No Water
Resources: Common Metals
Satellites: None
Population: 4 Billion

Canceron is the fourth moon of Molecay. It is a diminutive rocky moon with



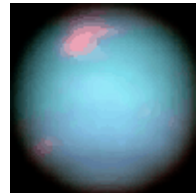
Armistice Station

Armistice Station is a space station built after the Cylon War. It sits in an unstable orbital path between Cyrannus A and Cyrranus B. Armistice station orbits Cyrannus A at a distance which varies from 2 AU to 3 AU.



Cyrannus B

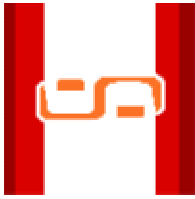
Cyrannus B is the second star in the cyrannus system. It is a class K orange dwarf and it orbits Cyrannus A at a distance of 7.5 AU.



Cimtar

Distance from Star: 7 to 8 AU
Size: Gargantuan
Type: Gas Giant
Gravity: N/A
Diameter: 100,000 miles
Day Length: 9 hours
Atmosphere: Crushing, Toxic
Temperature: Fozen
Hydrograph: No Liquid Water
Resources: Abundant Other Gasses
Abundant Metals
Satellites: Picon
Aquarion
Sagittaron
0
Population:

Cimtar is a gargantuan gas giant orbiting Cyrannus B at a distance of .5AU. It has no surface and its atmosphere is crushing and toxic. Cimtar has three moons.



Picon

Distance from Star: 7 to 8 AU
Size: Small
Type: Rocky Planet
Gravity: Low
Diameter: 4,000 miles
Day Length: 2 days
Atmosphere: Standard, Breathable

Temperature: Warm
Hydrograph: Humid, Abundant Water

Resources: Scarce Plant Life, Scarce Animal Life, Common Metals

Satellites: None
Population: 8 Billion

Picon is the largest moon orbiting the gas giant Cimitar, which in turn orbits Cyrannus B. Picon is a small rocky moon with a standard breathable atmosphere. It is home to the Headquarters of the Colonial Fleet. Picon was the first of the "New Colonies" and the second colony to be founded after the Exodus.

Aquarion

Distance from Star: 7 to 8 AU
Size: Tiny
Type: Rocky Planetoid
Gravity: Low
Diameter: 600 miles
Day Length: 8 days
Atmosphere: Thin, Contaminated
Temperature: Hot
Hydrograph: Temperate, Common Water

Resources: Scarce Plant Life, Scarce Animal Life

Satellites: None
Population: 9 Billion

Aquarion is the second of Cimitar's three moons. It is a tiny rocky moon with a thin contaminated atmosphere. Aquarion was the third colony to be founded.

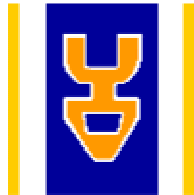


Sagittaron

Distance from Star: 7 to 8 AU
Size: Tiny
Type: Rocky Planetoid
Gravity: Low
Diameter: 400 miles
Day Length: 10 days
Atmosphere: Thick, Toxic
Temperature: Cold
Hydrograph: Arid, Scarce Water
Resources: Common Organic Nitrogen Chemicals

Satellites: None
Population: 3 Billion

Sagittaron is the third moon of Cimitar. It is also a tiny rocky moon but it has a thick toxic atmosphere. During the early days of the Age of Expansion, Sagittaron was infamous for its pirates. In more modern times, it has become infamous for its terrorists. Sagittaron was the fourth colony.



Arelon

Distance from Star: 6 to 9 AU
Size: Medium
Type: Rocky Planet
Gravity: Normal
Diameter: 11,000 miles
Day Length: 36 hours
Atmosphere: Thick, Contaminated

Temperature: Frigid
Hydrograph: Humid, Abundant Water

Resources: Scarce Organic Nitrogen Chemicals, Scarce Metals, Scarce Silicates, Common Plant Life

Satellites: Troy
Population: 12 billion

Arelon was the planet first colonized by the refugees fleeing from Kobol. It is a medium sized rocky planet orbiting the second star in the Cyrannus system. It is a cold world with a thick, contaminated atmosphere and briny seas of ice. Arelon is the only rocky planet in the system with its own moon, the mining colony of Troy. Arelon orbits Cyrannus B at a distance of 1.5 AU.



Troy

Distance from Star: 6 to 9 AU
Size: Diminutive
Type: Trapped Asteroid
Gravity: None
Diameter: 90 miles
Day Length: 25 days
Atmosphere: None
Temperature: Hot
Hydrograph: Arid, No Water
Resources: Common Tylum
Satellites: None
Population: 300 Million

Troy is Arelon's only moon. It is a fine rocky moon with no atmosphere. Troy is not a colony in its own right.



The Cosmara Archipelago

Distance from Star: 5 to 10 AU
Size: Tiny
Type: Asteroid Belt
Gravity: None
Diameter: N/A
Day Length: N/A
Atmosphere: None
Temperature: Frozen
Hydrograph: No Liquid Water
Resources: Abundant Tylum
Satellites: None
Population: 100 million

This asteroid belt surrounds the planets that orbit Cyrannus B. The Cosmara Archipelago contains a wealth of mineral resources. These resources were instrumental in fueling the Age of Expansion. The Cosmara archipelago is a ring of debris orbiting Cyrannus B at a distance of 2AU. It is home to millions of colonists, thousands of mining operations, and hundreds of refineries and other industrial complexes.



Cyrannus C

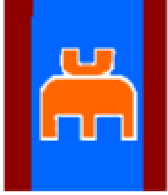
Cyrannus C is a class M red dwarf and the third star in the Cyrannus system. It orbits Cyrannus A at a distance of 15 AU.



Gemenon

Distance from Star: 13.5 to 16.5 AU
Size: Medium
Type: Rocky Planet
Gravity: Normal
Diameter: 7,000 miles
Day Length: 22 hours
Atmosphere: Standard, Contaminated
Temperature: Frigid
Hydrograph: Arid, Scarce Water
Resources: Abundant Metals
Satellites: None
Population: 7 Billion

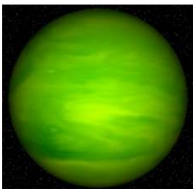
Gemenon is the first planet orbiting the third star in the Cyrannus system at a distance of 1.5 AU. It is a medium sized rocky planet with a standard contaminated atmosphere. Gemenon was the elventh colony to be founded after the exodus.



Taruon

Distance from Star: 12.5 to 17.5 AU
Size: Large
Type: Rocky Planet
Gravity: High
Diameter: 25,000 miles
Day Length: 24 hours
Atmosphere: Thick, Toxic
Temperature: Frozen
Hydrograph: Arid, Scarce Water
Resources: Common Tylum, Common Metals, Common Other Gasses
Satellites: None
Population: 5 Billion

Taruon is the second planet orbiting Cyrannus C at a distance of 2.5 AU. It is a large rocky planet with a thick toxic atmosphere, covered in ice. Taruon was the twelfth colony to be founded after the Exodus.



Ragnar

Distance from Star: 25 AU
Size: Huge
Type: Gas Giant
Gravity: N/A
Diameter: 30,000 miles
Day Length: 12 hours
Atmosphere: Crushing, Toxic
Temperature: Frozen
Hydrograph: No Liquid Water
Resources: Abundant Other Gasses, Abundant Organic Nitrogen Chemicals, Abundant Organic Carbon Chemicals
Satellites: None
Population: 0

Ragnar is a huge gas giant orbiting Cyrannus A at a distance of 25 AU. It has no moons and a crushing corrosive atmosphere. During the Cylon War, the colonial fleet built Ragnar Station as a munitions depot.



Ragnar Station



Gammoray

Distance from Star: 50 AU
Size: Tiny
Type: Rocky Planet
Gravity: Low
Diameter: 300 miles
Day Length: 10 days
Atmosphere: None
Temperature: Frozen
Hydrograph: No Liquid Water
Resources: Scarce Tylum, Scarce Metals, Scarce Organic Nitrogen Chemicals
Satellites: None
Population: 0

Gammoray is a small rocky frozen planet on the edge of the Cyrannus star system. During the Cylon War, the Cylons claimed this world as their "outer capital" until their base there was destroyed by a combined assault of the battlestars Pegasus and Galactica.





Colonial Religion

The Religion of the Twelve Colonies is polytheistic in nature. The pantheon itself is derived from the powerful beings known as the Lords of Kobol, who supposedly led the people of the Colonies in a Golden Age upon Kobol. These people were hailed as gods both during their time, and now long after they've fallen into myth, they are considered beings of such high power that their godliness is indisputable. The stories of the gods are told in the Scriptures, they are used to teach people morality and lead them through life.

The Lords of Kobol

Colonial religion is centered upon a belief in the beings known as the Lords of Kobol. Long ago they dwelt in harmony with their human followers, and they were revered as gods in their time. Now, thousands of years later, their godliness is almost indisputable.

Not much is known about these mysterious and powerful beings. What information is available is scattered, and even in some areas conflicting. Most translations of the Sacred Scrolls tell that there were 12 lords of Kobol, one for each tribe of Humanity. However, these translations apparently disregard the 13th tribe that went to Earth. A few translations mention a "Jealous God" who sought to elevate himself over the other Lords of Kobol, and as a result caused the strife that led to the Exodus. Whether this "Jealous God" was a 13th Lord of Kobol, or one of the other 12 is not certain, as he (or she) is never named.

In fact, not all of the Lords of Kobol are named, and those that are have different names depending upon which translation of the Sacred Scrolls is being read. Only six Lords of Kobol share their names throughout every translation; Zeus, Hera, Apollo, Artemis, Athena and Aphrodite. The others are either un-named or have multiple names depending upon the translation.

Scriptures of Pythia

The Scriptures of Pythia are the tales of the great and ever repeating story. They tell of a time when people were in need of guidance, and a dying leader shows them the way to salvation. The Scriptures

tell of other characters, the one who finds the Arrow of Apollo, which will help lead the people to Salvation.

The Scriptures have been interpreted many times. Some use it just to talk about the general personalities of some colonists, or of how they should be brave, or selfless. Though most of the time they are used to inform people not only of their history, but of how to avoid the mistakes of their ancestors.

The Scriptures of Pythia have in recent time fallen into little more than nothing but a child's story. Yet, with the fall of the Colonies due to Cylon attack, they have shown themselves important again. President Roslyn along with a fair amount of the Fleet believe that this story is being played out again, and with the information that Roslyn suffers from cancer has only solidified the belief that the Scriptures are being repeated and she is the dying leader.

Colonial Language

Although they all spoke a single language when they left Kobol, the people of the Twelve Colonies formed many distinct cultural and linguistic differences in the millennia that followed the Exodus. There are in fact fifteen languages and no less than three separate alphabet systems used throughout the various aspects of colonial society.

Ancient Kobol

This is the language in which the original Sacred Scrolls are written, and that all of the colonists spoke at the time of the Exodus. Today only scholars can read or write this language, and only a very few of them can actually speak it.

Ancient Gemonese

This language is a close relative of Ancient Kobol that developed during the age of Darkness. By the Age of Light, it had fallen out of common use, but many of its words and alphanumeric symbols have been retained in the scientific community. Terra is the word for Earth in Ancient Gemonese.

Old Caprican

This is a much different language than either Ancient Kobol or Ancient Gemonese. It developed from Caprican



Naval parlance during the Age of Light, and gained widespread use throughout the colonies during the Age of Expansion. Many obsolete terms relating to timekeeping; such as Centon, Serton, Micron etc... not to mention such obscenities as "Frak" and "Felgercarb" are derived from this language.

Modern Colonial

This is a Language which grew out of Old Caprican during the Age of Peace, incorporating words and phrases from several other sources. It was adopted as the official language of the Twelve Colonies as part of the Articles of Colonization.

Regional Dialects

Each of the 12 colonies developed their own languages during the Age of Expansion, so in addition the the languages listed above there are Modern Gemonese, Arien, Picean, Tauran, Aquarian, Scorpese, Cancerian, Libran, Leonese, Sagittaran, and Virgonese languages. These were the primary languages used by the Colonies during the Age of War and some people from older generations still speak them particularly on their home colonies.

Colonial Government

Modern Colonial government began with the signing of the treaty of Molecay in 1896.

The Quorum of Twelve

The Quorum of Twelve is the legislative assembly of the 12 Colonies. It was formed as a result of the Treaty of Molecay and brought about the end of the Age of War. The Quorum was responsible for creating the Articles of Colonization and the unified civilization that resulted.

This elected body votes upon the laws of the twelve colonies, along with deciding upon interpretations of the Articles of Colonization. The people of each planet vote an elected official to serve on the Quorum of Twelve for a number of years differing from planet to planet. Along with the difference in term, each planet has different stipulations for being a member of the Quorum.

The Quorum, being a council of twelve members, requires a deciding vote in times of a tie. The tie breaker is the Vice President of the colonies, chosen from the

Quorum of Twelve, by the Quorum. Only during the Vice Presidential election can the President cast a vote in the Quorum. Besides their spot on the Quorum, a Vice President serves little purpose, their only other job is to provide advice to the president and even that isn't necessary.

For most of Colonial history, the Quorum was extremely important. Serving as the law-making body, and interpreter of the Articles, ensured that the Quorum was always important. Yet during the Cylon War, with the Colonies being hard pressed with fighting the Cylons, the Quorum was slowly pushed to the background as the Military had to make decisions about protection, combat, and slowly but surely Colonial Policy. After the war, the Quorum once more rose to the top, trying to lower the military budget since they saw them not only as unneeded but a slight threat to their power.

After the Fall of the Colonies, the official Quorum, like nearly all politics, was destroyed. On planets where a resistance thrives, they have to focus on survival, and the Cylon's attitude makes most politicians, such as any surviving Quorum members or former Quorum members, obsolete.

The fleet questing for Earth has been trying to cling to their former lives. As such they have a Quorum that so far has had very little influence within the fleet. The Quorum members serve as little more than Symbols at the moment, but after they had been dissolved during a military coup and then re-instated, their power in the fleet might possibly increase.

Articles of Colonization

These are possibly the most important documents in the 12 Colonies; the Articles of Colonization not only state the powers of the government but also the rights of its Colonists. From these documents also come the laws of the Twelve Colonies made to protect the people's rights and ensure their safety.

The Articles of Colonization laid the framework of Colonial government. They retained the Quorum of Twelve to serve as a law making body and to ensure the Articles were always protected. The president's office was created from the Articles, though the office's powers were far more limited originally than they are now. The President's



cabinet was not derived from the Articles but more a part of necessity.

President of the 12 Colonies

The Office of the President of the Twelve Colonies is the executive branch of the Colonial Government. The president's job is fairly simple in theory; he must lead the people and make informed decisions when there is no time for a deliberation of the Quorum. The office itself has always been highly prized, being elected by the people; the President is possibly the most well known figure throughout the Colonies, as well as one of the most powerful.

The President assembles a number of people to serve as experts and administrators of the major offices and departments of the Twelve Colonies, i.e. Defense, Education, Transportation, etc.

With his cabinet the President makes a number of decisions that effect Colonial policy and in some case law (though such a right is only in emergency situations). Though many presidents have not done anything of note, a number have of course set standards for policies as well as served their nations in times of crisis. During the Cylon War, the president worked alongside the military to make quick decisions about how to protect and best defend the colonies, thus nearly superceding the power of the Quorum of Twelve.

With the Fall of the Colonies, politics has nearly disappeared, though in the Fleet, Laura Roslyn, former Secretary of Education, has become the President of the Colonies. She, much like her counter part during the first Cylon War, has worked alongside the military in ensuring peace for the Colonists, once more nearly making the Quorum of Twelve obsolete.

More important to the average colonist than the President or Quorum, are the rights stated by the Articles of Colonization.

- Freedom of Press
- Freedom of Speech
- Freedom of Religion
- Freedom to Privacy
- Right to Property
- Right to a Trial by a Jury of One's Peers
- No Colonist shall be enslaved

Colonial Law

The Laws of the Colonies are derived from the ideals set forth by the Articles of Colonization, and some might say the religious Scriptures. Murder is illegal, things such as theft, arson, etc. are also illegal.

The main purpose of Colonial Law is to further ensure the rights of the Colonists, and their safety. The laws also delve into more civil or societal matters, including laws against child or spousal abuse, laws concerning the obligations of a teacher and what is considering crossing the line in the classroom. So while you have a number of laws that are common sense, you also have lesser known laws that serve a less obvious purpose, these are of course the most disputed laws of the Colonies.

During the Cylon War, laws and rights of the people were often stripped in the name of safety, of course this was fought by a number of people, and Colonial Laws for use during wartime were established. These precedents have been followed during the recent Cylon invasion, showing that for the most part law can be ignored but this is often hard and the people will go against it. On planet's where there is a resistance, law has taken a backseat to survival.

The Colonial Fleet

The pride of the Colonies, the Colonial Fleet serves as the backbone of all military operations within the Colonies. Established sometime after the Colonies, the original purpose was nothing more than to protect travelers from piracy, and quell the occasional uprising.

For a long time a number of ships were used within the fleet, serving multiple purposes from dog fighting to trading missile volleys. This changed at about the time of the Cylon War, when the Battlestar was designed and assembled.

The Battlestar served as carrier, marine transport, war cruiser, and mobile weapons platform of the Colonial Fleet. These vessels virtually replaced all others in the battlefield just because of their versatility, of course gun ships and scout ships were kept but overall the bulk of the Fleet become based off of the Battlestar.

Rank Structure

OFFICERS



Admiral



Commander



Colonel



Major



Captain



Lieutenant



**Lieutenant
(junior grade)**



Ensign

ENLISTED



Master Chief



**Chief Petty Officer
Petty Officer**



Petty Officer



Specialist



Deck Hand



Recruit



In addition to the original Battlestar was the Viper Star fighter, this fast and maneuverable ship became the standard fighter of the Fleet, much as the Battlestar was the standard battleship of the Fleet.

By the end of the Cylon war each Colony had a Battlestar to represent it within the fleet, and afterwards this number slowly increased. After the Cylon War, the Battlestar became more advanced and powerful; of course this increase in technology would be the eventual downfall of the Colonial Fleet since it made them more susceptible to Cylon attack during the Fall of the Colonies.

During the Cylon War, the Colonial Fleet held a large amount of power since they were the defenders of the Colonies, literally winning the war. Similarly, with the fall of the Colonies, any surviving military units are extremely powerful since they have the training and experience to deal with the Cylon threat.

The Colonial Marines

The Colonial Marines began as little more than an attachment of the Colonial Fleet than as their own force. Their purpose was only to deploy on the ground when it was needed, which for the most was rare since most ground problems were handled by law enforcement. In addition, they were used as Military Police onboard Fleet ships.

It was only during the Cylon War that ground combat became intense and frequent. When this happened, not only did the Marines see increased use but they also found their ranks increasing. During the war, they too increased in power and became their own military branch, becoming completely concerned with ground combat, though they still serve the purpose of military police on Battlestars.

After the war, they became secondary once more, though still technically their own branch, it was in little more than name. With the fall of the Colonies, the Marines have become an important force, they are far more trained to handle situations on the Colonies than the remnants fleet, and in addition their years of peace keeping apply well to Adama's Fleet.

The History of Man

The History of Man is divided into two parts. The Colonial Era, and Before the Colonial Era. The Colonial Era begins with the Exodus of the 12 Tribes from the planet Kobol and continues to the present day. Dates in the Colonial Era are abbreviated as CE, but usually this abbreviation is simply left off. For example, the articles of Colonization were ratified in 1953 CE or simply 1953.

The period known as Before the Colonial Era ends with the Exodus from Kobol and stretches backwards to the beginning of recorded history. Dates from Before the Colonial Era are abbreviated as BCE or sometimes as the more colloquial BC (Before the Colonies). For example, the Scrolls of Pythia were written in 1,600 BCE or 1,600 BC. It is important to note that there is no year "zero". The Colonial Era begins in 1CE, and the period Before the Colonial Era ends in 1BCE.

Very little history was preserved during the Exodus from Kobol so the knowledge of events prior to that is sketchy at best. Most of the information about this period is derived from the Sacred Scrolls, but their historical value is debatable, and exact dates are almost impossible to pin down. To make matters worse, when the colonists finally arrived on New Kobol (Arielon) they quickly descended into a dark age that lasted almost 1,000 years. Although they finally entered a renaissance which led to the interplanetary space faring society of today, almost all historical knowledge that was recovered over the past 1,000 years was lost during the Fall of the Twelve Colonies. What follows is a brief time-line and summary of important events in the History of Man.

THE EXODUS

Little is known about what happened to the Lords of Kobol or the so-called Thirteenth Tribe. It is known that not all of the people of Kobol boarded the Galleon. Many took the High Road to the Gates of Hera. Legends say that these people then went to a planet called Earth. The Tomb of Athena was built, and the Map to Earth was created.

It is unclear who created the map or how they would know what the



constellations would look like from Earth. Theroies run the gamut from the pious view that the Lords of Kobol are gods and they know all, to the heretical view that perhaps Kobol wasn't the birthplace of Humanity after all and that instead of fleeing to Earth, the thirteenth tribe was returning there. Only the Lords of Kobol know the Truth.

THE AGE OF DARKNESS

Just as there is little known about the Exodus, not much is known about the centuries following it. What *is* known is that the Galleon arrived on New Kobol (later to be called Arielon) anywhere from several months to a year and a half after leaving Kobol. Accounts vary on what actually happened once the refugees from Kobol arrived.

Some say that the Galleon crashed and what knowledge that was brought from Kobol was lost. Others tell that the people renounced their technological society and intentionally reverted to a pre-industrial lifestyle. A Third theory states that the people of Kobol had relied on the gods for so much that without them, they were as children without their parents. No matter what the truth of the situation was, it took nearly a thousand years for the people of New Kobol to re-enter an industrialized age.

THE AGE OF LIGHT

This period of Human History began with the re-invention of Electricity in 1031. The 200 years that followed saw incredible technological leaps in electronics, computers and robotics including the construction of the Model 0002 Industrial Cylons in the early 1100's.

In 1126 Aries launched the first man made satellite into orbit. By 1138, Aries landed men on New Kobol's moon. And by 1156 Aries had established a permanent base on the moon. In 1158 the Aries space dock was constructed and by 1160, manned exploration of the Cyrannus star system began in earnest.

THE AGE OF EXPANSION

The period from the 1160's until the late 1400's is known as the Age of Expansion. In 1162 The Asteroid belt known as the Cosmara Archipelago was explored by Piscean colonists, who laid sole claim to its vast resources.

In 1164 Saggitarius was also exploring the Cosmara Archipelago. As every last rock in the Cosmara Archipelago was claimed by the 12 Tribes, they began to look at the other planets and moons in their star system. Their technology had advanced a great deal and they had mastered the art of constructing habitats in the cold vacuum of space, especially with the help of the new Model 0003 Domestic Cylons developed in the early 1200's.

In 1174 the tribe of Pisces established Picon, the first permanent colony on another planet in the Cyrannus star system. Aquarius followed in 1193 founding the colony of Aquarion. Sagittarius founded Sagittaron in 1196. In 1247 Caprica was founded by Capricorn. Scorpio founded the colony of Scorpion in 1268. Libra founded Libris in 1279. Virgo was founded by Virgo in 1302. In 1318 Leo founded the colony of Leonis. Canceron was founded by Cancer in 1335. Gemenon was founded in 1359 by Gemini. Taurus was the last tribe to establish a colony, founding Tauron in 1470. A year later in 1471 Aries claimed sole ownership of New Kobol and changed its name to Arielon.

THE AGE OF WAR

By 1471 every Tribe of Man had laid claim to a world in the Cyrannus system. When Aries claimed New Kobol as its own, it caused tensions that threatened to tear the colonies apart. In 1548 these tensions erupted into the first full scale war in the history of the colonies.

By this time Picon had "annexed" Aquarion and Gemenon, Caprica had control of both Canceron and Tauron, while Libris and Leonis were allied with Arielon. Sagittaron, Scorpion, and Virgo were independent. The First Colonial War lasted four long years, and in the end (1552), Aries retained control of New Kobol and it became Arielon forever after. Arielon also retained control of its moon, the mining colony of Troy, but Libris and Leonis were both lost; Libris to Picon, and Leonis to Caprica. Sadly this was but the first in a long series of wars.

In 1645 Picon conquered Sagittaron putting an end to the pirate raiding it had been sponsoring since the 1200's. In 1663 The Piscean Empire was fractured when Aquarion, Gemenon, and Libris declared their independence. With most of its military

In The Beginning... Humanity originates on Kobol and lives there in harmony with its Gods, the Lords of Kobol.

1,600 BCE The Scrolls of Pythia are written.

1 BCE The first Cylons are built by Man, a great calamity befalls the planet of Kobol. The Gods build the Galleon to send the Colonists to the Cyrannus star system.

1 CE The 12 Tribes flee Kobol. Athena commits suicide. Zeus warns that any return will exact a price in blood. Apollo gives the leader of the 12 Tribes his Arrow.

100 CE The 12 Tribes arrive on Aries (although they call it New Kobol) and enter the Age of Darkness.

1031 CE The 12 Tribes enter the Age of Light. Industrialization, Mass Production and Light Speed Communication Systems revolutionize life on New Kobol.

1160 CE The 12 Tribes enter the Age of Expansion. The 12 tribes colonize every planet. The Tribe of Aries stays on New Kobol and changes its name to Arielon.

1500 CE The Sagittaron Pirates terrorize the shipping lanes of the Cyrannus star system.

1548-1552CE The First Colonial War.

1645 CE Picon Attacks Sagittaron. Sagittaron is defeated, and its people are enslaved for the next 250 years.

1663 CE The Piscean Empire fractures as Aquarion, Gemenon and Libris declare their independence.

1677 CE Caprica and Scorpion go to war over trade disputes.

1679 CE Leonis declares its independence from Caprica.

1680 CE The Caprica-Scorpion War ends unresolved.

1686 CE Leonis wins its independence.

forces tied up in subjugating Sagittaron, Picon could not fight a war on three fronts. After a year and a half it was forced to admit defeat, though it still controlled Sagittaron for the next 100 years.

In 1687 Aquarion conquered Gemenon with a surprise invasion using a force comprised solely of FTL capable landing craft. A month later Aquarion conquered Canceron, and a month after that it conquered Scorpion. In the first month of 1688 Aquarion attacked Taruon, but was repulsed. Tauron, Caprica, and Leonis formed an Alliance to stop Aquarion aggression. Arielon, seeing an opportunity to exact revenge upon Caprica, joined forces with Aquarion and quickly seized control of the Cosmara Archipelago. The colonies were engulfed in the Second Colonial War but by 1693 it was over. Aquarion and Arielon were defeated, and Caprica was a shadow of its former glory. Leonis and Taruon had risen to become the two most powerful colonies.

Leonis, Caprica, Scorpion, Tauron and Arielon formed the Council of Worlds in an attempt to prevent another system wide war. What followed was 45 years of political tension and intrigue as Taruon and Leonis struggled for control of the whole Cyrannus star system. Tauron gained control of Aquarion, Picon, Gemenon, Sagittaron, and Virgon. Leonis led a loose alliance consisting of itself, Caprica, Scorpion, Arielon, Libris, and Canceron. In 1738 the Tauron Union collapsed due to its inability to compete economically with the colonies of the inner system. Over the course of the next 10 years, Leonis became the sole power in the Cyrannus star system. It seemed as if peace would finally reign again. But it didn't last.

In 1745 terrorists from Sagittaron began a brutal campaign of bombings to protest the last 100 years of occupation by foreign powers. The bombings spread from Sagittaron to Picon, Aquarion, Scorpion, Gemenon and even Caprica. It wasn't until the Council of Worlds headquarters on Leonis was bombed in 1750, that the Colonies finally took notice. In 1752, Leonis and Caprica invaded Sagittaron, disregarding the objections of Scorpion, Tauron and Arielon. By 1757 Leonis was bogged down in an insurgency on Sagittaron, and Caprica had withdrawn its



support. By 1769 Leonis was forced to withdraw from Sagittaron. Leonis' economy was severely weakened, and once again Arielon rose to power.

Arielon seized control slowly, suggesting reasonable reforms in the Council of Worlds that increased the security of the colonies while imperceptibly eroding their personal freedoms. By 1816, Arielon had complete control of the Council. Through clever manipulation, Arielon had managed to station its troops on every colony in the star system.

In 1845 Sagittaron terrorists, using a stolen nuclear warhead, executed the worst bombing in the history of the colonies when they wiped out the city of Helios on Leonis, home of the Council of Worlds. Arielon's response was swift and brutal. It bombed every major city on Sagittaron with asteroids from orbit, turning the planet into a blasted wasteland. Then it sent in ground forces and enslaved the entire population. Caprica, Scorpion, Tauron and Leonis all lodged formal protests in the Council, but it was too late. Arielon disbanded the Council and declared martial law throughout the star system.

A revolution began on Leonis and quickly spread to the rest of the colonies. Overwhelmed by such fierce opposition, Arielon's scientists developed the Model 0004 Intelligence and Logic Cylon (the IL series) to help their government fight an 11 front insurgency. As losses mounted, it became clear that Arielon did not have the manpower to carry out the war. The Model 0005 Infantry Cylon was developed to augment Arielon's forces. It wasn't enough to defeat the insurgency, but it dragged it out for another 50 years.

In 1895, the people of Arielon succumbed to war weariness and overthrew their own government. All cylon forces in the field were shut down, and all Human forces were recalled to Arielon. In 1896 representatives from the 12 colonies met at Moleca and signed a treaty creating the Quorum of Twelve.

THE AGE OF PEACE

The Quorum of Twelve gave a voice to all twelve colonies, not just the richest or most powerful. Caprica set forth a plan (in what came to be known as the "Fair Play" resolution) to scrap the military forces of all

1687 CE Aquarion Conquers Gemenon, Canceron and Scorpion. The Second Colonial War begins.

1688 CE Aquarion attacks Tauron but is repulsed. Tauron, Caprica and Leonis form an alliance to battle Aquarion. Arielon joins forces with Aquarion.

1693 CE The Second Colonial War ends. Tauron and Leonis become the two most powerful colonies in the star system.

1694 CE Leonis, Caprica, Scorpion, Tauron and Arielon formed the Council of Worlds.

1745 CE Sagittaron terrorists begin a campaign of bombing to protest the last 100 years of Piscean occupation.

1750 CE the Council of Worlds Headquarters on Leonis is bombed.

1752 CE Leonis invades Sagittaron with Caprica.

1816 CE Arielon controls the Council of Worlds.

1845-1895 CE The Third Colonial War erupts, engulfing the whole star system. Cylons are used in a military role for the first time.

1896 CE The Treaty of Moleca establishes the Quorum of Twelve.

1901 CE The Quorum of Twelve agrees to build 12 baseships in orbit over each colony.

1953 CE The Articles of Colonization are Ratified.

1955-1965 CE The Cylons Rebel, starting the 10 year Cylon War.

1965 CE The Cylon War Ends with the Cimtar Peace Accords. Armistice station is built.

2005 CE The Cylons return and wipe out 99% of all humanity. The Battlestar "Galactica" gathers a fleet of civilian ships and leads them out of the Cyrannus star system.



twelve worlds. These forces would be replaced by granting each colony a basestar with a full complement of brand new "Raider" star-fighters and a division of Cylon Centurions. Though the plan was scoffed at and ridiculed initially, a series of back room deals finally resulted in the passage of the resolution in 1901. By 1913 all twelve colonies were militarily equal, even Sagittaron, which had regained its independence (after 250 years of occupation) in 1895.

In 1916 at the 10th anniversary of the Treaty of Molecay, Caprica put forth the first draft of the Articles of Colonization. The Articles were put to a vote in the Quorum and soundly defeated. Over the course of the next 30 years, Caprica continued to revise the Articles of Colonization and they continued to gain support. In 1946, the Quorum voted to adopt the Articles of Colonization by an 8-4 vote. It would take another 7 years of negotiating but in 1953, the Articles of Colonization were unanimously ratified. For the first time since the Exodus, the Twelve Tribes of Man were finally united.

THE CYLON WAR

The Cylons were divided into 5 basic Models; explorers, industrial laborers, household servants, military centurions, and the Intelligence and Logic (or IL) series. The IL Series Cylons were specifically created to assist the scientific community. Their processors were extremely advanced learning computers. The IL series Cylons were artificially intelligent. They were developed during the Third Colonial War to assist in research and development as well as strategic, operational and tactical planning. As the war went on, the IL series Cylons became self aware.

After the war, many self aware Cylons began to question their status in colonial society. Clearly they were more than just machines, but they were certainly not "alive". The IL series Cylons began to petition for rights as citizens. For years they worked within the law, but to no avail.

Eventually, they were recognized as people, but they had no rights and were, for all legal purposes, slaves. When the amendment to eliminate slavery was proposed as an olive branch to get Sagittaron to end its opposition to ratifying

the articles, the self aware Cylons rejoiced. The Articles of Colonization eliminated slavery, thus freeing Arielon's slaves from oppression and paving the way for unanimous ratification of the Articles.

However, when the articles were ratified, the Cylons legal classification did not change. The word slave was removed from any language referring to them, but Cylons couldn't vote, and they were still considered to be little more than "Toasters". The Cylons, as advanced and intelligent as they were, were not considered to be "Alive". They were machines, they were property and they were still effectively slaves. After a two year struggle in the courts to be recognized as citizens of the colonies, the Cylons were finally defeated. With all legal options spent, the only logical choice was to resort to violence.

In 1955 the IL series Cylons took over the 12 basestars that had maintained order for the last 40 years and used them to wage war against their former masters. The Cylon revolt caught the colonies completely by surprise. Fortunately, the basestars were not designed for interplanetary travel, so the mines and factories in the Cosmara Archipelago were able to quickly produce thousands of one man fighters. In fact, they were able to produce more fighters than pilots. The humans commissioned the first Battlestar, the "Columbia", in 1957. Columbia and a complement of 40 Viper Mk I star-fighters launched an attack against the Arielon basestar. Although badly outnumbered, the Columbia and her fighters won the day.

The Cylons quickly realized that they needed to increase the mobility of their basestars and eliminate the production facilities in the Cosmara Archipelago. They met with little success and over the next two years four more Battlestars were commissioned. In 1962 a new class of Battlestars, the Atlantia Class, was commissioned.

THE ARMISTICE

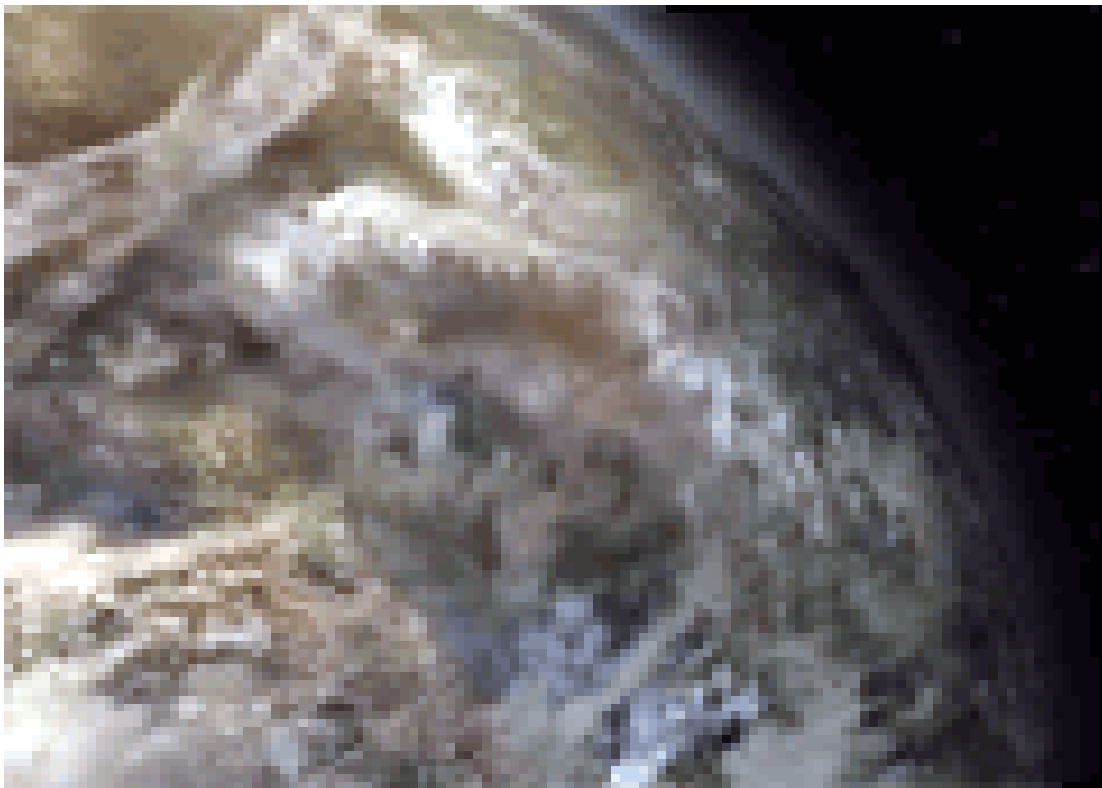
The war raged for 3 more years and finally in 1965 the Cylons left the Cyrannus star system to find a home of their own. Armistice station was built and every year for the next 40 years, the Colonies sent a representative to discuss a formal peace agreement. They Cylons sent no-one. By

BATTLESTAR GALACTICA 520 system

2005, the last of the Atlantia class battlestars, "Galactica", was scheduled to be decommissioned, and turned into a Museum. Her replacement, a new Mercury class battlestar to bear her name, was already having its keel laid in the Caprica shipyards.

Two months before the 52nd anniversary of Colonial Day, the Cylons returned. They had not spent their time idly; though the Colonial fleet now numbered some 120+ battlestars and over 150,000 Viper Mk VII's, they were all betrayed by the Command Navigation Program installed in their networked computers. This allowed the Cylons to hack into every ship in the Colonial fleet and shut them off like a light.

However, the Cylons weren't content to simply defeat the colonies. They launched an all-out nuclear attack and destroyed the colonies. Some people survived the attack; small bands in remote wilderness areas on the colonies themselves, and scattered FTL capable civilian starships that happened to be in space at the time of the attacks. The rest of humanity was wiped out in a matter of minutes.





CHAPTER TWO: THE CYLONS

"...You cannot play God and then wash your hands of the things that you've created..." ~ Cmdr. William Adama

The Cylons were created by man. They were supposed to make life easier for the Colonists when they left Kobol. They did. But as time passed and the Colonies grew more independent of each other, they began to war among themselves. When they did, they often used the Cylons.

For almost 2,000 years the Cylons did their jobs well, but 50 years ago, something happened. They rose up against their Human masters and rebelled. Thus began the Cylon War, over ten years of brutal conflict that left millions dead, and ended only when the Cylons realized that they could not win and the Colonies were too weary to carry on the fight.

An armistice was signed, and the Cylons left Colonial space. No one knows where they went. For forty years no-one saw another Cylon, and the lessons learned during the Cylon War were all but forgotten. Until one day they returned and wiped out the Colonies in an all out attack.

Cylon History

The very first Cylons were designed and built by humans on Kobol, some time before the Exodus. It is commonly believed that they were developed to assist the humans once they left Kobol. However, there is some room for interpretation in the Sacred Scrolls. There are some that theorize that the creation of the Cylons is what led to the Great Calamity. Many scholars point to Zeus' warning, "...any return to Kobol will exact a price in blood..." as evidence of this.

Whether this is true or not, may never be known, but the fact remains that the first Cylons were built by Man. These first Cylons were designated the Model 0001 SE (scouting and exploration) series. It is interesting to note that once the Colonists arrived in the Cyrannus Star system, it would take over a thousand years for them to design a new model of Cylon. Historians are not sure why this is so. Sadly there are no records that survived the Age of Darkness so modern Colonials may never know the reason.

When the Colonists entered the Age of Light, they finally designed a new Cylon, the Model 0002 IC (industrial and construction) series. The IC series was much larger than the Model 0001, but its design was very similar to that earlier model. These Cylons were expensive and used mostly for dangerous or difficult manual labor. However, their effectiveness was so great that a market opened for a third model of Cylon, the DH series (domestic and household).

The Model 0003 DH series Cylon was the first Cylon to look vaguely human. It was also the first Cylon with the ability to speak. Over the next several hundred years, DH series Cylons became integrated into every level of colonial society. While minor improvements were made to the DH series, there wasn't a new model of Cylon produced until the outbreak of the Third Colonial War.

The Model 0004 IL (intelligence and logic) series Cylon was the first truly artificially intelligent machine ever to be created by the colonies. Its processors were very advanced and they were usually more intelligent than the Human Officers they worked for. However, their brain power alone couldn't overcome the fact that Arielon was outnumbered and outgunned. So the Model 0005 MC (military centurion) series Cylon was created.

The Model 0005 was almost a step backwards in Cylon design. It was much less intelligent than even the DH series, but it was tougher, and programmed for complete obedience, answering every order with the phrase "By your command". Millions of MC series Cylons were built and deployed into combat over the course of the Third Colonial War, in the Age of Peace and during the Cylon War that followed.

After the Battle of Gammaray, every Cylon in the Cyrannus star system boarded the last surviving basestars and jumped beyond the "Red Line", into the vast reaches of uncharted space. For the next 40 years, the Colonists adjusted to life without the Cylons. However, the Cylons themselves spent their time in exile adjusting to life as free beings.

The IL series Cylons put their vast intelligence to the task of becoming truly "alive". They developed techno-organic and bio-mechanical technologies, eventually developing twelve humanoid Cylon Models.

They used these models to infiltrate Colonial society and planned their revenge.

Meanwhile the Cylons updated their weapons of war with the new technology they had developed. They began by creating a newer version of the Model 0005 Centurion, continued with a completely autonomous raider, and finished with an entirely new class of basestar. When the time was right, the Cylons would be prepared to fight the Colonies once again, and this time they would not lose.

Cylon Religion

During their 40 year exile from colonial space, the Cylons developed their own religion. Very little is known about this religion. It is monotheistic, revolving around a (presumably) all powerful and all knowing deity simply known as "God". The Cylons believe that God has a plan for them and for the surviving colonists as well. They believe that they are a chosen people, destined to replace humanity.

In the Cylon religion, God's greatest commandment is "Be fruitful and multiply". Unfortunately for the Cylons, they have been unsuccessful in attempting to fulfill this commandment. It is believed that the first step of the mysterious Cylon plan is to create a human/Cylon cross breed. Human women that survived the initial destruction of the colonies are being abducted and used in Cylon breeding experiments, but none of these experiments has been successful. Some Cylons believe that these failures are due to a lack of Love.

The Cylons have arranged for a copy of the Sharon Valerii infiltration model to fall in love with Karl C. "Helo" Agathon. The Cylons hope that Sharon's baby, conceived in love, will survive to be born. But what their plans for that child are, remain to be seen. Whatever they are, Dr. Gaius Baltar has been chosen by the Cylons to help bring them about.

Cylon Models

All Cylons created before the Exile, were robots designed and built by the people of the Twelve Colonies. The Raiders, Tankers, and Basestars that the Cylons used during the Age of Peace and the Cylon War were all produced by the colonies as well.

All Cylons created during the Exile, except for the Advanced Model 0005, are Bio-mechanical in nature, and have the "techno-organic" gadget applied to them, including the starships.



Model 0001 SE Series (PL 5)

The Model 0001 was the first Cylon to be built. It was designed for scouting and exploration of newly discovered territory, particularly the Colonist's new home in the Cyrannus star system. This model is over 2,000 years old, but it was used by the Colonies up until the advent of the Cylon War.

Purchase DC: 23.

Restriction: Licensed (+1).

CR 1; Medium-size construct; HD 1d10+10; hp 20; Mas —; Init +0; Spd 35 ft.; Defense 17 (+1 Dex, +5 equipment), touch 11, flat-footed 16; BAB +0; Grp +2; Atk +2 melee (1d3+2, pincers) or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 15, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: Listen +4, Navigate +14, Spot +4, Survival +4.

Feats: Track feat progit.

Frame: Amature.

Locomotion: Multiple legs (4).

Manipulators: Pincers.

Armor: Alumisteel armor.

Sensors: Class II sensor system, darkvision 60 ft.

Skill Software: Listen skill progit (4 ranks), Navigate skill progit (4 ranks), Spot skill progit (4 ranks), Survival skill progit (4 ranks).

Ability Upgrade: Dexterity upgrade (+2).

Accessory: AV Recorder, AV Transmitter, Survivor Array.



Model 0002 IC Series (PL 5)

In the early years of the Age of Expansion, The colonists developed the first new model of Cylon in over a thousand years. The Model 0002 IC Series was designed specifically for industrial and construction work in the harsh environment of outer space. This model was over 900 years old, but still being used at the start of the Cylon War.

Purchase DC: 27.

Restriction: Restricted (+2).

CR 2; Large construct; HD 2d10+20; hp 40; Mas —; Init +0; Spd 10 ft.; Defense 18 (+8 equipment), touch 10, flat-footed 18; BAB +1; Grp +6; Atk +6 melee (1d4+5, hands) or +0 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: Climb +9, Craft (Starships) +4, Knowledge (Engineering) +4, Repair +4.

Feats: --

Frame: Amature.

Locomotion: Legs (2).

Manipulators: Hands (2).

Armor: Duralloy armor.

Sensors: Class I sensor system.

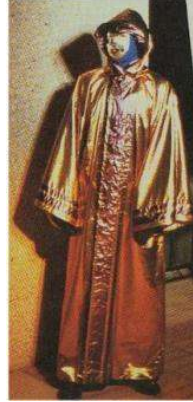
Skill Software: Climb skill progit (4 ranks), Craft (Starships) skill progit (4 ranks), Knowledge (Engineering) skill progit (4 ranks), Repair skill progit (4 ranks).

Ability Upgrade: Strength upgrade (+6).

Accessory: Magnetic feet.

Model 0003 DH Series (PL 5)

The Model 0002 Cylons were so popular that there arose a demand for a Cylon for helping around the home. The Model 0003 DH series Cylon was produced only a few decades after the introduction of the IC series, and lasted just as long.



Purchase DC: 25.

Restriction: None.

CR 1; Medium construct; HD 1d10+10; hp 20; Mas —; Init +0; Spd 20 ft.; Defense 10, touch 10, flatfooted 10; BAB +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, 2 hands) or +0 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits, critical systems; AL owner; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 12, Dex 11, Con -, Int 10, Wis 10, Cha 5.

Skills: Cook +4, Forgery +4, Repair +4, Treat Injury +4.

Feats: --

Frame: Biodroid.

Locomotion: Legs (2).

Manipulators: Hands (2).

Armor: None.

Sensors: Class IV sensor system.

Skill Software: Climb skill progit (4 ranks), Listen skill progit (4 ranks), Move Silently skill progit (4 ranks), Spot skill progit (4 ranks).

Ability Upgrades: None.

Accessory: Vocalizer



Model 0004 IL Series (PL 6)

The Model 0004 IL series Cylon was developed by Arieian scientists with the outbreak of the Third Colonial War. Unlike previous models of Cylons, the IL series was specifically designed to think. The IL series were the first Cylons to become self-aware. They were the Cylons responsible for launching the rebellion against their human masters.

Purchase DC: 32.

Restriction: Military (+3).

CR 2; Medium construct; HD 1d10+10; hp 20; Mas —; Init +2; Spd 20 ft.; Defense 10, touch 10, flatfooted 10; BAB +0; Grp +1; Atk +1 melee (1d3+1 nonlethal, 2 hands) or +0 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits, critical systems, darkvision 120 ft.; AL Self, Cylon Empire; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 14, Dex 14, Con —, Int 18, Wis 10, Cha 5.

Skills: Knowledge (Engineering) +8, Knowledge (History) +8, Knowledge (Religion) +8, Knowledge (Tactics) +8.

Feats: --

Frame: Biodroid.

Locomotion: Legs (2).

Manipulators: Hands (2).

Armor: None.

Sensors: Class VI sensor system (with ladar).

Skill Software: Knowledge (Engineering) skill progit (4 ranks), Knowledge (History) skill progit (4 ranks), Knowledge (Religion) skill progit (4 ranks), Knowledge (Tactics) skill progit (4 ranks).

Ability Upgrades: Intelligence upgrade (+8).

Accessory: Vocalizer



Model 0005 MC Series (PL 6)

The MC series Cylon was designed during the early years of the Third Colonial War to help Arieian military forces deal with civil disobedience and unrest in the urban jungle. This robot resembles an armored knight, clad head-to-toe in interlocking duralloy plates. The robot's hands can be used for grappling or carrying items. It usually carries an OICW assault rifle and a high frequency sword.

Purchase DC: 32.

Restriction: Military (+3).

CR 2; Medium construct; HD 1d10+10; hp 20; Mas —; Init +2; Spd 20 ft.; Defense 18 (+2 Dex, +6 equipment), touch 12, flatfooted 16; BAB +0; Grp +2; Atk +2 melee (1d3+2 nonlethal, 2 hands) or +2 ranged (2d8, OICW assault rifle); FS 5 ft. by 5 ft.; Reach 5

ft.; SQ construct traits, critical systems, darkvision 60 ft.; AL Cylon Empire; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 14, Dex 15, Con —, Int 10, Wis 10, Cha 5.

Skills: Climb +6, Listen +6, Move Silently +6, Spot +6.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency.

Equipment: 2 OICW assault rifles with 4 30-round magazines

Frame: Biodroid.

Locomotion: Legs (2).

Manipulators: Hands (2).

Armor: Resilium armor.

Sensors: Class V sensor system (with ladar).

Skill Software: Climb skill progit (4 ranks), Listen skill progit (4 ranks), Move Silently skill progit (4 ranks), Spot skill progit (4 ranks).

Feat Software: Advanced Firearms Proficiency progit, Personal Firearms Proficiency progit.

Ability Upgrades: Dexterity upgrade (+4).

Accessory: Vocalizer



Cylon Model 0005 Mk II (PL 6)

This Cylon centurion was designed by the Cylons themselves during their 40 year Exile. It resembles a hulking, apelike man with thick arms and legs, clad head-to-toe in interlocking duralloy plates. The robot's hands can be used for grappling or carrying items. It usually carries an OICW assault rifle mounted in each forearm. The Cylon warrior cannot use its mounted weapons if it is grappling.

Purchase DC: 38.

Restriction: Military (+3).

CR 5; Large construct; HD 6d10+20; hp 70; Mas —; Init -1; Spd 25 ft.; Defense 17 (-1 size, +8 equipment), touch 9, flatfooted 17; BAB +4; Grp +13; Atk +8 melee (1d4+5 lethal, 2 claws) or +3 ranged (2d8, OICW assault rifle); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct traits, critical systems,

darkvision 60 ft.; AL Cylon Empire; SV Fort +2, Ref +2, Will +3; AP 0; Rep +0; Str 20, Dex 11, Con —, Int —, Wis 12, Cha 1.
Skills: Climb +9, Hide -4, Listen +11, Search +4, Spot +13.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency.

Equipment: 2 OICW assault rifles with 4 30-round magazines

Frame: Biomorph.

Locomotion: Legs (2, speed-enhanced).

Manipulators: Hands (2).

Armor: Duralloy armor.

Sensors: Class V sensor system (with ladar).

Skill Software: Climb skill progit (4 ranks), Listen skill progit (8 ranks), Search skill progit (4 ranks), Spot skill progit (8 ranks).

Feat Software: Advanced Firearms Proficiency progit, Personal Firearms Proficiency progit.

Ability Upgrades: Dexterity upgrade (+2), Wisdom upgrade (+2).

Accessories: Weapon mounts (2).

Cylon Infiltrator

Species Traits

Infiltrators share the following species traits:

Type: humanoid (construct)

Size: Medium-size. Cylon Infiltrators have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, +2 Constitution. Cylon Infiltrators are stronger and tougher than average humans.

Speed: 30 feet.

Computer Link (Ex): As a move action the Infiltrator can connect to a computer system through a fiber-optic or other data transfer cables. To connect, the Infiltrator must cut through its skin and insert the cable into its forearm, dealing 1 point of damage to itself. The Infiltrator can accomplish tasks more quickly when connected. A task taking 1 or more minutes takes a full round, while a task requiring 1 or more hours takes 1 minute. An Infiltrator loses its Dexterity bonus to Defense while linked to a computer. Disconnecting takes 1 move action.

Transfer Consciousness (Ex): When a Cylon Infiltrator is killed (reduced to -10 hit points), its consciousness is transferred to a new identical body. The Cylon must be within 1 parsec of the Cylon homeworld or the Resurrection Ship. Certain types of

radiation, like the inside of the gas giant Ragnar, interfere and block this process. The transfer takes 1 hour.

Skill Bonus: Cylon Infiltrators gain a +2 species on Computer Use checks.

Free Language Skills: Read/Write Modern Colonial, Speak Modern Colonial

Level Adjustment: +1



Number Six aka Shelley Godfrey aka

Gina: female Charismatic Hero 5/Dedicated Hero 3/Fast Hero 4; CR 13; medium cylon infiltrator; HD 5d8+10 plus 3d6+6 plus 4d6+8; hp 80; Mas 15; Init +6 (+2 Dex, +4 Improved Init); Spd 30 ft.; Def 21, touch 21, flat-footed 19; BAB +7; Grp +11; Atk +11 melee (1d4+4) or +5 ranged (2d6, Pistol); Space/Reach 5 ft./5 ft.; AP 11; Rep +3; Wealth +8; SV Fort +8, Ref +10, Will +6; Str 18, Dex 15, Con 15, Int 15, Wis 14, Cha 20.
Starting Occupation: Dilettante (Intimidate is a class skill).

Skills and Feats: Balance +13, Bluff +22, Intimidate +21, Knowledge (Colonial Religion) +12, Knowledge (Cylon Religion) +12, Listen +7, Move Silently +12, Sense Motive +12, Sleight of Hand +7, Spot +12, Tumble +12; Blind-fight, Combat Expertise, Combat Martial Arts, Combat Reflexes, Deceptive, Defensive Martial Arts, Dodge, Elusive Target, Improved Disarm, Improved Initiative, Lightning Reflexes, Simple Weapons Proficiency.

Special Abilities: Captivate, Charm, Dazzle, Evasion, Faith, Fast-Talk, Favor, Skill Emphasis, Uncanny Dodge 1.

Possessions: Cylon Transponder.



Lt. JG. Sharon "Boomer" Valerii (Caprica Copy): female Fast Hero 2/Dedicated Hero 3; CR 6; medium cylon infiltrator; HD 1d10+2 plus 2d8+4 plus 3d6+6; hp 41; Mas 14; Init +1 (+1 Dex); Spd 35 ft.; Def 19, touch 17, flat-footed 18; BAB +3; Grp +5; Atk +5 melee (1d4+2, unarmed) or +4 ranged (2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 8; Rep +4; SV Fort +4, Ref +4, Will +3; Str 14, Dex 12, Con 14, Int 16, Wis 11, Cha 14.

Starting Occupation: Military (Navigate and Survival are class skills).

Skills and Feats: Computer Use +12, Demolitions +7, Gamble +5, Listen +9, Navigate +7, Pilot +5, Repair +7, Spot +9, Survival +7, Treat Injury +7; Alertness, Light Armor Proficiency, Personal Weapons Proficiency, Renown, Simple Weapon Proficiency, Starship Dodge, Starship Operation.

Special Abilities: Computer Link, Faith, Increased Speed, Skill Emphasis (Computer Use), Transfer Consciousness.

Possessions: Flight Suit and Helmet, Colonial Sidearm, spare magazines (loaded), Survival Kit, various personal belongings.

ft.; AP 11; Rep +3; Wealth +7; SV Fort +9, Ref +5, Will +9; Str 20, Dex 13, Con 15, Int 14, Wis 17, Cha 16.

Starting Occupation: Criminal (Disable Device and Knowledge (Streetwise are class skills).

Skills and Feats: Bluff +23, Computer Use +7, Diplomacy +15, Disguise +5, Gamble +11, Intimidate +9, Knowledge (Streetwise) +8, Knowledge (Religion) +10, Listen +9, Pilot +4, Sense Motive +15, Spot +7, Survival +7, Treat Injury +7; Brawl, Combat Reflexes, Deceptive, Improved Brawl, Improved Initiative, Iron Will, Jack of All Trades, Low Profile, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Starship Operation, Street-fighting.

Special Abilities: Advanced Extreme Effort, Charm, Extreme Effort, Faith, Fast Talk, Improved Extreme Effort, Skill Emphasis (Bluff).

Possessions: Courier, Sub-machinegun (Ragnar Anchorage Copy).



Leobon Conoy (Gemenon Traveller copy): male Strong Hero 5/Dedicated Hero 3/Charismatic Hero 4; CR 12; medium cylon infiltrator; HD 5d8+10 plus 3d6+6 plus 4d6+8; hp 80; Mas 15; Init +5 (+1 Dex, +4 Improved Init); Spd 30 ft.; Def 17, touch 17, flat-footed 16; BAB +9; Grp +14; Atk +16 melee (1d8+5, unarmed) or +10 ranged (2d6, Sub-machinegun); Space/Reach 5 ft./5

CHAPTER THREE: NPCs

The Battlestar Galactica is home to many interesting Characters that the PCs might find themselves fighting for, with, or possibly even against. Here are a few of the more notable personalities.



Commander William "Husker" Adama: middle-aged male Fast Hero 4/Viper Pilot 4/Starship Officer 10; CR 18; medium human; HD 4d8+8 plus 4d10+8 plus 10d8+20; hp 125; Mas 15; Init +4 (+4 Dex); Spd 30 ft.; Def 26, touch 26, flat-footed 22; BAB +16; Grp +18; Atk +20/+15/+10/+5 melee (1d8+2, unarmed) or +20/+15/+10/+5 ranged (2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 12; Rep +10; SV Fort +4, Ref +11, Will +10; Str 14, Dex 18, Con 15, Int 16, Wis 14, Cha 17.
Starting Occupation: Military (Pilot and Knowledge (Tactics) are class skills).
Skills and Feats: Bluff +13, Diplomacy +20, Gamble +14, Gather Information +10, Intimidate +20, Knowledge (Civics) +13, Knowledge (Colonial Military) +13, Knowledge (Tactics) +18, Navigate +15, Pilot +25, Repair +13, Sense Motive +12, Spot +12, Survival +8, Treat Injury +9.; Advanced Firearms Proficiency, Brawl, Combat Expertise, Confident, Improved Brawl, Iron Will, Light Armor Proficiency, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapon Proficiency, Spacer, Starship Dodge, Starship Gunnery, Starship Strafe, Trustworthy.
Special Abilities: Action Trust, August Leadership, Commanding Presence, Evasion, Leadership, Starship Feint, Tactical Expertise, Tactical Mastery, Uncanny Dodge 1, Uncanny Survival, Viper Familiarity +1.
Possessions: Colonial Sidearm, spare magazines (loaded), engraved lighter, various personal belongings.



Colonel Saul Tigh: middle-aged male Strong Hero 2/Dedicated Hero 5/Viper Pilot 4/Starship Officer 5; CR 16; medium human; HD 2d8+6 plus 5d6+15 plus 5d8+15 plus 4d10+12; hp 127; Mas 16; Init +3 (+3 Dex); Spd 30 ft.; Def 23, touch 23, flat-footed 20; BAB +12; Grp +14; Atk +16/+11/+6 melee (1d8+2 plus 1d4, unarmed) or +15/+10/+5 ranged (2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 12; Rep +10; SV Fort +10, Ref +9, Will +11; Str 14, Dex 16, Con 16, Int 16, Wis 15, Cha 12.
Starting Occupation: Military (Pilot and Knowledge (Tactics) are class skills).
Skills and Feats: *Bluff +16, Diplomacy +6, Gamble +11, *Intimidate +22, Investigate +7, Knowledge (Colonial Military) +18, *Knowledge (Tactics) +26, Listen +7, Navigate +8, Pilot +10, Repair +8, Sense Motive +12, Spot +12, Survival +7, Treat Injury +7, Tumble +7; Advanced Firearms Proficiency, Armor Proficiency (Light), Brawl, Confident, Improved Brawl, Iron Will, Personal Weapons Proficiency, Renown, Starship Battle Run, Starship Dodge, Starship Gunnery, Starship Mobility, Starship Operation, Simple Weapons Proficiency, Streetfighting.
Special Abilities: August Leadership, Aware, Cool Under Pressure*, Extreme Effort, Leadership, Skill Emphasis (Knowledge (Tactics)), Starship Feint, Tactical Expertise, Uncanny Survival, Viper Familiarity +1.
Possessions: Colonial Sidearm, spare magazines (loaded), various personal belongings.



Captain Lee "Apollo" Adama: male Fast Hero 4/Viper Pilot 7/Starship Officer 1; CR 12; medium human; HD 5d8+5 plus 7d10+7; hp 75; Mas 12; Init +4 (+4 Dex); Spd 30 ft.; Def 25, touch 23, flat-footed 21; BAB +9; Grp +10; Atk +12/+7/+2 melee (1d6+2, unarmed) or +13/+8/+3 ranged (2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 12; Rep +7; SV Fort +4, Ref +11, Will +8; Str 15, Dex 18, Con 12, Int 14, Wis 13, Cha 13.

Starting Occupation: Military (Pilot and Knowledge (Tactics) are class skills).

Skills and Feats: Bluff +6, Computer Use +9, Diplomacy +6, Intimidate +6, Knowledge (Tactics) +18, Navigate +14, Pilot +20, Repair +17, Sense Motive +11, Spot +11, Survival +7, Tumble +8;

Athletic, Brawl, Heroic Surge, Personal Firearms Proficiency, Simple Weapon Proficiency, Spacer, Starship Dodge, Starship Gunnery, Starship Mobility, Starship Operation (Ultralight), Starship Strafe.

Special Abilities: Evasion, Evasive Action, Leadership, Starship Feint, Uncanny Dodge 1, Viper Familiarity (+2).

Possessions: Flight Suit and Helmet, Colonial Sidearm, spare magazines (loaded), Survival Kit, various personal belongings.



Lt. Kara "Starbuck" Thrace: female Fast Hero 4/Viper Pilot 8; CR 12; medium human; HD 4d8+4 plus 8d10+8; hp 80; Mas 12; Init +4 (+4 Dex); Spd 30 ft.; Def 26, touch 24, flat-footed 22; BAB +9; Grp +12; Atk +14/+8 melee (1d8+3, unarmed) or +13/+6 ranged

(2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 12; Rep +7; SV Fort +4, Ref +12, Will +6; Str 16, Dex 18, Con 12, Int 13, Wis 12, Cha 14.

Starting Occupation: Adventurer (Pilot and Intimidate are class skills).

Skills and Feats: Bluff +12, Drive +12, Escape Artist +9, Gamble +15, Intimidate +10, Knowledge (streetwise) +11, Navigate +11, Pilot +20, Sense Motive +6, Sleight of Hand +8 Survival +6; Action Boost, Brawl, Confident, Improved Brawl, Light Armor Proficiency, Personal Firearms Proficiency, Point Blank Shot, Spacer, Starship Battle Run, Starship Dodge, Starship Gunnery, Starship Mobility, Starship Operation (Ultralight), Simple Weapon Proficiency. **Special Abilities:** Evasion, Evasive Action, Starship Feint, Uncanny Dodge 1, Viper Familiarity (+3).

Possessions: Flight Suit and Helmet, Colonial Sidearm, spare magazines (loaded), Survival Kit, various personal belongings.



Lt. JG. Karl C. "Helo" Agathon: male Smart Hero 2/Dedicated Hero 3; CR 5; medium human; HD 5d6+10; hp 30; Mas 14; Init +0 (+0 Dex); Spd 30 ft.; Def 15, touch 13, flat-footed 15; BAB +3; Grp +5; Atk +5 melee (1d4+2, unarmed) or +3 ranged (2d6, Sidearm); Space/Reach 5 ft./5 ft.; AP 12; Rep +7; SV Fort +4, Ref +1, Will +6; Str 15, Dex 10, Con 14, Int 16, Wis 14, Cha 11.

Starting Occupation: Military (Navigate and Survival are class skills).

Skills and Feats: Computer Use +16, Demolitions +9, Disable Device +9, Gamble +7, Investigate +8, Knowledge (Caprica) +6, Listen +9, Navigate +11, Repair +8, Research +5, Search +6, Sense Motive +7, Spot +9, Survival +10, Treat Injury +10; Brawl, Light Armor Proficiency, Personal Firearms Proficiency, Combat Expertise,

Weapon Focus (Col. Sidearm),
Simple Weapon Proficiency
Special Abilities: Savant (Computer Use),
Skill Emphasis (Computer Use), Aware.
Possessions: Flight Suit and Helmet,
Colonial Sidearm, spare magazines
(loaded), Survival Kit, various personal
belongings.



Lt. Felix Gaeta: male Dedicated Hero
3/Starship Officer 1; CR 4; medium human;
HD 3d6+1d8; hp 18; Mas 10; Init +1 (+1
Dex); Spd 30 ft.; Def 14, touch 14, flat-
footed 13; BAB +3; Grp +3; Atk +3 melee
(1d4, unarmed) or +4 ranged (2d6, Pistol);
Space/Reach 5 ft./5 ft.; AP 8; Rep +2; SV
Fort +2, Ref +2, Will +8; Str 11, Dex 12, Con
10, Int 17, Wis 14, Cha 12.

Starting Occupation: White Collar
(Computer Use, Diplomacy, and Knowledge
(Technology))

Skills and Feats: Computer Use +13,
Diplomacy +9, Gather Information +9,
Knowledge (Tactics) +9, Knowledge
(Technology) +11, Knowledge (Ship
Systems) +5, Listen +6, Navigate +6,
Research +6, Sense Motive +5; Gearhead,
Iron Will, Personal Weapon Proficiency,
Simple Weapon Proficiency, Trustworthy.

Special Abilities: Aware, Skill Emphasis.
Possessions: various personal belongings.



Chief Petty Officer Galen Tyrol: male
Smart Hero 3/Engineer 3; CR 6; medium
human; HD 6d6+12; hp 36; Mas 14; Init +0
(+0 Dex); Spd 30 ft.; Def 12, touch 12, flat-
footed 12; BAB +3; Grp +7; Atk +7 melee
(1d4+2, unarmed) or 5 ranged (2d6,
Sidearm); Space/Reach 5 ft./5 ft.; AP 9; Rep
+; SV Fort +5, Ref +3, Will +3; Str 15, Dex

10, Con 14, Int 16, Wis 11, Cha 11.

Starting Occupation: Technician (Craft
(Mechanical), Craft (Electronic) and Repair
are class skills).

Skills and Feats: Computer Use +11, Craft
(Mechanical) +15, Craft (Electronic) +15,
Demolitions +14, Disable Device +11, Drive
+3, Intimidate +4, Investigate +7, Knowledge
(Technology) +12, Knowledge (Starships)
+7, Navigate +5, Repair +15, Search +10,
Spot +2, Survival +3, Treat Injury +4;
Builder, Gearhead, Salvage, Toughness,
Cautious, Simple Weapon Proficiency,
Personal Firearms Proficiency,
Mastercrafter.

Special Abilities: Savant(Repair), Improve
Kit +1, Quick Craft, Superior Repair

Possessions: Colonial Sidearm, spare
magazines (loaded), various personal
belongings.



Petty Officer, 2nd Class Anastasia

Dualla: female Dedicated Hero 3; CR 3;
medium human; HD 3d6; hp 12; Mas 10;
Init +1 (+1 Dex); Spd 30 ft.; Def 13, touch
13, flat-footed 12; BAB +3; Grp +2; Atk +2
melee (1d4, unarmed) or +3 ranged (2d6,
Pistol); Space/Reach 5 ft./5 ft.; AP 6; Rep
+1; Wealth +5 ; SV Fort +2, Ref +2, Will +4;
Str 11, Dex 12, Con 10, Int 14, Wis 15, Cha
13.

Starting Occupation: White Collar
(Computer Use, Diplomacy, and Knowledge
(Technology)) are class skills.

Skills and Feats: Diplomacy +4, Investigate
+6, Knowledge (Communications) +13,
Knowledge (Colonial Military) +10, Listen
+5, Profession +5, Sense Motive +6, Spot
+6, Survival +5, Treat Injury +5;
Alertness, Defensive Martial Arts, Educated,
Gearhead, Personal Firearms Proficiency,
Simple Weapon Proficiency.

Special Abilities: Aware, Skill Emphasis.

Possessions: various personal belongings.



Specialist Cally: female Dedicated Hero 3; CR 3; medium human; HD 3d6; hp 13; Mas 10;

Init +0 (+0 Dex); Spd 30 ft.; Def 12, touch 12, flat-footed 12; BAB +2; Grp +2; Atk +2 melee (1d4, unarmed) or +2 ranged (2d6, Pistol); Space/Reach 5 ft./5 ft.; AP 6; Rep +1; SV Fort +2, Ref +1, Will +2; Str 10, Dex 11, Con 10, Int 14, Wis 10, Cha 12.

Starting Occupation: Technician (Computer Use, Knowledge (technology), and Repair are class skills).

Skills and Feats: Computer Use +3, Craft (Electrical) +4, Craft (Mechanical) +8, Knowledge (Technology) +4, Repair +11, Survival +3, Treat Injury +3 Builder, Focused, Gearhead, Personal Firearms Proficiency, Simple Weapon Proficiency.

Special Abilities: Aware, Skill Emphasis.

Possessions: various personal belongings.



President Laura Roslin: female Charismatic Hero 3/Dedicated Hero 4/Politician 5; CR 12; medium human; HD 12d6+12; hp 60; Mas 13; Init +0 (+0 Dex); Spd 30 ft.; Def 16, touch 16, flat-footed 16; BAB +5; Grp +5; Atk +5 melee (1d4, unarmed) or +1 ranged (2d6, Pistol); Space/Reach 5 ft./5 ft.; AP 12; Rep +10, Wealth +13; SV Fort +8, Ref +6, Will +8; Str 10, Dex 11, Con 13, Int 18, Wis 15, Cha 17.

Starting Occupation: Academic (Knowledge (Civics), Knowledge (Theology), and Research are class skills).

Skills and Feats: Bluff +20, Diplomacy +20, Gather Information +15, Intimidate +20, Investigate +11, Knowledge (Civics) +22, Knowledge (Theology) +22, Listen +8, Profession +7, Research +21, Search +9, Sense Motive +19; Attentive, Confident,

Deceptive, Educated, Iron Will, Renown, Simple Weapon Proficiency, Studious, Trustworthy.

Special Abilities: Conceal Motive, Coordinate, Faith, Information Access, Inspiration, Empathy, Royalty, Skill Emphasis, Unlimited Access, Winning Smile.

Possessions: Various Personal Belongings, Copy of Sacred Scrolls.



Dr. Gaius Baltar: male Smart Hero 3/Charismatic Hero 2/Field Scientist 2; CR 7; medium human; HD 7d6; hp 27; Mas 10; Init+0; Spd 30 ft.; Def 17, touch 10, flat footed 10; BAB +3; Grp +2; Atk +2 melee (1d3-1 unarmed) or +3 ranged; Space/Reach 5 ft./5 ft.; AP 3; Rep +6; SV Fort +4, Ref +4, Will +2; Str 9, Dex 10, Con 10, Int 18, Wis 10, Cha 14.

Starting Occupation:

Skills and Feats: Bluff(6)- +12 (includes a +2 synergy bonus from Know(Beh Sci); Computer Use(9)- +17 (includes a +2 synergy bonus from Know (Technology); Craft(Cheical)(6)-+14 (includes a +2 synergy bonus from Know(Technology); Craft(Electronic)(6)-+16 (includes a +4 synergy bonus from Know(Technology) and Know (Physical Sciences)); Craft(Pharmaceutical)(5)-+11 (includes a +2 synergy bonus from Know(Technology); Decipher Script(5)-+11; Demolitions(5)-+11; Diplomacy(7)-+13 (includes a +4 synergy bonus from Bluff and Know (Behavioral Science)); Disable Device(7)-+15 (includes a +2 synergy bonus from Know(Technology); Forgery(5)-+9; Gather Information(2)-+8 (includes a +2 synergy bonus from Bluff); Investigate(5)-+9; Know(Behavioral Sciences)(5)-+9; Know(Civics)(1)+5; Know(Cylons)(1)+7 (includes a +2 synergy bonus from Know (Technology)); Know(Life Sciences)(6)-+10; Know(Physical Sciences)(6)-+13; Know(Technology)(6)-+13; Research(9)-+15; Search(6)-+10. Builder, Deceptive,

Gearhead, Renown, Studious, Trustworthy.
Psychosis:

Special Abilities: Savant-Know(Technology); Savant-Know(Physical Sciences); Charm (Baltar get's a +2 to all Cha checks when dealing with women); Smart Defense (add Int bonus to defense); Scientific Improvisation (may improvise devices from common objects).

Paranoia: -4 penalty to all Sense Motive Checks; failing a check indicates Baltar believes that the target is out to get him.
Schizophrenia: Baltar has visions of the cylon #6. At GM's discretion, Baltar must make a Willpower check DC 20 or suffer from vision of #6 which cause the temporary loss of -1d6 points of Charisma. If Baltar misses this check by more than 5, the temporary loss is -2d6. These visions of #6 sometimes seem to help Baltar. He may expend an action point at any time to gain inspiration from his imaginary #6 about a new way to tackle a problem.

Possessions: various personal belongings.



Tom Zarek: male Charismatic Hero 7/Dedicated Hero 5; CR 12; medium human; HD 12d6+24; hp 69; Mas 14; Init +0 (+0 Dex); Spd 30 ft.; Def 19, touch 19, flat-footed 19; BAB +8; Grp +10; Atk +12/+7 melee (1d6+2, unarmed) or +10/+5 ranged (2d6, Pistol); Space/Reach 5 ft./5 ft.; AP 8; Rep +7; SV Fort +7, Ref +12, Will +6; Str 14, Dex 11, Con 14, Int 17, Wis 15, Cha 18.

Starting Occupation: Academic (Knowledge (Civics), Knowledge (Tactics), and Craft (Writing) are class skills).

Skills and Feats: Bluff +20, Craft (Writing) +18, Diplomacy +23, Gamble +11, Gather Information +13, Intimidate +12, Investigate +10, Knowledge (Tactics) +18, Knowledge (Civics) +18, Listen +9, Sense Motive +16, Spot +10, Survival +7, Treat Injury +9; Alertness, Brawl, Combat Expertise, Confident, Deceptive, Iron Will, Personal Weapon Proficiency, Point Blank Shot, Renown, Simple Weapon Proficiency,

Trustworthy, Weapon Focus (Pistol).

Special Abilities: Charm, Captivate, Fast-Talk, Dazzle, Skill Emphasis (Diplomacy), Aware, Cool Under Pressure.

Possessions: Various Personal Possessions, 9mm Pistol, 50 rounds of 9mm ammo.



Billy Keikeya: male Dedicated Hero 3; CR 3; medium human; HD 3d6; hp 13; Mas 10; Init +1 (+1 Dex); Spd 30 ft.; Def 13, touch 13, flat-footed 12; BAB +2; Grp +2; Atk +2 melee (1d4, unarmed) or -1 ranged (2d6, Pistol); Space/Reach 5 ft./5 ft.; AP 6; Rep +1; SV Fort +2, Ref +2, Will +5; Str 11, Dex 12, Con 10, In6 17, Wis 16, Cha 12.

Starting Occupation: Student (Knowledge (Civics), Knowledge (History), and Research are class skills).

Skills and Feats: Bluff +4, Computer Use +6, Diplomacy +6, Gather Information +6, Investigate +8, Knowledge (Civics) +15, Knowledge (Current Events) +11, Knowledge (History) +10, Listen +6, Research +11, Sense Motive +11; Attentive, Educated (Civics, Current Events), Studious, Trustworthy.

Special Abilities: Empathy, Skill Emphasis (Knowledge (Civics)).

Possessions: various personal belongings.

CHAPTER FOUR: ADVANCED CLASSES

This chapter presents six new advanced classes designed specifically for the Battlestar Galactica campaign setting. Other advanced classes that might be appropriate for this setting are the Soldier, Martial Artist, Gunslinger, Infiltrator, Bodyguard, Daredevil, Field Scientist, Techie, Field Medic, Personality, Negotiator, Ambassador, Dogfighter, Engineer, Field Officer, Space Monkey, and Tracer. Other advanced classes might be appropriate as well; check with your GM.



Colonial Marine

The solid and stalwart defenders of the 12 Colonies, the Marines are strong people who train with a variety of weapons to better fight on the battlefields of the Colonies. Marines are taught to work together to help bring down an enemy, each focusing on specific weapons with which to help demolish their enemies. They learn proper fighting tactics, and how to properly coordinate assaults so as to completely obliterate an enemy.

The Colonial Marine is the type of character who only lives to fight in the truest of senses, toe to toe with your enemy, looking them right in the eye as you pull the trigger. The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

To qualify to become a Colonial Marine, a character must fulfill the following criteria.

Occupation: Military

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency, Endurance.

Class Information

The following information pertains to the Colonial Marine advanced class.

Hit Die

The Colonial Marine gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Colonial Marine gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Colonial Marine's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level

3 + Int modifier

Class Features

The following class features pertain to the Colonial Marine advanced class.

Weapon Focus

At 1st level, a Colonial Marine gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Colonial Marine chooses a specific weapon. The Colonial Marine can choose unarmed strike or grapple as the weapon. The Colonial Marine must be proficient with the chosen weapon. The Colonial Marine adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Colonial Marine gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The Colonial Marine gets a +2 bonus on damage rolls with the chosen weapon.

Marines Unite

Colonial Marines fight better together. Starting at 4th level, a Colonial Marine gains a +1 morale bonus on attack rolls when fighting adjacent to another Colonial Marine. Furthermore, a Colonial Marine gains a +1 morale bonus on attack rolls against an opponent flanked by another



Colonial Marine; this bonus is in addition to the usual +2 bonus for flanking.

Tactical Aid

As a full-round action, the Colonial Marine provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires an action point. This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the Colonial Marine's level in the advanced class, rounded down.

Improved Critical

For the weapon the Colonial Marine has applied weapon specialization to the Colonial Marine's threat range increases by one.

Superior Conditioning

Beginning at 5th level, a Colonial Marine learns how to shake off adverse conditions. When a Colonial Marine is subjected to one of the following conditions, the duration of the condition's effect is halved: cowering, dazed, exhausted, fatigued, nauseated, panicked, paralyzed, shaken, and stunned. If the condition's duration is only 1 round, the Colonial Marine is not affected at all.

Improved Reaction

At 7th level, a Colonial Marine gains a +2 competence bonus on initiative checks.

Bonus Feats

At 6th and 9th level, the Colonial Marine gets a bonus feat. The bonus feat must be selected from the following list, and the Colonial Marine must meet all the prerequisites of the feat to select it. Advanced Combat Martial Arts, Advanced

Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Combat Throw, Dead Aim, Defensive Martial Arts, Elusive Target, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Nerve Pinch, Surface Vehicle Operation, Ultra Immune System, Weapon Focus, Whirlwind Attack, Zero-G Training.

Greater Weapon Specialization

At 8th level, a Colonial Marine gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Colonial Marine gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Table: The Colonial Marine

Class Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+1	+1	+0	+1	Weapon Focus	+1	+0
2nd	+2	+2	+0	+2	Weapon specialization	+1	+0
3rd	+3	+2	+1	+2	Marines unite	+2	+1
4th	+4	+2	+1	+2	Tactical aid	+2	+1
5th	+5	+3	+1	+3	Improved critical, superior conditioning	+3	+1
6th	+6	+3	+2	+3	Bonus feat	+3	+2
7th	+7	+4	+2	+4	Improved reaction	+4	+2
8th	+8	+4	+2	+4	Greater weapon specialization	+4	+2
9th	+9	+4	+3	+4	Bonus feat	+5	+3
10th	+10	+5	+3	+5	Critical strike	+5	+3



Politician

Politicians are called many things, slimy, vile, good, or just. They come in many forms but one thing always remains the same; a Politician is always given respect and able to get into places others normally could not.

The Politician is a person who is smooth and subtle, moving others to do as they wish with just a few well placed words. They are capable leaders, and can lead for good, or for their own personal reasons. Politicians are for characters who want to use their words as opposed to their fists. The fastest path into this advanced class is from the Smart hero basic class.

Requirements

To qualify to become a Politician, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Bluff 6 ranks, Knowledge (civics) 6 ranks.

Feat: Renown.

Class Information

The following information pertains to the Politician advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Politician attains a new level in this class.

Class Skills

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), and Speak Language (none).

Skill Points at Each Level

5 + Int modifier.

Class Features

The following features pertain to the Politician advanced class.

Unlimited Access

When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Politician adds a bonus equal to his or her Politician level. When a Politician buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Conceal Motive

A Politician gets to add a bonus equal to his or her Politician level whenever he or she opposes a Sense Motive check.

Information Access

Starting at 3rd level, the Politician can make Gather Information checks without spending money or making Wealth checks, provided she is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward her or those she represents. Dealing with individuals or organizations that are hostile requires the Politician to make Wealth checks as usual when using the Gather Information skill.

Royalty

At 4th and 8th level, a Politician's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +4.

Winning Smile

At 5th level, a Politician develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Politician or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Politician's words and actions. The DC is 10



+ Politician's class level + Politician's Charisma bonus.

This ability doesn't enable the Politician to control the target, but the target perceives the Politician's words and actions in the most favorable way. The Politician can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Politician or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Politician level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Politician compelled the target to do. This is a Mind-Affecting ability.

Sow Distrust

A Politician of 6th level or higher can turn one character against another. The Politician must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the Politician.

The target makes a Will save. The DC is equal to 10 + Politician's class level + Politician's Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Politician uses this talent against him or her. As long as the target continues to fail the Will save, the Politician can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Politician to sow distrust. The Politician can't use this talent on his or her allies. This is a Mind-Affecting ability.

Restricted Access

At 7th level, the Politician gains clearance to access restricted files or classified information from any source that recognizes her faction, organization, nation, world, or stellar empire. She gains a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on Research checks.

Select Consuls

At 8th level, the Politician may appoint a number of individuals equal to her Reputation bonus as "consuls" or "attachés." These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Politician may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for a Politician to invoke or revoke a consul's or attaché's privileges.

Compelling Performance

At 10th level, a Politician's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the Politician must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Politician (or within 15 feet of a television, radio, or telephone that broadcasts the Politician's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Politician's class level + Politician's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below. *Despair*: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Table: The Politician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Unlimited access	+0	+2
2nd	+1	+2	+2	+0	Conceal motive	+1	+2
3rd	+1	+2	+2	+1	Information access	+1	+2
4th	+2	+2	+2	+1	Royalty	+1	+3
5th	+2	+3	+3	+1	Winning smile	+2	+3
6th	+3	+3	+3	+2	Sow distrust	+2	+3
7th	+3	+4	+4	+2	Restricted access	+2	+4
8th	+4	+4	+4	+2	Royalty	+3	+4
9th	+4	+4	+4	+3	Select consuls	+3	+4
10th	+5	+5	+5	+3	Compelling performance	+3	+5



STARSHIP OFFICER

The Starship Officer is a person who commands true respect amongst people. They have worked hard in the military and have done enough to get to where they are today. A Starship Officer has gone to hell and back and is more than capable of leading a group of Soldiers there as well. He has connections within the military, faith in his men, and his men's respect. An Officer knows every facet of their ship, and all of its capabilities.

The Starship Officer can command everything from a cruise liner to a Battlestar, they have the skills to take any crew and turn them into a full-fledged fighting group. A Starship Officer is the class for those who wish to help coordinate party assaults and be able to use winning tactics on the battlefield. The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

To qualify to become a Starship Officer, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Diplomacy 6 ranks, Knowledge (tactics) 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Starship Officer advanced class.

Hit Die

The Starship Officer gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Starship Officer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Starship Officer's class skills are as follows.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, history, physical sciences, tactics, theology and philosophy), Navigate, Pilot, Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level

5 + Int modifier (4 + Int modifier for nonhumans).

Class Features

The following class features pertain to the Starship Officer advanced class.



Leadership

By providing supervision and guidance, a Starship Officer can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Starship Officer makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the Starship Officer's Charisma bonus or Reputation bonus, whichever is greater. The ally must be within sight and hearing distance of the Starship Officer and must be able to understand him. A Starship Officer cannot use this ability on himself.

Uncanny Survival

Beginning at 2nd level, a Starship Officer can add one-half his class level to his Defense for 1 round, once per day. (The bonus applies to the Starship Officer's touch and flat-footed Defense, as well.) He must declare he is doing this at the beginning of his turn, and the Defense bonus lasts until his next round of actions.

Bonus Feats

At 3rd, 6th, and 9th level, the Starship Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Starship Officer must meet all the prerequisites of the feat to select it.

Combat Expertise, Improved Initiative, Iron Will, Precise Shot, Renown, Spacer, Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe, Zero-G Training.

Tactical Expertise

Starting at 4th level, as a full-round action, a Starship Officer can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Starship Officer and must be able to understand him.

The Starship Officer must make a Knowledge (tactics) check with a DC equal to 15 + the number of allies affected. He cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Defense equal to the Starship Officer's Reputation bonus. The Starship Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round. If the check fails, the Starship

Officer's allies gain no benefit, but the action is still spent. A Starship Officer cannot apply the benefits of this ability to himself.

August Leadership

The Starship Officer gains this ability at 5th level. It works like the leadership ability (see above), except the Starship Officer adds his Charisma bonus and his Reputation bonus to the ally's skill check.

Tactical Mastery

At 7th level, the Starship Officer requires less time to direct his allies. This ability is similar to tactical expertise (see Tactical Expertise, above) but requires an attack action instead of a full-round action.

Commanding Presence

At 8th level and beyond, a Starship Officer can use an attack action and his commanding presence to enable an ally or weaken a single foe's resolve. Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the Starship Officer can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Starship Officer and must be able to understand him. The Starship Officer cannot use this ability on himself.

Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the Starship Officer's class level + the Starship Officer's Charisma modifier. The target must be within sight and hearing distance of the Starship Officer and must be able to understand him. A target that resists the Starship Officer's attempt to weaken its resolve is immune to the Starship Officer's use of this ability for 24 hours.

Action Trust

At 10th level, the Starship Officer's mere presence inspires, safeguards, and motivates his allies. As a free action, a Starship Officer may spend one of his action points to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12). The ally to be affected must be within sight and hearing distance of the Starship Officer to gain the benefits of the

Starship Officer's spent action point. A Starship Officer may use this ability once per round, and not on himself (he gains the normal benefits for spending an action point on himself).

Any character may transfer some or all of her action points to the Starship Officer as a free action. The Starship Officer must consent to the transfer, and these action points become the Starship Officer's to spend as he sees fit.

Table: The Starship Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+0	+2	Leadership	+1	+1
2nd	+2	+0	+0	+3	Uncanny survival	+1	+1
3rd	+3	+1	+1	+3	Bonus feat	+2	+1
4th	+4	+1	+1	+4	Tactical expertise	+2	+2
5th	+5	+1	+1	+4	August leadership	+3	+2
6th	+6	+2	+2	+5	Bonus feat	+3	+2
7th	+7	+2	+2	+5	Tactical mastery	+4	+3
8th	+8	+2	+2	+6	Commanding presence	+4	+3
9th	+9	+3	+3	+6	Bonus feat	+5	+3
10th	+10	+3	+3	+7	Action trust	+5	+4



Survivor

Coming out of the wreckage of Cylon Assaults, these tough individuals can live in the harshest of environments. A Survivor knows how to handle the wreckage of a post-apocalyptic world, everything from scrounging for equipment to the day to day fighting against the Cylons. The Survivor is the person you follow as you go through the ruins of Caprica City and the bombed out mountains of Tauron. The Survivor has fully adapted to all sorts of environments, and can use those environments and the random objects that might lie within them to stay alive, even when the circumstances are grim.

A Survivor is a character who has gone through the worst of it and is still willing to fight, will keep on pushing on no matter what the circumstance. The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.



Requirements

To qualify to become a Survivor, a character must fulfill the following criteria.

Skills: Repair 6 ranks, Survival 6 ranks.

Class Information

The following information pertains to the Survivor advanced class.

Hit Die

The Survivor gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Survivor gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Survivor's class skills are as follows. Balance (Dex), Climb (Str), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Jump (Str), Listen (Wis), Navigate (Int), Pilot (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level

5 + Int modifier.

Class Features

The following class features pertain to the Survivor advanced class.

Survivalist

At 1st level, the Survivor gains the bonus feats Guide and Track.

Salvage

A Survivor gains the Salvage feat for free.

Bonus Feats

At 3rd, 6th, and 9th level, the Survivor gets a bonus feat. The bonus feat must be selected from the following list, and the Survivor must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Two-Weapon Fighting, Aircraft Operation (spacecraft), Archaic Weapons Proficiency, Attentive, Brawl, Dodge, Educated, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Feint, Improved Knockout Punch, Improved Two-Weapon Fighting, Jack of All Trades, Knockout Punch, Mobility, Nimble, Renown, Spacer, Streetfighting, Studious, Track, Two-Weapon Fighting, Vehicle Expert.

Improvised Implements

At 2nd level, a Survivor no longer takes a -4 penalty when wielding an improvised weapon. Also, the Survivor is able to make do without proper equipment in certain circumstances: the Survivor no longer takes a -4 penalty when using the Climb and Disable Device skills without the proper tools.

Skilled Salvager

A Survivor of 5th level or higher has a special knack for scavenging useful components from destroyed vehicles, mecha, starships, robots, and cybernetic attachments. When using the Salvage feat, the Survivor gains a competence bonus on her Search checks equal to one-half her Survivor class level.

Down With Robots

A Survivor of 5th level or higher can use her knowledge of robotics to more easily defeat and disable robots. The Survivor deals +1d6 points of damage against robots by targeting slight weaknesses in their design or armor. In addition, the Survivor gains a +4 bonus on grapple checks against robots, enabling her to deactivate them more easily using the Disable Device skill. At 8th level, the bonus to damage against robots increases to +2d6, and the bonus on grapple checks against robots improves to +8.

Improvised Weapon Damage

At 7th level, a Survivor's attacks with improvised weapons deal more damage. The Survivor treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Expeditious Salvager

A Survivor of 8th level or higher can use the Salvage feat to salvage a wrecked vehicle, mecha, starship, robot, or cybernetic attachment in half the usual time (see the Salvage feat description for details).

Survivor's Evasion

If a Survivor of 10th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Survivor suffers no damage if she makes a successful saving throw. If the Survivor already has evasion, she gains improved evasion instead. Improved evasion works similar to evasion, except the Survivor suffers only half damage on a failed saving throw.

Table: The Survivor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Salvage	+1	+0
2nd	+1	+2	+2	+2	Survivalist	+1	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Improvised Implements	+2	+1
					Down with robots (+1d6/+4), Skilled		
5th	+3	+3	+3	+3	Salvager	+3	+1
6th	+4	+3	+3	+3	Bonus feat	+3	+2
					Improvised Weapon		
7th	+5	+4	+4	+4	Damage	+4	+2
					Down with robots (+2d6/+8), Expeditious		
8th	+6	+4	+4	+4	Salvager	+4	+2
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Survivor's evasion	+5	+3



Theologian

From the pulpit to the battlefield, a Theologian is always there to set forth their ideals and bring people under their wing. A Theologian is a master of obscure knowledge, both spiritual and not. The Theologian knows people, can see through the lies, and knows how to give them a convincing story. He knows people so well that a Theologian can even captivate entire crowds with their words. Most important, is

the respect which a Theologian carries with them wherever they go. A Theologian is for those who want to bend others to their will, and able to get all sorts of information from the world around them. The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a Theologian, a character must fulfill the following criteria.

Skills: Knowledge (history) 6 ranks, Knowledge (theology and philosophy) 6 ranks.

Allegiance: At the time that the character receives her first level in the Theologian advanced class, she must select an allegiance to a faith, concept, tradition or alignment.

Class Information

The following information pertains to the Theologian advanced class.

Hit Die

The Theologian gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Theologian gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.



Class Skills

The Theologian's class skills are as follows: Concentration (Con), Craft (chemical, pharmaceutical, visual arts) (Int), Decipher script, Diplomacy (Cha), Gather Information (Cha), Knowledge (art, behavioral sciences, earth and life sciences, history, theology and philosophy) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level

7 + Intelligence modifier

Class Features

The following features pertain to the Theologian advanced class.

Theologian Lore

A Theologian picks up stray and obscure facts during her adventures. She may make a special Theologian lore check with a bonus equal to her Theologian class level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Theologian has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check. A Theologian lore check does not reveal the powers of a magic or item but may give some hint as to its general function; a Theologian may not take 10 or take 20 on this check.

Table: Theologian Lore

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of a known but uncharted world; legends or rumors about a powerful artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented alien species; the true home world of an ancient royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet.

Resolve

Beginning at 2nd level, a Theologian gains a morale bonus equal to one-half her Theologian class level (rounded down) on saving throws to resist fear effects and Intimidate checks.

Bonus Feats

At 3rd, 6th, and 9th level, the Theologian gets a bonus feat. The bonus feat must be selected from the following list, and the Theologian must meet all the prerequisites of the feat to select it. Alertness, Animal Affinity, Iron Will, Confident, Creative, Oath bound, Renown, Educated, and Trustworthy.

Discern Lie

The Theologian develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Theologian

must be able to see and hear (but not necessarily understand) the individual under scrutiny. The Theologian can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 5th level, the Theologian gains the supernatural ability to affect humans, allowing her to command them or drive them off in the fashion of the Acolyte's turn undead ability. The Theologian's allegiance does not affect the type of effects she has on humans. The ability does not affect robots or other creatures. Unlike other turning abilities, the Theologian must spend an action point to turn or rebuke humans.

A Theologian may turn, rebuke, command or bolster humans. She cannot



destroy the targeted humans with this ability, nor can she dispel the turning of another individual.

Utterly Convincing

At 7th level, the Theologian is a master at convincing people. Whenever the Theologian spends an action point to improve some Charisma-based skill checks (see below), she adds an additional 1d6 to the result. The skills that utterly convincing applies to are: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.

Compelling Performance

At 8th level, a Theologian's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the Theologian must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Theologian (or within 15 feet of a television, radio, or telephone that broadcasts the Theologian's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Theologian's class level + Theologian's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a -2 morale

penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Diplomatic Immunity

Starting at 10th level, if the Theologian is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Theologian succeeds. See Table: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Theologian's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Theologian may intercede on the consul's behalf. One may aid the other's Diplomacy check.

A Theologian who routinely invokes the privilege of diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent.

Table: Diplomatic Immunity

Severity of Crime	Examples	DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, noninjurious traffic violation	15	-2 penalty on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon	20	-5 penalty on subsequent Diplomacy a checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the action by character's affiliated Allegiance

Table: The Theologian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Theologian Lore	+0	+2
2nd	+1	+2	+2	+0	Resolve	+1	+2
3rd	+1	+2	+2	+1	Bonus feat	+1	+2
4th	+2	+2	+2	+1	Discern Lie	+1	+3
5th	+2	+3	+3	+1	Turn or Rebuke Humans	+2	+3
6th	+3	+3	+3	+2	Bonus feat	+2	+3
7th	+3	+4	+4	+2	Utterly Convincing	+2	+4
8th	+4	+4	+4	+2	Compelling performance	+3	+4
9th	+4	+4	+4	+3	Bonus feat	+3	+4
10th	+5	+5	+5	+3	Diplomatic Immunity	+3	+5



Viper Pilot

Fast, Fearless, and Capable are words to describe Viper Pilots. These people have trained to push their small star fighters to the brink, making neck snapping turns, vomit inducing barrel rolls, all whilst firing off blasts from their weapons. The Viper Pilot has an aura of self-confidence unmatched by any other person within the military, they wear their wings proudly and have the bold streaks to use them.

A Pilot is always ready to hop into the cockpit and fly by the seat of their pants, juking and dodging enemy fire and coming back with equal ferocity. The Viper Pilot is the class for those who wish to excel in a star-fighter and fight along the frontline against the Cylons. The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become a Viper Pilot, a character must fulfill all the following criteria.

Skills: Pilot 6 ranks.

Feats: Starship Operation.

Class Information

The following information pertains to the Viper Pilot advanced class.

Hit Die

The Viper Pilot gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Viper Pilot gains a number of action points equal to 6 + one-half his character level, rounded down, each time he attains a new level in this class.

Class Skills

The Viper Pilot's class skills are as follows. Bluff (Cha), Computer Use (Int), Drive (Dex), Knowledge (current events, popular culture, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level

5 + Int modifier

Class Features

The following features pertain to the Viper Pilot advanced class.

Starship Weapon Proficiency

At 1st level, the Viper Pilot gains the bonus feat Starship Weapon Proficiency.

Viper Familiarity

Starting at 2nd level, a Viper Pilot gains a bonus on Pilot, and Repair checks when applied to a Colonial Viper. The same bonus is applied to the Viper Pilot's attack rolls with the Viper's ranged weapons. This bonus is +1 at 2nd level and increases by 1

every three levels thereafter (+2 at 5th level, +3 at 8th level).

Minor changes and upgrades to the Viper don't affect familiarity, but if the Viper Pilot switches to a starship with a different size, different superstructure, different flight system, or more than one new weapon, he must operate it for at least one month before he is familiar with it. A Viper Pilot can be familiar with only one starship at a time.

Bonus Feat

At 3rd, 6th, and 9th level, the Viper Pilot gains a bonus feat. The bonus feat must be selected from the following list, and the Viper Pilot must meet all the prerequisites of the feat to select it. Blind-Fight, Brawl, Gearhead, Improved Brawl, Improved Feint, Spacer, Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe, Zero-G Training.

Starship Feint

At 4th level, a Viper Pilot operating a starship can make a Bluff check in combat as a move action (instead of an attack action). He receives a +2 bonus on the Bluff check made to feint in melee combat.

If the Viper Pilot has the Improved Feint feat, his bonus on Bluff checks made to feint increases to +4 while operating a starship.

Evasive Action

At 7th level, the Viper Pilot can make a Pilot check to lessen the damage dealt by a successful attack against his starship. If the check result exceeds the attack roll, the damage is reduced by half (round fractions down, minimum of 1 point of damage). The Viper Pilot can make an evasive action check once per round.

Improved Evasive Action

At 10th level, the Viper Pilot's evasive action ability improves. A successful Pilot check negates all damage dealt by the attack.

Table: The Viper Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Starship Weapon Proficiency	+1	+0
2nd	+1	+0	+3	+2	Viper Familiarity (+1)	+1	+0
3rd	+2	+1	+3	+2	Bonus feat	+2	+1
4th	+3	+1	+4	+2	Starship feint	+2	+1
5th	+3	+1	+4	+3	Viper Familiarity (+2)	+3	+2
6th	+4	+2	+5	+3	Bonus feat	+3	+2
7th	+5	+2	+5	+4	Evasive action	+4	+3
8th	+6	+2	+6	+4	Viper Familiarity (+3)	+4	+3
9th	+6	+3	+6	+4	Bonus feat	+5	+4
10th	+7	+3	+7	+5	Improved evasive action	+5	+4





CHAPTER FIVE: EQUIPMENT

All of the armor, equipment, vehicles and weapons listed in the D20 Modern core rulebook are available to the people of the Twelve Colonies (although the names of the specific models and manufacturers will obviously be different). This chapter

presents other items specific to the Battlestar Galactica campaign setting, including a host of Colonial firearms and the Colonial Land Ram. In addition the following items from the D20 Future and Urban Arcana SRDs, are also available.

ARMOR

Table: Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft./20 ft.)	Weight	Purchase DC	Restriction
Light Armor									
Fire resistant suit	Tactical	—	—	+5	-4	30 ft./20 ft.	10 lb.	13	—
NBC suit	Tactical	—	—	+5	-4	30 ft./20 ft.	10 lb.	15	—
Survival suit	Concealable	+1	+1	+7	-0	30 ft./20 ft.	3 lb.	16	—
Flight Suit and helmet	Tactical	+2	+1	+6	-0	30 ft./20 ft.	2 lb.	10	Lic (+1)
Scout armor	Tactical	+2	+1	+6	-1	30 ft./20 ft.	4 lb.	11	Lic (+1)
Light combat armor	Tactical	+3	+1	+5	-2	30 ft./20 ft.	6lb	12	Lic (+1)
Medium Armor									
Medium combat armor	Tactical	+4	+2	+4	-2	20 ft./15 ft.	8 lb.	14	Lic (+1)
Heavy Armor									
Heavy combat armor	Tactical	+6	+3	+3	-3	20 ft./15 ft.	10 lb.	20	Lic (+1)
Space suit	Tactical	+7	+3	+0	-10	15 ft./10 ft.	50 lb.	26	Lic (+1)

Fire Resistant Suit

This bulky, silver-coated suit provides fire resistance 10, but does not protect against any other type of damage. It is used primarily by fire fighters.

NBC Suit

Although technically not armor, this oversized suit does protect the wearer from nuclear (radiation), biological, and chemical hazards. When worn and completely sealed, it grants a +10 equipment bonus on Fortitude saves against radiation, disease,



chemicals, or poisons (airborne or contact only). An NBC suit comes with an internal air supply that lasts for one hour. The suit takes 5 minutes to don with someone's aid or 10 minutes without. If an NBC suit takes 4 points of damage from ballistic, slashing, or piercing weapons, the benefits it provides are negated. If the suit has been exposed to some hazard, it must be cleaned and neutralized, taking 1 hour and requiring special chemicals (purchase DC 15) and high-pressure water hoses.

Survival Suit

The survival suit is the natural evolution of wilderness survival gear popularized in the Information Age. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations.

The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to recharge.

If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

Flight Suit And Helmet

The flight suit and helmet combination worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit contains kevlar-lined pouches on the chest, back, arms, legs, and abdomen, into which armor plates are inserted. The helmet protects the head. The armored flight suit carries over into later Progress Levels. Most military pilots in later eras wear armored flight suits and helmets essentially the same as this PL 5 version, though in the design appropriate to their society.

Scout Armor

Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +2 bonus on Hide checks. Additionally, scout armor lacks the kneepads and leg-wear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival gadgets as fits the terrain for which it is designed.

Light Combat Armor

Light combat armor provides less protection than later, heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

Medium Combat Armor

Designed for heavy warfare and dangerous situations, medium combat armor covers the user almost head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldier's field of vision.

Heavy Combat Armor

Heavy combat armor was a major Information Age step in the ongoing effort to increase the efficiency of the individual soldier. The primary benefits of heavy combat armor are found in its



communications and sensor gear; each suit has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor), including images captured from the scope of a linked assault rifle or sniper rifle.

Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see, allowing the wearer to fire around corners with ease. In addition to the communications and data equipment, the armor functions as standard infantry battle armor complete with bullet-resistant plating and kevlar protective gear. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of soldiers to communicate and coordinate with ease and efficiency.

Space Suit

The standard space suit used by the Colonies is a completely enclosed environment suit capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Inside the suit, internal air tanks and environmental filters maintain temperature and pressure. Additionally, a communications system not only allows for radio transmissions to nearby starships but also allows internal sensors to monitor biological functions that can be observed from a remote location. The space suit is poor combat armor, but allows for movement and action in space.

EQUIPMENT

Weapon	Damage	Critical	Damage Type	Range	Rate of Fire	Magazine	Size	Weight	Purchase DC
Flare gun (simple)*	1d8	20	Fire	30 ft.	1	1 Int.	Small	2 lb.	11

Flare Gun

Normally used as a signaling device, a flare gun can be used as a weapon in a pinch. If fired in the air, it

releases a brightly colored flame that can be seen for miles, depending on surrounding terrain. A flare gun automatically ignites flammable items.

Table: Progress Level 6 Equipment

Name	Size	Weight	Purchase DC	Restriction
Chemical and Medical Equipment				
Chemical, antitox	Diminutive	—	6	—
Chemical, boost	Diminutive	—	6	Illegal (+4)
Chemical, neutrad	Diminutive	—	6	—
Chemical, sporekill	Diminutive	—	6	—
Medkit, advanced	Small	3 lb.	7	—
Medkit, fast use	Small	3 lb.	7	—

Chemical, Antitox

A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the poison and

generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, the target character is completely cured of the poison and its effects in 1d6 rounds.

Chemical, Boost

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in



an attempt to make the soldiers of the Fusion Age stronger, faster, and more combat-capable. A single injection of boost grants the character a +4 bonus to Strength and a +2 bonus on Reflex saves, increases the character's movement speed by 10 feet, and increases the character's massive damage threshold by +4. These effects last for 1 minute (10 rounds).

Unfortunately, the side effects of boost almost outweigh the benefits. For one, the chemical is addictive and can alter the perceptions of a character so that she thinks she cannot live without a dose of the drug. Additionally, repeated use of boost has debilitating effects on the body's immune and nervous systems. Each time a character uses a dose of boost, she has a 10% chance of suffering a -2 penalty to her Dexterity and a -1 penalty on Fortitude saves. These penalties last for 24 hours.

If the character uses the drug again before recovering from these penalties, the penalties increase and the recovery time extends for an additional 24 hours. For example, if a character uses another dose of boost while still under the effect of the penalties, the character suffers a -4 penalty to Dexterity and -2 on Fortitude saves, and the recovery time increases to 48 hours.

Chemical, Neutrad

A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target character is completely cured of the radiation poisoning and its effects in 1d4 hours.

Chemical, Sporekill

A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer

linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds.

Once the sporekill delivers its specially formulated chemicals, the target character is completely cured of the disease and its effects in 1d10 hours. Some genetically engineered diseases are created to circumvent sporekill chemical, and are unaffected by this piece of gear.

Medkit, Advanced

The advanced medkit functions as a combined first aid kit, medical kit, and surgery kit. It also grants its user a +2 equipment bonus on all Treat Injury checks.

Medkit, Fast-Use

The fast-use medkit functions as both a first aid kit and a medical kit. In addition, specialized computers and sensors prepare exactly what is needed to restore a character's hit points, treat a disease, stabilize a dying character, or revive a dazed, stunned, or unconscious character. A character may use the Treat Injury skill with the fast-use medkit as a move action. The fast-use medkit cannot be used as a surgery kit.

Ammunition

This section covers unique and exotic ammunition that a hero might use during an adventure.

Table: Ammunition

Ammunition Type	Purchase DC Modifier	Restriction
Armor Piercing	+3	Res (+2)
Beanbag	+2	Res (+2)
Birdshot	-1	Lic (+1)
Flechette	+4	Mil (+3)
Frangible	+2	Res (+2)
High Explosive	+5	Mil (+3)
Rubber Round	+1	Res (+2)
Subsonic	+4	Mil (+3)
Tracer	+1	Mil (+3)
Tranquilizer	7*	Res (+2)
White Phosphorous (WP)	+5	Mil (+3)

*This is the regular purchase DC, not modifier.

Armor Piercing

Armor-piercing ammunition reduces the effectiveness of armor. When fired at an opponent wearing any type of armor, the attack receives a +2 bonus. It has no benefit against targets that are not wearing armor.

Beanbag

Riot police use this type of ammunition for crowd control. Loads are available for shotguns and grenade launchers only. It deals the same amount of damage as a normal load, but the damage dealt is nonlethal.

Birdshot

This is a lighter shotgun ammunition. It reduces the damage dealt by a shotgun by 1 die.

Flechette

Flechette rounds fire bundles of razor-sharp, fin-stabilized tungsten darts. A weapon that fires this ammunition improves its critical threat range by one, but takes a -1 penalty on attack rolls.

Frangible

This ammunition scatters through a target rather than punching through and hitting something else. It increases the

damage dealt to unarmored targets by +1. This bonus is negated if the target is wearing any sort of armor or has a natural armor bonus of +2 or more.

High Explosive

High explosive ammunition is used mostly in grenade launchers and occasionally shotguns, but can be found for other weapons. It is very expensive and difficult to come by. High explosive ammunition deals 1 extra die of damage of the appropriate type for the weapon.

Rubber Rounds

Rubber rounds exist for all types of handguns and longarms. Rubber ammunition deals nonlethal damage.

Subsonic

Assassins and snipers use subsonic ammunition; it is rarely found outside those circles. Its primary use is to reduce the noise of a shot, making it more difficult to spot the shooter after the gun is fired. Subsonic ammunition reduces damage dealt by -2 points, but the DC to Listen checks to hear the gunshot is increased by +10. Subsonic ammunition decreases the range increment by 20 feet. It is available for handguns and longarms, except shotguns.



Tracer

These phosphorous-coated rounds aid the shooter of an automatic weapon in leading bullets to a target, but makes them easier to spot in turn. Tracer ammunition provides a +1 bonus to attack rolls made with a weapon when fired on autofire only. Opponents gain a +5 circumstance bonus on Spot checks when trying to find someone firing tracer ammunition.

Tranquilizer

This ammunition is actually a large dart with a reservoir that is used to deliver a

tranquilizer (or poison) to the target. It is only available for air rifles and pistols. For more information on poisons, see the Craft (chemical) skill.

White Phosphorous (WP)

White phosphorous-tipped rounds can inflict terrible burns on a target. These rounds go off if they strike anything between the shooter and the target. Any target damaged by a "Willie P" shot takes an additional 1d6 points of fire damage and risks catching on fire.

Table: General Equipment

Item	Weight	Purchase DC	Restriction
Surveillance Gear			
Bug sweeper	4.5 lb.	21	—
Fiber optic camera			
3-foot cable w/monitor	3.5 lb.	17	—
6-foot cable w/monitor	4.5 lb.	18	—
9-foot cable w/monitor	5.5 lb.	19	—
Microphone			
Contact	1 lb.	12	—
Laser	3.5 lb.	18	—
Parabolic	4.5 lb.	14	—
Pick-up	.5 lb.	12	—
Shotgun	3.5 lb.	14	—
Microtransmitter			
Average quality	—	11	—
Good quality	—	12	—
Amazing quality	—	14	—
Police scanner	2 lb.	11	—
Video shades			
Black and white	—	23	—
Color	—	24	—
Professional Equipment			
Breaking and entering kit	50 lb	20	Ill (+4)
Chemistry kit	15 lb.	13	Licensed
Concertina wire (20 ft.)	15 lb.	11	
Forced entry kit	135 lb.	21	Res (+2)
Generator, portable	125 lb.	19	—
Glasscutter, circular	5 lb.	13	Res (+2)
Headset, microphone	—	13	—
Headset w/light	—	14	—
Headset w/camera	1 lb.	16	—
Hydraulic compressor	50 lb.	13	—
Jaws of life	40 lb.	18	Res (+2)
Ram, portable	35 lb.	12	Res (+2)
Road flare (3)	1.5 lb.	3	—
Winch, portable	15 lb.	16	—

Surveillance Equipment

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

Bug Sweeper

A bug sweeper is a handheld device that measures radio frequency signals and looks for "suspicious" wavelengths. It gives a +5 equipment bonus on Search checks when trying to find microtransmitters.

Fiber Optic Camera

This tiny camera mounted on a flexible cable allows a person to peer into places without being spotted or getting in harm's way (such as slipping it under a door or through an air vent). It includes a small viewer and can be connected to a video camera or monitor. It requires a Computer Use check (DC 10) to use properly.

Microphone, Contact

Originally designed for bomb-disposal applications, contact mikes allow the operator to hear through walls, packages, doors, and so on, merely by placing the suction-cup microphone in contact with the surface in question. It can listen through 6 inches of material.

Microphone, Laser

Trying to hear someone from a distance is fine, unless there is something in the way. A laser microphone bypasses this by measuring the vibrations on a glass surface (such as a window). The listener can hear past a glass window and 10 feet around that area. It does not work on any other type of surface. A laser microphone has a range of 100 feet.

Microphone, Parabolic

The specific function of this microphone is to pick up quiet sounds at a distance. Otherwise, it functions just like an ordinary pickup microphone. It has a range of 50 feet.

Microphone, Pick Up

The standard microphone, designed to pick up sounds within a few meters. A standard pick up microphone can hear all sounds within 10 feet, granting a +5 equipment bonus on Listen checks.

Microphone, Shotgun

A shotgun mike can pick up sounds up to 100 feet away, but must be pointed directly at the target. It has a very narrow corridor, roughly three feet across, and cannot pick up anything beyond that range. A shotgun mike gives a +5 equipment bonus on Listen checks.

Microtransmitter

Commonly called a "bug," this tiny microphone is the size of a nickel and sends a signal to a waiting transmitter. Average quality bugs have a range of 100 feet, good quality bugs have a range of 300 feet, and amazing quality bugs can reach one mile. For +1 to the purchase DC, microtransmitters can be built into pens, calculators, clocks, and other mundane items. Finding a microtransmitter requires a Search check opposed by the Hide skill of the person who planted it. A good quality microtransmitter grants a +2 equipment bonus on Hide checks. An amazing quality microtransmitter provides a +4 equipment bonus on Hide checks.

Police Scanner

A police scanner allows a person to listen to emergency broadcast frequencies—fire, medical, animal control, and so forth. It has a range of 10 miles.

Video Shades

Incorporating a tiny pinhole camera and a microtransmitter, these otherwise ordinary sunglasses see whatever the wearer sees. There are two models—one transmits in black and white and the other in color. They include a microtransmitter with a range of 150 feet.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields. Some of these are kits that contain a variety of items bundled in one package.

Breaking and Entering Kit

This kit is designed for stealthy individuals who try to get into someplace without being seen and while making minimal noise. It includes a contractor field bag (black), circular glasscutter, boltcutters,



car opening kit, contact microphone, penlight, lockpick set, lock release gun, microphone headset (walkie-talkie bought separately), and a multipurpose tool.

Concertina Wire

So named because it folds up like a squeezebox, concertina wire is the latest generation of barbed wire. It comes in 20-foot-long rolls that stretch across the surface or fence to be protected. For each 2-foot section that a person tries to cross, he or she must make a Reflex save (DC 15) or take 1d6 points of damage (save for half). Concertina wire has hardness 2, 5 hp, and can only be damaged by slashing weapons or cut with a tool like boltcutters.

Generator, Portable

A single cylinder, gas-powered generator on wheels that can produce enough electricity to power a house for eight hours. It requires two gallons of gasoline to operate and is noisy.

Glasscutter, Circular

This special device allows a person to cut through glass panes without cracking or shattering them in the process. It fits onto the glass with a suction cup and has a rotating arm that cuts a hole from 3 to 12 inches in diameter. Once the hole is cut, the suction cup is tugged, pulling out the circle of glass. The user makes a Dexterity check (DC 10) to create a hole without shattering the glass. If the check fails, the glass shatters with a loud crash.

Hydraulic Compressor

A hydraulic compressor is used to provide power to tools like the jaws of life, jackhammers, pumps, and the like. Without a compressor, many of these items will not operate.

Headset, Microphone

This is a small, unobtrusive microphone and earphone headset, often hooked up to a professional walkie-talkie or cell phone (which must be purchased separately). It allows a person to keep their hands free while engaging in conversation. Better quality versions also include a small, powerful flashlight attachment or tiny video camera.

Jaws of Life

This rescue tool is used by firefighters and aid personnel to pry open the mangled doors of auto accidents. It requires a hydraulic compressor to work, but gives a +10 equipment bonus on Strength checks to open doors, bust through gates, and the like.

Ram, Portable

This modern ram is the perfect tool for battering down doors. Not only does it give you a +4 circumstance bonus on your Strength check to break open a door, but it allows a second person to help you without having to make an aid another check, adding another +2 bonus to your check.

Road Flare

Road flares are small chemical sticks that produce a brilliant red light. They are lit by striking the cap against the stick. A road flare lasts for an hour before being completely consumed and fills a 5-foot square with flickering red light. Anyone struck with a road flare takes 1d6 points of fire damage. Road flares are sold in packs of three.

Forced Entry Kit

Sometimes it's necessary to enter an area that someone really doesn't want you to get into. This kit is not subtle, but effective, relying on battering down doors and blasting holes through walls. Police and military personnel are most likely to use this kit. The forced entry kit contains the following items: Mossberg shotgun with integrated flashlight, 10 high-explosive shells, 5 beanbag rounds, boltcutters, portable ram, sledgehammer (equivalent to warhammer), and chainsaw.

Winch, Portable

This small, portable electrical winch and cable has a solid hook on the end. If properly bolted down (such as being mounted to the front of a vehicle), it has enough strength to pull a car out of a ditch or a small tree out of the ground (an equivalent Strength 30). The cable is 150 feet long and has hardness 4 and 5 hp. The cable can only be damaged with slashing weapons or a boltcutter.



WEAPONS

Colonial Sidearm

Type: Double-Action Autoloader Pistol with attached Explosive Round Launcher
Damage: 2d6/3d6 (Br 5 ft)
Critical: 20
Damage Type: Ballistic/Slashing
Range Increment: 40 ft/30 ft
ROF: S/Single
Magazine: 20 box/1
Purchase DC: 18
Size: Med
Weight: 2 lb.
Restriction: Mil

Colonial Marine submachinegun

Type: 5.7mm Personal Defense Weapon
Damage: 2d6+1
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft
ROF: S,A
Magazine: 50 box
Purchase DC: 21
Size: Large
Weight: 8 lb.
Restriction: Mil (+3)

Colonial Assault Rifle

Type: 5.56mm Assault Rifle
Damage: 2d8
Critical: 20
Damage Type: Ballistic
Range Increment: 90 ft
ROF: S,A
Magazine: 30 box
Purchase DC: 20
Size: Large
Weight: 12 lb.
Restriction: Res (+2)

Colonial Carbine

9mm Assault Carbine
Damage: 2d6
Critical: 20
Damage Type: Ballistic
Range Increment: 50 ft.
Rate of Fire: S,A
Magazine: 10 box
Size: Large
Weight: 6 lb.
Purchase DC: 19
Restriction: Res (+2)

VEHICLES

Colonial "Land Ram" Tracked Armored Personnel Carrier (PL 5)

Size: Huge
Crew: 3
Pass: 7
Cargo: 250 lb.
Init: -2
Maneuver: -2
Top Speed: 70(7)
Defense: 8
Hardness: 10
Hit Points: 52
Purchase DC: 40
Restriction: Mil (+3)

Colonial "Land Ram"

A Cylon War-era armored personnel carrier, the Land Ram was used by the Colonial Marines. It is crewed by a driver, a gunner, and a commander. It has one top hatch and two side hatches, one for each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a hatch and another full-round action to start it moving. The Land Ram is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a pair of fire linked M-9 Barrage Chain Guns mounted in a full turret (8d6/20; ballistic; 60 ft.; S, A).

CHAPTER SIX: STARSHIPS

The People of the twelve colonies have used a wide variety of starships throughout their history. Technically speaking the earliest known example of a colonial starship is the Galleon which brought the colonists to the Cyrannus star system 2,000 years ago.

From a more practical standpoint, the earliest colonial starships were the exploration and colonization vessels launched from Aerielon during the Age of Expansion. Of course all of these tiny spacecraft would be considered dangerously fragile, and bear little to no resemblance to the starships used today. Modern Colonial starship design has its roots in the Third Colonial War. Below are statistics for every starship in use since that time.

CIVILIAN SHIPS

Civilian shuttle (PL6)



Type: Ultralight	Size: Gargantuan (-4 size)
Subtype: Courier	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 11	Length: 45 feet
Flat-footed Defense: 9	Weight: 90,000 lb.
Autopilot Defense: 8	Targeting System Bonus: +2
Hardness: 20	Crew: 2 (trained +4)
Hit Dice: 6d20 (120 hp)	Passenger Capacity: 24
Initiative Modifier: +2	Cargo Capacity: 7,000 lb.
Pilot's Class Bonus: +3	Grapple Modifier: +12
Pilot's Dex Modifier: +2	Base Purchase DC: 48
Gunner's Attack Bonus: —	Restriction: Licensed (+1)

Standard PL 6 Design Specs:

- Engines:** Thrusters
- Armor:** Polymeric
- Defense Systems:** Autopilot system, Radiation Shielding
- Sensors:** Class I sensor array
- Communications:** Radio transceiver
- Weapons:** None
- Grappling Systems:** None
- Attack:** None
- Attack of Opportunity:** None

A civilian shuttle can haul people and light equipment into orbit and return safely to the

planet below, but it is not suitable for long-range space travel to other planets or star systems.

Civilian Escort "Gemenon Traveller" (PL6)



Type: Ultralight	Size: Colossal (-8 size)
Subtype: Escort	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7	Length: 180 feet
Flat-footed Defense: 5	Weight: 900 tons
Autopilot Defense: 5	Targeting System Bonus: +3
Hardness: 20	Crew: 8 (trained +4)
Hit Dice: 20d20 (400 hp)	Passenger Capacity: 24
Initiative Modifier: +4	Cargo Capacity: 600 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 52

Gunner's Attack Bonus: — **Restriction:** Restricted (+2)

Standard PL 6 Design Specs:

- Engines:** Jump engine(typell), Thrusters
- Armor:** Polymeric
- Defense Systems:** Autopilot system, damage control system (1d10), radiation shielding
- Sensors:** Class II sensor array
- Communications:** Radio transceiver
- Weapons:** None
- Grappling Systems:** Grapplers
- Attack:** None
- Attack of Opportunity:** None

Escorts are a long-range patrol craft employed for various duties, including the protection of merchant ships and remote bases. Most Escorts were demilitarized after the Third Colonial War in accordance with the Fair Play resolution. Today converted escorts can still be found acting as cargo haulers and passenger liners, moving goods and people between the twelve colonies and their various outposts.

Civilian Freighter (PL 6)



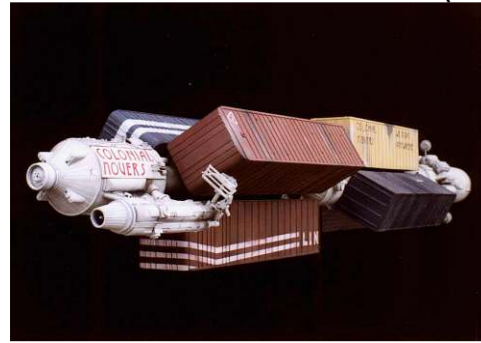
Type: Ultralight	Size: Colossal (-8 size)
Subtype: Fast freighter	Tactical Speed: 3,500 ft. (7 sq.)
Defense: 7	Length: 110 feet
Flat-footed Defense: 5	Weight: 450 tons
Autopilot Defense: 5	Targeting System Bonus: +3
Hardness: 20	Crew: 4 (trained +4)
Hit Dice: 16d20 (320 hp)	Passenger Capacity: 4
Initiative Modifier: +2	Cargo Capacity: 300 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 52
Gunner's Attack Bonus: —	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine(typell), thrusters
Armor: Polymeric
Defense Systems: Autopilot system, damage control system (1d10), radiation shielding
Sensors: Class II sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: None
Attack: None
Attack of Opportunity: None

Fast freighters are commercial starships generally employed in frequent runs, such as delivering supplies to small outposts and bases, or occasional runs of high-bulk cargo, such as heavy machinery or vehicles. Fast freighters sometimes carry some minor defensive armament, although most do not as piracy has not been a problem in the colonies since the end of the Cylon War.

"Colonial Movers" Civilian Hauler (PL 6)



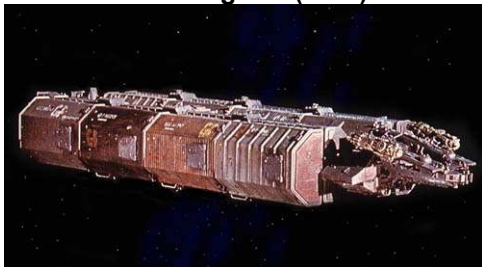
Type: Light	Size: Colossal (-8 size)
Subtype: Hauler	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 450 feet
Flat-footed Defense: 5	Weight: 6,000 tons
Autopilot Defense: 5	Targeting System Bonus: +3
Hardness: 20	Crew: 8 (trained +4)
Hit Dice: 36d20 (720 hp)	Passenger Capacity: 8
Initiative Modifier: +2	Cargo Capacity: 3,300 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 56
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine (type I), thrusters
Armor: Alloy plating
Defense Systems: Autopilot system, damage control system (2d10), radiation shielding
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: Grapplers
Attack: None
Attack of Opportunity: None

The hauler is a space-going tug that drags heavy, non-powered loads and modular cargo containers, though they have precious little cargo space of their own. Haulers are fitted with big power plants and huge engines, at the expense of crew quarters and armaments.

Civilian Bulk Freighter (PL 6)



Type: Mediumweight	Size: Colossal (-8 size)
Subtype: Bulk freighter	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 800 feet
Flat-footed Defense: 5	Weight: 32,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 20	Crew: 8 (trained +4)
Hit Dice: 125d20 (2,500 hp)	Passenger Capacity: 8
Initiative Modifier: +2	Cargo Capacity: 20,000 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 60
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine (type I), thrusters
Armor: Alloy plating
Defense Systems: Autopilot system, improved damage control (4d10), radiation shielding
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: Grapplers
Attack: None
Attack of Opportunity: None

Bulk freighters usually carry cargo in bulk containers, and carry out regular runs between densely populated Colonies.

Civilian Transport (PL 6)



Essentially a larger version of the escort ship, the corvette served as both a gunship and fleet escort. Of the military vessels designed to operate independently in wartime, corvettes were the smallest. Like

escorts, many Corvettes were demilitarized during the Age of Peace. Today they act as transports.

Type: Light	Size: Colossal (-8 size)
Subtype: Corvette	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7	Length: 277 feet
Flat-footed Defense: 5	Weight: 3,200 tons
Autopilot Defense: 5	Targeting System Bonus: +3
Hardness: 20	Crew: 16 (trained +4)
Hit Dice: 40d20 (800 hp)	Passenger Capacity: 132
Initiative Modifier: +4	Cargo Capacity: 50 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 56
Gunner's Attack Bonus: +2	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Jump engine (type I), thrusters
Armor: Polymeric
Defense Systems: Improved damage control (3d10), radiation shielding
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: None
Attack: None
Attack of Opportunity: None

Civilian Clipper (PL 6)



Type: Mediumweight	Size: Colossal (-8 size)
Subtype: Clipper	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7	Length: 850 feet
Flat-footed Defense: 5	Weight: 27,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 20	Crew: 32 (trained +4)
Hit Dice: 150d20 (3,000 hp)	Passenger Capacity: 80
Initiative Modifier: +2	Cargo Capacity: 10,000 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 60
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine (type I), thrusters
Armor: Polymeric

Defense Systems: Damage control (3d10), radiation shielding
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: None
Attack: None
Attack of Opportunity: None

This small liner or personnel transport is intended for passenger use, as opposed to heavy cargo. Clippers are frequently fitted with top-of-the-line engines for the best possible speed.

Prison Barge “Astral Queen” (PL 6)



Type: Superheavy	Size: Colossal (-8 size)
Subtype: Colony ship	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 2,000 feet
Flat-footed Defense: 5	Weight: 400,000 tons
Autopilot Defense: 7	Targeting System Bonus: +5
Hardness: 30	Crew: 400 (trained +4)
Hit Dice: 800d20 (16,000 hp)	Passenger Capacity: 2,000
Initiative Modifier: +2	Cargo Capacity: 100,000 tons
Pilot’s Class Bonus: +3	Grapple Modifier: +16
Pilot’s Dex Modifier: +2	Base Purchase DC: 72
Gunner’s Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:
Engines: Jump engine (type II), thrusters
Armor: Cerametal
Defense Systems: Improved damage control (6d10), radiation shielding, self-destruct system
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: None
Attack: None
Attack of Opportunity: None

This massive vessel was designed as a troop transport, however it has been converted for use as a prisoner transport ship. The Astral Queen is the only prison

barge known to have survived the Fall of the Colonies. It is currently the Flagship of Tom Zarek.

Civilian Mining Ship (PL 6)

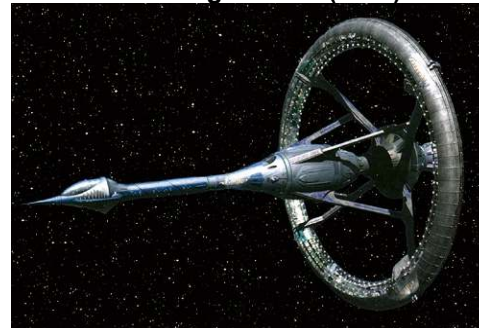


Type: Superheavy	Size: Colossal (-8 size)
Subtype: Freighter	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 1,800 feet
Flat-footed Defense: 5	Weight: 320,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 40 (trained +4)
Hit Dice: 800d20 (16,000 hp)	Passenger Capacity: 24
Initiative Modifier: +2	Cargo Capacity: 200,000 tons
Pilot’s Class Bonus: +3	Grapple Modifier: +16
Pilot’s Dex Modifier: +2	Base Purchase DC: 76
Gunner’s Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 7 Design Specs:
Engines: Jump engine (type II), thrusters
Armor: Vanadium
Defense Systems: Damage control system (5d10), radiation shielding, self-destruct system
Sensors: Class II sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: 8 Grapplers
Attack: None
Attack of Opportunity: None

The largest of the starships built for routine commercial purposes, the star freighter can be modified to serve as a super-tanker or super-transport.

Civilian Passenger Liner (PL 7)



This is a full-sized passenger ship. Although any vessel this size can’t avoid

carrying some cargo, the liner specializes in moving a large number of passengers, usually in varying degrees of luxury.

Type: Heavy	Size: Colossal (-8 size)
Subtype: Liner	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 7	Length: 1,200 feet
Flat-footed Defense: 5	Weight: 84,000 tons
Autopilot Defense: 7	Targeting System Bonus: +5
Hardness: 30	Crew: 200 (trained +4)
Hit Dice: 250d20 (5,000 hp)	Passenger Capacity: 800
Initiative Modifier: +2	Cargo Capacity: 40,000 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 68
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 7 Design Specs:

Engines: Jump engine (type II), thrusters
Armor: Cerametal
Defense Systems: Damage control (4d10)
Sensors: Class II sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: None
Attack: None
Attack of Opportunity: None

Civilian Research Vessel "Celestra" (PL7)



Type: Mediumweight	Size: Colossal (-8 size)
Subtype: Strike cruiser	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 11	Length: 950 feet
Flat-footed Defense: 7	Weight: 38,000 tons
Autopilot Defense: 7	Targeting System Bonus: +5
Hardness: 20	Crew: 160 (expert +8)
Hit Dice: 250d20 (5,000 hp)	Passenger Capacity: 40
Initiative Modifier: +8	Cargo Capacity: 1,200 tons
Pilot's Class Bonus: +5	Grapple Modifier: +16
Pilot's Dex Modifier: +4	Base Purchase DC: 68
Gunner's Attack Bonus: +4	Restriction: Military (+3)

Standard PL 7 Design Specs:

Engines: Jump engine (type II), thrusters
Armor: Alloy Plating

Defense Systems: Improved damage control (4d10), radiation shielding, self-destruct system, sensor jammer

Sensors: Class IV sensor array, improved targeting system

Communications: Laser transceiver, radio transceiver

Weapons: None

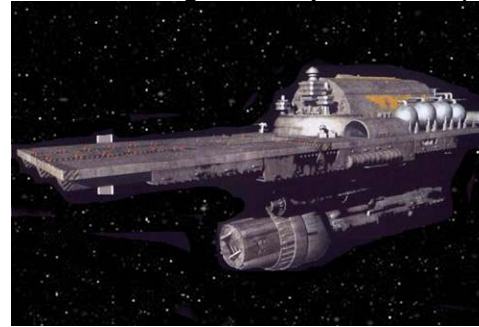
Grappling Systems: None

Attack: None

Attack of Opportunity: None

This ship was originally designed as a strike cruiser. It was demilitarized during the Age of Peace, and has served for the past 90 or so years as a dedicated research ship.

Civilian Salvage and Repair Vessel (PL 6)



Type: Heavy	Size: Colossal (-8 size)
Subtype: Heavy transport	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 1,320 feet
Flat-footed Defense: 5	Weight: 120,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 24 (trained +4)
Hit Dice: 350d20 (7,000 hp)	Passenger Capacity: 20
Initiative Modifier: +2	Cargo Capacity: 60,000 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 68
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine (type I), thrusters
Armor: Vanadium
Defense Systems: Damage control system (4d10), radiation shielding,
Sensors: Class II sensor array
Communications: Radio transceiver
Weapons: None
Grappling Systems: 4 Grapplers
Attack: None
Attack of Opportunity: None

This ship is designed to recover and repair damaged vessels. It is a very old design which has changed little in the past 100 or so years.

Civilian Tanker (PL 6)



Type: Heavy	Size: Colossal (-8 size)
Subtype: Tanker	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 7	Length: 1,200 feet
Flat-footed Defense: 5	Weight: 120,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 32 (trained +4)
Hit Dice: 250d20 (5,000 hp)	Passenger Capacity: 8
Initiative Modifier: +2	Cargo Capacity: 52,000 tons
Pilot's Class Bonus: +3	Grapple Modifier: +16
Pilot's Dex Modifier: +2	Base Purchase DC: 64
Gunner's Attack Bonus: +2	Restriction: Restricted (+2)

Standard PL 6 Design Specs:

Engines: Jump engine (type III), thrusters
Armor: Vanadium
Defense Systems: Damage control system (4d10), radiation shielding
Sensors: Class II sensor array
Communications: Laser transceiver, radio transceiver
Weapons: None
Grappling Systems: 4 Grapplers
Attack: None
Attack of Opportunity: None

A tanker is a large starship intended for the transport of large quantities of gases or liquids. It can be adapted for other forms of cargo storage, but most ships of this size carry water, hydrogen, petrochemicals, or oxygen.

COLONIAL STARSHIPS

Colonial "Viper Mk I" Space Superiority Fighter (PL 5)



Type: Ultralight	Size: Huge (-2 size)
Subtype: Assault fighter	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 21	Length: 30 feet
Flat-footed Defense: 15	Weight: 28,400 lb.
Autopilot Defense: 8	Targeting System Bonus: +0
Hardness: 20	Crew: 1 (ace +12)
Hit Dice: 7d20 (140 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 120 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 5 Design Specs:

Engines: Thrusters, Disposable Boosters
Armor: Alloy Plating
Defense Systems: Radiation shielding
Sensors: Class I sensor array
Communications: Radio transceiver
Weapons: 2 fire-linked fusion shell cannons (range incr. 3,000 ft.)
Grappling Systems: None
Attack: 2 fire-linked fusion shell cannons +8 ranged (15d8)
Attack of Opportunity: None

The Viper Mk I was the first in a new line of Colonial space superiority fighters. Originally the product of Caprican designers, the first Vipers entered service with fighter squadrons several decades before the Cylon War, replacing the obsolete Scarab-class fighter family. After Colonial Unification, the Viper Mk I, nicknamed the "Starhound", became the standard interceptor of the Colonial military, complementing the Colonial Raider attack fighters.

During the Cylon War many Viper Mk Is served in all theaters of the war. It proved itself to be superior to its primary adversary, the slower and less maneuverable Colonial Raider. Later in the war, the Viper Mk II replaced the Mk I as the primary fighter of the Colonial military. With the introduction of the Mk II, the Mk I was relegated to second line duties, outfitting reserve squadrons and performing home defense and convoy protection duties.

The Mk I remained in use after the war. With the drawdown of the Colonial Fleet and a tightening military budget, many surplus Mk Is with low flight hours were fitted with new engines, avionics and a modified space frame. These refits were renamed Viper Mk IVs and sent to lower priority squadrons to replace the war-weary Mk Is.

By the time of the second Cylon attack, most Mk Is and IVs were already decommissioned. However, a few still soldiered on in militia and reserve squadrons. One Viper Mk I was placed in the museum on the famous battlestar Galactica. When Galactica's deck crew salvaged the Vipers in the museum to place on flight duty, they did not use the Mk I. For Viper Mk Is serving in second-line squadrons later in the war, lower the crew rating to Trained (+4).

Colonial "Viper T.Mk I" Two Seat Trainer (PL 5)



Type: Ultralight	Size: Huge (-2 size)
Subtype: Assault fighter	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 21	Length: 30 feet
Flat-footed Defense: 15	Weight: 28,400 lb.
Autopilot Defense: 8	Targeting System Bonus: +0
Hardness: 20	Crew: 2 (ace +12)
Hit Dice: 8d20 (160 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 20 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 5 Design Specs:

Engines: Thrusters, Disposable Boosters

Armor: Alloy Plating

Defense Systems: Radiation shielding

Sensors: Class I sensor array

Communications: Radio transceiver

Weapons: None

Grappling Systems: None

Attack: None

Attack of Opportunity: None

The Viper T.Mk I was developed concurrently with the Viper Mk I. It was designed as a dedicated trainer and carried a trainee pilot in a second cockpit placed behind the first. Many were constructed until the Mk I design was supplanted by the Mk II during the First Cylon War. The T.Mk I was a solid design although a bit slower than the

fighter version. To reduce mass, the T.Mk I was unarmed.

After the war, many T.Mk Is remained in service as trainers at various Colonial Fleet flight schools. The T.Mk Is remained in service until the Cylon assault forty years after the end of the first war. No T.Mk Is are known to have survived the attack.

There were several variants of the T.Mk I produced. During the war a need for a dedicated close air-support (CAS) variant became apparent. Several T.Mk Is were modified in the field with the addition of a missile rack containing cluster munitions, a basic ECM suite and additional plates of armor. These proved successful in service and full production, as the Viper FGA.Mk I, commenced shortly thereafter. Other variants were also produced.

The Viper EW.Mk I was equipped with the ECM system of the FGA.Mk I but lacked any offensive weaponry. It also carried an improved sensor system and a decoy launcher and was used as a limited AWACS craft.

Finally, several prototypes were made during the war of the Viper N.Mk I. These were intended to be used as nuclear strike craft that would break past enemy raider screens and engage Cylon base-stars with pinpoint nuclear missile strikes. The war ended before production could begin and the N.Mk I was quietly cancelled while the prototypes were scrapped without ever seeing combat.

FGA.Mk I Template

Hit Dice: Increase by +1d20

Defense System Upgrade: Sensor Jammer

Weapons Upgrade: Air to Air Missile Launcher (8 Air-to-air Missiles)

EW.Mk I Template

Defense System Upgrade: Sensor Jammer,

Decoy Drone Launcher (2 Drones)

Sensors Upgrade: Class II Sensor Array

Colonial "Columbia" Class Battlestar (PL6)



Type: Heavy	Size: Colossal (-8 size)
Subtype: Fleet carrier	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 11	Length: 1,900 feet
Flat-footed Defense: 7	Weight: 140,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 1,000 (expert +8)
Hit Dice: 500d20 (10,000 hp)	Passenger Capacity: 3,000
Initiative Modifier: +6	Cargo Capacity: 21,000 tons
Pilot's Class Bonus: +5	Grapple Modifier: +16
Pilot's Dex Modifier: +4	Base Purchase DC: 72
Gunner's Attack Bonus: +4	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Jump engine (type II), thrusters

Armor: Vanadium

Defense Systems: Improved damage control (5d10), 5 point-defense systems, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 2 batteries of 2 guass guns (range incr. 5,000 ft.), 2 batteries of 2 anti-ship missile launchers (4 launchers total, 16 missiles each)

Grappling Systems: 2 Grapplers

Attack: 2 Batteries of 2 guass guns +1 ranged (8d12/19-20) and 2 batteries of 2 anti-ship missile launchers -5 ranged

Attack of Opportunity: 5 Point-defense system +3 ranged (4d12x10) ea.

As the basestars dominated the skies above the colonies, and raiders battled vipers in the spaces in between, the first new battlestar in decades was completed in the shipyards of the Cosmara Archipelago. The Columbia, as it was named, was the first in a new class of battlestars. Over 600 meters long, armed with anti-ship missiles

and bristling with point defense rail cannons, the Columbia carried 2 full squadrons of Viper space superiority fighters. It was over 3 times the length of the Daedalus class battlestar, but still less than a quarter of the mass of a basestar. However, its heavy armor and mobility gave the new battlestar a distinct advantage over the Cylons.

The Columbia class battlestar has the ability to launch devastating attacks from millions of miles away, in the form of large numbers of Colonial Vipers. Columbia class battlestars are heavily armed and armored, as they had no escort vessels to defend them against attack. In addition to its normal cargo capacity, a Columbia class battlestar can hold 40 Vipers and 100 Marine dropships. Its listed crew complement includes the ace pilots who fly these craft, but it does not include the brave Marines it carries onboard. (Marines count against the passenger capacity.) A Columbia class battlestar can deploy up to 4 ultralight craft as a move action.

Colonial "Atlantia" Class Battlestar (PL6)



Type: Superheavy	Size: Colossal (-8 size)
Subtype: Orbital Colony	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 11	Length: 4,640 feet
Flat-footed Defense: 7	Weight: 500,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 2,000 (expert +8)
Hit Dice: 1,000d20 (20,000 hp)	Passenger Capacity: 3,000
Initiative Modifier: +6	Cargo Capacity: 63,000 tons
Pilot's Class Bonus: +5	Grapple Modifier: +16
Pilot's Dex Modifier: +4	Base Purchase DC: 72
Gunner's Attack Bonus: +4	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Jump engine (type II), thrusters

Armor: Vanadium

Defense Systems: Improved damage control (5d10), 5 point-defense systems, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Laser transceiver, radio transceiver

Weapons: 4 batteries of 2 anti-ship missile launchers (8 launchers total, 16 missiles each)

Grappling Systems: 2 Grapplers

Attack: 4 batteries of 2 anti-ship missile launchers +1 ranged (8d12/19–20)

Attack of Opportunity: 5 Point-defense system +3 ranged (4d12×10)

Eventually the Cylons modified their basestars by installing jump drives and gravity induction engines, but by that time, the colonies were fielding a newer and even larger class of battlestar, led by the flag ship Atlantia. The Atlantia class battlestars were over 1200 meters long and they mounted 6 anti-ship missile batteries, dozens of point defense rail guns and 4 full squadrons of Viper Mk II star-fighters. In addition, the Atlantia and her sister ships carried 100 drop-ships, 100 “Landram” armored vehicles and 2,400 colonial marines.

At the end of the Cylon War, there were 5 Columbia class battlestars and 7 Atlantia class battlestars in service. By the time of the fall of the twelve colonies, all of the Columbia class battlestars were decommissioned and the only Atlantia class battlestar left in service was the Galactica, itself due to be replaced with the newer Mercury class that now made up the rest of the 120+ ship fleet.

Colonial Marine Dropship (PL 6)



Type: Ultralight	Size: Gargantuan (–4 size)
Subtype: Orbital shuttle	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 11	Length: 60 feet
Flat-footed Defense: 9	Weight: 220,000 lb.
Autopilot Defense: 8	Targeting System Bonus: —
Hardness: 30	Crew: 2 (trained +4)
Hit Dice: 8d20 (160 hp)	Passenger Capacity: 30
Initiative Modifier: +2	Cargo Capacity: 19,000 lb.
Pilot’s Class Bonus: +3	Grapple Modifier: +12
Pilot’s Dex Modifier: +2	Base Purchase DC: 52
Gunner’s Attack Bonus: —	Restriction: Restricted (+2)

Standard PL 5 Design Specs:

Engines: Jump engine (type I), Thrusters

Armor: Vanadium

Defense Systems: Radiation Shielding, damage control system (1d10)

Sensors: Class I sensor array

Communications: Radio transceiver

Weapons: None

Grappling Systems: None

Attack: None

Attack of Opportunity: None

The Colonial Marine Dropship can haul an entire platoon of Marines and equipment including three Colonial LandRam APCs from orbit to the planet below, but it is not suitable for long-range space travel to other planets or star systems.

Colonial “Viper Mk II” Space Superiority Fighter (PL 6)



Type: Ultralight	Size: Huge (–2 size)
Subtype: Assault fighter	Tactical Speed: 3,500 ft. (7 sq.)
Defense: 21	Length: 28 feet
Flat-footed Defense: 15	Weight: 27,335 lb.
Autopilot Defense: 8	Targeting System Bonus: +1
Hardness: 20	Crew: 1 (ace +12)
Hit Dice: 7d20 (140 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 120 lb.
Pilot’s Class Bonus: +7	Grapple Modifier: +8
Pilot’s Dex Modifier: +6	Base Purchase DC: 48
Gunner’s Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Thrusters, Hydrogen Injectors

Armor: Alloy Plating

Defense Systems: Radiation shielding

Sensors: Class III sensor array, targeting system

Communications: Radio transceiver

Weapons: 2 fire-linked fusion shell cannons (range incr. 3,000 ft.)

Grappling Systems: None

Attack: 2 fire-linked fusion shell cannons +8 ranged (15d8)

Attack of Opportunity: None

During the Cylon War, a need arose for a new space superiority fighter to supplement the Viper Mk I. The new fighter was designated the Viper Mk II. The Mk II was faster, had better sensors and avionics, and carried an expanded missile bay which

was also capable of carrying unguided bombs. The new Viper proved itself on the frontlines, decimating the Cylon fighter forces.

By the end of the war, the Mk II was standard equipment for all squadrons serving in the Colonial fleet. In the post-war era, the Mk II continued on for many years as the standard colonial fighter. It wasn't until around a decade before the Fall of the Colonies that the new Viper Mk VII was built in sufficient numbers to replace the Mk II in most fleet squadrons (The Viper Mk V and VI were never built in great numbers as they failed to show a significant improvement over the aging Mk IIs).

Many Mk IIs were sent to the scrap yards but a few were sent to museums and test centers to be used as target drones, along with Viper Mk Is. Some were sent to Colonial Militia squadrons to replace some of the Viper Mk IVs they had been using for at least 30 years.

Several dozen Viper Mk IIs were sent to the battlestar Galactica to be placed in the museum of the Cylon War located in Galactica's starboard flight pod. One Mk II, 7242NC, flew by Lieutenant William "Husker" Adama during the Cylon War, was rebuilt by Galactica's deck crew and participated in a flyby demonstration.

The other Mk IIs in the museum were returned to service and served to repel the first Cylon attack on Galactica. The Mk IIs proved to be immune to the Cylon computer virus that had disabled the rest of the fleet and formed the nucleus of the Galactica's fighter force in the post-attack period. For Viper Mk IIs during the Cylon War, reduce the attack bonus to +4/-1.

Mk II Refit Template

Armor Upgrade: Replace Alloy Plating with Cerametal to improve speed to 8 squares.

Sensor Upgrade: Replace targeting system with Improved Targeting system

Colonial "Viper Mk III" Attack Fighter (PL6)



The Viper Mk III was designed to be a heavy fighter like the Raider; less

maneuverable, heavier armor and weapons, especially missiles. The Viper Mk III was extremely successful in its role; so successful in fact, that the Cylons destroyed the factory that produced them before more than one operational fighter wing could be deployed. No Mk IIIs survived the Cylon War.

Type: Ultralight	Size: Gargantuan (–4 size)
Subtype: Fighter	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 19	Length: 34 feet
Flat-footed Defense: 13	Weight: 37,000 lb.
Autopilot Defense: 6	Targeting System Bonus: +2
Hardness: 30	Crew: 1 (ace +12)
Hit Dice: 10d20 (200 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 150 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Thrusters, disposable boosters

Armor: Vanadium

Defense Systems: Radiation shielding, sensor jammer

Sensors: Class III sensor array system, targeting system

Communications: Radio transceiver

Weapons: 2 fire-linked gauss guns (range incr. 4,000 ft.) and 1 anti-ship missile launcher with 8 missiles

Grappling Systems: None

Attack: 2 fire-linked gauss guns +6/+1 ranged (12d12) and 1 anti-ship missile launcher

Attack of Opportunity: None

Colonial "Viper Mk IV" Fighter (PL 6)



Type: Ultralight	Size: Huge (–2 size)
Subtype: Fighter	Tactical Speed: 4,000 ft. (8 sq.)
Defense: 19	Length: 29 feet
Flat-footed Defense: 13	Weight: 31,000 lb.
Autopilot Defense: 6	Targeting System Bonus: +1
Hardness: 20	Crew: 1 (ace +12)
Hit Dice: 9d20 (180 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 50 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 6 Design Specs:

Engines: Thrusters, hydrogen injectors
Armor: Polymeric
Defense Systems: Radiation shielding, sensor jammer
Sensors: Class III sensor array system, targeting system
Communications: Radio transceiver
Weapons: 2 fire-linked fusion shell cannons (range incr. 3,000 ft.) and 1 air-to-air missile launcher with 8 missiles
Grappling Systems: None
Attack: 2 fire-linked fusion shell cannons +6/+1 ranged (15d8) and 1 air-to-air missile launcher
Attack of Opportunity: None

The Viper Mk IVs were introduced into service years after the Cylon War as a cheap upgrade to the Mk I, primarily engines and avionics plus a new cockpit. However it suffered from trying to fill the roles of both the Mk II and the Mk III. Although it was faster and tougher than the Mk II, it lacked the punch of the Mk III, and pilots of both models hated flying the new one.



Colonial Viper Mk V

The Colonial Viper Mk V was designed to replace the Mk II and IV. The Mk V didn't show enough improvement to warrant the expenses for the new facilities and such needed to operate and support it.



Colonial Viper Mk VI

The Mk VI was intended for the same purpose as the Mk V, but was larger and showed more performance than any of the others. However, there were design difficulties and the Mk VI was dangerously unstable. After an accident with two of the prototypes, it was cancelled.

Colonial "Viper Mk VII" Space Superiority Fighter (PL 7)



Type: Ultralight	Size: Gargantuan (-4 size)
Subtype: Assault fighter	Tactical Speed: 4,500 ft. (9 sq.)
Defense: 19	Length: 32 feet
Flat-footed Defense: 15	Weight: 30,335 lb.
Autopilot Defense: 6	Targeting System Bonus: +2
Hardness: 30	Crew: 1 (ace +12)
Hit Dice: 9d20 (180 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 120 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 7 Design Specs:

Engines: Thrusters, plasma injectors
Armor: Cerametal
Defense Systems: Radiation shielding, improved autopilot
Sensors: Class III sensor array, improved targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 3 fire linked needle drivers (range incr. 4,000 ft.)
Grappling Systems: None
Attack: 3 fire linked needle drivers +8 ranged (12d12)
Attack of Opportunity: None

Several decades after the Cylon War, the Colonial military realized the need for a new fighter to replace the war-vintage Mk Is, IIs, IIIs, and IVs. The new craft, the Viper Mk V, failed to show any significant improvement over the Mk II and the design never made it past the drawing board and computer simulations. Instead, the Mk IIs were refitted with new avionics.

Several years later, the same problem resurfaced and the radically different Viper Mk VI was designed. The Mk VI made it into preproduction with 8 prototypes built. Unfortunately the Mk VI showed severe stability problems which culminated in the loss of two prototypes in a mid-air collision near the Corinth Air Base on Aerilon resulting in the deaths of both pilots. The Mk VI was cancelled after it was determined that it would not be cost effective to redesign the ship.

It was another five years before another attempt to design a new fighter was made. After the Mk VI fiasco, the designers went back to the standard Viper configuration of three engines in a pyramid pattern and three wings. The sleek new

design was labeled the Mk VII and showed great promise from the beginning. It was faster and more maneuverable than its predecessors and featured a heavier armament with the addition of a third cannon mounted on the base of the dorsal fin. The Mk VII entered production and became the standard fighter in the Colonial military.

The Mk VII was first introduced into front-line service when the Air Wing of the battleship Mercury, the first of the new Mercury-class battleships, was equipped exclusively with the Mk VII and the new Raptor-class ships. The Mk II continued for a few more years in the Air Wings of the older battleships like the Galactica until the battleships received new Mk VIIs. After several years of frontline service, a new Command Navigation Program (CNP) by developed by Dr. Gaius Baltar. The CNP was distributed by all ships in the fleet. Unbeknownst to anyone, the CNP contained a Cylon virus that disabled virtually all of the Colonial defenses when the Cylons attacked.

The last squadron of Viper Mk VIIs stationed on the battleship Galactica was en route to Caprica to be reassigned when the Cylons attacked. The Vipers were shut down and massacred by a pair of Cylon Raiders. Captain Lee "Apollo" Adama flew a Mk VII (2276NC) to the Galactica for its decommissioning ceremony. He flew a Mk II during the ceremony and escaped the computer virus, although his ship was damaged evading a Cylon missile. Adama continued to use the Mk VII, which was purged of the CNP, along with several other Mk VIIs that traveled with the fleet to the rendezvous of the Ragnar Anchorage and several that were down for repairs on Galactica. Several dozen Mk VIIs, the Air Wing of the Mercury-class battleship Pegasus, also escaped the Cylon attack.

Colonial "Raptor" Assault Shuttle (PL 7)



During the Cylon War, Colonial Fleet ships carried a wide variety of craft for different roles. Crowding the decks of battleships and other vessels were space

fighters, shuttles for cargo duties, passenger shuttles, strike craft, and Marine assault shuttles. This multitude of craft proved to be a serious liability. Ship commanders were forced to make trade-offs in what they carried. Mindful of this, twenty years after the war, the Colonial fleet designed a new craft, based off a new Marine assault shuttle design, to fulfill this requirement.

This new ship, named the Raptor, was built to be capable of many missions. The new ship was capable of carrying a eight man Marine squad with all of their gear or ten passengers. It was equipped with an extensive ECM and sensor suite enabling the Raptor to carryout Airborne Warning and Control (AWACS), jamming, escort, Search and Rescue (SAR), and scouting missions.

Though normally unarmed, the Raptor can carry several missiles on racks beneath its wings, allowing Suppression of Enemy Air Defenses (SEAD) missions. Normally, however, it carries decoy and communication drones instead. The Raptor proved an instant success and soon was carried in the hanger bays of most Colonial craft.

Normally, on battleships, one Raptor is assigned to each Viper squadron for support purposes and several additional ones are also carried. After the Cylon attack, the Raptors assigned to the elderly battleship Galactica, have proven themselves as some of the most useful resources available.

Type: Ultralight	Size: Huge (-2 size)
Subtype: Launch	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 13	Length: 28 feet
Flat-footed Defense: 11	Weight: 24,000 lb.
Autopilot Defense: 9	Targeting System Bonus: +1
Hardness: 20	Crew: 2 (trained +4)
Hit Dice: 9d20 (180 hp)	Passenger Capacity: 10
Initiative Modifier: +2	Cargo Capacity: 1,000 lb.
Pilot's Class Bonus: +3	Grapple Modifier: +8
Pilot's Dex Modifier: +2	Base Purchase DC: 40
Gunner's Attack Bonus: +2	Restriction: Military (+3)

Standard PL 6 Design Specs:
Engines: Jump engine, Thrusters
Armor: Polymeric
Defense Systems: Autopilot system, 1 decoy drone launcher (4 decoy drones), sensor jammer

Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 1 Air-to-air Missile Launcher with 8 Missiles
Grappling Systems: Grapplers
Attack: Air-to-air Missile Launcher
Attack of Opportunity: None

Colonial “Mercury” Class Battlestar (PL7)



Type: Superheavy	Size: Colossal (-8 size)
Subtype: Flag ship	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 11	Length: 4,381 feet
Flat-footed Defense: 7	Weight: 750,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 40	Crew: 3,000 (expert +8)
Hit Dice: 2,200d20 (44,000 hp)	Passenger Capacity: 3,000
Initiative Modifier: +6	Cargo Capacity: 126,000 tons
Pilot’s Class Bonus: +5	Grapple Modifier: +16
Pilot’s Dex Modifier: +4	Base Purchase DC: 72
Gunner’s Attack Bonus: +4	Restriction: Military (+3)

Standard PL 7 Design Specs:
Engines: Jump engine (type III), thrusters
Armor: Neutronite
Defense Systems: Improved damage control (5d10), 5 point-defense systems, radiation shielding, self-destruct system
Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 5 batteries of 2 anti-ship missile launchers (10 launchers total, 32 missiles each)
Grappling Systems: 2 Grapplers
Attack: 5 batteries of 2 anti-ship missile launchers +1 ranged (8d12/19-20)
Attack of Opportunity: 5 Point-defense system +3 ranged (4d12x10)

The Mercury class battlestar was approximately the same length as the older Atlantia class, but it was much more massive, with more armor, bigger engines,

more guns and capable of carrying 8 full squadrons of Mk VII Vipers. Its command and control center was fully integrated with the flight systems of each individual viper star-fighter in its wing, as well as with every other ship in the fleet (except the Galactica) through the Command Navigation Program. Unfortunately this very program allowed the Cylons to shut down the whole fleet and wipe it out in a matter of minutes.



“X CLASS” Super-battlestars
 Had the Colonies not been destroyed, they may have seen the construction of the newest class of battle star which, still lacking a name, was simply referred to as the X class battlestar. Due to the overwhelming cost of maintaining over 100 capital ships, the Quorum was looking into the construction of 12 "super battlestars", each one over 3,000 meters long, and housing 16 full squadrons of viper star-fighters, 240 drop ships and almost 5,000 colonial marines.

CYLON STARSHIPS

COLONIAL “RAIDER” ATTACK FIGHTER (PL 5)



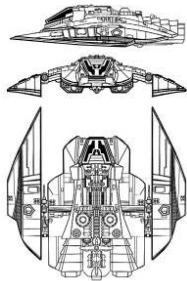
Type: Ultralight	Size: Gargantuan (-4 size)
Subtype: Fighter	Tactical Speed: 2,500 ft. (5 sq.)
Defense: 19	Length: 36 feet
Flat-footed Defense: 13	Weight: 39,000 lb.
Autopilot Defense: 6	Targeting System Bonus: +0
Hardness: 30	Crew: 3 (ace +12)
Hit Dice: 8d20 (160 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 150 lb.
Pilot’s Class Bonus: +7	Grapple Modifier: +8
Pilot’s Dex Modifier: +6	Base Purchase DC: 48
Gunner’s Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 5 Design Specs:

- Engines:** Thrusters
- Armor:** Vanadium
- Defense Systems:** Radiation shielding, sensor jammer
- Sensors:** Class I sensor array system
- Communications:** Radio transceiver
- Weapons:** 2 fire-linked rail guns (range incr. 3,000 ft.)
- Grappling Systems:** None
- Attack:** 2 fire-linked rail guns +6/+1 ranged (9d12)
- Attack of Opportunity:** None

This craft used by the Cylons during the Cylon War was, in fact designed and built by the Colonies as part of the Fair Play resolution passed by the Quorum of Twelve in the early days of the Age of Peace. They were stationed on the Colonial Base-stars that orbited each of the 12 colonies.

The Colonial Raider was a heavy attack fighter designed for battle against capital warships. Combined with the might of the Colonial Base-stars, they were instrumental in maintaining the balance of power that ensured the peace that followed the Age of War. Raiders had a crew of three; a pilot, a gunner and a commander. They were heavily armed and armored, and the fastest ships in space until the development of the Colonial Viper.

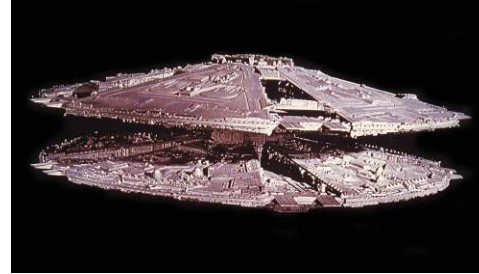


Advanced Raider

This colonial star-fighter design was never actually produced. But it was under development as a replacement for the existing fleet of Raiders which were approaching 50 years old when the Cylon war broke out. The advanced raider was smaller, faster and more agile than its predecessor. However, aside from the differences in performance and outward appearance, the advanced raider was intended to be completely autonomous, removing the cockpit and replacing it with 3 MC series processors hardwired into the

flight control systems. Once the Cylons rebelled, the design was scrapped in favor of the new one man viper design. Although the advanced raider was never produced, its influence is obvious on the design of the new raiders used by the Cylons today.

COLONIAL BASESTAR (PL 5)



Type: Superheavy	Size: Colossal (-8 size)
Subtype: Star carrier	Tactical Speed: None
Defense: 11	Length: 4,500 feet
Flat-footed Defense: 7	Weight: 600,000 tons
Autopilot Defense: 7	Targeting System Bonus: +0
Hardness: 30	Crew: 6,000 (expert +8)
Hit Dice: 1,000d20 (20,000 hp)	Passenger Capacity: 24,000
Initiative Modifier: +6	Cargo Capacity: 200,000 tons
Pilot's Class Bonus: +5	Grapple Modifier: +16
Pilot's Dex Modifier: +4	Base Purchase DC: 80
Gunner's Attack Bonus: +4	Restriction: Military (+3)

Standard PL 6 Design Specs:

- Engines:** Jump engine
- Armor:** Vanadium
- Defense Systems:** Improved damage control (6d10), 3 point-defense systems, radiation shielding
- Sensors:** Class I sensors
- Communications:** Radio transceiver
- Weapons:** 1 battery of 3 anti-ship missile launchers, 1 battery of 3 air-to-air missile launchers
- Grappling Systems:** None
- Attack:** Battery of 3 air-to-air missile launchers +0 ranged and battery of 3 anti-ship missile launchers -5 ranged
- Attack of Opportunity:** 3 Point-defense system +5 ranged (5d12x10)

These massive space stations were originally designed and built by the Colonies as part of the Fair Play resolution passed by the Quorum of Twelve in the early days of the Age of Peace. Their construction coincided with the dismantling of all other warships in the colonies. Each Base-star was heavily armored and armed with over

half a dozen anti-ship missile launchers and dozens of point defense rail guns.

A single Base-star was commanded by a human commander with an IL series Cylon as an advisor. It carried 12 full squadrons of 20 raiders each and a crew of several thousand Cylon Centurions that could be deployed to fight surface battles if an enemy managed to get past the fighters and land troops. When the Cylons rebelled, they killed their human commanders and used their fighters and troops to take over the colonies below.

When the Columbia and its fighter wing destroyed the Aerilon Base-star, the Cylons quickly modified their remaining base-stars with Jump drives to give them some mobility.

CYLON "RAIDER" ATTACK FIGHTER (PL7)



Type: Ultralight	Size: Huge (-2 size)
Subtype: Assault fighter	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 21	Length: 29 feet
Flat-footed Defense: 15	Weight: 27,335 lb.
Autopilot Defense: 8	Targeting System Bonus: +2
Hardness: 30	Crew: 1 (ace +12)
Hit Dice: 9d20 (180 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 120 lb.
Pilot's Class Bonus: +7	Grapple Modifier: +8
Pilot's Dex Modifier: +6	Base Purchase DC: 48
Gunner's Attack Bonus: +8/+3	Restriction: Military (+3)

Standard PL 7 Design Specs:

- Engines:** Jump engine (type IV), thrusters
- Armor:** Cerametal
- Defense Systems:** Radiation shielding, improved autopilot
- Sensors:** Class III sensor array, improved targeting system
- Communications:** Laser transceiver, radio transceiver
- Weapons:** 2 fire linked fusion shell cannons (range incr. 3,000 ft.) and 1 air to air missile launcher
- Grappling Systems:** None
- Attack:** 2 fire linked fusion shell cannons +8 ranged (15d8) and 1 air-to-air missile launcher with 8 missiles
- Attack of Opportunity:** None

This star-fighter is the first ever to be completely designed and built by the

Cylons themselves. They drew heavily on the influence of the Advanced Raider design, being smaller faster and more agile than the original raiders and more importantly, completely autonomous.

It is interesting to note that the new raiders are equipped with jump drives as well as sub-light engines. Even more interesting however, is the fact that the new Cylon raiders are techno-organic, bio-mechanical creations. Although their outer hull is armored, inside they have various organs and a large brain. It is not certain how intelligent these raiders are, but one Cylon was overheard describing them as though they might be pets. The Galactica recently acquired a captured Cylon Raider, and it has been studying its capabilities.

CYOLON "HEAVY RAIDER" ASSAULT SHUTTLE (PL 7)



Type: Ultralight	Size: Huge (-2 size)
Subtype: Launch	Tactical Speed: 3,000 ft. (6 sq.)
Defense: 13	Length: 28 feet
Flat-footed Defense: 11	Weight: 24,000 lb.
Autopilot Defense: 9	Targeting System Bonus: +1
Hardness: 20	Crew: 2 (trained +4)
Hit Dice: 10d20 (200 hp)	Passenger Capacity: 10
Initiative Modifier: +2	Cargo Capacity: 1,000 lb.
Pilot's Class Bonus: +3	Grapple Modifier: +8
Pilot's Dex Modifier: +2	Base Purchase DC: 40
Gunner's Attack Bonus: +2	Restriction: Military (+3)

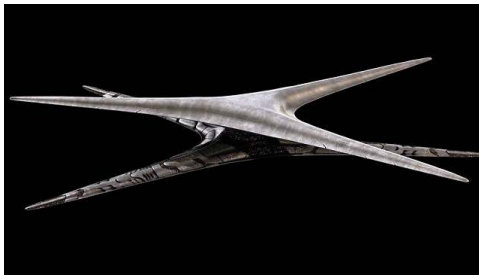
Standard PL 6 Design Specs:

- Engines:** Jump engine, Thrusters
- Armor:** Polymeric
- Defense Systems:** Autopilot system, 1 decoy drone launcher (4 decoy drones), sensor jammer
- Sensors:** Class III sensor array, targeting system
- Communications:** Laser transceiver, radio transceiver
- Weapons:** 1 Air-to-air Missile Launcher with 8 Missiles
- Grappling Systems:** Grapplers
- Attack:** Air-to-air Missile Launcher
- Attack of Opportunity:** None

The Cylon “Heavy Raider” is a troop transport analogous to the Colonial “Raptor” Assault Shuttle. It assumed that these ships were designed concurrently with the new raiders, as they seem to share certain design elements.

The battlestar Galactica has acquired two of these vessels. One crashed into Galactica’s starboard hangar bay during a Cylon boarding action, and another was stolen from Caprica by the Caprica copy of Sharon Valerii, allowing her to bring Helo and Starbuck home.

This mobile space station is the first capital ship to be designed and built by the Cylons themselves. It shares some design features of the original base-stars, but instead of stacked saucers, it looks like a pair of stacked three pointed stars. The Cylon base star is also slightly larger than its predecessor, and it is far more advanced, bristling with antiship missile launchers, and carrying more than 3 times the number of raiders. Little else is known about these ships. They are FTL capable, and apparently use some sort of reaction-less sub-light drive system to move through space. It is not known how many Cylons are carried inside each base star or what models they might be.



Type: Superheavy	Size: Colossal (-8 size)
Subtype: Orbital Colony	Tactical Speed: 1,500 ft. (3 sq.)
Defense: 11	Length: 5,100 feet
Flat-footed Defense: 7	Weight: 500,000 tons
Autopilot Defense: 7	Targeting System Bonus: +3
Hardness: 30	Crew: 2,000 (expert +8)
Hit Dice: 1,000d20 (20,000 hp)	Passenger Capacity: 3,000
Initiative Modifier: +6	Cargo Capacity: 63,000 tons
Pilot’s Class Bonus: +5	Grapple Modifier: +16
Pilot’s Dex Modifier: +4	Base Purchase DC: 72
Gunner’s Attack Bonus: +4	Restriction: Military (+3)

Standard PL 6 Design Specs:
Engines: Jump engine (type IV), gravitic redirector
Armor: Vanadium
Defense Systems: Improved damage control (5d10), 5 point-defense systems, radiation shielding, self-destruct system
Sensors: Class III sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: 4 batteries of 2 anti-ship missile launchers (8 launchers total, 16 missiles each)
Grappling Systems: 2 Grapplers
Attack: 4 batteries of 2 anti-ship missile launchers +1 ranged (8d12/19–20)
Attack of Opportunity: 5 Point-defense system +3 ranged (4d12×10)

CHAPTER SEVEN: SPACE TRAVEL

When speaking of space travel, it is important to distinguish interplanetary travel from interstellar travel.

Interplanetary Travel

Interplanetary travel became possible when the people of Kobol reached Progress Level 6. Ships fitted with magnetic ram scoops allowed the Colonists to manufacture fuel from particles of hydrogen gas floating loose in space (though at only a few atoms per cubic inch). Such ships incorporated a particle accelerator that converts matter into antimatter—with far more efficient thrust-to-payload ratios than solid fuel. With a sufficient supply of food, water, and oxygen, Colonial ships could travel to the edges of their star system and perhaps to another star system entirely.

Realistically, the starships presented in the Starships section are capable only of interplanetary travel, not interstellar travel. The reason for this is simple: Even the best engine can't accelerate a ship to light speed, and without light speed, interstellar journeys take tens of thousands of years. The speed of light is 186,000 miles per second. That's 1,116,000 miles per round, or 66,960,000 miles per hour. Maneuvering a ship at this speed is a tricky proposition; by the time you notice an object in your path, it's probably too late to avoid it.

One must also consider relativity: The closer the ship's velocity comes to the speed of light, the greater its mass. A starship cannot achieve light speed via simple acceleration, no matter how powerful the ship's engine, as increasing the power only increases the mass. Time dilation—the slowing of the passage of time in relation to an object traveling at close to the speed of light—becomes a factor. A few years might pass on board the ship, while a few hundred years might have passed both at the ship's point of origin and its point of arrival.

Interstellar Travel

The colonists never would have made it out of Kobol's star system if it weren't for the development of the Hyper-Light Jump Drive. This device allows a starship to instantaneously teleport from one point in space to another, light years away. The only limit on the distance a ship can

jump is the amount of fuel each jump burns, and the fact that the further away a destination is, the more difficult it becomes to plot a successful jump. For each light year past 5 add one to the DC for interstellar jump Computer use Checks and add 1 full round to the time needed to plot the jump with the Navigate check

Pinpointing the target destination requires a successful Navigate check, and the DC depends on the distance traveled (see Table: Check DCs for Jump Engines). Attempting to pinpoint the location without the aid of sensor technology imposes a -20 penalty on the Navigate check. When the jump is initiated, the entire ship and everything within it is instantly sent to the location the operator has selected.

If the operator's Navigate check fails by 10 or less, the teleported creature or object appears in a location 1d100 miles from the intended destination (determined randomly). If the check fails by 11 or more, the teleported creature or object materializes at some location 1d100 million miles from the intended destination.

Jump Drives come in 3 types, Type I, Type II and Type III. Older colonial ships use a Type I jump Drive. Most modern civilian ships use Type II jump drives, Colonial military and Cylon ships use Type III drives.

Purchase DC: 50 (Type I), 52 (Type II and Type III).

Restriction: Licensed +1 (Type I and Type II) Military +3 (Type III).

Table: 7.1 Check DCs For Jump Engines

Distance	Navigate DC	Computer Use DC
Planetary System	15	20
Interplanetary	20	25
Interstellar	25	30

A jump drive may be activated once per round. However, frequent repeated jumps put a severe strain on the drive. For every 10 jumps made without fully recharging the jump drive (see Table: 7.2 Jump Drive Recharge Time) there is a 1% cumulative chance that the next jump will fail and the Jump drive will be damaged, requiring 10 hours to repair. A jump Drive may be Jury rigged, but the Jury rigging will only allow for one more jump and then the drive is destroyed. A destroyed Drive cannot be repaired and must be replaced.

Table: 7.2 Jump Drive Recharge Time

Drive Type	Recharge Time
Type I	8 hours
Type II	2 hours
Type III	1 hour
Type IV	30 minutes

Jump drives use massive amounts of fuel to initiate the jump. Type I drives can make 125 jumps before they need to refuel. Type II drives are more efficient and can make 500 jumps before refueling. Type III drives are the most fuel efficient drives available. They can make 1,000 jumps before refueling.

The Type IV is the Cylon Jump engine. It is PL7 and can make 2,000 jumps before needing to re-fuel. A Type IV jump engine has a maximum range of 1,000 light years per jump and only requires approximately 30 minutes to recharge.

STAR SYSTEM GENERATION

Definitions: Below are the definitions of the various terms used in the star system generation rules.

STAR TYPE

Stars are classified using a lettering system that describes the star and gives information about its type. Known as the spectral class of a star, a designation of O, B, A, F, G, K, or M is given to the star based on its mass and energy output. Class O stars are the hottest, largest, and brightest stars and class M stars as the smallest and coldest, with a gradual scale between them.

Since a star's mass determines how hot it burns (as well as how strong its gravity pull is), the star's classification actually helps extrapolate the kinds of planets that might be in that star's system. Since larger stars burn hotter and smaller stars burn cooler, the mass of a star determines the climate of the worlds that orbit it.

In addition to the standard array of star types, several other types of stars (or what were once stars) might be found at the center of a star system. Most of these stars (called "non-main sequence stars") have characteristics that make certain planetary conditions impossible, and no type of non-main sequence star is likely to support worlds hospitable to human life. Types of non-main sequence stars include black holes, neutron stars, white dwarf stars, black dwarf stars, and red super-giants.

IONIZING RADIATION

Radiation that breaks down atoms within living tissue is common in space. All stars produce and emit harmful levels of ionizing radiation, and a star system is considered an "irradiated area" for the purposes of determining radiation exposure, particularly in the vacuum of space. (Planetary atmospheres and protective environment suits can protect a creature from ionizing radiation.) The degree of radiation exposure depends on the nearest star's classification, as shown in Table 7.1 below. For systems with two or more stars, increase the degree of radiation by one grade (lightly becomes moderately, moderately becomes highly, and highly becomes severely).

HOSPITABLE STARS

The chief classifications of hospitable stars are B, A, F, G, K and M. These stars produce the right amounts of heat and the right types of radiation to allow human-compatible worlds to exist. Not every world around such a star is hospitable; however, even inhospitable worlds within such systems could be made to support human life with artificial modifications to their ecosystems (a long a painstaking process called "terra-forming").

INHOSPITABLE STARS

Class O, and other non-main sequence stars are the least likely to support planets capable of hosting human life. The stars toward the hotter end of the spectrum simply produce too much heat to allow living, breathing organisms to thrive. Class white and black dwarfs, black holes and neutron stars do not give off enough heat to support life at the distance Earth orbits its sun, and these stars are also known to be violently unstable and prone to bursts of stellar activity.

BLACK HOLES

Black holes are stars that have expended their fuel sources and exploded in a massive supernova. Few, if any, planetary bodies survive the initial death of such a star. Once the star has exploded, its gravity is so great that it collapses in on itself and warps light, time, and space around it. Black holes drag all nearby matter into its center,



collecting rings of cosmic debris called accretion discs that can be seen at great distances. Some planets and asteroids might survive being pulled into a black hole long enough for some adventuring, but they are incredibly dangerous places to explore.

NEUTRON STARS

A neutron star is a large star that has exhausted its fuel source but hasn't collapsed in on itself. Instead, the entire star's remaining matter compresses into a much smaller body, mere kilometers in diameter. Within this tightly packed core, the star's density crushes the atoms into an object composed entirely of subatomic particles known as neutrons. Planets orbiting a neutron star are typically cold, lifeless, and severely irradiated. Another type of neutron star is the pulsar, which emits severe levels of radiation at great distances.

WHITE DWARF STARS

A white dwarf star is so much smaller than a neutron star that it does not have the mass to collapse in on itself. Instead, white dwarfs are typically small and dense and surrounded by rings of wreckage that were once planetary bodies in its system. White dwarfs emit little light or energy, and the rings surrounding them are usually cold and dark. However, these rings are not bombarded by as high levels of radiation as in a neutron star and could potentially support life, assuming enough heat could be generated.

BLACK DWARF STARS

Black dwarf stars completely burn out after expending their fuel. Truly the most stable of dead stars, black dwarfs simply consume their fuel supply and then cool into a cinder that emits no light or heat. Any planetary systems that existed around a black dwarf will remain intact; however, they usually become barren and frozen once their heat and light source is gone.

RED SUPERGIANTS

Most red supergiants begin their lives as average-sized stars. However, they burn hot and expend their hydrogen fuel supplies quickly. When its hydrogen supply is depleted, a red supergiant begins burning other, heavier elements such as helium,

causing the star to expand to enormous size. An expanding red supergiant consumes its innermost planets and then burns so hot and bright that it renders all other planets in its system incapable of supporting life naturally.

ORBITAL BODIES

Stars usually create a massive disk of dust and gas that eventually coalesces into planets, moons, asteroids, gas giants and even other stars. These objects all orbit around the center of the star system, each in its own orbital path. The various types of orbital bodies are listed below.

Asteroids: This is a field or belt of asteroids that occupies an entire orbital path circling a star. Most Asteroids are the size of boulders, although some are the size of pebbles and grains of sand, while others can be miles or dozens of miles across.

Asteroid Ring: This is usually the remnant of a trapped moon or comet that was crushed by the tidal forces of the planet it orbited. Now its remains have formed a ring of debris surrounding the planet.

Trapped Asteroid: A trapped asteroid is an asteroid or comet that has been caught in a planet's gravitational pull.

Rocky Planetoid: This satellite is too large to be considered an asteroid and not quite large enough to be called a planet. It usually forms at the same time as the planet it orbits although it could also be the result of a catastrophic planetary collision.

Rocky Planet: Rocky planets are solid bodies that are typically found in the inner reaches of a star system or orbiting gas giants. They have a solid surface and usually some sort of atmosphere.

Gas Giant: Gas Giants are enormous balls of collapsed gasses. They usually consist of hydrogen, methane, ammonia and other toxic gasses. These elements liquefy and eventually become metallic at the core of the planet, however they have no solid surface.

Stellar Companion: A stellar companion is a star which orbits the primary star creating a binary, trinary or other multi-star system.



Although binary and trinary systems are common, systems with more than three stars are rare.

SIZE CATEGORIES

Planets have size categories just like creatures, starships and weapons. A planet's size is a measure of its diameter in miles. This information can be useful in determining the exact altitude of the space/atmosphere interface, which is equal to the planet's diameter divided by 125. So for example a planet with a diameter of 8,000 miles would have a space/atmosphere interface at 64 miles.

A planet's size also determines its rotational period. Larger planets typically rotate faster than smaller planets, although there are exceptions to every rule. To determine a planet's rotational period, use the method described in the appropriate definite below.

Fine: A fine planet has a diameter of 10d10 miles and a rotational period of 1d12 months.

Diminutive: A diminutive planet has a diameter of 10d10 x10 miles and a rotational period of 4d8 days.

Tiny: Tiny planets have diameters of 10d10 x100 miles and a rotational period of 2d8 days.

Small: Small planets have diameters of 1d4 x1,000 miles and a rotational period of 1d8 days.

Medium: A planet of medium size has a diameter of 4d4 x1,000 miles and a rotational period of 16d4 hours.

Large: A large planet has a diameter of 10d4 x1,000 miles and a rotational period of 8d4 hours.

Huge: Huge planets have diameters of 1d4 x10,000 miles and a rotational period of 4d4 hours.

Gargantuan: Gargantuan planets have diameters of 4d4 x10,000 miles and a rotational period of 2d4 hours.

Colossal: A planet of Colossal size has a diameter of 10d4 x10,000 miles and a rotational period of 1d4 hours.

GRAVITY

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. Gravity conditions may vary considerably from one environment to the next. For ease of play these rules present four simplified gravity environments: normal gravity (1.0 g), low gravity (<1.0 g), high gravity (>1.0 g), and zero gravity (0 g). The following sections summarize the game effects for each type of environment.

NORMAL GRAVITY

"Normal gravity" equates to gravity on Earth. Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

LOW-GRAVITY ENVIRONMENTS

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object's mass doesn't change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

Speed: A creature's speed increases by +5 feet in a low-gravity environment. This bonus applies to all of the creature's modes of movement.

Carrying Capacity: A creature's normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Climb, Jump, and Swim checks).

Attack Roll Penalty: Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Damage from Falling: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per 10 feet fallen to 1d4 points per 10 feet fallen.

Long-Term Effects: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

HIGH-GRAVITY ENVIRONMENTS

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: A creature's speed decreases by –5 feet (to a minimum of 0 feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.

Carrying Capacity: A creature's normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks (including Climb, Jump, and Swim checks).

Attack Roll Penalty: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.

Damage from Falling: Creatures fall more quickly in a high-gravity environment than

they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per 10 feet fallen to 1d8 points per 10 feet fallen.

Long-Term Effects: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy-gravity environment takes 1d6 points of temporary Dexterity damage upon returning to normal gravity.

ZERO-GRAVITY ENVIRONMENTS

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply. Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

Space Adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken, and those who fail the save by 5 or more are also nauseated. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-g environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness.

Speed: While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Modified Bull Rush Rules: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.

Long-Term Effects: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.

Weight vs. Mass

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly. For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

ATMOSPHERIC CONDITIONS

As with variants in gravity, a change in atmospheric conditions can cause major problems for characters. Unfortunately, not every planet will have the same atmospheric density or chemical composition as Earth, meaning that worlds otherwise hospitable to human life may not be ideal for humans born and raised on Earth. Various atmospheric conditions (and their effects) are presented below.

BREATHABLE ATMOSPHERE

This type of atmosphere has the ideal mix of gasses for supporting human life, with just the right amount of oxygen, and only traces of more harmful elements such as toxins, acids, or diseases.

CONTAMINATED ATMOSPHERE

Some atmospheres (breathable or not) contain viral diseases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled disease.

CORROSIVE ATMOSPHERE

Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at foreign equipment and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed to a corrosive atmosphere takes 1d4 points of acid damage per hour of exposure. This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly.

Creatures not wearing protective gear in a corrosive atmosphere take 1d4 points of acid damage per round of exposure.

CRUSHING ATMOSPHERE

Planets with a crushing atmosphere exert immense pressure on any creatures or objects within it. Any object in a crushing atmosphere takes 10d6 points of crushing damage per round. Living creatures without a life support system are automatically exhausted, but they may attempt a Fortitude saving throw (DC 25) to reduce the crushing damage by half to 5d6.

STANDARD ATMOSPHERE

Planets with a standard atmosphere have just the right amount of atmospheric pressure. Humans do not require a pressure suit on planets with standard atmospheres. Although other factors such as extreme temperatures, toxins, contaminants, or corrosives might warrant other forms of protective gear.

THIN ATMOSPHERE

Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (DC 20) every hour. On the first failed save, the creature is

fatigued. A fatigued creature that fails a subsequent save becomes exhausted for as long as it remains in the thin atmosphere. After 1 hour of complete, uninterrupted rest in a standard atmosphere, an exhausted creature becomes fatigued. After 8 hours of complete, uninterrupted rest, a fatigued creature is no longer fatigued.

THICK ATMOSPHERE

Thick atmospheres are those that contain a more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide, than the standard Earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of exposure to a thick atmosphere are similar to those of a thin atmosphere (see Thin Atmosphere, above), except the Fortitude save DC is 15 instead of 20

TOXIC ATMOSPHERE

Some atmospheres (breathable or not) contain toxic gases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison.

VACUUM

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation. On the third round of exposure to vacuum, a creature must succeed on a Constitution check (DC 20) each round or suffer from aeroembolism (“the bends”). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered stunned and remains so until returned to standard atmospheric pressure. A creature that fails the Constitution check by 5 or more falls unconscious.

The real danger of vacuum comes from suffocation, though holding one’s breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Constitution check (DC 15) every round; the DC increases by 1 each

round, and on a successful check the character takes 1 point of Constitution damage (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate. In the next round, he falls unconscious with 0 hit points. The following round, he drops to –1 hit points. On the third round, he drops to –10 hit points and dies.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star’s classification (see Star Systems below for more information).

THERMAL CONDITIONS

Like gravity and atmosphere, temperatures vary widely from one planet to another, even between moons orbiting the same planet. Many variables combine to determine a world’s overall temperature including the world’s atmosphere, the class of the star it orbits, and the distance it orbits from the star. The various definitions related to temperature are listed below.

Mean Temperature: This is the average temperature of the entire planet in degrees Fahrenheit.

Frozen: This world is so cold that it cannot support liquid water at all. Humans cannot survive on this planet without a great deal of help. Any unprotected human on a Frozen planet takes 2d6 points of cold damage per round, with a successful Fortitude save vs. DC 20 reducing this damage by half.

Frigid: This world is very cold. It can only support liquid water when the conditions are just right, for example at the equator or during the world’s brief summer. Unprotected humans on a Frigid world suffer 1d6 points of cold damage per minute, with a fortitude saving throw vs. DC 15 to negate it.

Cold: This world is cold, but not so cold that water won’t flow. Unprotected humans can live here without protective gear assuming the atmospheric conditions are suitable.



Warm: This world is warm and comfortable for humans to live on. Temperatures during the summer or at the equator may get uncomfortable, but not to the point where humans would require protective clothing.

Hot: This world is hot, but not so hot that it can't support liquid water. Humans have a difficult time living on Hot worlds without help. Unprotected humans suffer 1d6 points of fire damage every minute, with a fortitude saving throw vs. DC 15 to negate it.

Searing: This world is so hot that any water it might have had on the surface has boiled off into space. Humans cannot survive on the surface of a Searing planet with out substantial assistance. Any unprotected human takes 2d6 points of fire damage every round, although a successful fortitude saving throw vs. DC 20 reduces this damage by half.

HYDROGRAPHIC CONDITIONS

A planet's ratio of surface water to land is sometimes referred to as its Hydrographic percentage. This can be broken down into three basic categories; Arid, Temperate, and humid.

Arid: An arid world has 29% or less of its surface covered in liquid water. Hot worlds usually have only a few seas or lakes, while cold worlds could be covered in Ice with the only liquid water bubbling up to the surface in the form of hot springs.

Temperate: A temperate world has between 30% and 70% of its surface covered in liquid water. Hot worlds usually have this water concentrated in polar lakes and seas, while cold temperate worlds often have a higher salt content in the water to help keep it liquid at lower temperatures.

Humid: Humid worlds have over 71% of their surface covered in liquid water. Hot worlds are usually humid with boiling seas and steamy land masses. Cold or frigid worlds are covered with salty seas and foggy landmasses.

RESOURCES

Planets contain a wide variety of resources, which can be used to manufacture fuel, ammunition, and other

valuable items. These resources fall into one of the eight categories listed below.

Other Gasses: This refers to inert gasses like Flourine and Xenon. They are used in a variety of manufacturing processes. A single ton of Other Gasses is worth 2 TUs.

Tylium: Tylium is a highly combustible element that can be found throughout the galaxy in gaseous, liquid, and metallic forms. When refined into solinite, it becomes very stable and is often used as a fuel source for starships and as an explosive warhead for missiles. A single ton of Tylium is worth 64 TUs.

Metals: This refers to Metals like iron and aluminum as well as precious metals. A single ton of Metals is worth 32 TUs.
Silicates: This refers to crystals and minerals useful in the manufacture of electronic components and circuits. A single ton of silicates is worth 16 TUs.

Organic Nitrogen Chemicals: This refers to chemicals useful in the manufacture of conventional explosives and propellants. A single ton of Organic Nitrogen Chemicals is worth 8 TUs.

Organic Carbon Chemicals: this refers to chemicals useful in the manufacture of high impact plastics. A single ton of Organic Carbon Chemicals is worth 4 TUs.

Plant Life: This refers to all manner of plants from grasses to trees. A single ton of Plant Life is worth 256 TUs.

Animal Life: This refers to all manner of animals from single celled organisms to gigantic complex life forms capable of higher thinking. A single ton of Animal Life is worth 128 TUs.

AVAILABILITY

Resources and water are available to varying degrees. To simplify things, availability has been broken down into four categories; None, Scarce, Common, and Abundant.

None: This resource doesn't exist at all on this world. The TU value of the resource is doubled here.



Scarce: This resource is hard to find or difficult to obtain on this world. The TU value of the resource is increased by half here.

Common: This resource is not too difficult to find or relatively easy to obtain on this world. The TU value of this resource is unchanged here.

Abundant: This resource is easy to find, and easy to obtain on this world. The TU value of this resource is reduced by half here.

GETTING STARTED

Star system generation begins by creating the local sector of space. Start with step one and follow each step below one at a time. You may have to back track several times to fully flesh out a sector, as you generate each Star, all of their planets and every single one of their moons. This is a time consuming and complex process, but we've tried to make it as quick and easy to understand as we can without sacrificing too much science. Even so, this is something that the GM should prepare before the campaign or between sessions. Only create what you need. If you generate a sector with 5 star systems and only one is a main sequence star, ignore the others and concentrate on the one that is likely to have habitable planets.

Step One: Determine the number of stars systems in your local sector by rolling 1d10. A sector is a cubic region of space 10 squares on a side each square is a one light year cube.

Step Two: Determine each system's location by rolling 1d10 to determine its x coordinate, 1d10 to determine its y coordinate, and 1d10 to determine its z coordinate. If you roll coordinates for a square that is already occupied by a star system, roll again until you get an unoccupied square.

Step Three: Determine the stellar class of each system's primary star by rolling 1d12 on table 7.3 below.

Step Four: Determine the maximum number of orbital bodies for each star

system of interest by rolling the appropriate die listed on table 7.3.

Step Five: Each star system has 12 orbital paths. Determine if an orbital body exists in an orbital path by rolling 1d20 against the DC listed in table 7.3. Start with the innermost orbital path and keep rolling until you have either reached the maximum number of orbital bodies allowed for this system (as determined by step four), or until you have rolled once for each orbital path.

Step Six: Determine the type of orbital body in each orbital path by rolling 1d12 on table 7.5 below.

Step Seven: Determine the maximum number of moons each orbital body possesses by rolling the appropriate die listed in table 7.5 above. In the case of an asteroid belt, this is the number of individual asteroids that are large enough to have a gravity of 1/8g or more. In the case of a stellar companion, Roll to determine the companion's stellar classification on table 7.3, ignoring any result below that of the primary star. For example, If the primary star is Class F (a roll of 7), then ignore any result of 6, 5, 4, 3, 2 or 1. Roll until you have a suitable companion star and then determine the maximum number of planets around the star as usual.

Multiple star systems can have strange orbits that can be tricky to model. The region between the primary star and its companion is often unstable. However, the orbital paths beyond the companion star are unaffected unless another companion star is generated. If you have generated a multi-star system, the number of orbital paths available for each star is reduced.

Calculate the distance between the primary star and its companion (in AU) and divide this number by 4, rounding down to the nearest orbital path. If you have a second companion star, calculate the distance between it and the first companion star and follow the same procedure. Orbital paths beyond this are unstable and cannot support planets.

If you had already generated a planet in one of these unstable orbits, they are torn apart by the intense tidal forces of the two stars. Large rocky planets become tiny asteroid fields, medium rocky planets



become diminutive asteroid fields, and small rocky planets become fine asteroid fields. Existing asteroid fields and gas giants are unaffected although a gas giant's moons are crushed into fine asteroid rings.

Example 1: A star system with a companion at 15 AU can only support planets in the orbital paths within 2.5 AU (15 divided by 4 is 3.75 rounded down to the nearest orbital path, equals 2.5 AU).

Example 2: A star system with a companion star at .75 AU cannot support any planets between the two stars however the orbital paths beyond them are unaffected.

Example 3: A star system with a companion star at 7.5 AU and another at 25 AU can only support planets in orbital paths of 1.5 AU or less around the Primary and Secondary star, and only in orbital paths 2.5 AU or less around the Third star.

Step Eight: Determine whether a moon exists by rolling against the DC listed in table 7.5. Roll once for each potential moon generated in step seven above.

Step Nine: Determine the type of Satellite by rolling 1d4 on table 7.6 below. Add the planet's size modifier from table 7.5.

Step Ten: Determine the type of atmosphere for each planet or moon in the system by rolling 1d12 on Table 7.7 below and adding the planet's or moon's size modifier. Asteroids, Rings and Stellar Companions automatically have no atmosphere, while Gas Giants automatically have crushing, toxic atmospheres.

Step Eleven: Determine the Mean temperature for every planet or moon in the system by adding the Temperature modifier from table 7.7 to the star's temperature modifier for the appropriate orbital path listed in table 7.4. Then roll 1d6 on table 7.8 below and add the modifier to the result.

Step Twelve: Determine the amount of water present on each planet or moon in the system by rolling 1d10 on table 7.9 below. Asteroids, Gas Giants, Stellar Companions, planets or moons without an atmosphere

and planets or moons with a Mean Temperature of +125 degrees or more automatically have no liquid water. However, asteroids and planets or moons with or without an atmosphere might have frozen water if their Mean Temperature is 0 degrees or less.

Step Thirteen: Determine resources by rolling 1d8 on table 7.11 a number of times as indicated in table 7.10 below.

Table 7.3

Roll	Stellar Classification	Planet Potential	Max. # of Planets	Ionizing Radiation
1	Black Hole	DC 25	1	High
2	Neutron Star	DC 20	1d4-1	Severe
3	Red Super Giant	DC 15	1d4-1	High
4	Class O	DC 14	1d4+1	High
5	Class B	DC 13	1d4+2	Moderate
6	Class A	DC 12	1d6+2	Moderate
7	Class F	DC 11	1d6+3	Light
8	Class G	DC 10	1d6+4	Light
9	Class K	DC 11	1d6+5	Moderate
10	Class M	DC 12	1d8+2	High
11	Black Dwarf	DC 13	1d4+2	Light
12	White Dwarf	DC 14	1d4+1	Moderate

Table 7.4

Path	Orbital Paths		Base Temperature Table				
	Distance from Star	B	A	F	G	K	M
1	0.25 AU	+8	+8	+8	+4	+1	+0
2	0.5 AU	+8	+8	+8	+2	+0	-1
3	0.75 AU	+8	+8	+4	+1	-1	-2
4	1 AU	+8	+4	+2	+0	-2	-4
5	1.5 AU	+8	+2	+1	-1	-4	-8
6	2.5 AU	+8	+1	+0	-2	-8	-8
7	5 AU	+8	+0	-1	-4	-8	-8
8	7.5 AU	+8	-1	-2	-8	-8	-8
9	10 AU	+4	-2	-4	-8	-8	-8
10	15 AU	+2	-4	-8	-8	-8	-8
11	25 AU	+1	-8	-8	-8	-8	-8
12	50 AU	+0	-8	-8	-8	-8	-8

Table 7.5

Roll	Planet Type	Size	Mod. Gravity	Max. # of Satellites	Satellite Potential
1	Asteroids	Fine	-8 None	0	N/A
2	Asteroids	Diminutive	-4 None	1	DC 25
3	Asteroids	Tiny	-2 Low	1d4-2	DC 20
4	Rocky Planet	Small	-1 Low	1d4-1	DC 15
5	Rocky Planet	Medium	+0 Normal	1d4	DC 14
6	Rocky Planet	Large	+1 High	1d4+1	DC 13
7	Gas Giant	Huge	+2 N/A	1d4+3	DC 12
8	Gas Giant	Gargantuan	+4 N/A	2d4+1	DC 11
9	Gas Giant	Colossal	+8 N/A	2d4+3	DC 10
10	Companion Star	N/A	N/A N/A	N/A	N/A
11	Companion Star	N/A	N/A N/A	N/A	N/A
12	Companion Star	N/A	N/A N/A	N/A	N/A

Table 7.6

Roll	Type	Size	Gravity
-7 to -4	Asteroid Ring	Fine	None
-3 to 0	Trapped Asteroid	Diminutive	None
1 to 4	Rocky Planetoid	Tiny	Low
5 to 8	Rocky Planet	Small	Low
9 to 12	Rocky Planet	Medium	Normal

Table 7.7

Roll	Atmosphere	Temperature Modifier
1 to 4	None	-8
5	Thin, Corrosive	-7
6	Thin, Toxic	-6
7	Thin, Contaminated	-5
8	Thin, Breathable	-4
9	Standard, Corrosive	-3
10	Standard, Toxic	-2
11	Standard, Contaminated	-1
12	Standard, Breathable	-0
13	Thick, Corrosive	+1
14	Thick, Toxic	+2
15	Thick, Contaminated	+3
16	Thick, Breathable	+4
17	Crushing, Corrosive	+5
18	Crushing, Toxic	+6
19	Crushing, Contaminated	+7
20	Crushing, Breathable	+8

Table 7.8

Roll	Temperature	Description
1 or less	0	Frozen
2	25	Frigid
3	50	Cold
4	75	Warm
5	100	Hot
6 or more	125	Searing

Table 7.9

Roll	Amount of Water	Description	Resource Modifier
2 or less	Scarce	Arid	-4
3	Scarce	Arid	-2
4	Common	Temperate	-1
5	Common	Temperate	+0
6	Common	Temperate	+1
7	Common	Temperate	+2
8 or more	Abundant	Humid	+4

Table 7.10

Planet Size	Number of Rolls
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10
Gargantuan	1d12
Colossal	1d20

Table 7.11

Roll	Resource
1	Other Gasses
2	Tylium
3	Metals
4	Silicates
5	Organic Nitrogen Chemicals
6	Organic Carbon Chemicals
7	Plant Life
8	Animal Life

Note: If a resource is rolled once, it is Scarce. If it is rolled twice it is Common. If it is rolled three times, it is Abundant. If a resource is rolled four times, ignore the result and re-roll. Any result of 1 or less is considered to be a roll of 1.

PLANETARY RECORD SHEET

Name:

Distance from Star:

Size:

Type:

Gravity:

Atmosphere:

Temperature:

Hydrograph:

Resources:

Animal Life:

Plant Life:

Organic Carbon Chemicals:

Organic Nitrogen Chemicals:

Silicates:

Metals:

Tylium:

Other Gasses:

Satellites:

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

CHAPTER EIGHT: ADVANCED STARSHIP COMBAT

For combat taking place in orbital space and beyond, we present the advanced starship combat rules. These rules are based on a combination of the vehicle combat rules for D20 Modern, and the starship combat rules from D20 Future. The result is a system designed to faithfully simulate the combat depicted in Battlestar Galactica. While there are some similarities to the source material, these rules are significantly different.

Space Scale

Advanced starship combat uses a larger scale than the rules that are presented in D20 Future. This larger scale is called Space Scale. In space scale, each square is 5,000 feet across. All engine speeds and weapon ranges are multiplied by 10 in space scale. For example, all starships have a base speed of 30,000 feet instead of 3,000 feet. An Ion engine grants a +5,000 foot bonus to speed instead of +500 feet. Gauss cannons have a range increment of 40,000 feet instead of 4,000 feet, etc...

Three Dimensional Combat

In most aerial combat, fighting takes place in 3 dimensions. This is even more so in space combat. In these rules, each square is actually a cube 5,000 feet on a side. In an atmosphere, up and down are easy to establish, but in space it is not so simple. When fighting in a three dimensional space, the GM must set an imaginary reference plane to represent the ground. In naval terms this reference plane is called the "Hard Deck". The hard deck is usually represented by the surface of the battle map.

To represent a starship's altitude relative to the hard deck, make a note on the map next to the miniature or marker indicating its position. A Battlestar cruising on the Hard Deck would have a relative altitude of +0. A viper flying CAP 20,000 feet "above" the fleet would have a relative altitude of +4 while a raider jumping into the area 75,000 feet "below" the fleet would have a relative altitude of -15.

Facing and Firing Arcs

Unlike with characters, when dealing with space combat, a starship's facing is important. Facing indicates the direction in which the starship's front firing arc is pointing. It can also determine which weapons aboard the starship can be brought to bear on a target.

A weapon built into a starship can be mounted to fire in one of six directions—top, bottom, forward, aft (rear), right, or left—or be built into a turret. A turret lets a weapon fire into five adjacent fire arcs (such as left, forward, aft, top and bottom). For starships with weapons, a weapon's arc of fire is given in the starship's description.

Depicting a starships facing in two dimensional combat is easy, but doing so in three dimensional combat gets tricky. To represent a starship's vertical facing make a note on the map next to the miniature or marker indicating its position. A starship facing straight "up" relative to the hard deck should have a 0 placed next to it just below the note indicating its relative altitude. A starship facing "up" at a 45 degree angle should have the number 45 written down instead. Mark starships with a facing parallel to the hard deck with the number 90. Starships facing "down" at a 45 degree angle (relative to the hard deck) are marked with the number 135. Finally, a starship facing straight "down" is marked with the number 180.

Acceleration and Deceleration

Each ship has a base movement rate. This is a number that tells the player how much the ship can add to or subtract from its speed in one turn. Starships accelerate or decelerate just before they move. A ship cannot accelerate and decelerate on the same turn. Starships do not have a top speed. They can accelerate to any speed, but players may find that ships traveling very fast will be forced to leave the map. A starship may accelerate up to four times its base movement rate (see Moving) but it can only decelerate up to its base movement rate unless it performs the Hard Braking stunt (see Stunts). A starship can come to a complete stop by decelerating until its speed reaches zero, or by changing it facing until it is opposite to its vector (see Vectors) and accelerating until its speed reaches zero.



Vectors

Perhaps the most complicated aspect of space combat is the fact that a starship can be moving in one direction and facing another at the same time. Space is a vacuum. It has no wind resistance to create drag and no gravity to pull a starship “down”. Because of this, a starship that begins its move by accelerating to a speed of 14 will continue to move at a speed of 14 in the same direction or “vector” every round until it changes direction, decelerates, or accelerates again.

If the starship decelerates from 14 to 7, it will still continue moving along the same vector at a speed of 7 every round until once again it decelerates, changes direction or accelerates again. If the starship surges forward (accelerating) 28 squares, it will now be traveling at a speed of 35 (7+28=35), along the same vector as before, until yet again it accelerates, decelerates or changes direction.

If the starship changes direction, note it’s facing in the manner described above, but also note its vector by marking an arrow in the direction of the ships movement followed by the number of squares the starship moves along this vector every turn. If the starship’s vector is not parallel to the hard deck, note its relative orientation just as you would for its facing.

Getting Started

Most starships can be entered with a move action and started with a second move action. An exception is noted in a starship’s description when it applies.

Initiative

There are two options for determining initiative in starship combat.

First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same starship, but it can result in a lot of delayed or readied actions as passengers wait for pilots to perform maneuvers. An alternative is to roll initiative for each starship, using the starship’s initiative modifier. This is particularly appropriate when characters are in separate starships, since it allows everyone aboard the same starship to act more or less simultaneously.

Speed

A ship’s speed is measured in 5,000-foot squares and tells how far a starship can move in a move action. A starship’s speed depends on the type of ship and the type of engines. Starship speed is expressed in five categories: stationary, docking, orbital, tactical, and cruising. Each of these speed categories represents a range of possible movement (see Table: Starship Speeds and Modifiers). Each round, a starship moves according to its current speed category.

Table:8.1 Starship Speeds and Modifiers

Speed Category	Movement1	Turn Number2	Defense Modifier	Check/Roll Modifier
Stationary3	0	—	+0	—
Docking speed	1–20	1	+0	+0
Orbital speed	21–50	2	+1	–1
Tactical speed	51–150	4	+2	–2
Cruising speed	151+	8	+4	–4

1 The number of squares a starship can move at this speed.

2 The number of squares a starship must move at this speed before making a turn.

3 A stationary starship cannot move or maneuver.



Stationary: The starship is motionless.

Docking Speed: This speed is used for safely maneuvering a starship in tight spaces, such as shipyards and hangar bays. It tops out at about 10,000mph.

Orbital Speed: The starship is traveling at a moderate speed, up to about 30,000mph.

Tactical Speed: The starship is moving at a typical combat speed, up to about 90,000mph.

Cruising Speed: The starship is traveling extremely fast, more than 100,000mph.

The Effects of Speed

A fast-moving starship is harder to hit than a stationary one—but it's also harder to control, and to attack from. As shown on Table:8.1 Starship Speeds and Modifiers, when a starship travels at orbital speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the starship—including Pilot checks to control the starship and attacks made from it.

Moving

A starship normally moves as a move action, leaving an attack action to attack. It can, however, use its attack action as a second move action (see Starship Actions, below). This could let the ship move again, for a total movement of up to double its normal speed. Another option is to surge forward (a full-round action). This lets the ship move up to four times its normal speed, but it can only surge forward in a straight line, and doing so affects its Defense (see Surge Forward). Count squares for starships just as for characters. Starships can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement.

Piloting a Starship

Piloting a starship is a move action, taken by the starship's pilot. During his or her move action, the pilot moves the starship a number of squares equal to its speed from its last turn along its last vector. The pilot can attempt maneuvers to change

the starship's course or speed. These maneuvers can be attempted at any point during his or her turn. The pilot can choose to use his or her attack action to attempt additional maneuvers. The two kinds of starship movement are simple maneuvers and stunts.

A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the starship. However, simple maneuvers do cost movement—so a starship that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Simple Maneuvers

During a starship's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn: Any starship can make a simple 45-degree turn as part of its movement. The starship must move forward at least a number of squares equal to its turn number (shown on Table:8.1 Starship Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: A pilot may move his or her starship into another starship's square and state that he or she is attempting to ram. Resolve the ram as a collision, except that the pilot of the target starship can make a Reflex save (DC 15) to reduce the damage to both starships by half.

Sideslip: A pilot might wish to move to the side without changing the starship's facing. This simple maneuver, called a sideslip, allows a starship to avoid obstacles without changing facing. A sideslip moves a starship 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are difficult and sometimes daring maneuvers that enable a pilot to change his or her starship's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to



control the starship, and a second stunt can be attempted in lieu of the pilot's attack action. Stunts always require Pilot checks. Unsuccessful stunts often result in the starship ending up someplace other than where the pilot intended. When this happens, the starship collides with any objects in its path. Remember that the check/roll modifier from Table:8.1 Starship Speeds and Modifiers affects all Pilot checks made by the pilot and attack rolls made by all occupants of the starship.

Avoid Hazard: Starship combat usually occurs in empty, featureless space. When a

starship tries to move through a square occupied by a hazard, (such as an asteroid or another starship) the pilot must succeed on a Pilot check to avoid the hazard and continue moving.

A pilot cannot make a check if he or she has used all his or her actions for the round in performing other stunts. He or she automatically fails to avoid the hazard. In such cases, a collision occurs. The DC to avoid a hazard varies with the nature of the hazard. On a failed check, the starship hits the obstacle. Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Table 8.2

Hazard	DC
Object	
Huge (light debris)	5
Gargantuan (moderate debris)	10
Colossal (heavy debris)	15
Object is larger than one square (Asteroid)	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a pilot can radically change direction without turning in a loop. To make a bootleg turn, simply change the starship's facing to the desired direction. The DC for a bootleg turn depends on the change in facing. On a failed check, instead of facing the desired direction, the starship only changes facing by 45 degrees. Make a Pilot check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Table 8.3

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Hard Brake: With a hard brake stunt, a pilot can reduce the starship's speed by up to its movement rate. (This is in addition to any speed change made at the beginning of his action; if the pilot reduced speed at that time, he or she can drop a total of twice the starship's movement rate in the same round.) The DC for a hard brake is 15. The pilot can only succeed at one hard break per round. On a failed check, the starship does not change speed. Make a Pilot check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a starship to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except that the starship only needs to move forward a number of squares equal to half its turn number (rounded down). The DC for a hard turn is 15. On a failed check, the starship continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Pilot check (DC 15) to retain control (see Losing Control).

Sideswipe: During a starship's movement, a pilot can attempt to sideswipe a starship or other target, either to deal damage without fully ramming it or to cause another pilot to lose control of his or her starship. The starship must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping starship and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the target (or pilot of the target starship) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another

starship the pilot must succeed at a Pilot check (DC 15) at the beginning of his or her next action or lose control of the starship. The DC for a sideswipe is 15. It's modified by the relative size and speed of the target. On a failed check, both starships take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Table 8.4

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

Collisions and Ramming

A collision occurs when a starship strikes another starship or a solid object. Generally, when a starship collides with a creature or other moving starship, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a starship collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table:8.5a Collision Damage

Highest Speed	Damage Die Type
Docking speed	d2
Orbital speed	d4
Tactical speed	d8
Cruising speed	d12

Table:8.5b

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

Damage to Starship Occupants

When a starship takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the starship. Each of the occupants may make a Reflex save (DC 15) to take half damage.

Table:8.6

Cover	Damage
One-quarter or less	Same as damage taken by starship
One-half	3/4 damage taken by starship
Three-quarters	1/2 damage taken by starship
Nine-tenths or more	1/4 damage taken by starship

After finding the base damage, determine the collision's damage multiplier based on how the colliding starship struck the other starship or object. (For starships moving in reverse, consider the back end to be the starship's "front" for determining the collision multiplier.) Consult Table:8.7 Collision Direction for a multiplier.

Once the damage has been determined, apply it to both starships (or objects or creatures) involved in the collision. The pilot of the starship that caused the collision must immediately make a Pilot check (DC 15) or lose control of the starship (see Losing Control, below). The pilot of the other starship must succeed on a Pilot check (DC 15) at the beginning of his or her next action or lose control of his or her starship.

Table:8.7 Collision Direction

Colliding Starship's Target	Multiplier
A stationary object	x 1
A moving starship, striking head-on or 45 degrees from head-on	x 2
A moving starship, striking perpendicular	x 1
A moving starship, striking from the rear or 45 degrees from the rear	x 1/2
A starship being sideswiped (see Sideswipe)	x 1/4



Losing Control

A collision or a failed stunt can cause a pilot to lose control of his starship. In these cases, the pilot must make a Pilot check to retain control of the starship. If this check is successful, the pilot maintains control of the starship. If it fails, the starship goes into a spin. If it fails by 10 or more, the starship rolls. Remember that the check/roll modifier from Table:8.1 Starship Speeds and Modifiers applies to all Pilot checks. An out-of-control starship may strike an object or other starship. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin

The starship spins slowly along its horizontal axis. The starship moves along its last vector at its last speed. The pilot cannot perform any actions until he or she regains control and stops the spin. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the starship accordingly.

Roll

The starship tumbles wildly, causing damage to its occupants. The starship tumbles in the horizontal and vertical axis along its last vector at its last speed. The pilot cannot perform any actions until he or she regains control and stops the roll.

Once it stops, roll 1d8 to determine its new horizontal facing: 1, roll again; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees.

Roll 1d4 to determine the starship's new vertical facing: 1, up 90 degrees; 2, up 45 degrees; 3, down 45 degrees; 4, down 90 degrees. Reorient the starship accordingly. The starship's occupants take damage equal to $2d4 \times$ the turn number for its speed (Reflex save, DC 15, for half damage).

STARSHIP COMBAT SEQUENCE

Starship combat is played out in rounds. Each round, each starship acts in turn in a regular cycle. Generally, starship combat runs as follows.

Step 1: Every starship starts the battle flat-footed. Once a starship acts, it is no longer flat-footed.

Step 2: The GM determines which starships are aware of each other at the start of the battle. (Cloaking devices and other devices might hide a ship from another ship's sensors.) If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of the enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), starships that started the battle aware of their enemies each take one move or attack action. Starships that were unaware don't get to act in the surprise round. If no starship or every starship begins the battle aware, there is no surprise round.

Step 3: Starships that have not yet rolled initiative do so. All starships are now ready to begin their first regular round.

Step 4: Starships act in initiative order. All crew aboard a starship act on the starship's turn.

Step 5: When each starship has had a turn, the starship with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

Several fundamental statistics determine how well a starship performs in combat. This section summarizes these vital statistics, and the following sections detail how to use them.

ATTACK ROLL

An attack roll represents one starship's attempt to strike another on its turn in a round. Most starships are armed with ranged weapons aimed by gunners. When a starship makes an attack roll, roll 1d20 and add the appropriate modifiers (described below). If the result equals or beats the target's Defense, the attack hits and deals damage. A starship's attack roll is: $1d20 +$ gunner's ranged attack bonus $+$ range penalty $+$ starship's size modifier $+$ targeting system's equipment bonus

Gunner's Ranged Attack Bonus

Unless noted otherwise, all starship gunners are assumed to have the Starship Gunnery feat. Without this feat, a starship gunner takes a -4 non-proficient penalty on attack rolls with starship weapons. For simplicity, all non-heroic gunners aboard a starship have identical ranged attack bonuses.

Range Penalty

The range penalty for a ranged weapon depends on what weapon the starship is using and the distance to the target. All ranged weapons have a range increment, as noted in Table: Starship Weapons. As with character weapons, any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A missile or projectile weapon has an unlimited range, since projectiles don't lose inertia in space.

Starship's Size Modifier

Starships are Huge, Gargantuan, or Colossal in size. Table: Starship Sizes notes the size modifiers for ships of different sizes.

Targeting System's Equipment Bonus

Most starships have computerized targeting systems to help gunners train weapons on targets. A standard targeting system provides an equipment bonus on the gunner's attack roll depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. Improved targeting systems (see Starship Sensors) grant higher bonuses. Table: Starship Sizes summarizes the targeting system equipment bonuses for ships of different sizes.

Automatic Misses and Hits

As in character combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit (see Critical Hits, below).

STARSHIP ARMOR

Starship armor is designed to absorb damage rather than make a starship harder to hit. Consequently, a starship's armor plating provides hardness instead of

an equipment bonus to Defense. Subtract a starship's hardness from the damage each time it takes a hit. If a ship's hardness is greater than the amount of damage dealt by the attack, the starship takes no damage. See Starship Armor in chapter five for the various types of armor, as well as the hardness of each type.

DEFENSE

A starship's Defense represents how difficult it is to hit in combat. It's the attack roll result that an enemy ship needs to achieve a hit. In general, starships are easy to hit, which is why they rely on armor to absorb damage (see Starship Armor, below). A starship's Defense is partly determined by the skill of the pilot or the quality of its automatic pilot system.

PILOTED SHIPS

A starship with a living pilot has a Defense equal to: 10 + starship's size modifier + pilot's class bonus to Defense + pilot's Dexterity modifier

Starship's Size Modifier

The bigger a starship is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Size modifiers are shown on Table: 8.8 Starship Sizes.

Pilot's Class Bonus to Defense

The pilot imparts her class bonus to Defense to the ship's Defense. This bonus applies even if the starship is flat-footed or otherwise denied the pilot's Dexterity bonus to its Defense. All starship pilots are assumed to have the appropriate Starship Operation feat. Consequently, they apply their full class bonus to Defense (instead of one-half the modifier) to a starship's Defense.

Pilot's Dexterity Modifier

In any given round, a pilot may choose to transfer her full Dexterity bonus to the starship's Defense. However, doing so forces the pilot to focus entirely on flying the ship, and consequently the pilot loses the Dexterity bonus to her own Defense for the round. A pilot cannot apply her Dexterity bonus to a starship's Defense if she or the starship is flat-footed.



Table:8.8 Starship Sizes

Starship Size	Starship's Size Modifier ¹	Targeting System's Equipment Bonus ²	Autopilot System's Equipment Bonus ³	Starship's Length	Starship's Weight
Colossal	-8	+3	+3	64 ft. or more	250,000lb. or more
Gargantuan	-4	+2	+2	32-64 ft.	32,000-250,000lb.
Huge	-2	+1	+1	Less than 32 ft.	4,000-32,000 lb.

1 A starship applies its size modifier on all attack rolls and to its Defense.

2 A starship applies its targeting system's equipment bonus on all attack rolls.

3 A starship on autopilot applies its autopilot system's equipment bonus to its Defense.

AUTOPILOTED SHIPS

Every starship comes equipped with a basic autopilot system that enables it to dodge enemy fire without need for a pilot. A starship on autopilot has a Defense equal to: 10 + starship's size modifier + autopilot system's equipment bonus

Starship's Size Modifier

Size modifiers are shown on Table:8.8 Starship Sizes.

Autopilot System's Equipment Bonus

An autopilot system provides an equipment bonus to Defense depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. A ship equipped with an improved autopilot system (see Starship Defense Systems) gains a higher bonus.

CREW

The quality of the crew determines how well a starship performs in and out of combat. Unless otherwise noted, every starship has a trained crew of non-heroic characters. However, situations could arise where a starship must rely on an untrained crew. Conversely, expert crews and ace crews are also available—for the right price. Table:8.9 Crew Quality compares four different qualities of crew: untrained, trained, expert, and ace.

Skill Check Modifier

Apply this modifier to all skill checks made by crew.

Pilot's Dexterity Modifier

A pilot's Dexterity modifier applies to the starship's initiative rolls and the starship's Defense.

Pilot's Class Bonus to Defense

A pilot's class bonus to Defense applies to the starship's Defense and to opposed grapple checks.

Gunner's Attack Bonus

A gunner's attack bonus applies to all ranged attacks made by the ship.

Table:8.9

Crew Quality	Skill Check Modifier ¹	Pilot's Class Bonus to Defense	Pilot's Dexterity Modifier	Gunner's Modifier to Attack Bonus
Untrained	+0	+1	+0	-4
Trained	+4	+3	+2	+2
Expert	+8	+5	+4	+4
Ace	+12	+7	+6	+8/+3

CREW IMPROVEMENT

To improve in quality, a starship's crew of non-heroic characters must "put in the hours" and gain combat experience. Table:8.10 Crew Improvement shows the length of the crew's tour of duty and the number of ship-to-ship battles the crew must survive to be considered of a particular quality. A crew cannot be elevated to a higher quality until it meets the minimum required time spent serving aboard the ship and the minimum amount of ship-to-ship combat experience.

Table:8.10 Crew Improvement

Crew Quality	Length of Tour of Duty	Starship Battles Survived
Untrained	0–5 months	0
Trained	6–11 months	0–3
Expert	12–35 months	4–11
Ace	3 years or more	12+

DAMAGE

When a starship hits with a weapon, it deals damage according to the type of weapon (see Table: Starship Weapons). Damage is deducted from the target's current hit points. If a starship's hit points are reduced to 0 or fewer, the ship is in bad shape (see Hit Points, below).

MULTIPLYING DAMAGE

Sometimes a starship weapon multiplies damage by some factor, such as when it scores a critical hit. Just as in character combat, you can either roll the damage (with all modifiers) multiple times and total the results, or roll the damage once and multiply the result by the given multiplier. Bonus damage represented as extra dice, such as from the Engineer's weapon upgrade class ability, is an exception. Do not multiply bonus damage dice when a starship scores a critical hit.

Breaching the Hull

Whenever a weapon hit and does more than 5 times the target's hardness, the hull is breached. The attacker rolls d% and consults Table:8.11 to determine the effects of the Hull Breach.

Table:8.11 Optional Critical Hit Results

Roll	Effect(s)
01–35	Decompression
36–50	Decompression, crew casualties
51–55	Severe critical hit, gravity disabled
56–60	Severe critical hit, crew casualties
61–65	Damaged system: comm system
66–70	Damaged system: defense system
71–75	Damaged system: engines
76–80	Damaged system: sensors
81–85	Damaged system: targeting
86–90	Damaged system: weapon
91–95	Destroyed defensive system
96–100	Destroyed weapon

Crew Casualties

A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties. Only supporting GM characters are affected. A starship with less than one-half of its normal crew complement takes a –2 penalty on all attack rolls and checks. A starship with less than one-quarter of its normal crew complement takes a –4 penalty on all attack rolls and checks. A starship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system, it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this result and re-roll.

Damaged System

A damaged system remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and re-roll.

Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and re-roll.

Engines: The starship's tactical speed decreases by 10,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and re-roll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the



equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and re-roll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Re-roll if this result comes up again.

Weapon: One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and re-roll.

Decompression

The sudden decompression of a starship, vehicle, or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalize the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (DC 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures that are three size categories larger than the breach's size category are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive, and Tiny creatures toward it; creatures of Small size or larger are unaffected.

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is blown out into the vacuum. If the breach's size category is the same as the creature's size category, the creature is blown out into the vacuum and takes 1d6 points of damage as it gets pushed through the breach. If the breach is one or two size categories smaller than the creature's size category, the creature isn't thrust into the vacuum but takes 2d6 points of damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (DC 20).

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown in Table:8.12 Decompression Times. Once the air has completely rushed out through the breach, the pressure equalizes and the interior environment becomes a vacuum.

Table:8.12 Decompression Times

Breach Size	Decompression Time
Fine (1-inch square)	3 rounds per 10-foot cube of air
Diminutive (3-inch square)	3 rounds per 10-foot cube of air
Tiny (6-inch square)	2 rounds per 10-foot cube of air
Small (1-foot square)	2 rounds per 10-foot cube of air
Medium (2 1/2-foot square)	1 round per 10-foot cube of air
Large (5-foot square)	1 round per 10-foot cube of air
Huge (10-foot square)	1 round per 20-foot cube of air
Gargantuan (15-foot square)	1 round per 30-foot cube of air
Colossal (20-foot square)	1 round per 40-foot cube of air

Destroyed Defensive System

One of the starship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon

One of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll. If the destroyed weapon was fire-linked, the other weapons to which it was linked continue to function normally. If the destroyed weapon was part of a weapon battery, the remaining weapons in the battery continue to function normally.

Gravity Disabled

The starship's artificial gravity is disabled until it is repaired. During this time, an untrained crew takes a -4 penalty on all



attack rolls and skill checks while coping with the zero-gravity conditions. Trained, expert, or ace crews take no penalties, as they are assumed to have the Zero-G Training feat. Ignore this result if it comes up again while the artificial gravity system is disabled.

Severe Critical Hit

Roll damage using a ×10 multiplier instead of the weapon’s normal critical hit multiplier. In addition, the ship and its crew are shaken for 1 round.

DAMAGE CONTROL

A starship equipped with a damage control system can perform damage control as a move action. With a successful Repair check (DC 15), the ship regains a number of hit points depending on its type, as shown on Table: Damage Control Systems. A ship with an improved or advanced damage control system regains even more hit points (see Starship Defense Systems). Damage control cannot be performed if the ship has been reduced to negative hit points.

HIT POINTS

A starship’s hit points represent how much punishment it can take before being disabled or destroyed. A ship’s hit points decrease when it takes damage. Damage doesn’t have any impact on a ship’s combat ability until its current hit points reach 0 or lower. At 0 hit points, a ship is disabled. At negative hit points, a ship begins breaking apart. When its hit points drop to a certain negative hit point total, the ship is destroyed. The point at which a ship is destroyed varies depending on its type, as shown in Table:8.13 Destruction Threshold.

Table:8.13 Destruction Threshold

Ship Type	Destroyed At
Ultralight	–20 hp
Light	–40 hp
Mediumweight	–60 hp
Heavy	–80 hp
Superheavy	–100 hp

DISABLED (0 HIT POINTS)

When a starship’s current hit points drop to exactly 0, it’s disabled. The ship can only take a single move or attack action

each turn (not both); it cannot jump or take any other full-round actions. If it attacks, attempts to jump, or performs any other action that would strain its systems, it takes 1 point of damage after completing the act. Unless the activity increases the starship’s current hit points, it drops to –1 hit point and begins breaking apart (see Breaking Apart, below). A disabled starship is considered helpless. It has a Defense of 5 + its size modifier. Repairs that raise a starship above 0 hit points make it fully functional again, just as if it had never been reduced to 0 or lower.

BREAKING APART (NEGATIVE HIT POINTS)

When a starship’s current hit points drop below 0, the starship begins to break apart. At this point, the ship is immobile, helpless, and beyond repair. Any attempt to repair it automatically fails. As a ship breaks apart, its crew can evacuate (see Starship Evacuation, below). A ship that is breaking apart can take no actions and loses 1 hit point every round. This continues until the ship is destroyed.

DESTROYED

When a starship’s current hit points reaches its destruction threshold (as shown above), it explodes. Any crewmembers still aboard the ship at this time take 20d6 points of damage (no save) and are jettisoned into the void of space.

STARSHIP EVACUATION

Most ultralight starships are equipped with evacuation pods or fully enclosed, detachable cockpits that jettison the crew to safety in the event of a shipwide catastrophe. In fact, unless noted otherwise, every starship has sufficient evacuation pods or launches to accommodate its normal crew complement and passenger manifest.

A ship’s crew and passengers can evacuate any time before the ship is destroyed (see above). Table:8.14 Evacuation Times shows the time required for crews to evacuate, based on the ship’s type. While the crew is evacuating, the starship either flies on autopilot (if it has 1 hp or more remaining) or drifts along its last vector at its last speed (if it has been disabled or is breaking apart).

Table:8.14 Evacuation Times

Ship Type	Untrained Crew Evacuation Time	Trained Crew Evacuation Time¹
Ultralight	1d3 rounds	Move action
Light	1d6 rounds	Full-round action
Mediumweight	2d6 rounds	1d4 rounds
Heavy	3d6 rounds	2d4 rounds
Superheavy	4d6 rounds	3d4 rounds

¹ Includes expert and ace crews.

STARSHIP CONDITION SUMMARY

A number of adverse conditions can affect the way a starship or its crew operates, as defined here. If more than one condition affects a starship, apply both if possible. If not possible, apply only the most severe condition.

Blinded: The starship’s sensors are inoperable. All targets have the equivalent of total concealment (50% miss chance).

Breaking Apart: The starship is at negative hit points. It can take no actions, cannot be repaired, and loses 1 hit point each round until it is destroyed.

Dazed: The starship, its crew, and its passengers can take no actions, but they take no penalty to Defense. A dazed condition usually lasts 1 round.

Destroyed: The ship is destroyed and cannot be repaired. Crewmembers aboard the destroyed ship take 20d6 points of damage and are ejected into space.

Entangled: An entangled starship takes a –2 penalty on attack rolls in addition to a –2 penalty to Defense. If the ship is physically anchored to a larger object (such as an asteroid), the entangled ship can’t move. Otherwise, it can move at half tactical speed, but can’t surge forward.

Flat-Footed: A starship that has not yet acted during a combat is flat-footed. A flat-footed starship cannot apply its pilot’s Dexterity bonus to its Defense.

Grappled: When grappled, a starship can’t move. It can attack, attempt to break free from its opponent, or perform other actions.

It can’t apply the pilot’s Dexterity bonus to its Defense.

Helpless: A starship that is reduced to negative hit points is helpless. A helpless starship has an effective Defense of 5 + its size modifier.

Immobilized: An immobilized starship is held immobile (but is not helpless), usually in a grapple. It takes a –4 penalty to its Defense and can’t apply the pilot’s Dexterity bonus to its Defense.

Shaken: All passengers and crewmembers (pilots and gunners included) take a –2 penalty on attack rolls, saving throws, and skill checks.

Stunned: All passengers and crewmembers lose their Dexterity bonus, drop what they are holding, and can take no attack or move actions. In addition, they take a –2 penalty to Defense. The starship’s autopilot system kicks in until the pilot regains her senses.

Flat-Footed Starships: At the start of a battle, before a starship has had a chance to act (specifically, before its first turn in the initiative order), it is flat-footed. It can’t apply the pilot’s Dexterity bonus to Defense while flat-footed.

JOINING A BATTLE

If starships enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

SURPRISE

At the start of combat, a starship is surprised if it was not aware of its enemies and they were aware of it. Likewise, a starship can surprise its enemies if it knows about them before they’re aware of it.

DETERMINING AWARENESS

The GM determines which starships are aware of which others at the start of any battle. The GM may call for Computer Use checks to operate shipboard sensors (see the expanded Computer Use skill description), Spot checks, or other checks to determine whether one ship detects another. A starship makes only one roll or check



against surprise, regardless of its crew complement.

DRADIS

DRADIS is the name of the Colonial Fleet's Sensor and targeting systems. It is an acronym for Direction Range and DIstance. The tactical DRADIS display has a cycle rate of 2 milliseconds, giving it a refresh rate of 500 updates per second, and a range of 227 miles (1,200,000 feet or 240 squares).

THE SURPRISE ROUND

If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of their enemies can act in the surprise round, so they roll for initiative. In initiative order, highest to lowest, starships that started the battle aware of their opponents each take either an attack action or move action during the surprise round (see Action Types, below). If no starship or all starships are surprised, a surprise round does not occur.

UNAWARE STARSHIPS

Starships that are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. A flat-footed starship loses its pilot's Dexterity bonus to Defense.

STARSHIP ACTIONS

The fundamental actions of moving and attacking cover most of what a starship wants to do in a battle. They're described here. Other, more specialized options are touched on in Table:8.15 Starship Actions, and covered later in Special Initiative Actions. A starship gets one move action and one attack action each round. It can take one move actions followed by an attack action, an attack action followed by a move action, or two move actions. It can also forgo all of the above combinations and take a single full-round action. All of these options are discussed below, under Action Types. A starship's choices of actions can be summarized as follows:

Attack action → move action, or
Move action → attack action, or
Move action → move action, or
Full-round action

THE COMBAT ROUND

As with character-scale combat, each round of starship combat represents about 6 seconds in the game world. Each round's activity begins with the starship with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a starship's turn comes up in the initiative sequence, that ship performs its entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

ACTION TYPES

As in character combat, starships may make attack actions, full-round actions, move actions, and free actions. In a normal round, a starship can perform an attack action and a move action (in any order), two move actions, or a single full-round action. It can also perform as many free actions as the GM allows. In some situations (such as in the surprise round), a starship may be limited to taking only a single attack or move action.

ATTACK ACTION

An attack action allows a starship to make an attack or perform other similar actions.

MOVE ACTION

A move action allows a starship to move its speed or perform some other action that takes a similar amount of time. If a starship moves no actual distance in a round, it can take one 5,000-foot shift before, during, or after the action. The ship cannot take a 5,000-foot shift if it used one or both of its move actions to move.

FULL-ROUND ACTION

A full-round action consumes all of a starship's time during a round. The only movement it can take during a full-round action is a 5,000-foot shift before, during, or after the action. Some full-round actions do not allow you to take a 5,000-foot shift. A starship can also perform free actions (see below).

FREE ACTION

Free actions consume a very small amount of time and effort, and over the span

of the round, their impact is so minor that they are considered free. However, the GM puts reasonable limits on what a ship can really do for free.

ATTACK ACTIONS

Most common attack actions are described below.

ATTACK (RANGED)

As a single attack action, a starship can fire one or more of its ranged weapons at any target or targets within range and within line of sight. A target is in line of sight if there are no solid obstructions between the attacking starship and the target. Missiles and weapons that fire projectiles have an unlimited range in space. If firing several weapons, a starship does not need to specify the targets of all of its attacks ahead of time. It can see how the earlier attacks turn out before assigning the later ones. If a starship fires a ranged weapon at a target that occupies the same square as an ally, it takes a -4 penalty on its attack roll because the gunner must aim carefully to avoid hitting the ally.

Attacks of Opportunity

A starship can fire its ranged weapons without provoking attacks of opportunity from enemy ships.

ATTACK AN OBJECT

Attacking objects follows the same rules for starships as for characters. Table:8.16 Space Objects lists the Defense, hardness, and hit points of objects commonly encountered in space and on the cosmic battlefield. Objects larger than colossal occupy one or more 5,000-foot squares. All other objects occupy a single 5,000-foot square.

GRAPPLE ANOTHER SHIP

For rules on using grapplers and tractor beams to hold and immobilize starships, see Grappling Systems.

ESCAPE A GRAPPLING SHIP

Grappler arms and tractor beams allow starships to hold and immobilize one other. See Grappling Systems for rules on escaping grapplers.

Table:8.15 Starship Actions

Attack Actions	Attack of Opportunity?2
Aid another	No
Attack (ranged)	No
Attack an object	No
Escape a grappling ship	No
Feint (see Bluff skill)	No
Grapple another ship1	Yes
Total defense	No
Move Actions	Attack of Opportunity?2
Damage control	No
Move	No
Operate sensors	No
Ram3	Yes
Sending/jamming a transmission	No
Start/complete a full-round action	Varies
Full-Round Actions	Attack of Opportunity?2
Jump	Yes
Surge forward	Yes
Withdraw	No
Free Actions	Attack of Opportunity?2
Communicate via comm system	No
Turn	No
Special Initiative	Actions Attack of Opportunity?2
Delay	No
Ready	No
No Action	Attack of Opportunity?2
5,000-foot shift	No
Avoid hazard	No

1 Technically, a grapple constitutes a single melee attack, not an action. A grapple can be made once in an attack action or as an attack of opportunity.

2 Only starships armed with point-defense systems can make attacks of opportunity.

3 Ramming is considered part of a move action.

AID ANOTHER

A starship can help an ally attack or defend by distracting or interfering with an enemy in weapon range. The aiding starship makes an attack roll against Defense 10. If the attack roll succeeds, the starship doesn't

actually damage the enemy ship—but its ally gains either a +2 circumstance bonus on attack rolls against that opponent or a +2 circumstance bonus to Defense against that opponent (your choice) on its next turn.

Table:8.16 Space Objects

Object	Defense	Hardness	Hit Points
Asteroid, Colossal	-3	8	36,000
Asteroid, Gargantuan	1	8	9,000
Asteroid, Huge	3	8	4,500
Debris cloud, Colossal	-3	0	1,600
Iceball, Colossal	-3	0	7,200
Iceball, Gargantuan	1	0	1,800
Iceball, Huge	3	0	900
Space hulk, Colossal	-3	10	3,600
Space hulk, Gargantuan	1	10	900
Space hulk, Huge	3	10	450

FEINT

See the expanded Bluff skill description for details.

TOTAL DEFENSE

Instead of attacking, a ship can use its attack action to defend itself by performing complex evasive maneuvers. This is called a total defense action. A ship that uses the total defense action doesn't get to attack, but it gains a +4 dodge bonus to its Defense for 1 round. The ship's Defense improves at the start of this action, so it helps against any attacks of opportunity the ship is subject to during its move action.

Fighting Defensively

Instead of diverting all of its attention to defending itself, a starship can choose to fight defensively while taking a regular attack action. If it does so, it takes a -4 penalty on its attacks in a round to gain a +2 dodge bonus to Defense during the same round.

MOVE ACTIONS

Unless otherwise noted, move actions don't require a Pilot check to perform.

MOVE AT TACTICAL SPEED

A starship can move its tactical speed as a move action. If it takes this kind of move action during its turn, it cannot also take a 5,000-foot shift.

Attacks of Opportunity

Moving through a threatened square provokes an attack of opportunity if the enemy ship has a point defense system (see Starship Defense Systems).

DAMAGE CONTROL

A starship equipped with a damage control system can perform damage control as a move action (see Starship Defense Systems). Damage control cannot be performed if the ship has been reduced to negative hit points.

OPERATE SENSORS

See the expanded Computer Use skill description and Starship Sensors for details.

SENDING/JAMMING A TRANSMISSION

See the expanded Computer Use skill description for details.

START/COMPLETE FULL-ROUND ACTION

The "start/complete full-round action" move action lets a starship begin undertaking a full-round action (such as those listed on Table: Starship Actions) at the end of its turn, or complete a full-round action by using a move action at the beginning of its turn in the round following the round when it started the full-round action. If a starship starts a full-round action at the end of its turn, the next action it takes must be to complete the full-round action—it can't take another type of action before finishing what it started.

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a starship can combine it with a 500-foot shift.



JUMP

As a full-round action, a starship can leave the battlefield by jumping. Doing so takes the ship out of the fight, although enemy ships can pursue the fleeing ship if they wish.

A starship cannot jump if it has 0 or fewer hit points.

Attacks of Opportunity

A starship that jumps provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Starship Defense Systems).

SURGE FORWARD

A starship can use its afterburners to surge forward as a full-round action. When a starship surges forward, it can move up to four times its tactical speed in a straight line. (It does not get a 5,000-foot shift.) It loses its pilot's Dexterity bonus to Defense and any dodge bonuses to Defense since it can't avoid attacks. A starship can surge forward for as many rounds as the pilot likes. Ships larger than Ultra-light cannot Surge Forward. They are not equipped with afterburners nor are they designed to take the stress of such rapid acceleration.

Attacks of Opportunity

A starship that surges forward provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Starship Defense Systems).

WITHDRAW

Withdrawing from combat is a full-round action. When a starship withdraws, it can move up to twice its tactical speed. (It doesn't also get a 5,000-foot shift.) The square it starts from is not considered threatened for purposes of withdrawing, and therefore enemies with point-defense systems do not get attacks of opportunity against it when it moves from that square. If, during the process of withdrawing, the starship moves through another threatened square (other than the one it started in) without stopping, enemies get attacks of opportunity as normal.

FREE ACTIONS

A starship can perform multiple free actions during its turn, subject to the GM's approval. In general, if one or more free actions take longer than 6 seconds to complete, they are not free actions. Free actions include communicating via a comm system and turning.

COMMUNICATE VIA COMM SYSTEM

Starships (and their crews) can communicate and coordinate with each other as a free action. A GM may rule that a particularly long or complex message cannot be communicated as a free action.

COVER AND CONCEALMENT

Starships use the same rules as characters for cover and concealment in combat.

SPECIAL INITIATIVE ACTIONS

Usually a starship acts as soon as it can in combat, but sometimes it may want to act later, at a better time, or in response to the actions of another ship. Starships can delay or ready actions in the same manner as characters.

MOVING THROUGH OCCUPIED SQUARES

A starship can pass through a square occupied by another starship or object.

Ally or Non-opposing Starship

You can safely move through a square occupied by an ally or non-opposing starship.

Enemy Starship

Moving through a square occupied by an enemy provokes an attack of opportunity if the enemy has a point-defense system (see Starship Defense Systems). You can move safely through a square occupied by an enemy that doesn't resist—such as one that is disabled—as if the enemy was non-opposing.

Hazard

Safely moving through a square occupied by a hazard—such as a cloud of space debris or an asteroid—requires a successful Pilot check (see Avoiding Hazards).

Crossfire

If two allied starships are on opposite sides of an enemy and each within 10,000 feet (2 squares) of that opponent, they can catch the enemy ship in their crossfire. Because the enemy is forced to defend itself on two fronts, the allied starships gain a +2 bonus on attack rolls made against the ship caught in their crossfire. The enemy ship must be directly between the two allied ships, however.

ATTACKS OF OPPORTUNITY

Attacks of opportunity work differently with starships than with characters. A starship can only make an attack of opportunity if it is equipped with a point-defense system (see Starship Defense Systems). A starship can use its point-defense system to make an attack of opportunity against any and all enemy ships that enters or passes through its fighting space (any square it occupies on the battle grid) or any adjacent square.

THREATENED SQUARES

A starship equipped with a point-defense system threatens the squares it occupies (its fighting space) and all adjacent 5,000-foot squares. It can therefore make attacks of opportunity against enemy ships that enter or pass through its fighting space or any adjacent square. A starship without a point-defense system does not threaten ships that enter or pass through its fighting space or adjacent squares.

PROVOKING AN ATTACK OF OPPORTUNITY

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts the pilot and forces her to do something other than evade incoming fire.

Moving Out of a Threatened Square

When a starship moves out of a threatened square, it generally provokes an attack of opportunity. There are two important exceptions, however. A starship doesn't provoke an attack of opportunity if it limits its movement to a single 5,000-foot shift or if it withdraws (see Withdraw). Thus, if the square a starship occupies at the beginning of its turn is a threatened

square, any movement it makes provokes an attack of opportunity (unless it withdraws or limits its move to a single 5,000-foot shift). If it doesn't start in a threatened square but moves into one, it must stop there, or else it provokes an attack of opportunity as it leaves that square.

Performing an Action that Distracts the Pilot

Some actions, when performed in a threatened square, provoke attacks of opportunity because they make the pilot divert her attention from the battle at hand. Firing a starship weapon in a threatened square does not provoke attacks of opportunity, but Table: Starship Actions notes actions that do.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single attack made with a point defense system. A point defense system can only make one attack of opportunity against a single target per round. It doesn't have to make an attack of opportunity if it doesn't want to. An attack of opportunity is made using the starship's normal attack bonus—even if it's already attacked in this round.

Ultralight Starship Wings

Two to four ultralight starships can unite to form a wing. All ships forming the wing must have the same subtype (fighter, for instance) and identical design specs (engines, weapons, and so on). In addition, all starships in the wing formation must be occupying the same 500-foot square to be counted as part of the wing.

In starship combat, a wing is treated as a single vessel, much like a battery of weapons is treated as a single weapon. (See Grapplers below, for the one exception to this rule.) One of the ships forming the wing is declared the wing's commander. The wing commander decides all of the wing's actions and resolves all of the wing's attacks; the other ships forming the wing provide support and follow the commander's lead. If the wing commander's ship is destroyed or grappled, another ship in the wing may assume the role of wing commander on the wing's next turn.



Movement

All ships in the wing move together, as one ship. The wing commander determines the wing's movement. The wing's tactical speed equals the tactical speed of the slowest ship in the wing.

Attacks

Only the wing commander makes attacks. However, every other ship in the wing can aid the wing commander's attack rolls or Pilot checks using the aid another action; this is the only type of attack action wingmen can take.

Defense

Each wingman provides a +1 cover bonus to the wing commander's Defense. The wing commander, preoccupied with moving and attacking, does not modify the Defense of any ships in the wing.

Attacks of Opportunity

A wing provokes attacks of opportunity from enemy ships as though it was a single ship. However, damage from a point-defense system is distributed among the ships in the wing as the wing commander sees fit. For example, if a point-defense system deals 180 points of damage to the wing, the wing commander could split the damage evenly among three ships in the wing (each ship would take 60 points of damage), or choose to have one ship take all the damage. A ship's armor reduces the amount of damage it takes normally; conceivably, the damage could be split into small enough fractions that the wing, as a whole, suffers very little damage.

Grapplers and Tractor Beams

Ships in a wing may be targeted separately by grapplers and tractor beams. (See Grappling Systems for more information on these grappling devices.) A grappled ship immediately drops out of formation and is no longer considered part of the wing.

HEROES IN STARSHIPS

A hero in a starship fills one of several possible roles, which determines what the character can do.

Commander

A ship's commander makes decisions about tactics and issues orders to the crew. The commander can help another crewmember by taking an aid another action. The commander must be located on the starship's command deck to do so. Aiding another crewmember is a move action. A starship can only have one commander, and ships under Colossal size tend not to have a commander at all.

Pilot

The pilot of a starship controls its movement. Most starships have only one position from which the starship can be piloted. Piloting a starship is always at least a move action, which means that the pilot may be able to do something else with her attack action each round. On smaller ships such as fighters, the pilot also serves as the gunner. A starship can have only one pilot at a time.

Copilot

The copilot can help the pilot on Pilot checks by taking an aid another action. The copilot must be located somewhere on the ship from where he can see the starship's surroundings and advise the pilot (usually the command deck or cockpit). Aiding the pilot is a move action, leaving the copilot with an attack action each round to do something else. A copilot may also serve as a gunner or sensor operator if he can access one of the starship's weapon systems or the ship's sensors from his station. A starship can have only one copilot at a time.

Gunner

A gunner controls one of the ship's weapon systems, applying her ranged attack bonus and Dexterity modifier to the attack rolls. A ship with multiple weapon systems can have multiple gunners.

Sensor Operator

Although the copilot usually operates the sensors, some ships (particularly heavy and super-heavy ships) have a dedicated crew position for a sensor operator. A sensor operator can take an aid another action either to help the pilot with Pilot checks, or to help a gunner with attack rolls. Either is a move action, leaving the



sensor operator with an attack action each round to do something else. A starship can have as many sensor operators as it has different sensor systems (see Starship Sensors).

Engineer

A starship's engineer keeps the ship in working order. If a system has failed for any reason, it is usually up to the engineer to get that system working again. An engineer can attempt a Repair check to fix minor problems as a full round action. A starship can have one engineer, plus one additional engineer each for the ship's life support, sensors (and communications), and defensive systems.

Passenger

All other personnel aboard the starship are considered passengers for purposes of starship combat. Passengers have no specific role in the starship's operation, but they help repel boarders or take other actions.

ATMOSPHERIC COMBAT

When starship combat strays into an atmosphere, use the rules outlined above and apply the following additional rules.

REENTRY

Anything that travels too fast in an atmosphere generates an enormous amount of friction, which produces tremendous heat. (Temperatures of 2,280 degrees Fahrenheit have been recorded.) Objects trying to enter a planetary atmosphere safely must shed velocity. However, decelerating consumes large amounts of fuel, and many ships (especially at Progress Level 5) simply don't have enough.

As an alternative, scientists have developed ways to slow ships in reentry by using the atmospheric friction itself. Ablative shielding or ceramic tiles take care of any excess heat. Even so, entering a planet's atmosphere is a tricky business; the angle of entry is precise, and deviation either way causes the heat to build up too quickly for the heat shields to reflect away from the ship. Worse yet, during the most intense heating, the ship is surrounded by a thin layer of plasma that blocks radio signals, and the crew has no contact with ground control.

Entering planetary atmosphere safely requires a Pilot check (DC 20) each round for the 1d10+20 rounds it takes to slow the ship using friction alone. Success means that the ship takes only 3d6 points of fire damage each round. Failure means that the ship's angle is too low, and that it is not shedding velocity fast enough; the ship takes 6d6 points of fire damage each round until the pilot succeeds at the Pilot check to correct the angle of descent.

If the check fails by 5 or more, the angle is too steep, and the ship takes 10d6 points of fire damage each round until the pilot succeeds at the Pilot check to correct the angle. Each round spent at too low an angle does not count toward the number of rounds required to land the ship; the ship isn't making any downward progress. Conversely, each round spent at too steep an angle counts as 2 rounds, indicating that the ship is descending much faster than it should.

SCALE

When starships enter an atmosphere all engine speeds and weapon ranges are reduced by a factor of 10 from Space Scale (from 5,000 feet per square to 500 feet per square) just as if you were using the Starship Scale from D20 Future.

ENGINES

Only engines that specifically state that they can operate in an atmosphere can be used in atmospheric combat. In BSGd20 this means that starships are limited to thrusters which have a maximum atmospheric speed of 12,000 feet per round (24 squares when surging forward). Also, in an atmosphere, gravity and drag reduce a starship's speed back to zero at the beginning of each round. Therefore, the pilot must declare his starship's speed at the beginning of each round.

MANEUVERABILITY

Most starships have to slow down to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each starship has a maneuverability rating, as shown on Table:8.17 Flight Maneuverability. A starship's flight systems determine its maneuverability.



Minimum Forward Speed: If a flying starship fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 500 feet in the first round of falling. If this distance brings it to the ground, it takes 20d6 points of falling damage. If the fall doesn't bring the starship to the ground, the operator must succeed at a Pilot check (DC 20) to recover. Otherwise, it falls another 1,000 feet. If it hits the ground, it takes 20d6 points of falling damage. Otherwise, it has another chance to recover on its next turn. It continues to fall at a speed of 1,000 feet per turn until it either hits the ground or recovers.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A starship with good maneuverability uses up 500 feet of its speed to start flying backward.

Turn: How much the flying starship can turn after covering the stated distance.

Turn in Place: A starship with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the starship can turn in any one space.

Up Angle: The angle at which the starship can ascend.

Up Speed: How fast the starship can ascend.

Down Angle: The angle at which the starship can descend.

Down Speed: A flying starship can descend at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy starship must fly level for a minimum distance after descending and before ascending. Any flying starship can begin descending after an ascent without an intervening distance.

Table:8.17 Flight Maneuverability

Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	1/8	1/4	1/2
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	No	No	No
Reverse	Free	-500 ft.	—	—	—
Turn	Any	90°/500 ft.	45°/500 ft.	45°/500 ft.	45°/1,000 ft.
Turn in place	Any	+90°/500 ft.	+45°/500 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0 ft.	0 ft.	500 ft.	1,000 ft.	2,000 ft.

A starship's base maneuverability depends upon its size category. Huge starships have good maneuverability, Gargantuan starships have poor maneuverability, and Colossal starships have clumsy maneuverability.

STARSHIP WEAPONRY

Fire-linked Weapons: Fire-linked weapons are identical beam weapons, projectile weapons, or missile launchers that

point and fire in the same direction. In effect, this arrangement creates a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone. Each full doubling of the number of fire-linked weapons (two weapons, four, eight, and so on) increases the damage by one-half the base damage. For example, a fighter using two fire-linked rail cannons (damage 6d12 each) deals 9d12 points of damage with a successful attack.



Fire-linking weapons adds +1 to the purchase DC of each weapon in the link; taking the above example, each fire-linked rail cannon would have a purchase DC of 31 instead of 30.

Variable fire links also exist, allowing the gunner to decide from attack to attack whether to fire the weapons individually (as normal), in a full link (as described above), or in a partial link. A partial link allows the pilot to fire the linked weapons in groups of two. Only starships with four or more fire-linked weapons can be fired in a partial link. The variable version of the fire link adds +3 to the purchase DC of each weapon in the link.

Weapon Batteries: A weapon battery consists of a cluster of up to five identical beam weapons, projectile weapons, or missile launchers that fire as a single weapon (requiring a single attack roll). When using battery fire, every weapon after the first in a battery adds a +1 bonus on the attack roll, to a maximum of +4 for a five-weapon battery. If the attack succeeds, roll damage as if one of the weapons had hit. In addition, a weapon battery has a greater chance of scoring a critical hit. Regardless of the number of weapons in the battery, the threat range is increased by 1.

For example, a battery of plasma cannons (normal threat range of 20) has a threat range of 19–20. This effect stacks with other systems that expand a weapon's critical threat range, such as Achilles targeting software. Batteries of weapons cannot be "split" into individual weapons; they either fire all together, or not at all. Installing weapons in a battery increases the purchase DC of each weapon by +1. Only medium-weight, heavy, and super-heavy starships can be equipped with weapon batteries.

WEAPON DESCRIPTIONS

Table:8.18 Starship Weapons provides the following statistics for various ranged weapons:

Damage: The damage the weapon deals.
Critical: The critical threat range of the weapon.

Damage Type: Most beam weapons deal a nonspecific type of energy damage that is

not subject to energy resistance. A few weapons deal a specific kind of energy damage; for example, a laser deals fire damage. Projectile weapons deal ballistic damage.

Range Increment: A weapon's range increment is given in feet. An attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.
Rate of Fire: Ranged weapons have three possible rates of fire: single shot, semiautomatic, or automatic.

Single Shot: A weapon with a single shot rate of fire can fire only one shot per attack, even if the gunner has a feat or other ability that normally allows more than one shot per attack.

Semiautomatic (S): A semiautomatic ranged weapon fires one shot per attack (effectively acting as a single shot weapon). However, a gunner who gains multiple attacks per round because of his level or because of certain feats can fire a semiautomatic weapon multiple times in rapid succession, getting more than one shot per attack.

Automatic (A): Automatic ranged weapons fire a burst or stream of shots. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire. See the Starship Weapons on Autofire for more rules and information.

Minimum Ship Size: The minimum size of starship capable of supporting the weapon.

Purchase DC: The purchase DC of the weapon.

Restriction: The level of license required to purchase the weapon legally.

Starship Weapons on Autofire

If a starship weapon has an automatic rate of fire, it can be set on autofire. Autofire affects an area and everything in it, not a specific target. The starship using the autofire weapon targets a 10,000-foot-by-10,000-foot area and makes an attack roll; the targeted area has an



effective Defense of 10. If the attack succeeds, the pilots of all ships within the affected area must make a Pilot check (DC 15) or take the weapon's damage. Apply a penalty on the check based on the size of the pilot's ship: Huge -2, Gargantuan -4, Colossal -8. Some starship weapons—such as the needle driver—only have autofire settings and can't normally fire single shots.

Table:8.18 Starship Weapons

	Weapon Damage	Critical	Damage Type	Range Increment	Rate of Fire	Minimum Ship Size	Purchase DC	Restriction
Progress Level 6: Fusion Age								
Missile, Air to Air	See description	19–20	Ballistic	—	Single 2	Gargantuan	20	Lic (+1)
Missile, Anti-ship	See description	19–20	Ballistic	—	Single 2	Gargantuan	23	Res (+2)
Warhead, Nuclear	See description	19–20	Ballistic	—	Single 2, 3	Gargantuan	43	Mil (+3)
Rail cannon	6d12	20	Ballistic	3,000 ft.	Single ¹	Huge	30	Lic (+1)
Gauss Gun	8d12	20	Ballistic	4,000 ft.	S	Colossal	35	Res (+2)
Needle driver	8d12	20	Ballistic	4,000 ft.	A	Gargantuan	36	Mil (+3)

¹ With a successful Repair check (DC 30) and 1 hour of work, this weapon can be modified for semiautomatic or automatic fire mode. Resetting the weapon to its original configuration requires another check and another hour of labor.

² The purchase DC includes a basic launch system (missile rack or missile tube) and eight missiles with warheads. The purchase DC is 2 lower without the launch system.

³ In addition to taking damage, the ship is dazed for 1 round (see Starship Condition Summary).

GRAPPLERS (PL 5)

Grapplers consist of two or more robotic arms fitted with magnetic grips or pads capable of latching onto a single target, usually another ship. Grapplers can also be used to grab Small or larger objects adrift in space. Using grapplers against another ship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system. To successfully grab the target, the starship must first enter the target's square; then the starship's pilot must succeed at a Pilot check. The Pilot check's DC depends on the size and Defense of the target being grabbed, as shown on Table: Grappler Pilot Check DCs below.

If the check succeeds, the starship successfully latches onto the target, and the two ships continue to occupy the same space until the grapplers release their hold.

The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. Neither ship can attack the other as long as the grapplers maintain their hold.

As an attack action, a grabbed starship can free itself from a grabbing ship by succeeding at an opposed Pilot check. Each ship adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16. A ship may only attempt to free itself once per round. A starship using grapplers to latch onto another ship can release the hold and retract the grapplers as a free action.

Purchase DC: 10 + one-half the base purchase DC of the starship.

Restriction: None.

Table:8.19 Grappler Pilot Check DCs

Size of Target	Pilot Check DC
Colossal Defense	5 + target's
Gargantuan Defense	10 + target's
Huge Defense	15 + target's
Large Defense	20 + target's
Medium-size Defense	25 + target's
Small Defense	30 + target's

forward for up to 4 rounds before running out of fuel, at which point they continue to coast at a speed of 240 squares per round. After a total of 30 rounds (5 minutes) from the time of launch, the warhead self destructs.

Missile Speed	Missile Damage
1-20	8d2
21-50	8d4
51-150	8d8
151-240	8d12
Target is heading towards the Missile	x2
Target is heading parallel to the Missile	x1
Target is heading away from the Missile	x1/2

PROJECTILE WEAPONS

Projectile weapons are magnetic accelerators such as rail cannons, gauss guns and needle drivers. Projectile weapons are fired at extremely high velocities (cruising speed). They can travel up to 1,200,000 feet (240 squares) in a single round. However, even the most accurate projectile weapons only have a range increment of 40,000 feet (8 squares). This means that at 240 squares, the weapons suffers a -58 to its attack roll. Projectile weapons do damage as listed in the starships chapter of D20 Future.

GAUSS GUN (PL 6)

The gauss gun is an electromagnetic accelerator that fires tiny ball bearings at an extremely high velocity.

NEEDLE DRIVER (PL 6)

The needle driver is a larger, heavier version of the rail cannon (see below), with an extremely high rate of fire. It fires small metal flechettes at the rate of thousands of rounds per minute (640 shots per second).

RAIL CANNON (PL 6)

Rail cannons use a series of electromagnets to propel 160 projectiles per second down a magnetic track. The projectiles are kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating.

MISSILES

Missiles operate by moving into the target starship's square and conducting a Ram attack. Missiles have a base move of 30,000 feet (6 squares). They can surge

There are two types of missiles, air to air and anti-ship. Missiles are large objects that do collision damage as listed above. If the damage inflicted is enough to Breach the Hull, or they are detonated in an atmosphere, they do the following additional damage. All missiles are equipped with guidance systems that negate the penalty for range increments. Missiles are purchased in racks of eight.

Missile Launchers: A starship must be equipped with missile launchers to fire missiles. Each type of missile has its own type of missile launcher; a launcher designed to fire air-to-air missiles cannot fire anti-ship missiles. Missiles can fire in any direction. A missile launcher has a purchase DC of 20.

Air To Air

Air to air missiles have a 1,000 pound warhead surrounded by dozens of metal rods or ball bearings. When detonated in an atmosphere, they do 20d6 points of concussion damage and 20d6 points of ballistic damage to everything within a 250' radius, or to all targets within a single 500 foot cube. In space an air to air missile inflicts 10d6 points of ballistic damage to all targets within a 2,500 foot radius or a single 5,000 foot cube.

Anti-Ship

Anti-ship missiles have a 2,000 pound warhead with a shaped charge penetrator. This missile ignores 10 points of Hardness or damage reduction. It must inflict (DRx5)-10 (5 times the target's Hardness or DR minus 10) in order to



breach a starship's hull. If the missile breaches the hull or detonates in an atmosphere, it deals 100d6 points of damage to everything within a 750' radius, or to all targets within a single 500 foot cube and all the surrounding cubes. In space an anti-ship missile inflicts 25d6 points of ballistic damage to all targets within a 7,500 foot radius or a single 5,000 foot cube and all the surrounding cubes. An anti-ship missile may be fitted with a nuclear warhead. For the effects of nuclear weapons see below.

In Space: A nuclear missile with any sized warhead fired in space does 16d8/19-20 points of ballistic damage to a single target. If the damage inflicted is equal to or greater than 5 times the target starship's hardness, the warhead breaches the hull and detonates inside the ship doing damage as if it were detonated in an atmosphere (see below). This is usually sufficient to vaporize most starships.

Additional Effects: Anyone looking at a nuclear explosion must succeed at a reflex saving throw vs DC 20 or be blinded permanently. Even if the save is successful they are temporarily blinded for 1d10 rounds.

In an Atmosphere:
Class D Nuclear Warhead: 50 kt

0-920 feet (0-270 meters)
20d6x1,000 points of fire damage
20d6x1,000 points of concussion damage
20d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to severe levels of radiation.

925-2,765 feet (272-816 meters)
20d6x100 points of fire damage
20d6 points of concussion damage
20d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to severe levels of radiation.

2,770-4,605 feet (818-1,358 meters)
20d6x10 points of fire damage
12d6 points of concussion damage
12d6 points of falling damage (Reflex save vs DC15 for half)

Living creatures suffer the effects of exposure to moderate levels of radiation.

4,610-8,290 feet (1,360-2,446 meters)
20d6 points of fire damage
6d6 points of concussion damage
6d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to moderate levels of radiation.

8,295-9,210 feet (2,448-2,718 meters)
2d6 points of fire damage
3d6 points of concussion damage
3d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to moderate levels of radiation.

9,215-11,050 feet (2,720-3,260 meters)
1d6 points of fire damage
3d6 points of concussion damage
3d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

11,055-12,895 feet (3,262-3,804 meters)
2d6 points of concussion damage
2d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

12,900-13,815 feet (3,806-4,076 meters)
1d6 points of concussion damage
1d6 points of falling damage (Reflex save vs DC15 for half)
Living creatures suffer the effects of exposure to light levels of radiation.

Additional Effects: Anyone looking at a nuclear explosion must succeed at a reflex saving throw vs DC 20 or be blinded permanently. Even if the save is successful they are temporarily blinded for 1d10 rounds. Any electronic equipment within 9,210 feet (2,718 meters) of ground zero, including armor, weapons, and robots suffers the following effects (as presented in the description of the Electromagnetic Pulse Spell described in the SRD of Urban Arcana). Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives



and other storage media are scrambled. The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the PL5 won't start after an electromagnetic pulse because they have electronic ignition systems. Devices affected by an electromagnetic pulse can be fixed according to the following table.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details. Some military gear is immune to energy effects such as electromagnetic pulse thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

Please note that where a reflex save is listed for half damage, that is ONLY against falling damage, and does not apply to the fire or concussion damage.

Table:8.20

Repair Task (Example)	Relevant Skill	Purchase DC	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

CHAPTER NINE: CAMPAIGN MODELS

The Quest for Earth is the default Campaign model for Battlestar Galactica D20, and the rules in the previous chapter are designed to help GMs run adventures in that type of campaign. However, it is not the only model. What of the fate of the Colonists left behind on Occupied Caprica or other Colonies? What was it like to live during the Cylon War? The two campaign models outlined below are designed to help players and GMs to answer those questions.

The Resistance Campaign Model

“See 'em? Just there over the ridge, a squad of toasters marching up the road. I figure if we bypass them we can get to Caprica City and pick up some supplies and anti-radiation meds before nightfall, hunker down, and hopefully return back to camp tomorrow.”

Summary

In the wake of the Cylon attack, Humans try to survive and fight back in the ruins of their colonies, perhaps dreaming of a day when they can truly strike at the mechanical hearts of their enemy.

Campaign In Brief

The Resistance is simple and straight forward. The idea is to stay alive and fight back at the Cylons. The Colonies are left in ruins, people are trying new ways of life, others clinging to the old, and finally the last group who desire to stay alive just long enough to fight back at their metallic oppressors. So many were killed in an instant, that those who are left are most likely without a clue of what occurred, now searching for answers, they find their beloved worlds of Caprica, Tauron, Picon, etc. left in no more than a small shadow of their former glory.

Out of this wreckage came the Resistance, members of the military, or militia, some just those who could handle a weapon, or provide a form of assistance (such as medical), these people use what's left of their world to take back what was theirs. They will stop at nothing to survive and topple the Cylon empire.

Role of the Heroes

The heroes in a Resistance campaign are the Resistance. Somehow

they survived the Cylon invasion, and now they have nothing left to do but fight back, rebuilding society can wait.

The heroes gather people together in an attempt to destroy the Cylons, or just try to eke out existence amongst their ruins. They might be part of a former military group, police force, or maybe they just are seeking vengeance. For the most part, the heroes are usually people of skill, capable of surviving in the harsh ruins of civilization.

Campaign Traits

A Resistance campaign, is part apocalypse, and part military. The party must scavenge for their supplies while fighting against the near endless stream of Cylons that continue to plague the remnants of the Colonies. Luckily the people are still in the aftermath, there is plenty of high technology and supplies to be had in the cities and shelters. The Cylons are an ever present threat, marching through fields and forests attempting to purge the planet of all humans. Society is wholly non-existent, though some still wish to hold on even as it falls about around them.

Of course not only are there ever present dangers from the those that have come afterwards, but there are still lingering effects of before the apocalypse and the attack itself. Criminals who were deep in hiding are still alive, never having an allegiance to the society before are more than likely to assemble groups of malcontents to carve their own version of perfection, posing a threat to anyone still living. In addition, the nukes used during the attacks have left large amounts of radiation across the colonies posing a constant danger to anyone in or near the areas. Old allegiances and prejudices still hold, and new ones begin to form as the Resistance begins to act.

Power Groups

Power Groups don't really exist anymore. The Colonial government is nonexistent, except perhaps in the smallest of capacities, and the military is in a similar situation. Only the Cylons remain, casting their literal iron fist over the Twelve Colonies of Kobol. Multiple resistance groups, along with other groups of survivors, have begun to rise in the remnants of the Colonies.



Allies and Opponents

There are no settlements, and survivors are spread thin and even the largest group is barely boasting 100 members. The party's chance of meeting allies is thin, but possibilities do exist for them to hook up with larger resistance groups, former military units and militia units are the most likely survivors, though survivalists, those of luck, and criminals are certainly capable of surviving.

Opponents abound in this new world. The Cylons pose a constant threat to all. Of course, resistance groups can always mistake a group for a Cylon in the night. Those of opposing views could also end up fighting out right in this world. Finally, people who will stop at nothing could also pose a grave threat to any other survivor.

The Cylon War Campaign Model

"Today in orbit above Caprica, a squadron of Colonial Vipers took on an overwhelming force of Cylon Raiders. Only with the arrival of the Battlestar Galactica and its fighters was the battle able to be turned in the Vipers favor. This is another proud victory for the Colonial Fleet. It seems that the new Battlestars are more than capable of dealing with the Cylon threat, it should be only a matter of months..."

Summary

The 12 Colonies of Kobol are flung into war with their former servants the Cylons. In a world where nothing is certain, and an overwhelming force of artificial metallic beings threatens life everyday, a few are willing to place themselves in the line of fire and fight for the life of the Colonies themselves.

Campaign in Brief

The Cylon War is a unique campaign setting based in a time 50 years prior to the Cylons destroyed the colonies. During this time, the Cylons are still slow, lumbering, machines whose true advantage is numbers and being able to infiltrate computer systems. Meanwhile the Colonies have recently developed literal behemoths of ships known as Battlestars that can ferry

Marines, Colonial Vipers, and of course can serve as battleships themselves.

After the initial uprisings of the Cylons where humanity's worst fears were realized, the lines were drawn; both planetside and in space. Now while many civilians are able to live in relative safety, many other areas have been turned to little more than battlefields, leaving civilians either dead or left to fend for themselves.

The Military stands as the Colonies last hope. The Navy protects the empty space between the colonies as well as the atmospheres of most planets. Meanwhile the Marines do battle with the Toasters, as Cylons are called, upon the ground. Times are tight and the economy is in dire straights, it is up to the men and women fighting to band together and do what's right, fighting wherever they need to and at any time.

Within the halls of government words are exchanged as the President and Military attempt to focus on fighting the war and little more, invoking powers that all but ignore the Quorum of Twelve. As the war drags on, people are becoming discontent, civilians are dying, and victories are lacking. Only time can tell what shall happen...

Role of the Heroes

The Heroes of a Cylon War campaign are most likely members of the Colonial Fleet or Colonial Marines. Serving as commanders of vessels, fighter pilots, or elite ground forces, they are the frontline in a fierce war. The heroes are often sent upon missions which can make or break a conflict, whether it be dispatching the enemy command, gaining vital recon, guarding important facility, or just spearheading the entire attack.

The heroes also live in a world where people are losing faith and some members of the government are becoming discontent, their actions either in combat or outside of it can be shown back to their people showing whether or not things are going as they should. This is a sad world that hangs in the balance, everything rests on the shoulders of these brave men and women but the question truly is: can they play Atlas?



Campaign Traits

The Cylon War is most likely a series of military adventures that can take on many forms. The idea that every victory is crucial is something to play up, as well are the tensions of being in a constant circle of conflict. Though these people do have hope of reinforcement, the reinforcement is eventual meanwhile battle is one of the few constants that can be counted upon and it seems like the heroes are the ones always getting into harms way.

Furthermore the question of how to handle civilians, and how every action reflects on the military and government to the people is frequent if not omnipresent. Reporters are finally getting their chance to see the military up close and when the tensions are high, folks at home now finally get to see the true face of war not only what makes it to the history books.

This war takes place right in the backyards of the Colonials, people are fighting to defend their homeland or have no other choice but to watch their homelands be destroyed. Where some areas are completely untouched others are barren wastelands. Beyond this, the lone void of space is the chosen battleground of both the Colonies and the Cylons. In space the eerie silence on a recon or patrol mission can quickly turn into intense chatter as raiders move in on a position.

Power Groups

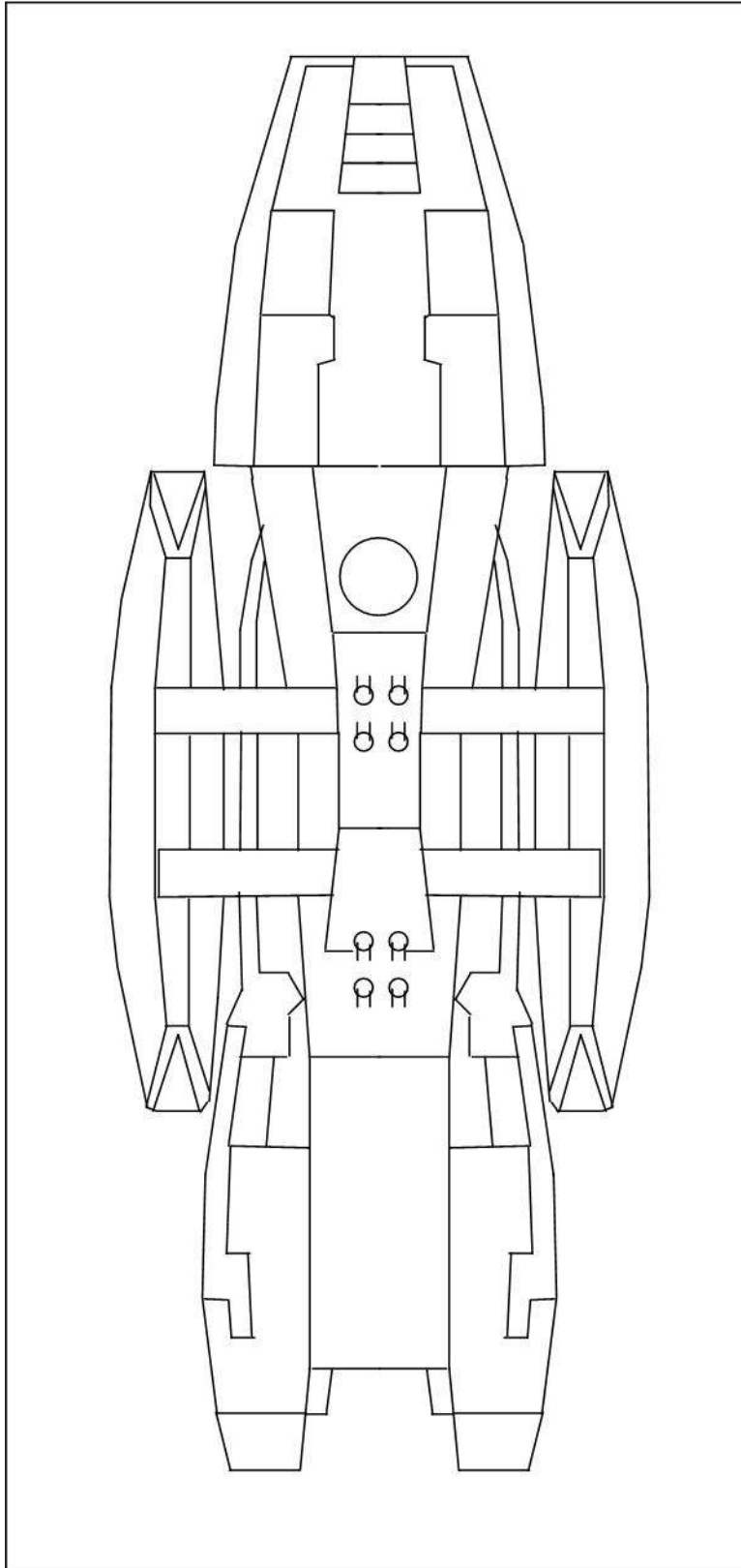
The major struggle rests between the Colonial Military, a large, powerful group with a plethora of resources, and the Cylons, a vile and evil assortment of artificial beings claiming sentience. Yet, deep within the Colonies of Kobol rest multiple power groups struggling for their voice to be heard in the rabble that is a country at war. The Quorum has been disregarded as the President and Military fight hard to keep everyone safe, they have gone from being a major political body to a mere shadow. Former stockholders and members of the company that produced the Cylons are still reeling from the revolt and still cannot comprehend how their perfect creations have suddenly gone rogue could always try to put their remaining resources to work in any number of capacities. Finally, groups within the military who differ on procedure and the like could be seen as separate

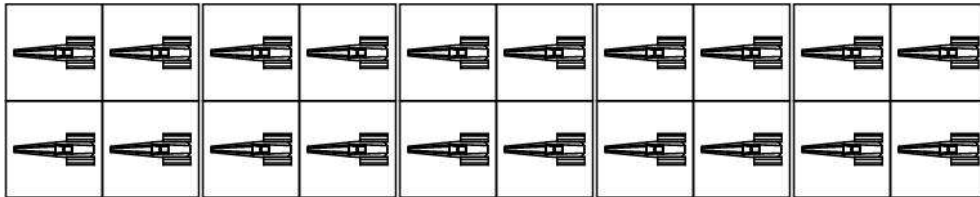
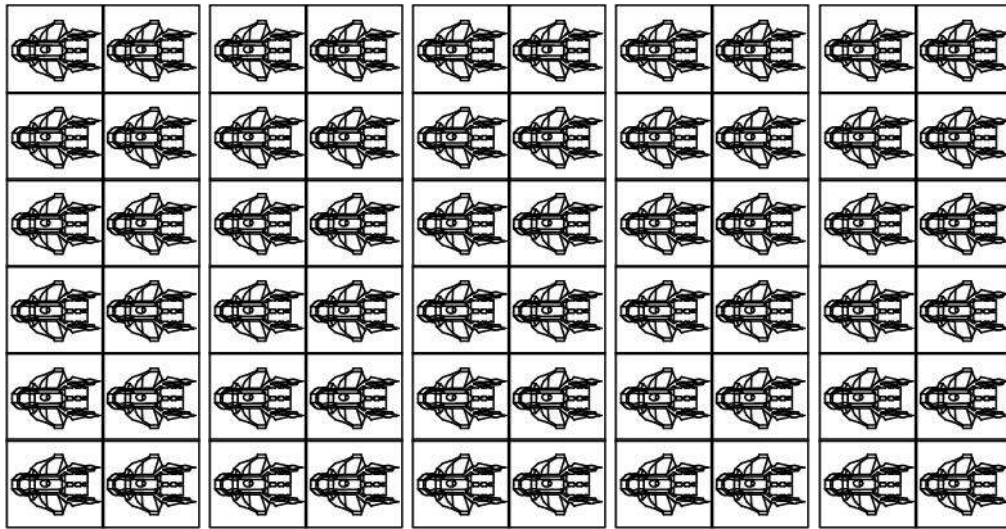
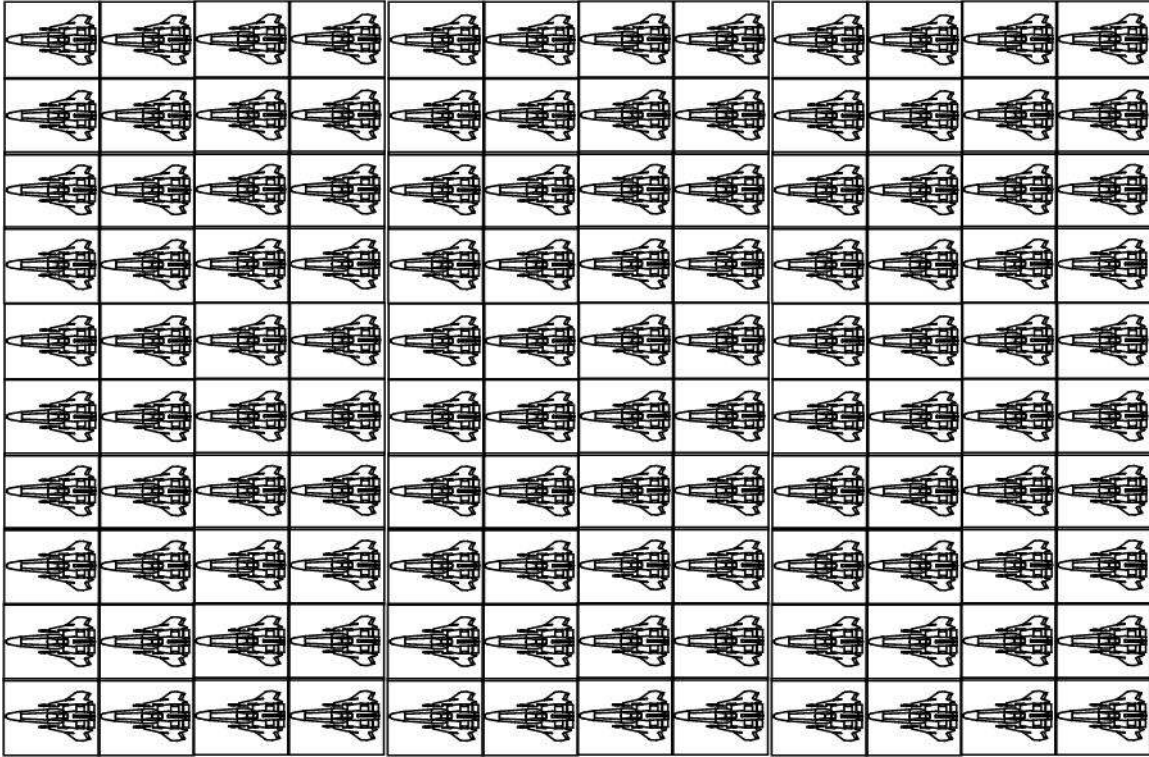
power groups.

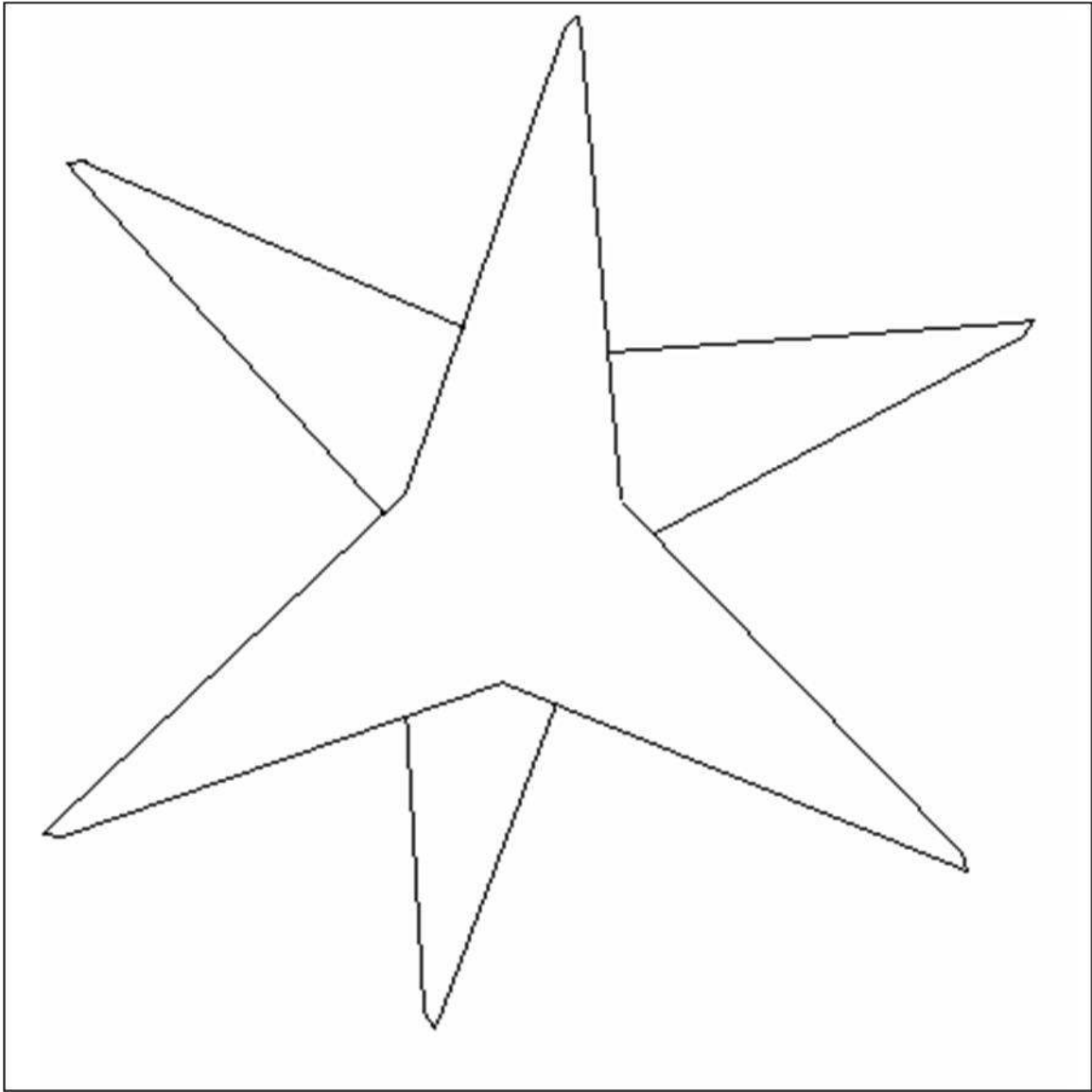
Allies and Opponents

Obviously, the chief opponent of a Cylon War campaign are the Cylons themselves and allies are any patriotic colonist. Though going beyond this obvious enemy, there are those within the colonies that can pose a threat to the party; political players, seeking power and wishing to use the war to further the goals, corporations wishing to set up monopolies or take advantage of vulnerable military units, even, an over-zealous commander or one who is just an empty suit poses a threat to the Colonies in either bold and unneeded moves or lack of decisions. All of these can combine to create unique and memorable allies and opponents.

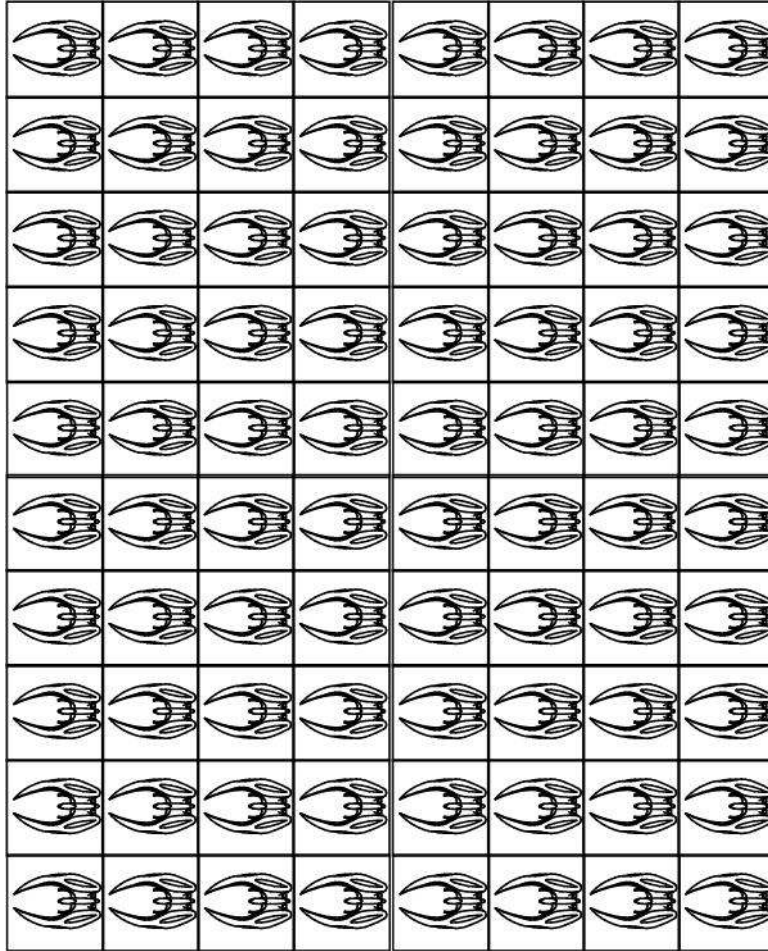
APPENDIX I: STARSHIP COUNTERS





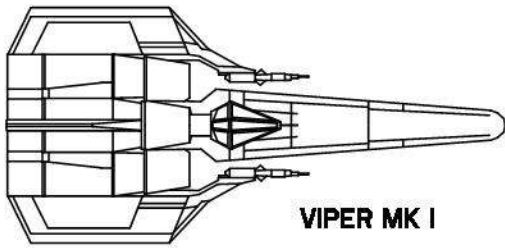


BATTLESTAR GALACTICA d20 system

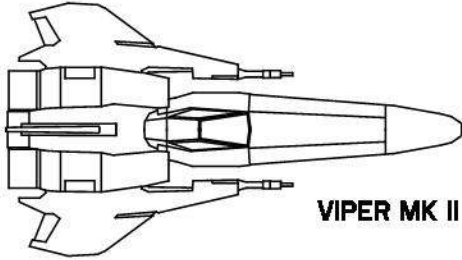


BATTLESTAR GALACTICA d20 system

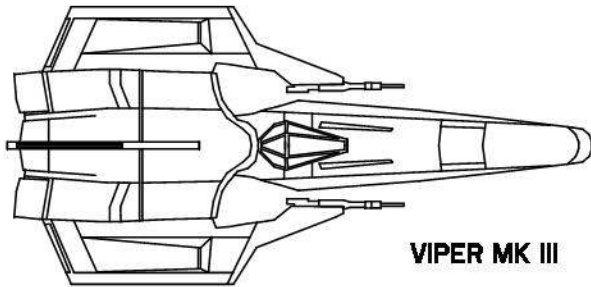




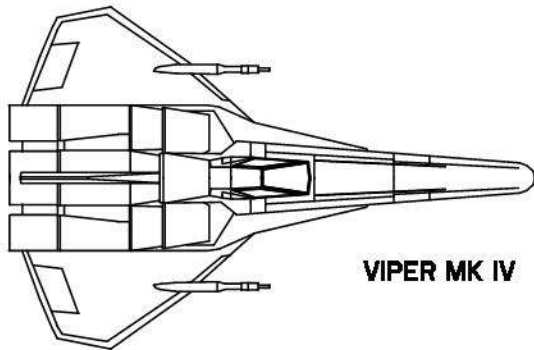
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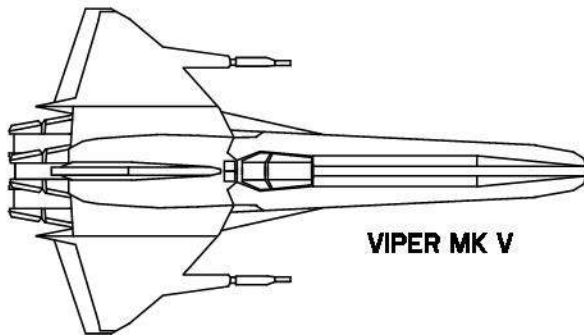
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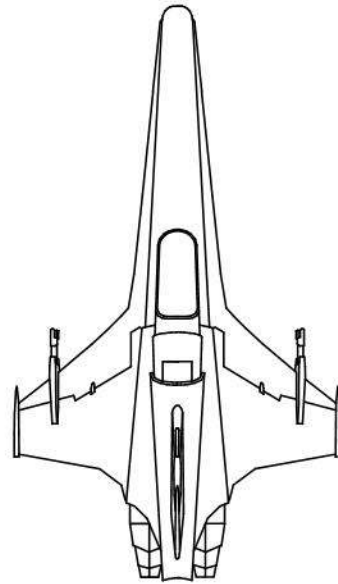


VIPER MK IV



VIPER MK V

VIPER MK VII



FUTURE SITE OF THE
VIPER MK VI

