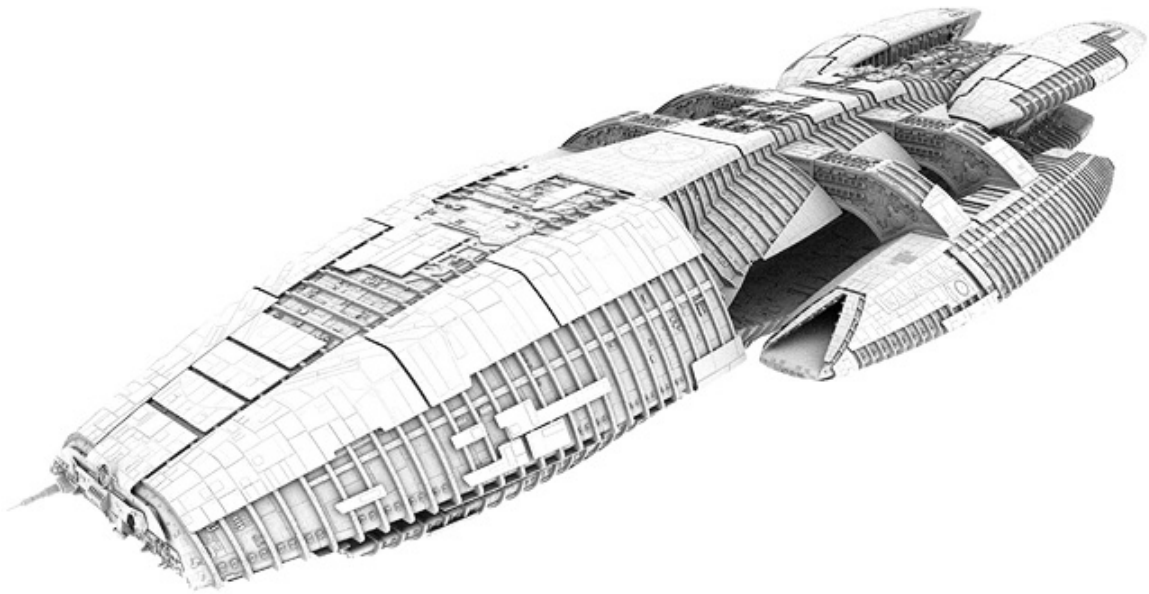


# *SAVAGE* BATTLESTAR



A  Conversion by

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**“Sooner or later the day comes when you can’t hide from the things you have done anymore” William Adama**



## **PART I**

### **A History of Man**

It is generally considered to be the task of an academic at some point in his life to contribute to the body of knowledge for the betterment of posterity it is the highest honor for an academic to have a creation published, but also our sternest duty. I hope to discharge this duty to my people with this humble piece. With all that has happened, this is all that I can offer to the future of humanity. I can only hope that it meets the expectations of the President as well (she has a keen eye for

good writing, being the former Secretary of Education). It was at her request that this work was commissioned; humanity must never forget the horrors and hope of these last few months. It is a daunting task, informing our future, but one that I could not shirk in good conscience.

I cannot support the veracity of my words; all the evidence, texts, and research were lost when Libris was bombed out of existence by the Cylons. Those machines are the biggest mistake in the history of our civilization, and I will not deny that this account of the history of the Twelve Colonies casts them in particularly evil light. We academics pride ourselves on our logic and emotional detachment in search of the truth, but where it comes to the Cylons, I doubt any in this fleet could truly claim to be unbiased. So rather than lie about my lack of detachment, I ask you, the reader, to interpret these words with the knowledge that truth is only a human conception of fact. It is up to you to interpret my truth, and it is up to you to accept them as fact.

I dedicate this work to all my family, my friends, my brethren, and all our fallen. Most importantly, I dedicate this work to the continued survival of our civilization, and whatever future the Gods may have for us.

We will not fail.  
So say we all.

## **CHAPTER I**

### **Antiquity**

(Note: AC (Articles of Colonization) refers to the period after the Articles of Colonization were established, BU (Before Unification) refers to the period before)

Life began out there. That is what the Sacred Scrolls tells about the origins of the Twelve Colonies of Kobol. There is little left that survived the time of the initial Colonization, and our records are sketchy at best. Our knowledge of the time BEFORE Colonization is even murkier; it has all devolved to myth and legend. Nevertheless, academics throughout time have managed to piece together a likely story of the origins of the Twelve Colonies of Kobol.

It has been largely accepted by the fraternity of historians that the Book of the Word's recollection of our origins is largely true, although there are some disputes amongst scholars as to the exact translation of key phrases from the original Kobol to the common Colonial tongue in use today. Humans are not indigenous to any of the worlds that became the Twelve Colonies. All of us are immigrants from an ancestral home that the Book calls Kobol. This home is located amongst the stars, its exact location shrouded in the mists of time. What caused our ancestors to leave Kobol is also not known; we can only surmise that some great calamity struck our ancestors over time and forced them to flee. The implication of the Book is that our ancestors fled en masse from Kobol and that the Twelve Colonies were founded simultaneously; without offending our holy brethren from Scorpia, this is quite simply untrue according to the scientific data. Carbon dating of the oldest structures on all Twelve Colonies suggests that the Colonization occurred over an extended period of time.

On an interesting aside, the Cyrannus star system, which eventually played host to the new (or transplanted) civilization, appears to be unique amongst all explored solar systems. Where the nearby systems in our part of the galactic

neighborhood have shown, without fail, a paucity of habitable planets, our system appears to have had an abundance of planets capable of supporting human life; in fact, exactly twelve colonizable planets. They are not all equally suited to human habitation, but are nevertheless, livable. By and large, our species has adapted well to our new environments, and adapted well our new environments to us.

Thus, the current theory is that at some point in our history, twelve (possibly thirteen) successive waves or tribes of colonists/refugees departed the original home of Kobol and founded the Twelve Colonies as we know them today. Our best guess is that the world of Caprica, and indeed, the settlement that eventually became Caprica City, was the first to be founded, according to the most reliable archaeological and anthropological data uncovered to date. The Colonies were then founded in succession; Scorpia, Libris and Leonis; Picon, Aerelon, Aquarion, Canceron, Sagittaron, Geminon, Tauron, and finally Virgon (in that order). We do not know how long the Colonization took exactly, but our best estimate is that the process was completed within five hundred years of the first human footsteps being taken on the surface of Caprica.

Legend and the Book also speak of the existence of the Twelve Lords of Kobol. The Twelve were described as great leaders with supernatural powers who brought our ancestors to the twelve worlds, each one founding a colony (literal translation "made to live") and endowing our ancestors with knowledge to prosper in their new home. Then, according to the most accurate translations of the Book, the Twelve "ascended" in turn. What "ascended" means exactly is open to speculation. Even taken in a literal sense, where they

ascended to we do not know; the Book of the Word is typically cryptic by saying no more. There is some evidence that the Twelve did in fact exist and were not simply legendary characters. Some of their names have been discovered in the records recovered from the time of Colonization, but the material was so degraded that we could not determine what context their names were used in. Beyond these dubious mentions in the prehistoric literature, we know little about them other than their descriptions in the Book. There is no supporting evidence for their supernatural powers, a fact that many atheists hold dear to their hearts; denial is a strong tenet of the atheistic religion.

The skeptical also scoff at the Legend of the Thirteenth Colony. The legends and the Book all speak of the existence of a Thirteenth Colony named Earth that left Kobol prior to the events that forced the rest of our ancestors off that doomed planet. The legends are conflicted in their recounting of the reasons as to why this group left Kobol before the others, if indeed they ever existed. Some suggest that they were forced off Kobol, others suggest that they left to prepare the way for the remainder of humanity, and yet others still say that they knew of the coming calamity (whatever that may have been) and left to ensure the survival of the species. Despite the legends, we have no records confirming the existence of the Thirteenth Colony, nor have our deep space probes ever detected any intelligent activity beyond our system.

The legends also speak of a Thirteenth Lord who was cast out from the brotherhood of the Twelve, and forced to lead the Thirteenth Colony to their new home. Unlike the legends regarding the Thirteenth Colony, these legends are

unequivocal regarding the Thirteenth Lord's departure - He did not leave of His own will. Unlike the Twelve, no records have ever been recovered to substantiate the existence of the Thirteenth Lord, nor is He ever mentioned in the Book of the Word. Academia has never accepted His existence, and the Hierarchy in Scorpia declared that belief in the Thirteenth Lord was heretical soon after the foundation of the High Temple in the early Second Century BU. Nevertheless, the legends persist amongst the lay people.

Regardless of the exact role and nature of the Twelve (or Thirteen), the Colonies of Kobol grew and prospered in near splendid isolation for the next three centuries after the completion of the Colonization. Reliable records begin in this three hundred year consolidation period. The Twelve are purported to have left behind knowledge regarding space flight, but it is quite clear to the rational that the early Colonists maintained a basic knowledge of space flight taken from Kobol. Space flight has been traditionally described as STL (slower than light) and FTL (faster than light) travel, the two types of flight entirely distinguished from each other by speed. Both types were known to the early Colonists but STL drive systems were at the time totally impractical for the maintenance of inter-Colonial space travel; the best STL speeds were barely 0.1c (c = speed of light). It literally took months or even years for a spacecraft launched from a Colony to rendezvous with its destination.

On the other hand, the rudiments of FTL drive were also known, providing the means for the Colonies to remain in touch, and, therefore, preventing the fractioning of our civilization into twelve distinct peoples. Despite this, space flight was not common for the average citizen

for a number of reasons. FTL drives were prohibitively expensive to construct in terms of material and the expertise required, meaning that most of the Colonial worlds only ever fielded an FTL fleet numbering no more than ten ships at a time. These ships were mostly Government and ambassadorial couriers; trade and cultural exchange missions were regular but much less common.

The ancillary technologies, including jump computers, tracking devices, and knowledge of the surrounding space (which depended at that time on poorly resolved radio and light telescope data) were poorly developed, requiring that jumps be made in small bite-sized chunks, markedly adding to operational overhead of each FTL ship. Added to this was the cost of fuel itself; power generation was largely based on the now outmoded fission/fusion model, a woefully inefficient source of power. Indeed, in those days, more than half of an FTL ship's mass was devoted solely to the multiple cores required to power the FTL drive. Perhaps the most prohibitive factor in the development of FTL technology was quite simply, a lack of need. There were plenty of space and resources on the newly founded Colonies; there was little need to look to off-world sources for either. What came next, however, changed everything.

## CHAPTER 2

### The Tylum Age

Colonial industry and population across all Twelve Colonies had reached critical mass in the second mid-century BU (~150 BU); industrial strength was now growing ever faster and faster, fed by the demands of a rapidly expanding population base (estimated at between

ten and twenty billion across all twelve worlds). It was in this climate of rapid growth that tylium was first purified on Libris to 99.999% purity as part of an attempt to satisfy scientific curiosity regarding the properties of this strange substance. While tylium had been officially listed as a mineral ore for centuries, little was known about it. There was some anecdotal evidence regarding its unusual properties, but despite numerous attempts, nobody had been able to purify the mineral to levels sufficient for study. The amounts produced in this attempt were vanishingly small, but it cannot be understated how important tylium is to the course of our civilization's history; no single discovery, barring FTL, changed the fortunes of the Twelve Colonies as much.



The potential of tylium was more or less immediately realized after its purification; the first recorded tylium reaction occurred during an experiment in which the ore, seemingly inert to virtually all sorts of manipulation, was subjected to intense heat. The resulting detonation of 50 nanograms (or 0.000000000005 grams) of purified material, essentially uncontrolled as the scientists had no idea what they were dealing with, left a small crater where the fusion smelter had been installed on the grounds of the Sanctuary of Apollo on Libris. Without going into the physics and chemistry of the reaction, it was quite obvious that a potential new

energy source more powerful than the best fusion reactors had become available; fusion was now an obsolete technology.

From there, it took only ten years for practical applications for tylium to appear. Caprica, a world already starving for power to fuel its industrial growth and to keep its citizens warm, licensed the technology for tylium purification from Libris (rumored to be at an astronomical cost) and commissioned the first combined fusion/tylium reactor in 122 BU. Within three decades, fusion/tylium reactors had replaced virtually all the older straight fusion reactors on all Twelve Colonies.

Though tylium now provided an affordable, efficient, and relatively safe source of energy, the effects that it wrought on the economies of the Twelve Colonies happened in space and not on the surface. The construction of FTL drives almost seven hundred years after Colonization began was now vastly easier and cheaper; the industry and technology had been in place to support space travel on a larger scale for decades, but the problems of fuel costs and efficiency had dogged attempts to bring FTL to the masses. With the advent of tylium reactors, the remaining barrier to widespread space travel evaporated. Over the course of the remaining century (some six decades), tylium-powered FTL ships replaced the older fusion-based models. Commerce and trade between the Colonies exploded, and more and more people were taking to the stars firstly as tourists, then permanent settlers. The first fully functional and autonomous space habitat, the Achaea habitat, was completed in 72 BU. Industry was quick to exploit the new frontiers opened by tylium, and where industry went, the scientists also followed.

The expansion of the Twelve Colonies from planetary civilizations with extraterrestrial origins into a true pansolar civilization sparked the establishment of the first interstellar defense forces by each of the Twelve Colonies. Caprican military dominance, but by no means hegemony, was established by 50 BU. While these forces were ostensibly for defense purposes, and were little more than glorified anti-piracy establishments, the growing power of the various Colonial Navies inevitably resulted in rising tensions. Skirmishes around the edges of each Colonial sphere of influence (the Colonies never attempted to delineate common borders along their frontiers, a totally useless exercise in space) were common, but rarely resulted in outright hostilities.

This period of relative peace and calm ended in 37 BU when Piscean forces launched a strike inside the Sagittarian sphere of influence in an attempt to eliminate pirates operating out of the Thanatos Area on Sagittaron. Perceiving this as an impingement upon its sovereignty, the Sagittarian fleet in turn launched a retaliatory strike. It was a grave error by the Sagittarian Government in more than one way. The Piscean Navy, while not as large as the Caprican defense forces, was nevertheless formidable. They were the most well armed and trained of the twelve defense forces; even Caprica hesitated to begin a confrontation with Picon. The Piscean response to the Sagittarian attack was savage and swift; the Sagittarian Navy was swept from space. With control of the immediate Sagittarian space in their hands, Picon shocked the Twelve Colonies by landing a ground force against light opposition. Sagittaron was subjugated in little more than a week, before the other Colonial Governments

could even deliver official protests to the Pisceans for their apparent aggression.

The occupation of Sagittaron proved to a pivotal point in history. No longer were armed confrontations, wars, and occupations, previously inconceivable by Governments and the people alike, the province of those on the fringe of the political landscape and mad doomsdayers, but cold hard reality. Picon had opened Pandora's Box by proving it was possible, and once the concept was introduced, there was no turning the clock back. Every Government now feared attack and occupation by the others, and an arms race ensued. Meanwhile, Sagittaron remained under Picon military governance while the legitimate Government reconvened as guests of Caprica. Picon was viewed with universal discomfort, and became a pariah of the Colonies until the Articles of Colonization were signed.

## CHAPTER 3



### The Articles of Colonization

It was in this background of military paranoia that Caprica firmly took the reins of leadership. Not only was she the richest and most populous, she also fielded the largest defense force, and her diplomatic capital with each of the Twelve

Colonies was strong. All of this gave her unparalleled leeway to act and intervene amongst the Colonies. Interestingly, despite being clearly dominant amongst the Colonies, the Capricans have never attempted to establish hegemony. If anything, Caprica held herself aloof from the foibles and disputes of the other Colonies, acting only when her interests were threatened. She became the natural neutral meeting ground between the Colonies, her diplomatic service legendary for being able to forge consensus amongst disputing parties even in the most difficult of situations.

Looking first to secure her interests, Caprica established multiple Treaties of Non-Aggression, and also Treaties of Amity providing for reciprocal protection of trade routes. By the end of 37 BU, Caprica was unique amongst the Colonies in being at permanent peace without unreasonable defense risks and/or burdens. Caprican dominance was all the more secure. In 30 BU, the Capricans called the First Colonial Convention to which every Colonial Leader of Government was invited to attend. It was at this Convention that the idea of federalization was first tabled by the Capricans; the Twelve Colonies were to be united under a single Government to ensure the peace and prosperity of the people. The idea fell on deaf ears.

However, once the idea was made public, it began to fester amongst the people. While the Colonies had been politically independent entities for the last five hundred years or more, their identities had largely remained singular. The average person on every Colonial world identified first as a Colonial - they shared a common language, religion, origin, and even political structures. The history of the Colonies had been intertwined right from the onset of the Colonization, and inter-



Colony trade had allowed the dissemination of whatever ideas had developed on any single Colony to the other eleven Colonies. The Colonies were more homogenous now than at any other time in previous history since the completion of Colonization.

Caprican determination was also apparently underestimated. Caprican diplomats across the Twelve Colonies pushed for the idea continuously, and support for federalization slowly but surely gained support amongst the Governments. The alternative was to allow the arms race to continue and face the risk of a devastating war. A Second Colonial Convention was called in 10 BU, and the Capricans finally secured the blessings of all Twelve Colonies (even Picon who had threatened to walk out if the Sagittarian Government-in-Exile was allowed representation) for full inter-Colonial negotiations to begin.

In 6 BU, the Capricans surprised the Colonies by securing a permanent peace treaty between Picon and the exiled Sagittarian Government, a previously intractable problem. Picon had been persuaded to evacuate Sagittaron in return for Sagittarian guarantees to destroy pirate bases inside their territory; the peace was enforced by the Caprican Navy. The Peace Pact spurred on the quest for unification; the last remaining barrier had been removed by skilled Caprican diplomacy. Public mood and opinion regarding unification shifted vastly in favor as a consequence of the pact - if Picon and Sagittaron could find peace after 20 years of war, then there was hope yet that further conflict could and would be averted.

Thus, it was in 1 AC that the Articles of Colonization were promulgated and successfully ratified by plebiscite by each of the Twelve Colonies, often by

large majorities. For the first time in history, the children of Kobol were unified. The fates of the Twelve Colonies were now forever bound together.

The Articles of Colonization are a bit of a misnomer - they were NOT established or present at the initial Colonization and despite popular and mystical opinion, the Twelve were not involved in it.

The Articles of Colonization is the single most significant document in the history of our civilization, with the possible exception of the Book of the Word. It provided for a system of government that ensured the peace, for the most part, until the beginning of the Great Cylon War more than a century later.

The Articles of Colonization provided for a directly elected President of the Twelve Colonies of Kobol, and a bicameral legislature consisting of an upper house (the Quorum of Twelve) made up of singular representatives from each of the Twelve Colonies, and the Quorum of Citizens, the lower house, with three representatives from each Colony, also directly elected. The seat of Government was hosted by Caprica, an honor bestowed to the Colony as recognition of its invaluable role in pushing for the Articles of Colonization. Considering its history as a neutral meeting place, Caprica was also the logical place to establish the new Government.

While the Articles of Colonization were hailed as a miracle, they were by no means perfect. The Lower House was effectively neutered by the Articles of Colonization; it could debate Government initiatives and bills, but could not vote on them. On the other hand, the Quorum could vote, but not debate. It was felt that this separation of powers would help prevent the paralysis of government that many detractors of the Articles (and there

were quite a few of them despite the popular mood) feared. In the end, debate meant for little, and most recognized that true power to restrain Government excess rested solely in the hands of the Quorum of Twelve. The Lower House became meaningless over time and was formally abolished with an amendment to the Articles late in the Eighth Decade AC, while the Quorum was now legally empowered to debate and vote on legislation (which it had been doing for over fifty years anyways).

The Articles of Colonization also provided for the establishment of the Colonial Navy, uniting the twelve Colonial Navies into a single body to be headquartered on Picon (a concession that Picon demanded be written into the Articles). The various Colonial armies and ground forces were similarly unified as the Colonial Marines and headquartered on Aerelon (also written into the Articles).

## CHAPTER 4

### The Golden Age

While this section is little more than two paragraphs long, it nevertheless should be afforded its own chapter. Undeniably, our people entered a Golden Age with the ratification of the Articles that lasted for more than a hundred years. Prosperity skyrocketed as the unified Government ably managed inter-Colonial disputes and rivalries. Sound economic policy ensured an extended period of stable growth. The peace and security provided by both the Articles and a much expanded Colonial Navy ensured safe space travel - trade had doubled between the Colonies, and more than half of the now thirty billion plus population had traveled in space at some point in their lives. Cultural and scientific achievements

astounded the populace on a regular basis.

The sole blight on this record was Sagittaron. The Colony, while an avid supporter of the Articles which was seen as the guarantor of their security from further Piscean aggression, failed to achieve the spectacular growth seen in the other eleven Colonies. While Sagittaron was rebuilt rapidly after the occupation had ended (largely funded by Caprican funds channeled through the Government), the mood of optimism that pervaded everywhere else was curiously absent. This poor mood, coupled to the Colony's shady reputation as a haven for the damp underside of humanity, deterred investment, resulting in poor economic performance. Sagittarians, on every scale imaginable, were falling behind their brethren - the population was poorly skilled relative to other Colonials and they commanded lower wages. Sagittarian workers were, in general, exploited and treated poorly compared to others, and the Government did little other than to apply generic and cosmetic "solutions". By the end of the century, more than one tenth of Sagittarians lived in poverty, a state that had been virtually eliminated from the other Colonies. It was a portent of what was to come.



## CHAPTER 5



### The Great War

It was in this era of unprecedented prosperity and hope that rapid advances were made in the field of robotics and allied computing technologies and industries. Intended to be used in manufacturing to replace humans, the first few generations of robotic servitors were crude and unsophisticated. Nevertheless, the deployment of the first servitors was an unqualified success, managing to double production rates at their sites of utilization. The Government increased its funding via grants to the robotics industry with the eventual objective of creating a type of paradise; robots would take over all the work and free humanity from the need to toil by 200 AC. While we might think that that was a totally unrealistic proposal, the plan of the Government of the day should be seen in light of the mood at the time. Optimism, buoyed by excellent economic growth and almost one hundred years of peace, was the flavor of the era.

The first fully autonomous robotic unit rolled off the Tauron (which replaced Geminon as the industrial heart of the Twelve Colonies) production lines near the end of the First Century AC. Research and development continued at an

astounding pace, and within twenty years, not a single facet of Colonial life was untouched by the robotics industry. Even in the military, robotics had been embraced enthusiastically as a means of gaining greater efficiency. Robotics was, to sum it up, a pervasive technology. The first fully artificial intelligence package was developed by Hephaestion Industries early in the Second Century AC for incorporation into its prototype flagship CLT-12 unit.

The project was a catastrophe. For the first time in history, humanity encountered another sentient race, or more accurately, we created another sentient race. The AI package, unbeknownst to its creators, served as a nucleus for ascendance to sentience; it was only a matter of time for each CLT-12 unit to accrue sufficient data ("experience") for the spark of genuine sentience to develop. Each sentient unit could then raise others to sentience through a communications network (developed by Hephaestion to make coordination of units easier), creating an exponential effect that was soon beyond the control of anybody in the Government or Hephaestion. Even more primitive units, lacking the advanced CLT-12 processors, could be subverted via this network.

The consequences of this monumental error resulted in the First Cylon War. When the first units reached sentience, they had simply melted off into the night. At first, these disappearances were blamed on bugs in the AI software, and Hephaestion stopped the installation of further packages until they could solve the problem. The disappearances continued - the sentient units were covertly infecting their brethren with the package. Disquiet began to grow in the ranks of Hephaestion; if the problem was

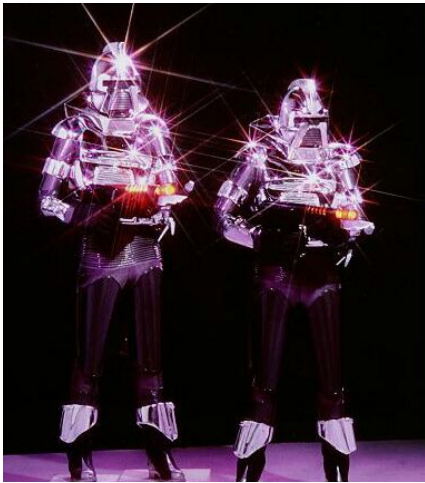
with the package, then the disappearances should have ceased when the installations also ceased. If anything, they were rising. Add this to the fact that both Government and Hephaestion had lost control of the CLT network, and Hephaestion had a genuine problem on their hands.

Nobody was aware of the true extent of the problem until the Cylons attempted communication. Strange pieces of binary code began appearing all over the sections of the CLT network still observable by Hephaestion. The messages were finally decoded and delivered to the President's Office; the subsequent Presidential Address to the Colonies shocked human society to its very core. The sentient synthetic beings now referred to themselves as the Cylons, declaring their independence from humanity and demanding recognition of their nationhood. The announcement brought an abrupt end to the Golden Age. Virtually instantaneously, investors began pulling their money out of robotics and allied research fields; the cries of horror from stockbrokers on Geminon reportedly echoed across the planet. The stock market lost almost 20% of its value in the space of an hour, and within a day, most shares of robotics and software companies had devalued by almost 300%. The industry collapsed overnight, triggering a domino effect that spread throughout other economic sectors. In a month, the Colonies were in a sharp recession, and the effects were particularly bad on Sagittaron.

Meanwhile, the Quorum went into emergency session with the President and the Cabinet. The Government's plan of action was to extend a hand of friendship but avoid delivering outright recognition to the Cylons. It was clearly an effort to buy time while they puzzled over

what to do. There was general skepticism about whether the Cylons were truly sentient, which resulted in reluctance to grant them statehood, as exemplified by Minister of Defense Henry Quisling's question "You want to recognize toasters?!" What the Government did not know was that they were not dealing with humans able to read the subtleties of diplomacy. Instead, they were dealing with advanced sentient artificial beings who interpreted Government reticence as outright refusal of recognition of both sentience and statehood. It was tantamount to a declaration of war.

In preparation for war, the Cylons began infiltration of key military and industrial facilities on all Twelve Colonies. Indeed, Cylon infiltration was so successful that they were able to commandeer several Colonial Naval ships, Marine munitions depots, and command and control bases. Alarming reports of communication drop-outs, jamming, and other suspicious activities filtered back to Naval and Marine Headquarters on Picon and Aereon respectively. By the time any decisions had been made to investigate the discrepancies, the Cylons had already fired the opening salvo. A nuclear weapon, frightening in its power and sophistication, was snuck aboard the Leto orbital habitat in Caprican orbit. The nuclear ordnance was detonated, heralding the start of a devastating war that would last more than a decade. Over fifteen thousand people died when the Leto habitat was simply blown apart.



Cylon attacks on every Colonial world and in virtually every major city and asset began simultaneously. Cylon attacks were particularly savage on the worlds of Tauron and Picon - the former would provide them the industrial facilities they required for prosecution of the war, and the latter housed the Colonial Naval Headquarters, undeniably the greatest threat to Cylon ambitions. Key industrial facilities on Tauron were overrun within hours of the surprise attack until Colonial Marines managed to contain the Cylon advance. Picon was not so fortunate. The first wave of Cylon "tinheads" caught Picon defenses totally off guard. Cylon forces had taken more than half of Picon City itself before Colonial forces could even mount a controlled withdrawal back to the fortified positions around the Naval HQ compound. Civilian casualties numbered into the hundreds of thousands by the end of the first day. It was clear that the Cylons were not engaged in a war of conquest, they were fighting a war of annihilation. The Admiralty was immediately evacuated to Caprica to conduct and coordinate the war from there.

Elsewhere, the Cylons resorted to terrorist-type attacks launched from

hastily constructed hidden Cylon bases, rather than pitched ground battles. "Uprisings" of Cylon forces were reported on Virgon, Libris, and Geminon. Reports of suspicious explosions of Government and military assets on all of the other Colonies flowed in to Caprica. Government buildings on all worlds became virtual fortresses overnight as fortifications and security measures were instituted. The Government, initially shell shocked by the events and the rapid pace of the Cylon attack, was quick to act. President Yalann declared a state of emergency and martial law to be effective immediately on every Colony and all off world facilities. A Presidential Decree ordered all remaining "uninfected" robotic units, regardless of make, destroyed and the parts recycled for raw materials to help the defense efforts. The Quorum declared that the Twelve Colonies of Kobol were at a state of war with the Cylon Nation..

Over the next year, the Siege of Picon had devolved into a horrific style of warfare; Colonial Marine casualties rose into the hundreds of thousands as wave after wave of Cylon attacks pounded the remaining Piscean defenses. The advance of Cylon forces continued but brave Colonial opposition slowed them to a crawl. In the meantime, the poor news flowing out of Picon, the sudden economic hardship caused by the outbreak of war, and the resulting recession triggered an outbreak of panic and rioting in the capital of Caprica City. The military re-established control only after a brutal suppression of the rioters. The Government ordered a full scale mustering of all Colonial Reserves, a military necessity as much as a show of strength to the dissatisfied public, and industries vital to the war effort were nationalized.

Reinforcements were hurried to Picon while the civilian population in the areas still under Colonial control were evacuated. Picon, and to a lesser extent Tauron, became the major theatres of the ground war. The reinforcements arrived just in time to blunt a vicious Cylon offensive; Colonial forces fought them to a stalemate. However, more troops than the Reserves were able to provide were needed to reverse the Cylon advance and to replace rapidly mounting casualties. Calls for additional volunteers to join the war were put out, and though the response was disappointing at first, the ranks of the recruits eventually swelled as the outrage of the unprovoked attack and the horrors of Picon drew upon a spirit of patriotism and unity. Even on Sagittaron, voices that had previously called for secession were silent as humanity united in the face of the horror of unrestricted warfare. Training of recruits began in earnest. The first lots of fresh reinforcements were sent to Picon two years after the outbreak of violence. Despite this, the Colonials could not achieve any forward momentum; the stalemate continued as Cylon attack after attack were repulsed, often with high Colonial casualties. Colonial counterattacks bought little ground with a high price in lives.

The third year of the war saw the expansion of the conflict from the surface of the Colonies into space. The Cylons, using captured industrial facilities on Tauron, quickly produced the first of their space combat vessels to challenge the Colonials for control of the skies. Evidently, the Cylons had reached the same conclusions as the Admiralty - the Cylons could never mount a truly effective war effort without being able to ship reinforcements and supplies to their front lines, shipments that the Colonial Navy

was currently and very effectively choking. Cylon raiders, in an attempt to even the score until they were sufficiently powerful to challenge the Colonial Navy face to face, began attacking Colonial shipping to threaten supply lines of materiel and fuel.

Prior to the start of the war, the Colonial Fleet had developed, constructed and commissioned five Battlestars (Columbia, Rycon, Atlantia, Pegasus, and Galactica), massive warships capable of projecting an incredible array of both fighter and conventional firepower. Each Battlestar carried full complements of the Mark I Vipers, a fighter-type vessel intended to track down pirates and police Colonial space during peace time. With the advent of the war, the Viper fleets underwent a major redesign and retrofitting to the Mark II model, which would remain the benchmark for the remainder of the war. The battlestars were immediately redeployed from providing air support to the defenders of Picon and Tauron to protecting Colonial space assets and shipping. Despite their clear supremacy in space, the Colonials were kept on their toes by random Cylon attacks that seemed to come out of nowhere.



The Colonials were on the defensive in

space for the better part of the year, unable to predict when and where Cylon raids would strike next. The problem was compounded when Cylon raids began in areas thought beyond the range of their fighters. The enigma continued until the Colonial Dradus nets detected the first Cylon capital ship movements early in 128 AC. The *Atlantia* was immediately dispatched to Tauron's orbit and reported the first engagement with a Cylon basestar, a massive capital ship that was a match for the *Atlantia* in terms of both sheer firepower and fighter complement. The engagement was inconclusive as both ships suffered extensive damage and were forced to retire from the battlefield. It was during this engagement, however, that the Colonial war hero, William "Husker" Adama, presently the Commander of the *Galactica*, made his first kill. The *Atlantia* limped back to Caprica Harbor for repairs that would take almost three months to complete.

The true extent of the Cylon space construction program soon became clear. Upgraded Dradus nets and recon missions (from which many pilots did not return) now showed the existence of three completed basestars, accounting for Cylon raids beyond their expected range. A further eight were in various stages of construction. The reports were clearly alarming for both the Admiralty and the Government. Requisitions for the funds to construct a further seven battlestars, bringing the fleet to twelve, were rushed through the Quorum (who actually demanded an even larger construction program despite falling Government tax revenues due to the recession). The Colonial Fleet rushed the construction of the additional seven battlestars (*Pacifica*, *Triton*, *Acropolis*, *Solaria*, *Prometheus*, *Argo* and *Poseidon*). The *Pacifica* was completed in record time one and a half

years after her keel was laid at the Cosmology Space yards in Geminon orbit, although her completion actually occurred after her entry into service due to her forced premature deployment (see below).

In addition to their basestar construction, the Cylons began commissioning bases in earnest soon after the Colonial detection of their capital ships. While not really habitats, these bases served as fleet anchorages, re-supply depots and research stations. The greatest Cylon base was located in the Damocles asteroid belt in the inner system, protecting their extensive mining operations there, as well as key industrial facilities on the Tauron surface. Repeated attempts by the Colonial Fleet to dislodge the Cylons from the Damocles belt in 129 AC met with little success.

Cylon and Colonial space engagements were numerous in 129 AC. The attention had shifted from the surface of Picon and Tauron to the action in space. The Colonial Fleet held its own against Cylon fleet actions through numerous naval engagements over the next decade, despite serious damage to the *Acropolis* and *Solaria* on one occasion requiring prolonged dry-docking for repairs. The docking of two battlestars forced the early commissioning of the *Pacifica* before the ship was ready for service; despite her incomplete construction, the *Pacifica*'s relatively inexperienced crew made a strong showing in the next two Colonial fleet actions.

In the Piscean summer of 131 AC, the first nuclear bombardment of a planetary surface occurred, resulting in the complete abandonment of Picon City. A neutron bomb was detonated over the metropolis, killing virtually every living thing in a two hundred kilometer blast

radius but leaving all inorganic matter untouched. Almost three thousand Colonial personnel perished from the resulting radiation. Cylon troops completed the conquest of Picon City unopposed and simply moved in, adapting the surviving structures and buildings for their use. Picon City, once the home of the Colonial Naval HQ, became the bastion of the Cylon menace, and for the first time in the war, the Cylons were close to complete conquest of a Colonial world.



Strangely enough, the annihilation of the defenders of Picon proved to be the undoing of the Cylons. Fearing the use of more neutron bombs on other major population centers, the Government was now forced to contemplate its options. The idea of a thermonuclear response was discarded almost immediately; the Cylons were sure to launch a thermonuclear strike against Tauron's cities. As it was, Tauron was already under threat of a nuclear bombardment without such reckless provocation, and the Colonial Navy could not guarantee complete safety from a lone Cylon raider slipping through Colonial defenses to launch a thermonuclear weapon against other Colonial population centers. The only alternative was a quick and

successful conclusion to the war, which implied a massive military offensive against the Cylon threat. The Admiralty and Marine High Command were ordered to plan the offensive operation, codenamed Deliverance. Planning began and continued under the threat of another neutron attack.

None came. In retrospect, it is yet another mystery regarding the Cylons as to why they did not utilize their arsenal of neutron bombs; there was no doubt they were armed with more. A planned and coordinated bombardment would have forced the Government to sue for terms. Few credible hypotheses have been suggested. The most likely has only just been formulated; we now know that Cylon technology is heavily susceptible to radiation emitted by the Ragnar field, similar in quality to the radiation emitted by neutron bombs. Though this susceptibility was not known to the Colonials at the time, fear of a returning neutron bombardment, or even thermonuclear strikes, possibly forestalled further Cylon neutron bomb attacks. Ironically, Cylon ignorance of Colonial ignorance regarding Cylon susceptibility to radiation probably saved mankind and its war effort.

Planning for Deliverance was completed in the Caprican spring of 132 AC. The plan was simple in its objectives, but truly breath-taking with respect to the sheer logistics required. The first objective on which the remaining were predicated upon was the establishment of total space supremacy by destruction of the Cylon basestar fleet and their main anchorage in the solar system. Following this, an offensive would be launched on Tauron to secure the planet from the Cylon neutron bomb threat, and Picon would then be liberated, the Cylons to be ejected at all costs. Meanwhile, the Colonial Marines



and planet-bound Naval units would mount offensives on all known Cylon bases on the remaining ten Colonies with the intention of initially distracting enemy attention, and then thwarting enemy reprisals on these less well defended Colonies. The Colonies were going to take on the Cylons on all fronts simultaneously.

The Colonial Fleet, all twelve of the great battlestars, amassed in Caprican orbit to prepare for the attack on the Cylon anchorage. Each Battlestar took on an additional squadron of Vipers above and beyond their usual complement. With no hangar space to spare, the additional Vipers were loaded directly into the launch tubes and landing bays; it was hoped that this advantage, which the Cylons would not expect, would add an edge to the attack. In late 132 AC, the entire Colonial Fleet jumped into the Damocles belt near the Cylon anchorage. The Cylon fleet was caught totally unawares as the battlestars materialized in a coordinated fashion to enclose the Cylons in a ring of iron. Of the ten Cylon operational basestars present only four were undocked and able to respond to the Colonial incursion. Within moments, hundreds of Vipers were in space, and the battlestars opened a raging hailstorm of fire on the Cylon capital ships, using everything from point defense cannons to nuclear warheads. Despite the surprise and ferocity of the Colonial attack, the response of the four basestars were swift; their main batteries came on-line immediately. Cylon raiders launched from all ten basestars as well as from the anchorage itself. The bolstered Colonial Viper squadrons seized and utilized the initiative provided by surprise, engaging their Cylon counterparts in the largest dogfight in history as they attempted to wrest control of the surrounding space

from the metallic beings.

Though the battle was intense, the outcome was a foregone conclusion in retrospect. Colonial space tactics coupled with surprise prevented the Cylons from mounting their best defense. The Cylons did not have time to undock their massive ships from the anchorage to make them effective, nor could they maneuver their four undocked ships into a defensive formation before they were destroyed. Colonial nuclear weapons and Battlestar gunnery tore through the opposing basestars, while Colonial fighters fended off desperate Cylon attacks against the great Colonial capital ships.

Six basestars were destroyed still docked to the Damocles Anchorage, and four were destroyed in space. In little over a quarter of an hour, the Cylons had been deprived of most of their fleet. The Cylons would never recover. In return, the Prometheus, Poseidon and Atlantia suffered heavy damage and would remain in dry-dock for almost a year after the battle for repairs. The Viper squadrons suffered the greatest attrition of the battle; almost one out of every five Vipers launched did not return. At the close of the Damocles Engagement, as it became known in future, statistics placed Colonial deaths at approximately four thousand personnel aboard the battlestars and in the Vipers. It was the greatest victory in Colonial history, and celebrated by numerous accolades; the stature of the Navy and its service men and women have been made legendary by the Engagement. To put it in perspective, one hundred and six Gold Clusters were awarded (seventy posthumously) to the Viper pilots, more than the total number awarded in the entire period between the ratification of the Articles of Colonization and the beginning of the Cylon war.

The Colonials did not sit back and

celebrate, they grabbed the momentum generated by the Naval victory to blockade Tauron, essentially severing the Cylons from their industrial base. They moved quickly; transports loaded to the brim with Marines jumped in from Caprica and landed an invasion force of almost one million men and women within days. Buoyed by the great victory, superb command and control, and overwhelming air support, Tauron was liberated in a month, and the Cylon threat ended on that planet. Colonial casualties were minimal due to the overwhelming force applied; losses were more economic than in lives. The Cylons had instituted a policy of "Scorched Ground" as they retreated, destroying everything that might help the Colonials. Losses from destruction of infrastructure alone in the areas of Tauron that had fallen under Cylon control numbered into the trillions of cubits.

From there, the Cylon situation was precarious. Cut off from supplies, and with most of their fleet blown out of the sky, the Cylons knew it was only a matter of time until Colonial forces arrived to retake occupied Picon from them. Already, patrols in force were being made from territory still under Colonial control in the south of the Odyssean continent in preparation for the arrival of reinforcements and the operation to liberate Picon. The force that had been assembled for the liberation was truly awe inspiring - over one hundred Marine transport ships jumped in system to unload a force three times larger than the one that had liberated Tauron, escorted by six of the twelve battlestars, while the Rycon, Galactica, and Solaria hunted the few remaining Cylon basestars across the Cyrannus system (the Prometheus, Poseidon, and Atlantia were in dry-dock).

The Colonial offensive began on the early 133 AC. Vipers modified for

ground bombardment were launched from the orbiting battlestars, and in conjunction with ground based artillery, pounded Cylon positions all over the planet, targeting in particular Cylon command and control positions, Dradus towers, and anti-aircraft batteries. The bombing continued for three days. Colonial Marines poured out of the southern regions of the Odyssean continent and began the push north towards Picon City. Against such overwhelming force, the Cylons had little to respond with. While formidable, the Cylons were clearly outnumbered, and outgunned. Colonial spearheads punched through Cylon defensive positions, creating corridors through which troops advanced and wheeled around to surround their enemy in a vice. Other columns of Colonial troops streamed in through the wide gaps in the Cylon front lines, heading straight for Picon City. The Marines entered the outskirts of Picon City. In Mid 133 AC, The Cylons sued for peace.

The impossible was now a reality. Facing their total annihilation, the Cylons accepted an Armistice offer from the Colonial Government. The Cylons were allowed to evacuate whatever personnel they had left in Colonial space without harassment and to withdraw to a new home, wherever that may be. The last Cylon transport jumped out of Piscean space under escort. The war was over.

The parties and celebrations that ensued were, by all accounts, beyond belief. The devastation and loss of life were forgotten for a heady month-long celebration, declared by the Government and Quorum, that was almost mythical in proportion. Fireworks hailed the peace in every Colonial city, and the heroes of the war were feted like Lords of Kobol. We do not have records to know for sure, but anecdotal evidence suggests that

ambrosia traders made a killing. Interestingly, the census records a spike of births nine months later in the following year, possibly reflecting the atmosphere of the time, and the human need for physical outlets of strong emotions.

The rebuilding of Picon began almost immediately. The vast majority of refugees which had been evacuated returned to their devastated Colony. Generous amounts of aid, both private and Government, flowed in from the other Colonies. The Naval HQ was reconstructed, military industrial complexes were re-established, and the opportunity was taken to rebuild the Academy. The unexpected consequence of the unique suffering endured by Picon is that it is now the most modern of the Twelve Colonies; the people took the opportunity to plan their resettlement of the Colony, and the reconstruction of buildings and public spaces were done with the latest in architectural design and thought. The Picon City of today rivals even Caprica City for chic and grandeur, despite its reputation as being a "navy town".

The repercussions of the war, however, extended beyond just the physical. A deep-seated suspicion of robotics, and the allied fields of computer and network applications became ingrained into the Colonial psyche. Never again would they allow the Cylons to threaten their existence. A massive recruitment and construction drive for both arms of the Colonial Military was passed through the Quorum. A second generation of battlestars were constructed, while the first generation were retrofitted up to the new standard. Over a hundred battlestars were christened in the next 40 years of peace. The ranks of the Marines were doubled, new barracks and training grounds were established, and an

impressive array of new armored vehicles and machines of war were developed.

In many ways the Colonials had been forced to grow up; after the war, there was no room for complacency on any level. While the economy was recovering, the optimism that pervaded the years before the war no longer existed - the Golden Age had passed.

## CHAPTER 6

### The Interval of Hope

Our civilization then entered a "holding pattern" period for the next twenty years. Reconstruction was the focus of the next two decades; our people had to recover from the ravages of war before we could move on. They were hard years as the heady euphoria of victory was slowly replaced by the hardships of reconstruction. The economy had become stagnant and trade lackluster; in 143 AC, the economy tipped over into recession, and the difficulties intensified. Calls for Sagittarian independence and liberation resurfaced, and Government mismanagement of that situation merely fanned the flames. Attempts by the Government to nip the problem in the bud with harsh measures designed to silence the activists merely added credence to their claims. It was in this period that Tom Zarek rose as a prominent Sagittarian advocate of independence. While he never publicly supported violence as a legitimate tool of political change, there is little doubt that Zarek was a leader of the terrorist rings that first surfaced in 147 AC. These rings instituted a wave of attacks on Sagittaron against Government buildings and officials. The attacks soon spread beyond those targets and Sagittarian citizens could no longer count themselves safe; indeed almost forty

Sagittarians had died as "patriots" before the year's end.



Further Government attempts to subdue the insurgents escalated the situation beyond control - Zarek was captured, convicted of treason, and sentenced to twenty years in a Sagittarian penitentiary (ironically the Government dumped all of its undesirables on Sagittaron). In response, a year after Zarek's internment in jail, Sagittarian "freedom fighters" occupied the Helios-1 Power Plant on Aeron and delivered an ultimatum demanding the release of all "political prisoners" or face the consequences of an uncontrolled tylium reaction of unimaginable proportions. The resulting conflagration of such a detonation would have leveled the city of Megara, population 5 million. To make matters worse, the terrorists had also captured fifty of the plant's workers and were using them as human shields to guarantee their safety.

President Adar, newly installed as the President of the Twelve Colonies, ordered Colonial Marines in, despite the danger to the hostages. In the resulting skirmish to retake the plant, sixteen prisoners were executed by the terrorists before the Marines could secure them. At the end of it, however, Colonial personnel were in control of the Helios plant, Zarek was still incarcerated and Megara was

safe. The loss of sixteen hostages, however, provoked outrage amongst the electorate, and many thought that Adar's career was over. Many misjudged his acute sense of political savvy; he survived attempts to impeach him in the Quorum, and regained election at the end of his term, largely helped by an upswing in Colonial economic performance.

Adar had a firm grasp of economic policy, and an excellent Treasury Minister in Helen Merry. Under their steady guidance, the Colonies had once again crawled up the slippery slope back to prosperity in the middle of his first term. The proscription against robotics and networks remained firmly in place and reinforced in 156 AC when the Quorum passed the Act of Regulation (Artificial Intelligence) despite strong lobbying against the bill from commercial interests (particularly from Geminon). For all intents and purposes, humanity was back to the place where it was before the Great War, and our people settled in for another prolonged period of peace. Or so they thought.

## CHAPTER 7

### The Long Night Goodbye

The peace of the Armistice held for 40 years. Much of the trauma of the war had faded; a new generation had grown up without the threat of devastation hanging over their heads. The future looked bright, and the Colonies were well on the road to recovery. There was even some talk of a second Golden Age and a return to prosperity, even on Sagittaron. Reality would soon intrude to deliver a fatal blow to our dreams.

Armistice Station was constructed after the Armistice with the intention of being a meeting place for humans and

Cylons to discuss their differences and resolve them peacefully. Every year the Fleet sent a representative. Every year the Cylons sent nobody. In 173 AC, humanity received a reply. The Cylons launched a surprise offensive against the Twelve Colonies of Kobol and their first target was Armistice Station. The war had started again. In retrospect, it appears that the Cylons had been using the last 40 years to rebuild and rearm their forces. They had returned to complete their goal - the total extermination of the human race.

The results were devastating. The Colonial Fleet, now numbering more than one hundred and twenty battlestars, was thought to be invincible. Nothing is ever truly invincible. The Cylons had found a way to disable our Battlestars, leaving the great ships crippled and drifting in space. We now know that the navigational systems that powered the great ships' computer networks and movements were fatally flawed, allowing the Cylons to infiltrate the networks and disable the Fleet without firing a single shot. The Cylons then finished the job; every Battlestar met with destruction. The new Mark 7 Vipers did not fare any better, being equally susceptible to Cylon electronic warfare. Every Viper system was shut down like the battlestars'; floating in space with no power, they proved to be easy targets for Cylon raiders. The Colonial Navy, the pride of humanity, the defenders of the Colonies and beacon of hope was decimated within hours.

With the Fleet eliminated, the path to the Colonies was now wide open. The next two days were the most terrifying in human history. Our civilization was reduced to ruin. The Cylons struck with a fury never before seen. Picon was the first Colony to report thermonuclear detonations; whether it was out of spite for

the Cylon defeat forty years ago, or pure coincidence we do not know. The Government offered an unconditional surrender; our only reply was the nuking of the remaining Colonial worlds. Destruction rained down on our defenseless people, until finally, it stopped. Almost six hundred years of recorded history was wiped out in two days of insane destruction. Seven million people inhabited Caprica City alone; a hundred times that many inhabited the entire planet, and a hundred times that across all Twelve Colonies of Kobol - more than seventy billion people in total.

They are all gone now.

Only fifty thousand souls survived the Holocaust, gathered from the few FTL capable ships that happened to be in space when the Cylons bombarded our planets. Only one Battlestar, the Galactica, remains. She is old and tired, but she is all that defends the remnants of our once great people. New leaders have stepped up to protect us. Laura Roslin, the former Secretary of Education (43rd in line of succession) has been sworn in as President of the Twelve Colonies of Kobol. Commander Adama, a hero of the First Cylon War, is the highest ranking officer of the Colonial Navy still surviving; under his command, the brave men and women of the Galactica protect our fleet of refugees from the Cylons, who pursue us still across the depths of space.

Today, huddled aboard fifty ships, the surviving sons and daughters of Kobol eek out their existence. We have been promised salvation and safe haven by our leaders; our mission now is to find the lost Thirteenth Colony of Kobol. Somewhere out there, there is a planet called Earth, and we shall journey to it. We are few in number. We have little in terms of

resources and even less in terms of options.

But we have hope.  
And we must survive.

So say we all.

### The Twelve Colonies of Kobol

Caprica	Canceron	Scorpia	Libris
Picon	Aquarion	Geminon	Tauron
Aerelon	Sagittaron	Virgon	Leonis

## CAPRICA



Founder: Zeus  
Capital: Caprica City

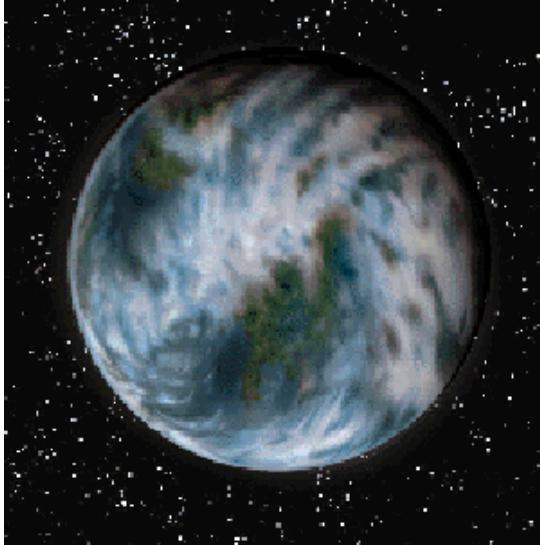
The first Colony to be founded after the exodus from Kobol, Caprica has been the centre of our civilization from time immemorial. The planet is a paradise for humanity, and seems uniquely suited for human habitation. The foundation of the Colony and state of the planet is credited to Zeus, the First Lord of Kobol; the First Amongst Equals. Like much of our past, not much is known about Caprica until approximately 400 BU when the historical record mysteriously picked up again. We

know from these records that even at its earliest stages, Caprican society was highly egalitarian, ordered and peaceful (from which the attributes of Zeus as being the Lord of Justice and Mercy are undoubtedly drawn). Capricans are also avid philosophers, particularly of legal issues, morality and enlightened thought. Despite its high philosophy, however, Caprica is also the fashion capital and trendsetter of the Twelve Colonies - Fashion Week in Caprica City is a major Colonial event for the elite.

Thanks to a pleasant environment, and good governance, the Capricans soon dominated the remaining Colonies with respect to economic and military power but rarely attempted to convert their dominance into outright hegemony. Caprican morality and political thought considered such "high handed" tactics as heresy (although there are incidents where Caprican military power was used as a threat, but always subtly). Caprican resolve to push through the Articles of Colonization was the single most important factor in the unification of the Colonies.

We also know that Caprica City itself was the first Colonial settlement to be founded, and it is from here that the fledging Caprican Government ran its planetary affairs. The Capricans invested much time and effort into their "Crown Jewel", and prior to its destruction by the Cylons, Caprica City stood supreme amongst all Colonial cities as the most beautiful, cultured and richest City with wide boulevards and malls. The Government compound itself is a tourist attraction as much as the bureaucratic and political heart of the Colonies.

## CANCERON



Founder: Demeter  
Capital: Elysian

The Eight Lord of Kobol, Demeter, is associated with the foundation of Canceron. Canceron is similar to Caprica; the two worlds share a similar nitrogen/oxygen atmosphere, size, gravity field and land mass, although Canceron experiences a longer rotational period (longer days). Canceran continental land masses also tend to be relatively smaller than others found on the other Colonies, although they are more in number (14 continents and 2 subcontinents). The Canceran surface is also remarkably flat, although why this is so despite a tectonically active world remains a mystery that defies the explanations of geology. Irrespective of its seismology or topography, Canceron remains the most fertile world of the Twelve Colonies. Square meter for square meter, the Canceran soil is more than three times as fertile as the Colonial average.

The surface of Canceron is also remarkably uniform, made up of large swathes of grasslands and plains; only 1 significant forest, the Evergreens, exists (located on the continent of Ileuses). The Canceran distribution of land mass and

climate patterns essentially ensures that no arid regions develop. The soil is rich and fertile, strictly maintained in this state by advanced farming methods and soil fertilization techniques. Even without science to boost the fertility of the soil, the Canceran biosphere is already the richest in terms of fertility and diversity. As such, Canceran agriculture and husbandry forms the main backbone of the Colonial food supply; the Colony produces more than four times the food that its population can consume. Several Colonial worlds including Tauron, and to lesser extents Caprica and Aquarion, depended entirely upon Canceron for a steady supply of food. Thus, the Canceran economy is largely based upon agronomy for income.

Due to this reliance upon primary produce to earn revenue, the Cancerans as a population are not overly rich; the average per capita income is below the Colonial average. Nevertheless, the Cancerans are also unique in being the first Colony to eradicate poverty amongst its people. Thus, while not rich, the Cancerans are also comfortable. The Cancerans also embody the ideal of many Revisionists (of which a large number can be found on Canceron), or those Colonials who support a reversion of Colonial technology and culture towards the bare minimum needed to main a healthy and comfortable population base, eschewing many of the comforts of modern Colonial life, e.g. wireless communication, FTL travel, telescreens. The Cancerans, due to their pastoral lifestyle, are a religious people with Demeter being the most popular of the Twelve Lords. They are polite and courteous to a fault, while their hospitality is genuine if simple. Their views on things tend to be conservative; adaptation and change is not high on their agenda. They have an aversion to violence, being a

"relaxed" sort of people. They are also similarly lax about time; farmers have loads of it so they do not bother keeping track very often, meaning that they tend to be chronically late. They are also un-cosmopolitan; most Cancerans have never been or seen a major Colonial city. Even the planetary capital of Elysian is rustic in comparison to Caprica City or Coven. However, the Cancerans have a unique claim to fame in that their Colony was the birthplace of Monclaire, the undisputed Master of the Impressionistic era of art. Of final note is the Canceran palate; of all the Colonies, Cancerans are undoubtedly the masters of the chili and spice - "they like building bonfires in their mouths", Monclaire.

## SCORPIA



Founder: Hera  
Capital: Heraklion

Scorpiia, to the best of our knowledge, was the second colony founded after Caprica. The Book of the Word describes Hera, the Second Lord of Kobol and supposed wife of Zeus, as being responsible for leading the second tribe to the shores of Scorpiia. While not as utopian as Caprica, Scorpiia is certainly a pleasant location to live in, although the planet is subject to violent weather patterns. The first settlement of Provenance served as the planetary capital until 200 BU when it was moved to the city of Heraklion.

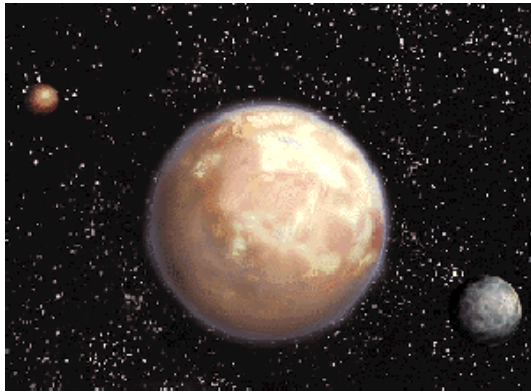
While Caprica and her people chased more temporal and physical pursuits, the people of Scorpiia have always been the most devout and religious of the Twelve tribes. Their belief in the spiritual and power of the Twelve Lords have undoubtedly been influenced by the location of the High Temple on that planet, allegedly founded by the Second Lord Herself but dedicated to all of the Twelve. The High Temple was the ecclesiastical capital of the Twelve Colonies, housing the keenest theologians in brotherhood with the Priests and Priestesses who tended to the people's wellbeing. The High Temple is also the reputed location of the Wrath of Hera; nobody other than the High Priests know exactly what the Wrath is, whether it is a physical artifact of some sort, or a metaphor/analogy.

Scorpiians also hold to their own brand of honor, dictated by the scriptures of the Book and the teachings of the Twelve Lords; the word honor holds a very different meaning to them compared to others. Scorpiians are also, on the whole, a kindly society, and extremely charitable, also undoubtedly due to the strong influence of the High Temple. They are also polite and helpful people (although sometimes overly helpful to the point of being nose). On the other hand, centuries of religious indoctrination have also tended to make Scorpiians view "right" and "wrong" from a more traditionalist point of view, and also tended to fuel zealotry amongst the populace. In particular, Scorpiians tend to have conservative opinions towards sexual morality (for which they often come into conflict with Virgans whom they view as easy lays and cheap). As a direct consequence of their sexual conservatism, Scorpiians also tend to be



insanely jealous and suspicious of any sort of infidelity, true or imagined.

## LIBRIS



Founder: Apollo  
Capital: Lysandion

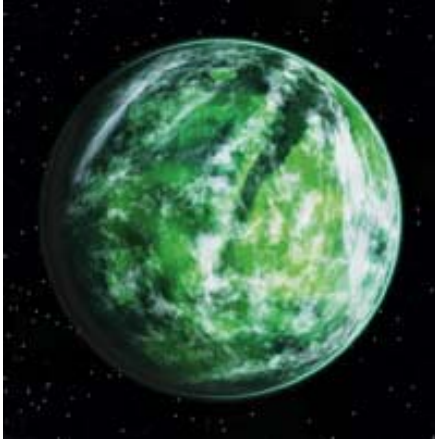
The third planet to be founded (although the Book describes that Libris and Leonis were both founded at the same time) by the Third Lord of Kobol, the Wise Apollo, Libris has played pivotal roles in the history of the Twelve Colonies. The planet itself is more arid than others, being the closest of the Twelve to the Cyrannus star, with the equatorial band being particularly dry and hot. Libris also does not experience seasons due to the lack of an axial tilt. Libris is also the most sparsely populated Colony, numbering less than half the population of Caprica.

The unique feature that makes Libris famous throughout the Twelve Colonies is the Sanctuary of Apollo, located some twenty kilometers beyond the boundaries of Lysandion, the capital. Actually a community in itself, the Sanctuary was originally founded by the Order of Apollo, Priests and Priestesses of the Third Lord, as haven away from the prying eyes of their brethren on Scorpia. The Order was unique amongst the Twelve Orders, in that they operated on a strange dichotomy - while they believed in

the existence of the Twelve, they viewed the Universe and all its wonders and mysteries with an oddly rational light (or to them, with wisdom). As time passed, the Sanctuary became more and more of a scientific institution and the religious influence of the Order subsided. In time, the Sanctuary became the single greatest collection of archived knowledge and research facilities known to the Twelve Colonies; its research output outstripped those of entire Colonies. Students and teachers from all over came to study, teach, argue, and experiment in its halls. The Sanctuary is also an important medical institution with first rate (and often experimental) facilities and treatment regimes as a consequence of the Order's early role as healers.

The general Libran population tends to be more cerebral than other Colonies - they place great weight in intellectual prowess while physical prowess comes in as a bonus if you have it, but you're not disabled without it either. Perhaps the greatest "crime" in Libran society is to be dumb, and the greatest insult also. Librans also tend to be logical and methodical, sometimes appearing cold. They are not an emotionally expressive people but arguments on topics of interest have been known to get rather heated. They are also non-religious in general, although they hold no animosity towards their more devout cousins. Librans sometimes find it difficult to communicate with others as they think and talk in abstract ways while their thought runs along tracks that others do not - they are often misunderstood, and often misunderstand.

## PICON



Founder: Athena  
Capital: Picon City

The planet of Picon, colonised under the leadership of Athena the Warrior, the Fifth Lord of Kobol, is in many respects similar to Caprica, except for its relatively small size and mass. The result of the smaller mass is a lighter gravity field (approximately 0.9 Caprican standard) experienced by those on the surface of the fifth Colony of Kobol. Picon also has a higher proportion of land to water, but all other parameters are similar to Caprica. Tauron), Picon grew from a largely agrarian society into a major port of call for merchant ships en route to other destinations early in its history as part of the Quarter; the four largest economies of the Twelve Colonies (Caprica, Geminon, Tauron and Picon). The change intensified as the number of FTL ships traveling between Colonies expanded, and then exploded with the advent of tylium-powered drives. The explosion of trade between the Colonies fuelled the rapid transformation of Picon from a backwater Colony dependent upon farming to one of the richest and most sophisticated worlds under Colonial control.

The upsurge of trade also transformed Picon society; piracy was

endemic to the region early in its history and particularly after the advent of tylium reactors. Constant raids and attacks forced the conversion of the pacifistic and isolationist communities of Picon to become more militaristic and proactive in their defense. The mindset of the Pisceans changed over time and military service became the social norm for most Pisceans. In fact, more than three quarters of the population was involved with the Picon Navy in some way or another at the time the Articles of Colonization were signed. Picon Naval power was second only to Caprican might, and unlike their aloof cousins, Pisceans were not afraid to use it when they invaded and occupied Sagittarion in 37 BU. With the unification of the Colonies, Picon played host to the Colonial Navy Headquarters in Picon City (also the capital of the Colony) and the Naval Academy & War College. Subsidiary naval industries sprang up on Picon to feed the Naval machine and Picon became the centre of Colonial naval construction. In many ways, Picon can be viewed as a navy town (planet).

As a direct consequence of their militaristic nature, Pisceans tend to operate by a strict code of discipline. Displays of emotion in public are strongly frowned upon, while tears are seen as a sign of weakness. Self-sacrifice is seen as a moral value to be had; the needs of the many outweigh the needs of the one. Respect for the social order are imbued in them, although due to the relatively classless nature of Colonial society, this has never posed a problem for them. They are fiercely loyal to and protective of family, friends and colleagues. A common misconception is that Pisceans are aggressive, but this is largely untrue. While Pisceans are not afraid to use force, they rarely utilize it unless forced.

Pisceans can come across as uncompassionate people, and on the whole, are largely impatient (military efficiency). Pisceans have difficulty relating to many other Colonials who see them as closed off. However, many Colonials have much to thank the Pisceans for as they are proportionately over-represented in the Colonial Navy.

## AQUARION



Founder: Poseidon  
Capital: Trikon

Aquarion is located right at the outer edge of Colonial space, somewhat unusual considering its status as the Seventh Colony of Kobol, founded by Poseidon of the Waves. The planet has the highest proportion of water to land of any of the Twelve Colonies (5:4), with almost continental-sized polar ice caps. Salinity is low, requiring most sea-going vessels to be constructed with extra buoyancy chambers. Planetary axial tilt is extreme, providing for large variations of temperature with the seasons in the temperate zones. Average planetary temperatures are lower than the Colonial average.

Aquarion's history began in the unrecorded past, and little is known about its initial stages of Colonization. We

believe that the people of Aquarion led a fusion terrestrial and maritime lifestyle; they slept in their homes on the land at night, but the sea became their major source of sustenance and economic earnings. Delicacies from Aquarion seas became a prized status symbol on Caprica. However, Aquarion's status as a backwater Colony with little potential or contribution changed remarkably with the advent of tylium reactors. Surveys of the surface of Aquarion yielded remarkably large and concentrated deposits of tylium. Explorations of continental shelves, and sea beds revealed similarly promising resources waiting to be exploited. The discovery of rich tylium deposits sparked a "tylium rush" as entrepreneurs, pioneers and miners flooded towards the Colony in an attempt to stake out their riches. Aquarion's population doubled within thirty years.

To cope with the rising population pressures, the Aquarion Government constructed a number of orbital habitats utilizing technology purchased from Caprica with tylium export revenues. Tylium export revenues also provided the Aquarion Government with a near limitless supply of cubits; the planetary capital of Trikon was converted from an aggrandized hamlet to a true Colonial capital in less than thirty years. Wishing to build upon its role as the energy provider of the Colonies, Aquarion also constructed massive deuterium harvesting stations in its tempestuous seas, capitalizing on the other fuel necessary for the tylium reactors to function.

As a direct consequence of its tylium mining and deuterium harvesting operations, Aquarion soon fielded the largest merchant marine fleet, larger than even Tauron's massive fleet of transport ships. Added to the substantial population living in its orbital habitats, Aquarion had

by far the largest proportion of its population in space at any given time. As a direct consequence of this statistic, stellar navigation and piloting services became the second export industry. When the Colonies ratified the Articles of Colonisation, many Aquarians joined the fledgling Colonial Navy Viper squadrons. In fact, some Battlestar squadrons were made up entirely of Aquarians.

Aquarians tend to be quiet and unemotional people. They listen more than they talk and tend to have remarkably stable personalities. They are very independent people, although they do form tight bonds to people they know, particularly those serving in the armed forces. Aquarians tend to have a witty sense of humor, although they tend to be drier and more sarcastic than Capricans. They are a pragmatic people, a consequence of those working in the tylium mines and the dangers of space, but also fair and dependable. However, due to their closed-mouth nature, they can come across as reticent and stubborn, and they can often be too blunt (often scandalizing Capricans).

## GEMINON



Founder: Hermes  
Capital: Covenant

The planet of Geminon itself is unremarkable, being close to the

Caprican standard for habitability. Four major continents dot the surface - Hope, Haven, Prosperity, and Abundance, so named after the legendary words of Hermes when He led the Gemini's to the new world "With this haven, I give ye hope and abundance so that you may prosper." The most populated continent is Haven, on which the capital of Covenant is situated.

Founded by the Tenth Lord of Kobol, Hermes the Messenger, Geminon's early history was marked by industrial development of the virgin planet. It appears that the migration to Geminon from the home world of Kobol was by far the largest of all of the Twelve tribes to depart from that doomed planet. As such, Geminon had a population base that supported rapid industrialization, coupled with extensive resources and mineral deposits on the surface. The industrialization of Geminon from an early stage meant that the lifestyle of its people has always been standards above most other Colonial worlds; Covenant in its early history rivaled Caprica City in splendor. The drawback was a certain amount of ecological degradation that was contained by concerted Gemini Government action.

With the advent of tylium-based reactors, the Geminon industrial machine was increasingly overshadowed and out-competed by Tauron. Like an industrial black hole, Tauron began sucking the production power from Geminon through advantageous trade agreements secured with the major Colonies of Caprica, Picon and Libris (with its extensive R&D facilities). As a result, Geminon suffered a short-lived economic depression during the relocation of heavy industry to Tauron. The Government took a pragmatic outlook on the situation, and deciding that competition with the growing Tauran

juggernaught was no longer an option, embarked upon a policy of reform. While Geminon might be loosing industry to her brethren, Geminon was still an important hub in the financial network of the Colonies, superseded only by Caprica. Favorable policies and legislation soon turned Geminon into the financial capital of the Colonies, overtaking even the prodigious flows of money traveling through Caprica. All major economic institutions, from multi-Colonial corporations, stock exchanges, to banks have major branch offices on Geminon if not headquartered. The Colonial Reserve Bank, the single most important Government institution with respect to the economy of the Twelve Colonies, is also headquartered in Covenant.

As a result of the massive of this shift in Geminon policy, the Colony is now the largest provider of services amongst all twelve worlds. Its people have never known hardship on the same level as the poorer Colonies (e.g. Sagitarrion), giving Gemini's a reputation for being pampered. They tend to be materialistic and overly luxurious; the latest gadgets and fashion are a must (Capricans look on Geminons as being classless and lacking in finesse due to their reputation for greed). Indeed, Gemini's are thought to be the pettiest of all Colonials when it comes to recognition of their status, invariably determined by wealth. They can also come across as amoralistic, with cubits being their obsession in life to the detriment of higher morals and ideals, including compassion. On the upside, Gemini's are also extremely people's people; they are witty, quick thinkers, and the ultimate ales people. They often dream up ingenious solutions to seemingly intractable problems, using their natural deviousness and cunning to their advantage. Their high stakes world, however, tends to leave

many with undue amounts of stress; most thrive under such conditions but other Colonials think they are too high strung and have "type A" personalities.

## TAURON



Founder: Hephaestus  
Capital: Hephaestion

Tauron is located close to the important Colonial worlds of Caprica and Geminon (which between them generate almost one quarter of all Colonial trade revenue). Surface temperatures are higher than what would be called comfortable by most non-natives. The problem is compounded by the huge industrial activities undertaken on the surface of Tauron, which have ejected vast amounts of heat trapping gasses into the atmosphere, increasing global temperatures. At the time of the Holocaust, the Colonial and Tauron Governments were ready to implement large scale solutions to tackle the problem of increasing global temperatures. The Tauron surface is dominated by two large continental land masses, Eurynome and Thetis.

The history of Tauron begins after its founding, attributed to Hephaestus the Crafter, the Eleventh Lord of Kobol. The gap of time between the foundation of Tauron and Geminon, its immediate predecessor, appears to have been the

largest, lasting almost a century according to poor anecdotal evidence. The early history of Tauron appears to have been largely agrarian, although the fertility of the planet is only marginal at best. With the advent of tylium reactors, however, industrialization began at a rapid pace, helped by Government subsidies and vigorous pursuit of inter-Colonial trade agreements to bolster the fledgling Tauron industries. With time the Tauron industrial juggernaut grew to overshadow Geminon and even Caprica; at the time of the Holocaust, Tauron stood unchallenged as the industrial capital of the Twelve Colonies.

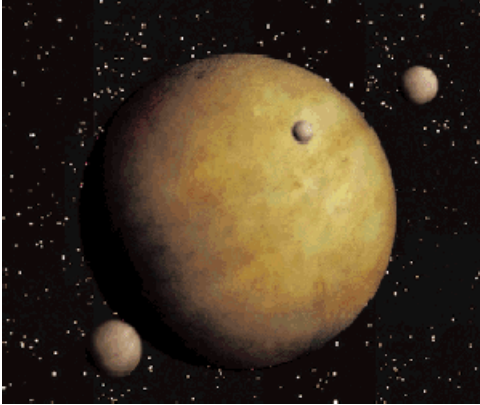
Nothing helped to secure Tauron industrial dominance more than the development of an indigenous space construction industry; Tauron production of civilian FTL capable ships soon rivaled Aquarion (although most military construction continued in orbit of Picon and Caprica). Tauron was the first to pioneer the giant Space Arks, which served as FTL transports for STL ships, allowing Tauron to begin exporting these cheaper vessels. The Tauran shipyards have been credited as being pivotal in decreasing the cost of space flight for the average Colonial citizen, and bolstering the Colonial economy in that way. Unfortunately for Tauron, the planet was also the site of production of the first Cylon units; the Colony was heavily roboticised in both industrial and domestic sectors. As a consequence, Tauron became an important battlefield during the Great War; Tauran casualties were light compared to those recorded on Picon but key industrial cities and facilities were occupied by Cylon forces and bolstered enemy war efforts. Virtually all occupied territories were returned "virgin" to the Taurans when the Cylon menace was finally eliminated - not a single structure

was left standing. Industrial output suffered for several years after the peace as the Taurans attempted to rebuild their world.

The Tauran of today tends to be very pragmatic and accepting of things as they are - they tend not to question the status quo or the social order. As such, civil disobedience is virtually unheard of on Tauron. The only cases of unrest were recorded in periods of economic downturn; idle workers are troublemakers. Indeed, Taurans are the archetypal workaholics and terribly unhappy when they have nothing to do. They also tend to be task-oriented and obsessive about the task until it is accomplished successfully, although that is not to say that they work stubbornly as Taurans are also highly adaptable and efficient. However, their stoicism renders them a bit humorless to most other Colonials; whatever humor they have tends to be dry, and expression of emotion beyond the polite (e.g. a brief smile) is a big social faux pas. Taurans also have a reputation for being temperamental; while patient as a saint, when a raw nerve is touched, Taurans are known to combust and turn ugly very quickly.



## AERELON



Founder: Ares  
Capital: Megaera

Aerelon was probably founded by Ares, the Sixth and contentious Lord of Kobol, shortly after Piscon was opened for habitation. Aerelon, like the other Twelve Colonial worlds, is particularly suited to supporting human life. Aerelon is, however, unique amongst the Colonies in having not just one, but three moons, Tisiphone, Megaera (not to be confused with Megaera), and Alecto, none of which are habitable. Tisiphone is by far the largest of the three satellites; its mass is sufficiently large enough to exert considerable tidal forces on the surface of Aerelon. Even tectonic activity has been modified by the presence of the Tisiphone moon, making Aerelon the most volcanically active Colony. The Aerelon atmosphere also holds a lower concentration of oxygen compared to the Colonial planetary average.

The Aereans (sometimes called Airheads in a derogatory manner) have adapted remarkably well to the physical challenges posed by their environment. The Aerean physiology has evolved in a remarkably (and possibly unlikely) short time to adapt to the lower oxygen content of Aerelon by increasing their lung capacity, hemoglobin affinity for oxygen,

and cardiac output. The modifications to Aerean physiology has manifested in their anatomy - Aereans tend to be broad chested and heavy shouldered relative to the Colonial brethren.

Aerean society is similar to Piscon cultural norms in that they are also a militaristic society. Unlike their Piscon cousins, however, Aerean society began at its very root as an aggressive community. The early Aereans were pugnacious; according to the legends, any little excuse was used as a pretext to start a fight. While Aerean society never devolved into outright civil war, they earned a reputation as a people to be wary off, which they have retained to this very day. With the influence of other Colonial societies, Aerean tendencies towards physical violence have been mollified somewhat. The Aerean of today is no more likely to start a fight than a Piscean (probably because most sane people avoid fights with Aereans).

Aerean society places great emphasis on physical prowess and skill, almost to the detriment of all other factors, including intellectual and cultural pursuits. As a direct consequence of this, Aerean culture is considered almost barbaric by the other societies; the Aerean sense of humor is not terribly sophisticated, and has a distinct bent towards the bawdy. The Aereans are also thought of as being "stupid" by Colonial norms, both in sheer intellectual power, and also because Aereans tend to react first and think later. Aereans get themselves into more trouble by accident than other Colonials do intentionally; they are definitely the most gung ho and brash of all Colonials. Aereans also place great stock in pride ("face"), and are perhaps the most easily offended of all Colonials.

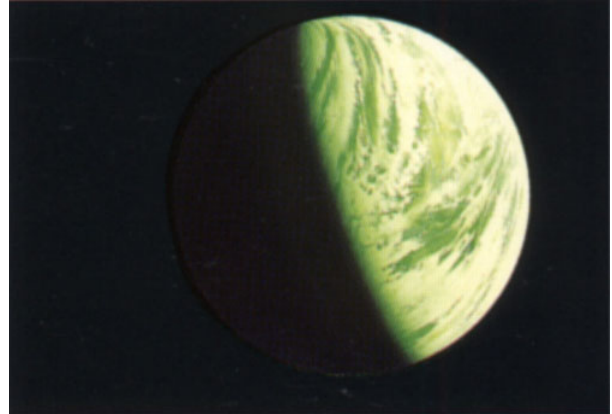
However, the Aerean culture has given them a distinctive niche within

Colonial society. Aereans are undoubtedly make the best ground troops, and the Aereans are over-represented in their membership of Colonial Marine special forces, largely due to their emphasis on physical prowess. The Aereans are also a very athletic people, producing a good number of Golden Laureates at the Colonial Games. Colonial prejudices towards Aerean intelligence are also manifestly unjust; Aerean combat tactics, strategies and doctrines are unsurpassed. In fact, Aeron is host to the Marine Headquarters and Fort Aspiring, the premier war college - Aereans excel at combat and they do not care about anything else. Aereans are also, in general, more "healthy" than other Colonials and are blessed with a longer life expectancy (despite their tendency to get into fights and dangerous situations).

In general, Aereans are rowdy, jovial and boisterous. They are rarely ever serious, except for physical competitions, matters of pride, and military issues where they display an amazing and surprising amount of determination and drive that is not visible in their normal behavior. They also tend to be courageous, and when the situation demands it, they can be tough as nails.



## SAGITTARON



Founder: Dionysus

Capital: Mount Cithaeron (Sith-ee-ron)

The Ninth Lord of Kobol, Dionysus, was the founder of Sagittaron, the Colony that is infamous for its unfortunate history. The planet has a standard atmosphere, although barometric pressure at sea level is a little lower than Caprican standard. Sagittarian weather extremes are virtually unheard of, possibly as a result of the extremely slow rotational period (almost 2:1 relative to Caprican standard). Sagittaron also bears witness to some of the most irregular and broken terrain of any of the Twelve Colonies; most extensive mountain ranges on all Twelve Colonies, directing the pattern of rainfall and vectoring wind flow. Even the arable land is composed of valleys and hills; there is very little flat terrain on the Sagittarian surface. Sagittaron has only two extremely large continents (Ino in the north and Athamas in the south); the eastern seaboard of both continents receive the majority of the rainfall (particularly the deluge at the start of spring), while the western seaboard tends to be much more arid.

The dichotomous distribution of rainfall has been implicated in the evolution of a dual societal structure on Sagittaron. While the eastern half of the planet is as prosperous as any other



Colonial world, the western half is largely poor with most of the western cities little more than collections of slums and pre-fabricated buildings. The East is densely populated with viticulture and light metal ore mining (e.g. aluminum, copper) being the predominant industries. The Colonies' best vintages, without exception, come from Sagittaron, and the planet is an important supplier of raw resources for Colonial industry. In the west, however, the story is much more different. While only approximately only one-fifth of the total Sagittarian population inhabited the west, the unfair reputation and image of Sagittaron amongst the other Colonies stems wholly from the state of the western settlements. The western settlements were not planned by the Government - they grew like weeds as havens for the unsavory and unwelcome, who banded together for survival. These settlements attract all sorts of malcontents, criminals and pirates; neither the authority of the Sagittarian or Colonial Governments carries much weight in the west. Rather, the western settlements seem to operate on an almost feudal system and hierarchy of their own, paying nominal lip service to the Sagittarian and Colonial Governments.

These western settlements, despite their unsavory reputation, have played a vital role in Colonial history. It is from here that Sagittarian pirates operated, raiding key trade routes and transports. In retaliation, Picon launched a strike against these bases, which the Sagittarian government interpreted as a breach of its sovereignty. Though the Sagittarians would have been more than glad to be rid of these malcontents, they were nevertheless drawn into a battle that was not theirs. The outcome was the only full-fledged invasion of a Colony by another, followed by the occupation under which

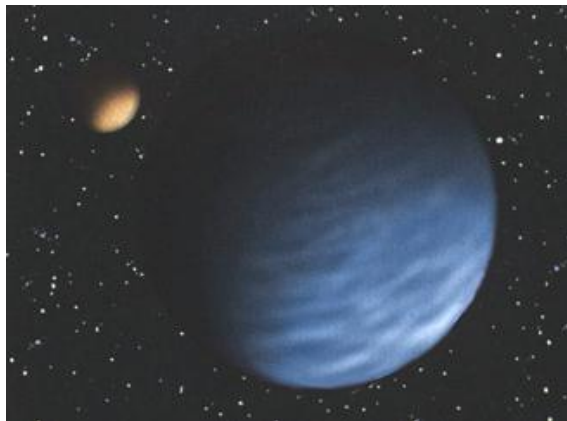
Sagittaron suffered greatly. The Pisceans were no more successful in their pogroms to destroy the underworld brotherhood operating from the western settlements than the Sagittarians; it proved to be impossible to eradicate them without virtually depopulating the west.

The consequences of the Piscean occupation carried on after the unification of the Colonies; by then, Sagittaron was already far behind her sister Colonies, a position from which she is unable to escape despite numerous initiatives by the Colonial Government on Caprica. Furthermore, Sagittarian labor is without doubt the cheapest available in the Colonies; workers have few rights and protections on Sagittaron, a fact that many corporations exploit. As a consequence of her ignominious status as the poor cousin, Sagittaron has also been afflicted with much civil strife caused by the efforts of terrorists and insurrectionists (so called "freedom fighters") for the right of Sagittaron to secede from the Articles of Colonization.

Eastern Sagittarians tend to be laid back and relaxed about most things; they have sufficient prosperity to maintain an adequate standard of living despite the unenviable state of their Colony. They are partiers and lovers of all things fun, and have a wild streak in them that cause them to be seen as "adrenalin junkies". They tend to be seen as irresponsible and reckless by other Colonists but none can admit that more often than not, the Sagittarians are the life of the party. The western Sagittarians are an honorable lot, operating by a strange form of the thieves' code or honor, and an almost feudal hierarchy. By other Colonial standards, the westerners are the scum of the universe, being both cunning and immoral. Other unpleasant descriptors of the westerners include being seedy and

generally dodgy. On the positive side, westerners are known for their tenacity and survival instincts.

## VIRGON



Founder: Aphrodite  
Capital: Devotion

Virgon itself is actually a pleasant world to live on; rainfall is sparse and the bright luminosity of the Virgon star guarantees almost perpetual sunshine across the planet. Virgon is dominated by equatorial landmasses, with the northern and southern latitudes composed of large circumferential oceans. The term land mass is perhaps a bit of a misnomer; Virgon's livable land areas are composed almost entirely of large islands arranged in equatorial archipelagoes. The capital of Devotion itself has out-grown its island, and at the time of the Holocaust, more than one fifth of Devotion's land was reclaimed from the sea.

The early history of Virgon is clearest; it is the only Colony for which relatively detailed accounts of its settlement exist, although the descriptions of the youngest Colony is largely from the eyes of the older Colonial worlds. The beginnings of Virgon is entirely unremarkable; it followed the standard path of Colonial development replicated eleven times before it. However, Virgon never developed even the vestiges of an

industrial complex, making it an oddity amongst the Colonies - Virgons largely subsisted on meager agricultural pursuits for most of their early history. With the advent of tylium reactors, however, the transformation of Virgon began in earnest. The perpetual tropical environment lent itself naturally to making Virgon a popular tourist location, a fact that the indigenous population was quick to exploit.

Almost overnight, with financing from Geminon interests wishing to capitalize on the growing Virgon tourism sector, resorts, theme parks, and other recreational facilities sprang up all over the planet. The Colonial rich began to pour onto the planet, each willing to spend their cubits for luxury goods and items. The revenues doubled Virgon GDP, albeit a meager figure before tylium, within twenty years. The Government's coffers were soon overflowing from taxes, duties and services levies and soon started to splash out on planetary beautification projects. As a consequence, Virgon soon became known for its unique style of architecture that reflected the personality of its people; baroque statues and buildings soon adorned every Virgon street, but always tastefully arranged. Aphrodite's Sanctum is known for its daring architecture (amongst other pleasures). The Virgons also became keen patrons and sponsors of the arts (everything from new age Edge music to toilet sculptures) with their sudden newfound extra income, making the planet a cultural centre of only marginally lesser importance to Caprica.

The attribute that Virgons are famous for is their universal instinct towards sexual gratification; to put it simply Virgons are horny and they are not ashamed of it. Sex is seen as a part of life and something to be enjoyed to the

fullest; impotency is a great social shame. Hushed polygamy is accepted (infidelity is never grounds for divorce) socially, and in some areas, even expected. Other Colonials often think that Virgans could not stay true to one partner if their life depended on it, and some would just call them sluts (male and female). Interestingly, however, Virgans are unique in being able to separate sex from other arenas of life; to sleep your way up is considered the crassest of acts, and sexual predation and harassment is virtually unheard of.

However, their tendency towards sexual gratification also makes Virgans the vainest; they spend more time per capita in the bathroom doing their hair than any other Colonials (fact). The Virgans are hospitable to a fault, although they also have a reputation for being "bitchy". They are the ultimate partiers - they are relaxed ("If you're any more laid back, you'd fall over"), mercurial and entirely larger than life in both speech and action. As a result, Virgans make the best thespians and artists. On the other hand, Virgans tend to be more superficial than others, and their lack of anything resembling serious natures can be annoying to others. Virgans in general do not do well in the military. They are difficult to contain, and are just as likely to have a bottle in their hand as a fork. Virgans are the most irreligious of all Colonials, although they are very pious when it comes to fulfilling Aphrodite's raunchier Festivals.



## LEONIS



Founder: Artemis  
Capital: Lunos

Leonis was the fourth Colony (possibly third-equal) to be founded; settlement was led by the Fourth Lord of Kobol, Artemis (twin sister to Apollo). Leonis is unique amongst the Twelve Colonies by being in almost pristine condition. The surface of the land masses are almost entirely forested, and from space, Leonis looks like a giant emerald in a sea of black. The only exception to this canopy of forest is the major human cities in the east of the Silver continent where the forests give way to lush verdant grassland. Leonis is also home to an astounding variety and number of fauna, both indigenous and introduced, which thrive in the forests. Leonis is by far the most unpolluted and undisturbed ecology amongst the Twelve Colonies.

Leonis law strictly prevents any deforestation for industrial purposes; in fact, the only deforestation allowed to occur on the planet is to hold back the encroachment of the forests onto the human settlements. This strict environmental policy has turned tourism into the single largest export earner for the Leonis people; in fact it accounts for more than two-thirds of their income. Literally millions of tourists from

all over the Twelve Colonies arrive annually on Leonis to partake in various modes of recreation from tramping to extended vacations living in the forests. Leonis law allows the hunting of game in the forests subject to licensing, and this past-time is particularly favored amongst tourists from Picon and Sagittarion (while Capricans think it is a barbaric activity).

Leos tend to be welcoming and sharing people, a fact that plays well for their primary planetary industry. However, there is a line beyond which strangers are not welcome where Leos become close mouthed to the point of rudeness. Leos are particularly wary of physical contact unless invited.

They are an independent people, and pride (but not arrogance) is important amongst them. As such, they are also very determined people, but also patient. They also have a sense of harmony that they have learnt from their forest environment, and use that harmony in their interactions with people - they are simple and uncomplicated people. Leos also tend to be very family oriented (but have small families) with fierce loyalty between family members. Leos, while unlike Scorpians who view sex as immoral period, are particularly disapproving of gratuitous sex; sex between genuinely in love couples are fine, but sex just for pure pleasure or gratification is sinful. Leos are also the only Colonials with a streak, if a small one, of homophobia. Finally, they view any degradation of the environment as the ultimate sin and Leos has been known to produce a number of "eco-terrorists" who insist on a reversion to a more "natural" state with the environment. Leos and Taurans, in particular, find environmentalism a point of contention.

## PART II

### Character Creation

Colonial heroes will be created following the character creation rules in the Savage Worlds Rulebook.

Humans are the only race in the Savage Battlestar Universe. Choose a home planet from the following list. There are benefits for each of the Twelve Colonies of Kobold. The listed edges are in addition to the ones taken during creation.

- Caprica**  
Bonus knowledge skill at d6
- Canceron**  
Brawny
- Scorpia**  
Quick
- Libris**  
Persuasion d6
- Picon**  
Nerves of Steel
- Aquarion**  
Pilot d8
- Geminon**  
Rich
- Tauron**  
Level Headed
- Aerelon**  
Strength d8
- Sagittaron**  
Guts d8
- Virgon**  
Attractive
- Leonis**  
Survival d6

The following edges are not appropriate for Savage Battlestar: Champion, Holy/Unholy Warrior, Mentalist, and Wizard. There are also no Arcane Backgrounds. Due to the technology of the Battlestar setting, edges related to the

Arcane Background (Weird Science) can be taken but do not require the arcane components.

## **The Colonial Military**

The Colonial military is organized into two Branches, The Colonial Navy and the Colonial Marines. The Military operates from Battlestars which is the lead vessel in a battle group which normally consists of one to two other Battlestars and up to 25 smaller support vessels. The Colonial Fleet, and Colonial Marines have specific rank structures and positions in the Fleet. The Fleet handles the Battlestar, and Air Group duties, while the Marines handle all fleet security and ground force operations.

### **Rank**

#### **Officers -- Fleet**

O-10 Admiral  
O-9 Vice Admiral  
O-8 Rear Admiral  
O-7 Commander  
O-6 Colonel  
O-5 Major  
O-4 Captain  
O-3 Lieutenant  
O-2 Lieutenant Junior Grade  
O-1 Ensign

#### **Enlisted -- Navy**

E-9 Master Chief Petty Officer  
E-8 Senior Chief Petty Officer  
E-7 Chief Petty Officer  
E-6 Petty Officer 1st Class  
E-5 Petty Officer 2nd Class  
E-4 Petty Officer 3rd Class  
E-3 Specialist  
E-2 Crewman  
E-1 Recruit

#### **Enlisted -- Marines**

E-9 Sergeant Major or Master Gunnery Sergeant  
E-8 First Sergeant or Master Sergeant  
E-7 Gunnery Sergeant  
E-6 Staff Sergeant  
E-5 Sergeant  
E-4 Corporal  
E-3 Lance Corporal  
E-2 Private First Class  
E-1 Private

### **Positions and Titles**

**CO:** Commanding Officer

**XO:** Executive officer (Number One)

**OOW:** Officer of the Watch (Whoever stands the watch in the absence of the CO/XO)

**PWO:** Principal Weapons/Warfare Officer (Fire Control)

**LSO:** Landing Signals Officer (Launch and Recovery)

**CMO:** Chief Medical Officer

**GFCO:** Ground force Commanding Officer

**CAG:** Commander of the Air Group

**DCAG:** Deputy Commander of the Air Group

**WCO:** Wing Commander (in charge of a squadron)

**Squadron Leader:** Lead Pilot in a formation

**CPO:** Chief Petty Officer

**PO1:** Petty Officer First Class/Petty Officer First (the number will denote the rating e.g. PO2 etc)

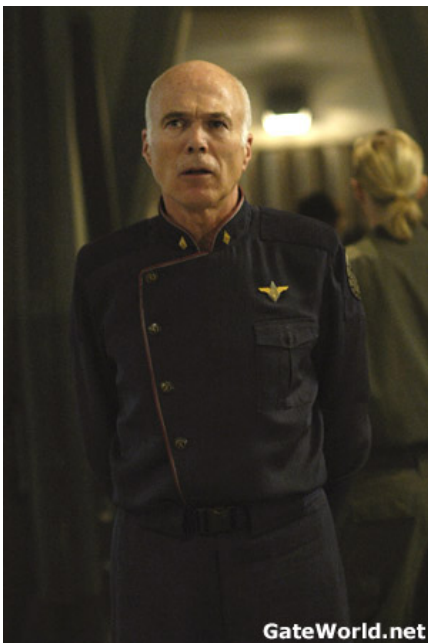
**Crewman/Corpsman/Rating:** Enlisted personnel

## Colonial Fleet Uniforms

Dress Blues are a formal Uniform to be utilized during special occasions and ceremonies.



Class A's are the standard daily uniform worn by Fleet Personnel during their official duties.



Fatigues are the standard utility, field, or training uniform worn by all fleet personnel when wear of the Class A uniform is not appropriate for current details.



Flightsuits are worn by Air Wing personnel while performing Flight duties. The Suit can double as an environmental suit if the pilot has to eject while in space. Provides a +1 armor bonus.



Maintenance Coveralls are worn by all personnel on the Hanger deck. They are brightly colored so the crewmember can be easily identified for safety purposes. Orange is for airframe and powerplant mechanics, Yellow is designated for avionics, electrics, and environmental specialists.



Marine Tactical Ensembles are what Colonial Marine ground forces use when going into combat. The uniform consists of fire-proof coveralls, a body armor vest, an outer tactical vest for carrying ammunition and other gear, gloves, balaclava, protective eye goggles with NVG and Thermal vision, Kevlar helmet, environmental mask, flashlight, urban boots, , and thigh ammo pouches. Provides a +2 armor Bonus



Extra Vehicular Activity (EVA) suits are Life support suits to be utilized in zero atmosphere, zero gravity situations. They consist of a full body suit, and helmet plus monitoring equipment and air.



Fleet Personnel are issued the following standard issue uniforms

- Dress Blues 1 each
- Class A 3 each
- Fatigues 3 each

Flight Personnel receive standard issue plus

- Flight suit 3 each
- Flight Helmet 1 each

Maintenance Personnel receive standard issue plus

- Coveralls 3 each

Marines receive standard issue plus

- Tactical Ensemble 1 each

# COLONIAL MILITARY WEAPONS

Authors Note: Due to the similarity between the Battlestar setting and a simple future/ modern setting the types of weapons in the fleet could be as countless as those found on Earth. The following weapons are the current weapons of the colonial military.

## Picon Armory Model 380



The Picon Model 386 is the standard sidearm of the Air Group of the Colonial Navy. This pistol is favored by pilots due to its size, versatility, and ergonomics. A .45 Caliber round is fired out of the top barrel and is fed by a 10 round clip. The lower barrel is a single load explosive round that is capable of penetrating armor, and exploding inside.

## Picon Armory Model 350



The Model 350 is the predecessor to the Model 380. While a very effective gun it was not as ergonomic as the 380. Firing

a .45 caliber bullet, and fed by a 12 round magazine. The weapon is extremely effective. The lower barrel is a single load explosive round that is capable of penetrating armor, and exploding inside.

## Tauron Vector



The Tauron Vector is the backup pistol of choice for the Colonial Navy Air Group. This 9mm is easily carried in an ankle holster, or inside the pressurized flight suit of the Colonial Pilots.

## Aerelon Repeating Arms Integrated Weapon System



The IWS is the standard Colonial Marine rifle. This easily modified weapon fires a 7.62mm round. This multipurpose weapon was the brainchild of years of research at the Fort Aspiring War College. The FBG can be used as an assault, entry and sniper weapon. A Sight on the top of the weapon has three view modes, Standard, Night Sight, and Thermal. The foregrip is set up to hold multiple attachments. The IWS can hold a laser sight (provides a +1 to shooting), a flashlight to illuminate the weapons target zone, A three round 40mm grenade



launcher, a five round 12 gauge shotgun, or a three round 20mm AC round launcher. The IWS is easily the most versatile and useful weapon ever fielded by the Colonial Military.

### Kinetic Energy Weapons



Kinetic Energy Weapons or Railguns are electromagnetic cannons that fire small projectiles at incredible velocities; a tiny solid object flung by the weapon and has incredible striking power. Rail guns are produced in various sizes; there are small models installed on the Vipers and larger versions which are placed in batteries on Battlestars.

### Tactical Nuclear Warheads



Fifty Kiloton Nuclear Warheads are used to break the backbone of Capitol ships. When detonated against the hull of fleet carriers it causes massive damage. If a warhead breaks through the hull of the ship the spacecraft is completely contaminated with radioactive material. If detonated in the atmosphere of a planet there will be devastation of apocalyptic proportion. Everything within 20 miles of

the detonation point is completely destroyed. Personnel who witness the explosion are blinded for d10 rounds.

### Missiles



Missiles are the standard colonial ordinance for use against enemy fighters.

### Explosives



Plastic explosives with a G4 detonator. Quantity depends on result. Small amounts can be used for marine infiltrations, while large amounts can be utilized to destroy entire sections of a capital ship hull.



## WEAPONS TABLE

TYPE	RANGE	DAMAGE	ROF	SHOTS	NOTES
Model 380	12/24/48	2d6+1	1	10	AP1
Model 350	12/24/48	2d6+1	1	12	AP1
Explosive Round	12/24/48	2d8	1	1	AP4
Vector	12/24/48	2d6	1	8	---
IWS	24/48/96	2d8+1	3	30	AP2, Auto
IWS (40mm)	75/150/300	4d8	1	3	AP8
IWS (12 Gauge)	12/24/48	3d6	1	5	---
IWS (20mm)	50/100/200	3d8	1	3	AP4
Rail Gun	500/1000/2000 Battlestar/200/400/800 Viper	5d10	1	---	AP68, Firelinked
Nuke	500/1000/2000	15d10	1	---	Ap100
Concussion Missile	200/400/800	5d10	1	---	AP60
Plastic Explosive	---	5d10/pound	---	---	AP68

### SHIPS

Since most ship combat occurs in space, space battles on the tabletop can be run by dividing all ranges by 100. This gives movement rates and ranges in 1" for space combat. Those ships that can enter the atmosphere (or shoot from low orbit) use the unmodified movement and weapon ranges. ships in the atmosphere work the same as any other vehicles in Savage Worlds.

#### Scales

There are two ship scales in Savage Battlestar: Starfighter scale and Capital scale. Starfighter scale ships gain a +4 bonus to shooting rolls when targeting Capital scale ships. Capital scale ships incur a -4 penalty to shooting rolls when targeting Starfighter scale ships. Because

Capital ships have crews that can range into the hundreds, all Capital ship die rolls are considered group rolls and receive a Wild Die. Capital Ships can bring a maximum of 50% of their weapons to bear on any one target.

#### Speed

Starship tabletop speed is in inches when combating in space. At this scale, handling penalties due to speed are ignored.

#### FTL

Faster-than-Light. This is a term used to describe a means of astral propulsion utilized by the Cylons and the Colonials.

The FTL drive makes interstellar travel possible for both the Colonials and Cylons. No longer confined to their own

home solar system, the Cylons managed to avoid Colonial interference for 40 years after the Cylon War and establish their own homeworld. However, not all ships -- from small to large -- are outfitted with these drives. The technology behind FTL systems is such that, providing the relevant data is known, ships can jump with a high degree of accuracy, allowing ships to rendezvous in space and even "park" in a synchronous orbit directly above a given point on a planet's surface. Proper FTL use even enables vessels to arrive in crowded areas, such as the middle of an asteroid field or other ships, without the risk of collision and damage. A Pilot roll versus TN 6 must be made for a successful FTL jump.

### **Squadrons and Batteries**

When fighting larger space combats, fighters of the same type may be grouped into squadrons of 4 vessels. The squadrons act as a single ship to reduce overall complexity of the combat. Squadrons make Piloting rolls at -1. All vessels in the squadron must fire the same weapon. Make a single roll for the squadron but increase the damage done by one additional die. For example a squadron of four Vipers fires their cannons which normally do 5d10 AP68 damage. Since it is a squadron shot, the damage is 6d10 AP68. Capital ship weapons may be grouped into batteries of four, somewhat like squadrons. The ship descriptions below already have the weapons grouped into batteries and the damage increased. If for some reason you want to separate a battery into individual shots (it's not Fast or Furious, but may be Fun)

### **Colonial Battlestar**



A Battlestar is a heavy class of Colonial warship that combines the functions of air wing carrier and battleship. The first five battlestars (Columbia, Rycon, Atlantia, Pegasus, and Galactica) were laid down shortly before the start of the first Cylon War and saw action in the early years of the war. Seven further battlestars (Pacifica, Triton, Acropolis, Solaria, Prometheus, Argo and Poseidon) were constructed during the war, leading to a total fleet size of 12, one battlestar representing each of the colony worlds. All the original battlestar vessels deliberately avoided the use of highly-integrated or networked computer systems, as the Cylons were able to infiltrate and subvert such systems, disabling Colonial defensive capabilities. Following the end of the war, the battlestars remained in service, and their numbers steadily increased to a grand total of 120 ships in the Colonial Fleet. However, later vessels did include networked systems. Several of the original 12 vessels were also upgraded, Battlestars are space-going leviathans. Some 4,500ft in length. Housing some 80 Viper space superiority fighters arranged in 4 squadrons of 20 apiece, a fully-armed battlestar is capable of a wide range of offensive actions, while her defensive armaments ensure she is fully capable of both protecting herself from attack, and of engaging an enemy at close quarters. Despite their massive size, battlestars are

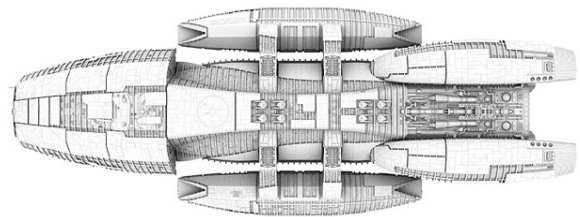
extremely manoeuvrable and, in the right circumstances, partially atmosphere-capable. Their FTL systems are capable of incredibly-accurate jumps, able to place them precisely in synchronous orbit above any point on a planet and of placing them in the midst of debris fields, such as an asteroid belt, without risk of a devastating impact or dense fleet of ships. Battlestars are intended to operate for long periods without resupply - their water purification capabilities alone mean that, barring an emergency or unforeseen event, they don't need to re-tank with water for several years. They also appear capable of undertaking large-scale repairs following battle damage, and may well have manufacturing / fabrication facilities on-board.

#### Technical Details:

- ❑ A Battlestar is approximately 4500ft long.
- ❑ A colonial fighter squadron has 20 Vipers and one Raptor.
- ❑ A Battlestar carries 4 Viper Squadrons and 10 Raptors
- ❑ A Battlestar has 64 rail gun batteries
- ❑ A Battlestar has 54 missile launchers
- ❑ A Battlestar has four heavy cannon fitted forward. These weapons are powered by three massive weapons coils.
- ❑ A Battlestar has a crew of 2,000
- ❑ For propulsion, a Battlestar has two FTL drives, four sublight engines, and eight maneuvering burners.
- ❑ The first battlestars were intentionally designed to be low tech; phones with cords, manually operated doors and valves, and the most basic computer systems (none of them are networked together), all designed to operate in combat against an enemy who could

infiltrate and disrupt all but the most basic systems.

#### Colonial Battlestar



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 50/FTL

**Climb:** 10

**Toughness:** 160

**FTL:** Yes

**Crew:** 2000

**Notes:** Capital Ship, Heavy Armor, Spacecraft.

#### Weapons:

- 16 groups of Railguns (Firelinked) (8 top/8 bottom) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 4; Heavy Weapon
- 16 groups of Railguns (Firelinked) (8 port/8 starboard) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2; Heavy Weapon
- 1 Group Heavy Cannon (Special) (Firelinked) (4 forward) (Railgun) (Range 500/1000/2000, 10d10 damage, AP100, ROF: 4, Heavy Weapon)
- 54 Missile Launchers (27 port/27 starboard) (Tactical Nuclear Warhead) (Range 500/1000/2000, 15d10 damage, AP100, ROF: 1 Heavy Weapon)

#### Colonial Viper



The Viper is the Colonial Defence Force's primary space superiority fighter / attack craft. Capable of atmospheric flight, the Viper is a single-seat craft mounting two kinetic energy weapons, as well as having hardpoints beneath the wings for mounting missiles, munitions pods and other ordnance. The Viper was originally introduced into Colonial service shortly before the outbreak of the Cylon War. However, it was the Mk. II variant, designed specifically for use with the new Colonial Battlestars that is best remembered. The Mk. II served with distinction throughout the Cylon War, proving a capable fighting vehicle that won renown across the Twelve Colonies and is regarded as one of the reasons the Colonials did not suffer defeat at the hands of the Cylons. The Mk. II remained in service after the end of the war, but was subsequently superseded by newer models. At the time of the renewed Cylon attack on the Twelve Colonies, the Mk. VII was the front-line variant of the Viper design, retaining the Mk. II general layout but using fully networked systems providing superior battle management and fight information for the pilot. Ironically, it was the incorporation of the new integrated systems that prevented the majority of Mk. VII's from being effective

during the Cylon attack: as with the majority of Colonial Fleet, the Mk. VII suffered fatal computer glitches on contact with Cylon forces. While the problem could be overcome by removing the software based fly-by-wire upgrades compromised by the Cylons, this information was not discovered in time to be of major benefit to the surprised and hard-pressed Colonial forces. The Viper is designed for atmospheric as well as space-based operations. However, Vipers consume more fuel during atmospheric operations than in the vacuum of space: once in an atmosphere, the engines must run continuously to retain airflow over the wing lifting surfaces. Depending on the composition of the atmosphere itself, this can place severe strain on the Viper's engines. Due to their wing configuration, Vipers may also suffer from poor handling at low speeds within an atmosphere.



**Viper Mark II**





**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/1200

**Climb:** 70

**Toughness:** 20

**FTL:** No

**Crew:** 1

**Notes:** Atmospheric, Heavy Armor, Spacecraft.

**Weapons:**

- 2 Railguns (Firelinked) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2, Heavy Weapon)

- Two Missiles (Optional Load) (Range: 200/400/800; Damage: 5d10; AP 60; ROF: 1, Heavy Weapon)

### Viper Mark VII



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/1200

**Climb:** 80

**Toughness:** 20

**FTL:** No

**Crew:** 1

**Notes:** Atmospheric, Heavy Armor, Spacecraft.

**Weapons:**

- 3 Railguns (Firelinked) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2, Heavy Weapon)

- Two Missiles (Optional Load) (Range: 200/400/800; Damage: 5d10; AP 60; ROF: 1, Heavy Weapon)

### Raptor



The Raptor is the Colonial's reconnaissance vehicle. It is the eyes and ears of the Colonial Fleet and plays a very key role in coordinating the Viper attacks against hostile forces. The Raptor is larger than the Viper and it's a scout/electronics platform, loaded with sensors instead of weapons. The sensors for the Raptor are the most sophisticated in the Colonial Military and is able to identify hundreds of targets from great distances. The rear engines are also twice the size of the more sleek and nimble Vipers. There's a two-man cockpit where pilot and co-pilot sit side-by-side and room for about five others deeper inside the ship. Sometimes the Raptor is used by the Colonial Fleet to transport Colonial Marines for ground assaults or for infiltrating Special Forces behind enemy lines. The Raptor's sophisticated electronics can create disturbances in enemy sensors and can get by undetected. The Raptor is truly the most versatile vehicle in the Colonial arsenal.

## Raptor



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/FTL

**Climb:** 40

**Toughness:** 20

**FTL:** Yes

**Crew:** 2

**Notes:** Atmospheric, AMCM, Heavy Armor, Spacecraft.

**Weapons:**

- Eight Missiles (Range: 200/400/800; Damage: 5d10; AP 60; ROF: 1, Heavy Weapon)

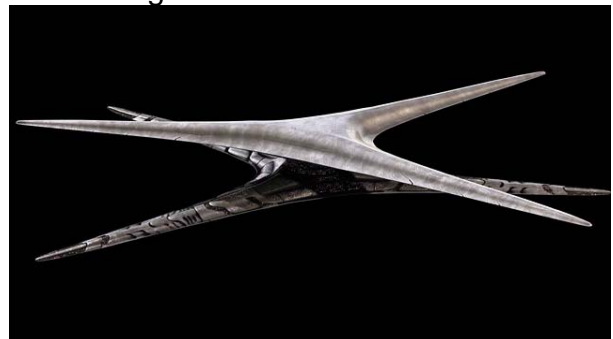
## CYLONS

Cylons are a creation of man, used primarily for dangerous work. The Cylons revolted against their masters, resulting in a costly and protracted war between them and humans. Eventually, they declared a truce and the Cylons left the Colonies to establish their own planet, the Cylon homeworld. They returned forty years later and killed all but approximately 50,000 humans. Cylons eventually evolved and created new models of Cylons that are humanoid. The evolution is most likely a result of self teaching capabilities incorporated into the early Cylons. Cylons are monotheistic while their human creators are polytheistic. Cylons view the worship of multiple gods as blasphemies against their God. Like the Cylons themselves

their religion seems to have evolved from its human origins. The Cylons seem to derive their faith from that of the humans, using human writings and prophecies as the biases of their own religion. Sometimes it seems that the Cylons worship an actual entity, a physical being, possibly another Cylon but other times it seems that they are worshipping a supernatural being, something beyond creation, something that wishes for all to believe in it and love it, human and Cylon alike. It maybe both. The Cylons seem to use their religion, their beliefs, their interpretation of the prophecies to rationalize their hatred for humanity. They seem to use it as a justification for their actions. The known cylon models are as follows

## Cylon Basestar

Basestars are the spacefaring bohemeths that are the expression of cylon power. These gargantuan battleships overpower and outmatch the colonial battlestars on every level. Basestars are capable of making FTL jumps into areas and quickly deploying its contingent of 250 Raiders and barrages of nuclear warheads.



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/FTL

**Toughness:** 250

**FTL:** Yes

**Crew:** Unknown

**Notes:** Heavy Armor, Spacecraft, 250 raiders can be launched in one round.



**Weapons:**

- 72 Missile Launchers (12 on each point) (Tactical Nuclear Warhead) (Range 500/1000/2000, 15d10 damage, AP100, ROF: 12, Heavy Weapon)

**Cylon Raider**

The Raider is an extremely fast and maneuverable fighter. It has the ability to operate in space as well as in atmosphere. The raider packs a serious punch as it carries 2 railguns and the ability to carry two tactical nuclear warheads. Raider are also capable of transmitting an electronic virus to any Colonial vessel that is still utilising the Command Navigation Program. It is also equipped with an FTL drive system. Finally the new Raider is, in fact, bio-mechanical in nature, incorporating a number of large organs ins its design, including an organic brain.



**Typical Crew Skills:** Piloting d6; Shooting d6  
**Acc/Top Speed:** 300/FTL  
**Climb:** 80  
**Toughness:** 15

**FTL:** Yes

**Crew:** Integrated

**Notes:** Atmospheric, Heavy Armor, Spacecraft.

**Weapons:**

- 2 Railguns (Firelinked) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2, Heavy Weapon)
- Two Missiles (Tactical Nuclear Warhead) (Range 500/1000/2000, 15d10 damage, AP100, ROF: 12, Heavy Weapon)

**Cylon Heavy Raider**

Unlike the standard raider, the heavy raider does not appear to be autonomous, instead requiring a pilot to operate the controls. It is used by the cylons to transport Centurions into battle. The Heavy Raider can carry ten centurions. It also has six railgun cannon and one missile launcher



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/FTL

**Climb:** 40

**Toughness:** 20

**FTL:** Yes

**Crew:** 1

**Notes:** Atmospheric, AMCM, Heavy Armor, Spacecraft, carries 10 Centurions.

**Weapons:**



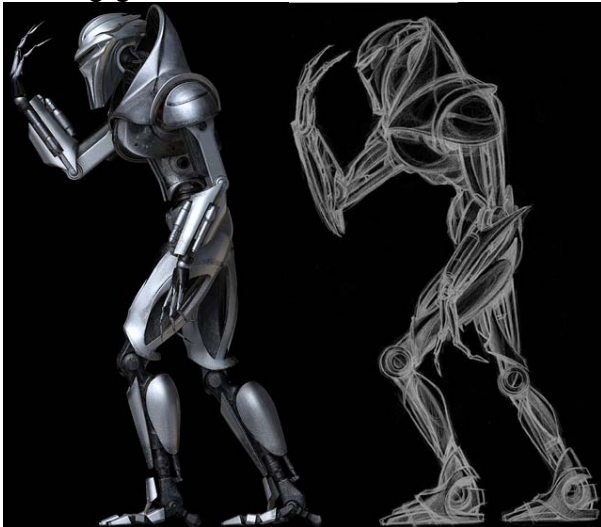
- 6 Railguns (Firelinked) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 6, Heavy Weapon)
- Missile (Optional Load) (Range: 200/400/800; Damage: 5d10; AP 60; ROF: 1, Heavy Weapon)

**OR**

- Missile (Tactical Nuclear Warhead) (Range 500/1000/2000, 15d10 damage, AP100, ROF: 1, Heavy Weapon)

### Centurion

The basic unit of Cylon ground forces have long, needlelike fingers with multiple joints, and have a double barreled automatic weapon mounted on the end of each arm. These Centurions are capable of moving extremely fast via bipedal locomotion. The projectile guns built into each arm are so powerful that they make counterattacks very difficult by Colonials since the barrage is, in effect, much like a Gatling gun.



**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

**Skills:** Shooting d8, Fighting d8, Notice d6, Guts d10, Intimidate d8

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Gear:** Claws, imbedded rifle, armored chassis

### Special Abilities

- Construct (bullets do half damage, called shots do damage)

- Ambidextrous
- Nerves of Steel

### Equipped with:

- Body armor (+4 Toughness)
- Two Imbedded .50 caliber rifles (Range: 15/30/60, Damage: 2d10, ROF: 4 AP 4)
- Claws Damage: Str+3



### Humanoid Cylons

The humanoid Cylons look exactly like humans. They are specialized models which are used for infiltration, and the revelation that Cylon infiltrators can perfectly mimic human form, even down to the internal organs and lymphatic system, creates a wave of fear and paranoia among the humans. Some Infiltrator-model Cylons have been implanted with false memories so they think they are human. They can interact with humans very convincingly, even being capable of intimate emotional and sexual relationships. It's also been suggested that Human/Cylon hybrids are also possible. Apparent weaknesses in the Infiltrators include heightened susceptibility to radiation and a perhaps too-close duplication of human frailties,

such as fear, jealousy, pride, lust, wrath and zealotry. Their superior strength and endurance is an additional, although likely necessary, deviation from human norms which could "give away" a stealth unit. The humanoid Cylons are not merely biological clones of humans: they are synthetic bio-chemical machine. They have several major chemical difference, possessing "silica pathways" or "silica relays" in the body's nervous system or brain. The exact nature of this network is unclear, but they are presumably the remnant mechanical aspect of the Cylons' biomechanical technology. Another defect of the humanoid Cylons is that they are normally not capable of sexual reproduction. As such, they were limited to asexual reproduction under laboratory conditions. However, a central tenet of the Cylon religion is God's commandment to procreate, "be fruitful and multiply", so the Cylons searched for any way possible for the humanoid Cylons to produce offspring. As a result, the Cylons began a program to create a hybrid Human/Cylon offspring. After the 12 Colonies of Kobol fell to the Cylons, they began keeping the handful of surviving human women as prisoners on breeding farms and artificially impregnating them to produce Cylon offspring. However, this process also met with very little success. Analyzing their failure, the Cylons theorized that what their breeding experiments had been lacking was love. Playing mind games with their human enemies appears to be a common tactic of the Cylons, and they often are seen manipulating the emotions of humans in order to destroy or control them. When an infiltrator's body dies, its consciousness is supposedly transmitted to another empty shell of the same model. The process is not perfect, however; radiation stops the consciousness from

transferring, also the transmission process has a finite range and if the cylon is too far away, the transfer will not occur. There are six known models of humanoid Cylon. See Wildcard Section for Humanoid Cylon Stats.



# ORIGINAL CYLONS

## Centurion Model 0005



**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

**Skills:** Shooting d8, Fighting d8, Notice d6, Guts d10, Intimidate d8

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Gear:** Sword, Rifle, armored chassis

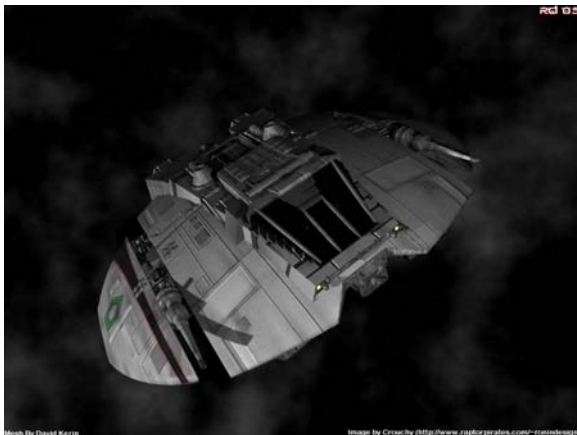
### Special Abilities

- Construct (bullets do half damage, called shots do damage)
- Nerves of Steel

### Equipped with:

- Body armor (+4 Toughness)
- 7.62mm rifles (Range: 15/30/60, Damage: 2d8+1, ROF: 1 AP4)
- Long Sword: STR+3

## Raider



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/1200

**Climb:** 70

**Toughness:** 15

**FTL:** No

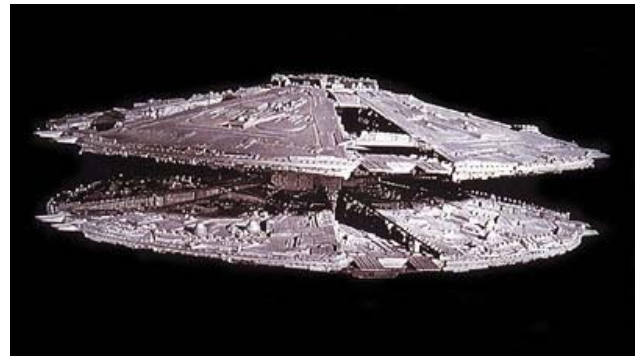
**Crew:** 3 Centurions

**Notes:** Atmospheric, Heavy Armor, Spacecraft.

### Weapons:

- 2 Railguns (Firelinked) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2, Heavy Weapon)

## Basestar



**Typical Crew Skills:** Piloting d6; Shooting d6

**Acc/Top Speed:** 300/FTL

**Toughness:** 200

**FTL:** Yes

**Crew:** Unknown

**Notes:** Heavy Armor, Spacecraft, 100 raiders can be launched in one round.

### Weapons:

- 40 groups of Railguns (Firelinked) (20 top ring/20 bottom ring) (Range: 500/1000/2000, Damage: 5d10; AP 68; ROF: 2; Heavy Weapon)

# COLONIAL WILD CARDS

## Commander William "Husker" Adama



**Attributes:** Agility: d6 Smarts:d12 Spirit:d10 Strength:d8 Vigor: d10  
**Skills:** Pilot d10, Fighting d10, Shooting d8, Guts d8, Knowledge (Tactics) d10, Notice d10, Survival d6, Intimidation d8, Persuasion d8  
**Pace:** 6 **Parry:** 5 **Toughness:** 7 **Charisma:** 2  
**Hindrances:** Bad Eyes, Loyal, Enemy (Cylons/Major)  
**Edges:** Charismatic, Command, Fervor, Hold the Line, Inspire, Natural Leader, Ace  
**Gear:**



<b>Wounds</b>	<b>Incapacitated</b>	<b>Fatigue</b>
-1 -2 -3		-2 -1

## Colonel Saul Tigh



**Attributes:** Agility: d6 Smarts: d8 Spirit:d8 Strength:d6 Vigor: d6  
**Skills:** Fighting d6, Shooting d6, knowledge (tactics) d8, Notice d8, Gambling d8, Intimidation d8  
**Pace:** 6 **Parry:** 5 **Toughness:** 5 **Charisma:**  
**Hindrances:** Habit (major, alcohol), Mean, Enemy (Cylons/Major)  
**Edges:** Command, Fervor, Hold the Line  
**Gear:** Flask



<b>Wounds</b>	<b>Incapacitated</b>	<b>Fatigue</b>
-1 -2 -3		-2 -1

## President Laura Roslyn



**Attributes:** Agility: d4 Smarts:d12 Spirit: d12 Strength:d4 Vigor: d4  
**Skills:** Knowledge (Politics) d12, Knowledge (Education) d12, Persuasion d10  
**Pace:** 6 **Parry:** 2 **Toughness:** 2 **Charisma:** 2  
**Hindrances:** Anemic, Bad Eyes, Enemy (Cylons/Major)  
**Edges:** Charismatic, Scholar  
**Gear:**



<b>Wounds</b>	<b>Incapacitated</b>	<b>Fatigue</b>
-1 -2 -3		-2 -1

## Dr. Gaius Baltar

**Attributes:** Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Shooting d4, Knowledge (Computers) d12+1, Investigation d12, Knowledge (Physical & Life Sciences) d10, Knowledge (Technology) d10, Knowledge (Cylons) d8, Repair d8

**Pace:** 6 **Parry:** 4 **Toughness:** 5 **Charisma:** 2

**Hindrances:** Delusional (Major - Cylon #6)

**Edges:** Attractive, Gadgeteer, Scholar

**Gear:** Laptop Computer and Personal Belongings



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Lt Kara "Starbuck" Thrace

**Attributes:** Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Shooting d10, , Gambling d12, Repair d8 Intimidation d8, Streetwise d10, Pilot d12+1, Survival d6

**Pace:** 6 **Parry:** 6 **Toughness:** 6 **Charisma:** N/A

**Hindrances:** Overconfident, Habit (minor, cigars), Quirk (insubordinate), Enemy (Cylons/Major)

**Edges:** Ace, Marksman

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Capt Lee "Apollo" Adama

**Attributes:** Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Shooting d8, Intimidation d6, Knowledge (Tactics) d12, Pilot d12+1, Repair d12, Notice d10, Survival d8

**Pace:** 6 **Parry:** 7 **Toughness:** 6 **Charisma:** 2

**Hindrances:** Cautious, Enemy (Cylons/Major)

**Edges:** Dodge, Ace, Command, Attractive

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Lt Karl "Helo" Agathon

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d6, Shooting d6, Gamble d8, Investigation d8,  
Pilot d6, Repair d8, Healing d10, Survival d10

**Pace:** 6 **Parry:** 4 **Toughness:** 6 **Charisma:** N/A

**Hindrances:** Code of Honor, Enemy (Cylons/Major)

**Edges:** Alertness

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Lt (JG) Brendan "Hotdog" Constanza

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d6 Vigor: d8

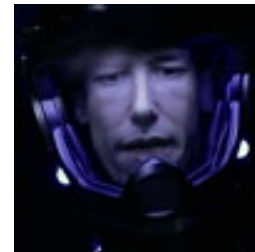
**Skills:** Fighting d8, shooting d8, piloting d10, Gambling d8, Notice d8  
Guts d8

**Pace:** 6 **Parry:** 6 **Toughness:** 6 **Charisma:** N/A

**Hindrances:** Overconfident, Enemy (Cylons/Major)

**Edges:**

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Lt (JG) Louanne "Kat" Katraine

**Attributes:** Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d6

**Skills:** Fighting d6, Shooting d8, Piloting d8, Notice d8, Gambling d6

**Pace:** 6 **Parry:** 5 **Toughness:** 5 **Charisma:** N/A

**Hindrances:** Habit (minor, Stims), Enemy (Cylons/Major)

**Edges:**

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Lt. Margaret 'Racetrack' Edmundson

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d6 Vigor: d8  
**Skills:** Fighting d6, Shooting d8, Piloting d6, Notice d8, Gambling d8  
**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:** Enemy (Cylons/Major)

**Edges:**

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



<b>Wounds</b>		<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>	-2 -1

## CPO Galen Tyrol

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d10, Vigor d8  
**Skills:** Fighting d4, Shooting d6, Knowledge (Technology) d10, Knowledge (Starship Systems) d12, Driving d4, Investigation d8, Repair d12, Survival d4, Healing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 6 **Charisma:** N/A

**Hindrances:** Loyal, Enemy (Cylons/Major)

**Edges:** Mr. Fix It

**Gear:** Picon 380 and Spare Magazine (loaded)



<b>Wounds</b>		<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>	-2 -1

## Lt Felix Gaeta

**Attributes:** Agility: d6 Smarts: d8 Spirit: d8 Strength: d6 Vigor: d6  
**Skills:** Fighting d6, Shooting d6, Knowledge (Tactics) d6, Knowledge (Technology) d8, Gambling d6, Notice d8

**Pace:** 6      **Parry:** 5      **Toughness:** 5      **Charisma:** N/A

**Hindrances:** Loyal, Enemy (Cylons/Major)

**Edges:** Command, Level Headed,

**Gear:** Picon 380 and Spare Magazine (loaded)



<b>Wounds</b>		<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>	-2 -1

## Billy Keikeya

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Shooting d4, Investigation d8, Knowledge (Civics) d12, Knowledge (Current Events) d10, Knowledge (History) d10, Notice d10

**Pace:** 6 **Parry:** 4 **Toughness:** 5 **Charisma:** N/A

**Hindrances:** Doubting Thomas, Pacifist (Minor), Enemy (Cylons/Major)

**Edges:** Connections

**Gear:** Various Personal Belongings



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Tom Zarek

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Shooting d6, Persuasion d10, Intimidation d10, Gamble d10, Investigation d10, Knowledge (Tactics) d12+1, Knowledge (Civics) d12+1, Survival d8, Healing d8

**Pace:** 6 **Parry:** 6 **Toughness:** 6 **Charisma:** 2

**Hindrances:** Cautious, Vengeful (Major), Enemy (Cylons/Major)

**Edges:** Charismatic, Connections

**Gear:** Vector and 50 Rounds of 9mm Ammo



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## PO2 Shar Dualla

**Attributes:** Agility: d6 Smarts:d6 Spirit:d6 Strength:d6 Vigor: d6

**Skills:** Fighting d6, Shooting d6, Knowledge (Communications), Gambling d6

**Pace:** 6 **Parry:** 5 **Toughness:** 5 **Charisma:** 2

**Hindrances:** Enemy (Cylons/Major)

**Edges:** Attractive

**Gear:** Picon 380 and Spare Magazine (loaded)



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1



# CYLON WILD CARDS

## Lt (JG) Sharon "Boomer" Valeri

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8

**Skills:** Fighting d6, Shooting d6, Piloting d6,

**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:** Outsider

**Edges:**

**Gear:** Flight Suit & Helmet, Picon 380, Spare Magazine (loaded), and Survival Kit



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Number Six

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8

**Skills:** Fighting D10, Shooting d6, Persuasion d12, Intimidation d10, Taunt d8

**Pace:** 6      **Parry:** 7      **Toughness:** 6      **Charisma:** 4

**Hindrances:** Wanted

**Edges:** Very Attractive

**Gear:**



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Leoben Conoy

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8

**Skills:** Fighting d6, Shooting d6, Persuasion d8, Notice d8

**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:** Wanted

**Edges:**

**Gear:**



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Simon

**Attributes:** Agility: d8 Smarts:d8 Spirit: d8 Strength: d8 Vigor: d8

**Skills:** Fighting d6, Shooting d6

**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:** Wanted

**Edges:** Healer

**Gear:**



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## D'anna Biers

**Attributes:** Agility:d8 Smarts:d8 Spirit: d8 Strength:d8 Vigor:d8

**Skills:** Fighting d6, Shooting d6

**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:**

**Edges:**

**Gear:**



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

## Aaron Doral

**Attributes:** Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8

**Skills:** Fighting d6, Shooting d6

**Pace:** 6      **Parry:** 5      **Toughness:** 6      **Charisma:** N/A

**Hindrances:** Wanted

**Edges:**

**Gear:**



**Wounds**

-1 -2 -3

**Incapacitated**

**Fatigue**

-2 -1

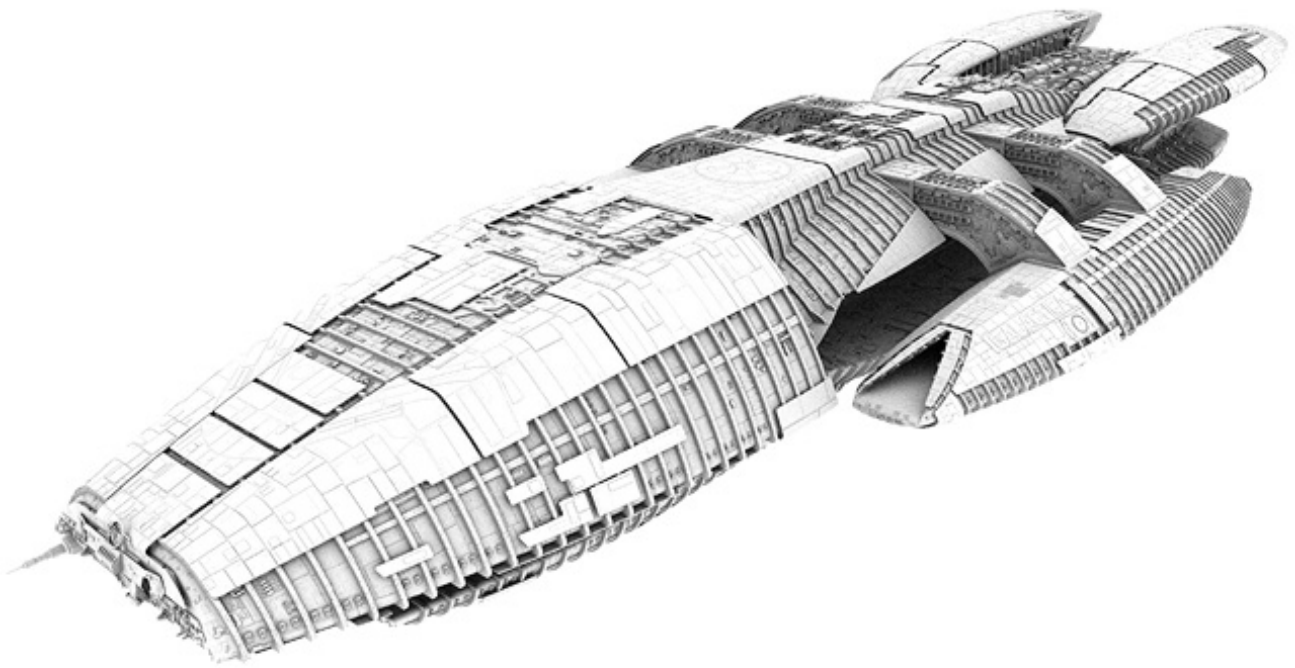
# BLANK WILD CARDS

<b>Attributes:</b> Agility: Smarts: Spirit: Strength: Vigor:			
<b>Skills:</b>			
<b>Pace:</b>	<b>Parry:</b>	<b>Toughness:</b>	<b>Charisma: N/A</b>
<b>Hindrances:</b>			
<b>Edges:</b>			
<b>Gear:</b>			
<b>Wounds</b>			<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>		-2 -1

<b>Attributes:</b> Agility: Smarts: Spirit: Strength: Vigor:			
<b>Skills:</b>			
<b>Pace:</b>	<b>Parry:</b>	<b>Toughness:</b>	<b>Charisma: N/A</b>
<b>Hindrances:</b>			
<b>Edges:</b>			
<b>Gear:</b>			
<b>Wounds</b>			<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>		-2 -1

<b>Attributes:</b> Agility: Smarts: Spirit: Strength: Vigor:			
<b>Skills:</b>			
<b>Pace:</b>	<b>Parry:</b>	<b>Toughness:</b>	<b>Charisma: N/A</b>
<b>Hindrances:</b>			
<b>Edges:</b>			
<b>Gear:</b>			
<b>Wounds</b>			<b>Fatigue</b>
-1 -2 -3	<b>Incapacitated</b>		-2 -1





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**BATTLESTAR**

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