

THIN BLUE LINE

DEFENDERS OF THE COLONIES

AN UNOFFICIAL SUPPLEMENT FOR THE

BATTLESTAR
GALACTICA
-- ROLE PLAYING GAME --



*"Lords of Kobol, take these brave men into your arms,
take the spirits of our fallen friends so that they may
share in the everlasting life that awaits us all beyond
the veil of tears.
So say we all."*

Copyright & Introduction

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This is a supplement to the Battlestar Galactica Roleplaying Game and requires those rules for full use. It can, however, be used with the Serenity Roleplaying Game but you will need to know the differences between the two systems to use it effectively. Details of how to convert characters from one system to the other can be found at www.cortexsystemrpg.org.

This book grew out of a desire to more fully document the Colonial Military, both seen and unseen, for the RPG. It owes its existence, not only to the forums created by **Floyd C Weasel** at www.cortexsystemrpg.org, but also to the considerable input and knowledge of **Jan 'Buscadero'** who helped kick this off with his enthusiasm and ability to derive stats and reference sources at a moments notice.

Adding to his strengths are those of **'Selek'** to whom we owe the starship section and, above all, **Michael 'Skygalleons'**, who wrote most of the Fleet related section and has stepped in to help me out whenever I've asked him to.

I stepped in, in April 2009, when the project was flagging a bit and possibly gave the book a slightly different perspective in that I gave it a ground based combat force, other than the Colonial Marines, and expanded some of the other sections.

I hope you enjoy what we've put together for you and pass the word along to others to download the 'Thin Blue Line'. It's free. If you don't like some sections, then don't use them.

Canon or Non-Canon.

BSG is about the last survivors of humanity fleeing aboard starships and, quite frankly, we see little of the society that was destroyed and that was all on Caprica. We know next to nothing about the other 11 Colonies.

Where available canon sources have been used. Many gaps exist so those have been filled in by imagination or, in a few cases, taking a reference from the Original Series and adapting it to the new one. After all, they did the same in Razor! I have listened to arguments on both Cortexsystemsrbg.org and Wolfs Shipyard on various topics and these have all added to the way in which this document has moved forward. I've also given you a reason why much of the Colonial Ground Forces were destroyed.

Kendal [Limerickcot]

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CREDITS

Writers:

Kendal Leask [Limerickcot], - Colonial Ground Forces, Weapons & Vehicles, Drugs
Jan Hendrik Friedrich [buscadero77] - Colonial Marine Corps, Weapons & Vehicles
Michael Chumbler [Skygalleons] - Admiralty, Merchant Marine
[Selek] - Colonial Ships
[Mhuggies_2000] - proofreading

Contributors & Illustrators

Jim Stevenson, [Selek], Kendal Leask [Limerickcot], [Karpenko], [Destraudo], David Briedis [CanisD],
Steve White [SteveW], [AXG423] [Ato], [Wolf6.O], [Destraudo], Eugeny Karpenko, [AC7ION87],
[Infinity238], [tan.j], [coxxon], [iOSYS!], [Backstep], Rick Snider, Zoic, [Maxvale 76], [Arnie 100],
[Skree], [Jonsey]

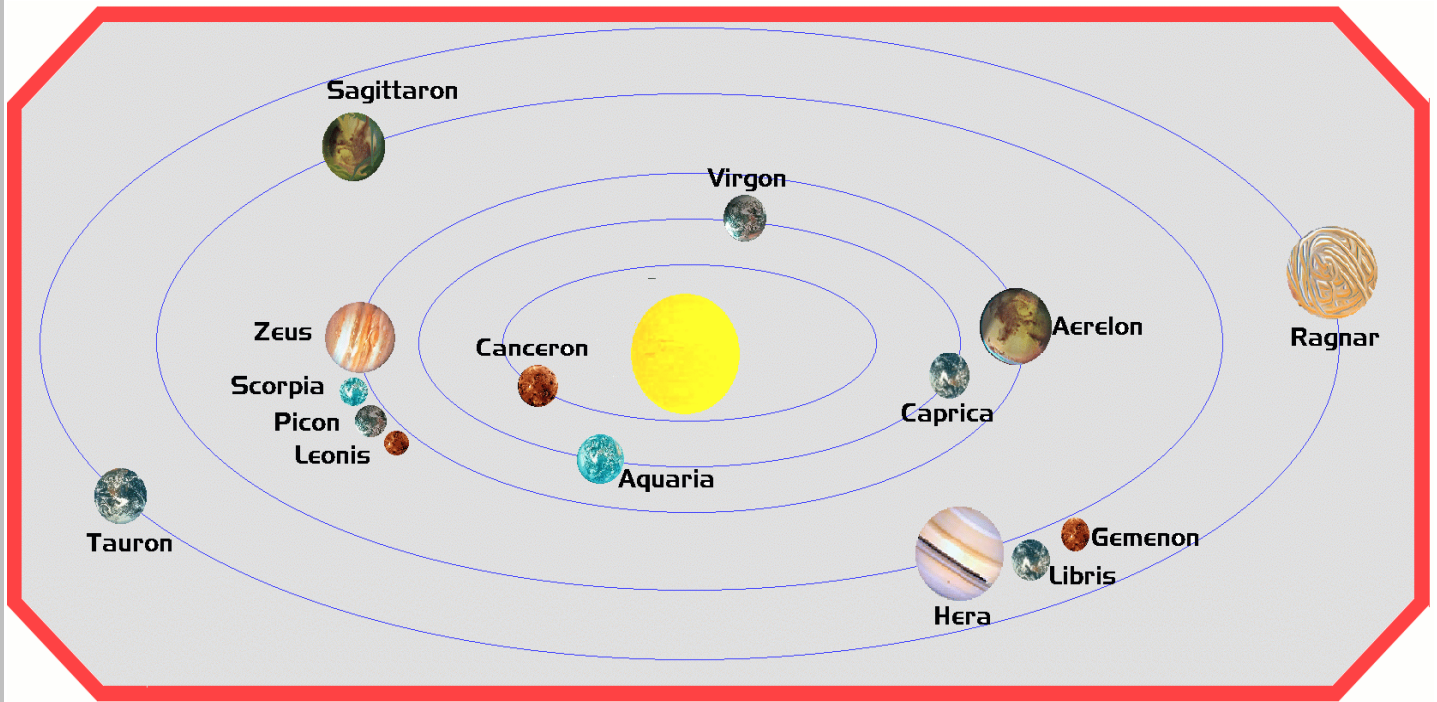
Contributory Websites

<http://cortexsystemrpg.org/>
www.wolfsshipyard.mystarship.com
<http://battlestarwiki.org/>

Editing & Layout

Kendal Leask

THE TWELVE COLONIES



*Don't let the memory die,
Children of the sky, heroes of the free.
And as your life passes by,
Remember how it feels to be
Children of the Sky
- THE LAYS OF AURORA*



THE COLONIAL DEFENCE FORCES

A BRIEF HISTORY:

DEFENDERS OF HUMANITY

For Millennia the twelve colonies of Kobol lived, and warred, with each other. Each planet had its own concept for attack and defence. Some won out over the others, but the conflicts never ended. Their final culmination of military technology was not the development of robots to do their fighting, but rather their ability to give those robots sentience. Cylons now did the bulk of the fighting. And then came that fateful day when the Cylons turned on the humans. Now each of the Colonies had to fight, or die. In desperation, each Colony gave up its fiercely guarded independence – just to give them a chance to survive against the onslaught. To combat the Cylons, men, women and children died fighting in the rubble of cities, and the jungles and mountains. A unified military was created to fight the menace. And, for the next twelve years, they fought and died. Slowly, ever so slowly, they retreated in the face of an enemy that never slept, never tired. Until the enemy, suddenly, declared an armistice, gathered up its troops, and disappeared into the Stars.

For the last forty years, and the first time in eons, the Colonies have known peace.

But the fear of, and the threat of, the Cylons, has never gone away. Knowing just how close they had come to annihilation, the Colonial Government rebuilt its shattered planets. And prepared for the day when the Cylons might come again. They would not be caught unprepared again and so the defence of the Colonies was made the first duty of the Colonial Administration. Inequality has not disappeared. Nor has the perception of it. And so each planetary government also prepares for the day when war may once again engulf it.

DEFENCE OF THE COLONIES.

To defend the Colonies, the Colonial Administration relies on the Colonial Defence Forces (CDF), a large, unified, military force capable of taking on any foreseen threat. This

may not be enough, and so each planet provides a back up force to the CDF, as well as a self-defence force. These Sovereign Units are a mix of regular and second-line troops. Sometimes excellently equipped and trained, sometimes barely trained at all.

COLONIAL DEFENCE FORCE.

In order to carry out its various duties, as defined in the Articles of Colonisation, the CDF is split into three combat arms:

Fleet: Made up of approximately 1.7 million personnel, the Fleets duties are to provide forward defence in space, local protection for civilian traffic, orbital defence, search and rescue, aid the civilian government and to take the fight to the enemy, away from each colonies biosphere.

Marines: Currently consisting of about 250,000 men and women. The Colonial Marines form the core of the Colonies ability to Rapidly Deploy forces where-ever needed – especially in support of Government objectives or where local issues could cause a conflict.

Planetary Defence Forces: When Fleet can't stop the enemy reaching a Colony, then defence rests with the PDF. Flatfoots, Ground Pounders, Army: these are the troops who will hold their ground and face the enemy close-up and personal. The PDF includes Strategic Missile Batteries, Air Squadrons, Army and Maritime units, all working through a co-ordinated command structure.

THE CHAIN OF COMMAND

The Chain of Command is an organizational structure designed to ensure good order and maintain the effectiveness of the Colonial Defence Forces. It specifies the duties and authority of everyone in the Colonial military from the lowliest deckhand to the senior political members of the Presidency.

The rank structure is divided into two categories: officer and enlisted. Colonial officers are generally

college graduates and are granted commissions through the office of the President of the Colonies and the Quorum of the Twelve. Colonial enlisted men are graduates of a much shorter Enlisted Training Facility or "Boot Camp".

An officer or enlisted man's place in the chain of command is generally - but not specifically determined by his or her rank. Generally, the higher the rank, the more responsibility and authority the individual in command has. Even the highest ranking enlisted man is automatically subordinate to the most junior officer.

President of the Colonies.

As part of the unification protocols, the President of the Colonies assumes the duties and responsibility of Commander-in-Chief, Colonial Defence Forces. Other than on ceremonial occasions, it is rare for the President to be directly involved with the military. Instead most of this is directed through the Minister of Defence.

Minister of Defence

At the top of the chain of command is the Minister of Defence, answerable directly to the President of the Twelve Colonies. The Defence Minister is a cabinet-level civilian official responsible for the long-term policy and procurement decisions of the Colonial Military, and the one who fights the appropriations battles with the Quorum of the Twelve. He heads up the Defence Council.

The Defence Council is made up of:

Colonial Minister of Defence
Secretary of State for Defence
Under-secretary of State for Defence Procurement
Under-secretary of State for Colonial Liaison
Under-secretary of State for Veteran's Administration
Chief of the Defence Staff
Vice-Chief of the Defence Staff
Chief of the Fleet
Chief of Marine Corps Operations
Chief of All Planetary Operations
Chief of Defence Procurement
Chief of Defence Logistics
Chief Scientific Adviser
Chief of Civil Defence Operations

Chief of the Defence Staff. (CDS)

This is the officer responsible to the Secretary of State for Defence for the co-ordinated effort of all three fighting services. He has his own Central Staff Organisation and has a Vice-Chief of the Defence Staff who, following the three single service commanders, ranks as number four in the services hierarchy.

Assisting him in this task are the highest ranking military officer's from each of the Colonial service's, Chief of the Fleet, Chief of Marine Corps Operations and Chief of All Planetary Operations. These men answer to the CDS and/or the Minister of Defence on policy issues, and, through him, directly to the President or Quorum on tactical and strategic issues.

"Campaigns of the Colonial Defence Forces are joint operations. Fighting any foe requires common frames of reference within which any operation, on land and sea, undersea, and in the air and space are integrated and harmonised."

Chief of the Fleet Chief of Marine Corps Operations Chief of All Planetary Operations

These three ranks rate 1, 2 & 3 respectively in the military hierarchy, although they are equal in every other respect. The simple reasoning behind this is that the Fleet was the first arm of the CDF, followed by the Marines and the PDF only followed afterwards.

From here on down, everyone else fits into the Colonial Rank Structure. Although this is a comprehensive list of ranks, it does not show the complications arising from different duties and responsibilities. For instance, a Colonial Fleet Lieutenant in charge of a Wing does not fall under the command of a Captain of a Company in the PDF, unless orders have been given for that type of operation. Each unit has its own chain of command and will obey that. Of course, that tends to fly out of the window when the bullets start flying. That's when rank truly comes into play.

What follows is a comprehensive listing of the ranks of all branches of the Colonial Military.

Colonial Rank Structure			
OFFICERS			
Ranks	Fleet	Marine	PDF
0-1	Ensign (ENS)	Lieutenant Junior Grade(LtJG)	2 nd Lieutenant (Lt)
0-2	Lieutenant Junior Grade (LTJG)	Lieutenant (Lt)	Lieutenant (Lt)
0-3	Lieutenant (LT)	Captain (Cpt)	Captain (Cpt)
0-4	Captain (CPT)	Major (Maj)	Major (Maj)
0-5	Major (MAJ)	Lieutenant Colonel (Lt. Col)	Lieutenant Colonel (Lt. Col)
0-6	Colonel (COL)	Colonel (Col)	Colonel (Col)
0-7	Commander (CDR)	Brigadier General (BGen)	Brigadier (BGen)
0-8	Rear Admiral (RADM)	Major General (MGen)	Major General (MGen)
0-9	Vice Admiral (VADM)	Lieutenant General (LtGen)	Lieutenant General (LtGen)
0-10	Admiral (ADM)	General (Gen)*	General (Gen)*
*Note the Marines, PDF and Fleet all have an overall commander for each arm of service which, although at this paygrade, is a political appointment. These are: Chief of Fleet Operations (CFO) Chief of Marine Corps Operations (CMCO) Chief of All Planetary Operations (CAPO)			
ENLISTED			
Ranks	Fleet	Marine	PDF
E-1	Crewman Recruit (REC)	Private (PVT)	Recruit (Rec) Private
E-2	Deckhand (DKH)	Private First Class (PFC)	Private
E-3	Senior Deckhand (SDKH)	Lance Corporal (LCPL)	Lance Corporal (LCPL)
E-4	Specialist (SPC)	Corporal (CPL)	Corporal (CPL)
E-5	Petty Officer Second Class (PO2)	Sergeant (SGT)	Sergeant (SGT)
E-6	Petty Officer First Class(PO1)	Gunnery Sergeant (GSGT)	Staff (SSGT) or Colour Sergeant (CS)
E-7	Chief Petty Officer (CPO)	First Sergeant (1SGT)	Company Sergeant-Major (CSM)
Warrant Officers			
E-8	Senior Chief Petty Officer (SCPO)	Master Sergeant (MSGT)	Regimental Quarter-Master Sergeant (RQMS)
E-9	Master Chief Petty Officer (MCPO)	Sergeant Major (SGMAJ)	Regimental Sergeant-Major (RSM)

Junior Officers are officers of 04 rank and below, Field Officers are ranks 05-07 and flag officers are 08 and above.

Junior Enlisted are ranks E1-E4, NCO's (Non-Commissioned Officers) are ranks E-5 to E-6 and Senior NCO's (Warrant Officers in the PDF) are E-7 and above.

Officially, officers are to be addressed as "Sir" by all Enlisted and any officers who are of a lower grade than they are. Junior Officers are frequently referred to by both lower and higher ranks as "Mister"; and officers or enlisted are often addressed by their rank instead of name...as in "Colonel, I have the position of that DRADIS contact!" Enlisted men may be referred to by name by other Enlisted men of any rank...though very junior Enlisted rarely address senior NCO's that

way. Officers of the same rank may address each other by name, and typically, officers within one rank of each other address each other by name, though this is not "official" policy.

Lieutenants of either service branch are almost always addressed as "Lieutenant" in place of "Lieutenant JG" or "1st Lieutenant", unless it's an official occasion. Likewise, all Admirals and Generals are typically addressed as "Admiral" or "General" and Deckhands of any kind are addressed as "Deckhand."

Petty Officers are almost never addressed as such...rather they are usually referred to by the other portion of their rank, such as "2nd Class Dualla is manning the comms" or "Senior Chief Parker is supervising the Viper repairs."

Sergeants of any kind may be referred to as "Sergeant" or "Sarge", but most Gunnery Sergeants will be addressed as "Gunny" or "Guns" and most Sergeant Majors will be addressed as "Sergeant Major."

Role and Responsibility by Rank

Commissioned Ranks

O1 - (Ensigns and Lieutenant Junior Grade) These are essentially "student ranks".... meaning that they hold no command positions, except in dire circumstances, but tend to be assigned as "assistants" and "junior officer personnel" in various departments assigned to vessels or bases. Examples include: "Assistant Navigation Officer" or "Executive Platoon Officer", or one of many pilots in a Viper or Raptor Squadron. 2nd Lieutenants are the PDF's equivalent rank and nominally command a single Section under guidance of an experienced NCO.

O2 - A slight (but important) step up, this rank is also largely seen as a "student rank" but with some increased responsibilities such as being the "Leader" of a pair or quartet of Vipers (as opposed to the "Wingman") or as a Platoon Leader in the Marines. On smaller or older vessels or Posts/Bases, they may head non-critical departments. 1st Lieutenants in the PDF are experienced leaders who command Multiple Sections and act as 2ic to Company Commanders.

O3 - The first of the significant responsibility officer ranks, O3's would be assigned as Flight Leaders in

a Squadron (about 4-5 Vipers), Senior Platoon Leaders in a Marine Company, many department heads on Fleet vessels would hold this rank (such as Lt. Gaeta on the *Galactica*). PDF Captains command multiple sections or Companies. The PDF see this as critical rank level, which determines the onwards promotion of any officer.

O4 - The first of the "command" ranks, O4's hold vital tactical command roles: Squadron Leaders and CAGs of "short" Air Groups, Marine Company Commanders, X.O.'s on Escort and Support vessels, Commanding Officers of small patrol vessels, etc. PDF Majors command Companies or Battalions and the senior is the 2ic to the Battalion.

O5 - The first of the "senior" ranks, and the rank where most officers top-out at; Majors hold many vital tactical and strategic roles...such as CAG of a standard "alpha" Air Group, a Marine Corps Battalion Commander or the C.O. of an Escort or Support class vessel, etc. Lt-Colonel for the PDF is a varied rank and usually gives either command of a Battalion or sees the officer shunted off into a subordinate role.

O6 - A vitally important rank, this is the rank of Commanding Officers of large Cruiser class vessels, Marine Regiments, X.O.'s on Battlestars, Chiefs of Staff for Flag Officers, etc. Colonels are the CO of full regiments, although some rise to command Phalanxes before confirmation of rank.

O7 - Typically seen as the most coveted of Command ranks, these are the Commanding officers of the largest, non-wartime deployed units; Commanding Officer of a Battlestar and its attendant group of ships; and the multi-regiment Marine Expeditionary Forces; these are the last ranks before the "Flag" ranks. Brigadier-Generals (usually just Brigadiers) command entire Phalanxes of the PDF.

O8 - The first of the Flag Officer ranks; this was once a desk only rank with command of shipyards, large military bases, and institutions such as academies, Marine "Divisions" which are typically scattered throughout the Colonies, etc., but the introduction of the large *Mercury* class Battlestar has seen the rank of Rear Admiral utilized for field command of these massive vessels and their support group of vessels; and in the event of war, Marine Major Generals would lead Divisions of troops into battle if needed. (There hasn't been a

Marine formation this large since the Cylon War). The same applies to the Ground Force units.

O9 - Very few officers hold this rank, these are the "District" and "Department" heads of the entire Colonial Defence Forces, whatever the branch. The Head of Fleet Intelligence for example would be a Vice Admiral, as is the Head of Colonial Marine Corps Ground Forces. These individuals wield enormous power in their respective branches of the military.

O10 - This is a single individual of each branch of service....the CINC (Commander in Chief) of the Fleet and Commandant of the Colonial Marine Corps.

Enlisted Ranks

E1 - Initial Enlisted rank, earned right after passing boot camp; E1's are assigned according to their capabilities as defined by a series of tests, such as Combat Arms, Mechanic, Intel, etc. PDF personnel are still considered recruits until they have passed their full 26 week training regime and have been posted to their operational unit.

E2 - Not much different than an E1 except for a slightly higher pay check, E2's are found throughout the Fleet and Marine Corps working similar tasks as E1's. For Ground Forces this represents the basic soldier. Specialisations bring in more pay bonuses.

E3 - A slight increase in responsibilities falls on E3's, such as being supervisors for small groups of low ranking enlisted personnel, etc. Lance-Corporals are the lowest leaders in combat, and are either specialists or 2ic for a fire-team.

E4 - This rank is much like that of E3's, only with even more of an increase in responsibilities, an E4 can expect to command a four man Fire Team in a Marine squad or lead a tech team on working on a Viper. Corporals command fire-teams and the more experience may command entire sections.

E5 - The first of the NCO ranks, this rank sees the Enlisted man have a significant role in supervision such as leading an 8 man Marine squad or heading a "deck gang" of repair/ordnance techs. PDF Sergeants are responsible for the welfare, equipment and leadership of up to 13 men of a section.

E6 - Even more responsibility falls on Enlisted men of this rank, these are usually the senior NCOs of a Marine platoon or the head of a tech team on an Escort or Support class ship. Colour or Staff Sergeants of the PDF will be the senior NCO for anything up to a Company.

E7 - The first of the senior NCO ranks, Enlisted men of this rank have typically been serving for 15+ years and are accorded a great deal of respect for the knowledge they have picked up during their service. They frequently hold many of the coveted positions for senior enlisted men such as head of a deck gang on a Cruiser or Battlestar class vessel, the top enlisted position in a Marine Company, and Head Drill Instructors at Boot Camp classes.

E8 - Very few enlisted men reach this rank, and they are accorded a great deal of respect. Typically the highest enlisted man in a Marine Battalion, the top enlisted person on a Battlestar or Base Station and other similar positions go to those holding this rank.

E9 - The handful of individuals who hold this rank are held in the highest regard by Officers and enlisted both, as their experience is invaluable in ensuring that military operations continue to happen the way they are designed to. These few are scattered throughout the Fleet and Marine Corps, cropping up as the senior enlisted man in an entire BSG or Marine Regiment or at a Base. Regimental Sergeant Majors will be responsible for the logistical support for up to an entire regiment. Given the larger size of the PDF, there are a lot more of them than in the Fleet or Marine Corps.

JOINING THE FORCES

No matter which branch of the Colonial Defence Forces you join, it usually starts in the same way – a visit to your local Recruiting Office. Recruits are between 16 and 25 years of age. They have to pass a Colonial Examination (Forces) or CEF and meet a preliminary physical test. Those that pass get moved on to a Recruitment Centre for three days, where further assessments and aptitudes are carried out to match the Recruit to the correct branch of service and, if possible, any preference he has in the service.

Colonial enlisted men serve enlisted terms between two and six years in length. Once inducted into Colonial service, they are subjected to a strenuous orientation at an enlisted training

centre, (Phase I) also known as "Boot Camp". This will last for 10 weeks.

During boot camp, the recruit learns basic military skills, regimentation, and procedures, and learns to follow orders and function as members of a team. Physical and mental tests are designed to weed out those who lack the physical and mental strength to respond well in crisis and under the strain of combat, and to build confidence both in oneself and one's comrades.

Following boot camp, newly graduated enlisted men are sent for further training at "A" schools, where they learn to specialize in specific career fields and receive the technical skills necessary to fulfil their position. The length of this part of their training depends entirely on their specialisation. For instance, all enlisted PDF personnel, have to fit in an additional 3 week ground combat course (all PDF are considered 'Combat Riflemen' first, no matter what area they specialise for).

Junior enlisted men are the grunts. They've learned to do specific jobs and tasks. Generally, they haul the lines, turn the wrenches, lift the barge, and tote the bale. If they show talent, dedication, and attention to detail, they are groomed to become the next generation of non-commissioned officers. If they're lazy, incompetent, or just plain stupid - they get the crap details that the NCO uses as punishment and motivation. Junior enlisted men have little real autonomy, but they are the lifeblood of the military - they're the boots on the deck who get the job done.

Petty Officers and non-commissioned officers are enlisted men who've achieved a degree of professional expertise and seniority. Generally, they are career professionals on their second or later tour of duty.

Good officers tend to lean heavily on their NCO's for advice and technical expertise. They are the keepers of the military's institutional memory and are the backbone of their division and department. They are the keepers of the technical expertise, leadership methods, and traditions of the Fleet - usually learned through years of dedicated service. In addition to the technical requirements of their jobs, they are responsible for passing on those hard learned lessons to officers and enlisted men alike. They, more than anyone else, are responsible for moulding the next generation of Military leaders.

Senior NCO's, no matter the branch of service, can carry more weight than junior officers. The best of these NCO's are made Warrant Officers and, as such, can far more influence and actual power than an officer. These 'Officers' carry out most of the basic administration that keeps the services running.

Colonial Fleet Officers

Colonial Fleet officers are graduates of higher education, usually the equivalent of four year degrees. All receive the same basic education in military skills, science, and philosophy, and then proceed to either flight school or technical training before being assigned to their service.

The crown jewel of Colonial military leadership is considered to be the Colonial Fleet Academy on Picon. Having passed and surpassed rigorous entry standards and won one of a handful of extremely coveted slots, cadet officers begin a tough four year regimen learning military science, discipline, and leadership at the hands of previous generations of officers and enlisted men. Two thousand years of military knowledge, tradition, and history are distilled into four years of growing and learning, resulting in a superlative military officer, fiercely determined and loyal to the Colonial cause.

The bulk of Colonial officers graduate Colonial Reserve Officer Training Corps seeded at institutes of higher learning throughout the Twelve Colonies. One of the most prestigious of these is the San Simeon Academy on Picon. San Simeon's primary claim to fame is the ability to train cadet officers and pilots under "real time" conditions, thanks to the presence of the decommissioned Battlestar *Aurora* which the Academy maintains in geosynchronous orbit above the shore facility. Few other facilities have the time and resources to maintain so sizeable an asset.

While officer cadets at schools such as San Simeon receive the same basic education as their counterparts at the Colonial Fleet Academy, their matriculation lacks the same intensity and prestige. There are frequent (and perhaps justified) complaints of subtle prejudice between those with an Academy ring and those who earned their commissions somewhere else.

COLONIAL RESERVE COMPONENT

"The Fleet gave me four years of college; I gave them four years in return – feels like a fair deal." – Lee 'Apollo' Adama.

Once the savage fighting of the Cylon War wound down and the newly allied colonies had time to assess the lessons learned from the fighting, the need for a means to rapidly reinforce the front line units of the Colonial Fleet and Ground Forces was immediately recognized. Although the Colonial Fleet is extremely powerful, and the Planetary Defence Force can hold up any immediate attack, the Colonial Forces Reserve's are the key to operations for all of the Services. The losses to personnel, armour, ships, and material in the modern high intensity combat of the Cylon War were such that, without reserves, no branch of the Colonial military would be capable of maintaining operations over an extended length of time.

Organization

The Reserve Component, or RC, is comprised of two branches, the Colonial Reserves and the Colonial Militia. The difference between the two is confusing from a civilian's point of view, but within the military itself, there are very clear delineations of responsibilities.

Colonial Reserves

The primary function of the Reserves is to provide a trained pool of replacement personnel, to man ships of the Reserve Fleet to supplement Fleet operations in time of war and to provide immediate combat support to active units of the Planetary Defence Forces.

There are two parts to the Reserves.

Colonial Reserve personnel.

These men go through the same training as their active duty counterparts, but once they have completed their training, they return to their home planet and attend Battle Drill (BD) one weekend a month and serve a two week Annual Training (AT) once a year. This minimal provides the Reservists with an additional source of income and provides them with the training necessary to maintain their proficiency in their Military Occupational Specialty (MOS). Most of these personnel belong to units attached to the Planetary Defence Forces, although one Marine Division is made up of these Reserves.

Active Reserve personnel.

One of the most important tenets of the Colonial military is that they make no distinction between its reservists and its career forces. A reservist (of whatever type) will be assigned a post commensurate with their skills and abilities. Obviously, only long term reservists are normally posted to long term assignments. To achieve the back up of manpower required, the Colonial Defence Forces have devised a number of ways to both attract people into the CDF and to retain their skills.

The CDF needs many people and entices many of them with free scholarships to college or University. They pay the way through further or higher education and the student joins the Officer Training Corp of the establishment. Once he graduates (or not), the CDF have him for the same period of time. College graduates usually join for four years, University graduates for six or more (flight training adds an additional two years to the length of service). In this way, a flow of graduate students are always making their way into the fleet, providing a way for the CDF to compete with private industry for getting good brains into the Fleet. Even failed students are still held to their commitments. They will not, though, be officers but rather enlisted.

Joining the CDF from the Reserves

Any Reservist can request to transfer to the Regulars, known as 'Going active' simply by making an administrative request *HARD (11) Intelligence + Influence / Administration*. Another option for a Reservist to gain Fleet experience is to request a mobilization. This is also a simple administrative action that typically lasts for a one year tour of duty before the Reservist returns to reserve status *AVERAGE (7) Intelligence + Influence / Administration*.

Leaving the Fleet for the Reserves

Once a person leaves the CDF, no matter what their status before hand, they are kept on Reserve. There are a number of different categories for this.

Inactive Reserve List: for 10 years after leaving the Active arms, the soldier is subject to immediate recall to the CDF. They are required to attend one week of training at their local reserve depot once a year to maintain/update their administrative and medical status.

Disabled Reserve List: Although many people are discharged unfit for regular duty, they may be retained on the Disabled Reserve List. In this case

they are monitored and those that can hold down some position are retrained for those posts. Normally they are trained up to occupy administration and depot posts where, in case of emergency, they can release or supplement active members of the forces.

Emergency Reserve: All former members of the CDF, not on the two above lists, are covered by this list. It would normally only be activated in times of direst need.

Reserve Officer Training Cadet

Another route to the CDF is to become a Reserve Officer Training Cadet (ROTC), which is offered at many universities local to each Colony. Cadets join at a young age and most will on graduation join the Colony's own military (called Sovereign Units by the Colonial Military); while a limited number will move directly into the CDF as junior officers. Regular trips for Cadets are arranged on board Fleet ships and participation in ground exercises gives them an idea of what life in the CDF can be like.

EFFECTS ON CHARACTERS

Reservists:

A reservist character should have one extra d6 skill in a non-combat area to represent their return to civilian life. None of their military skills may be increased.

Disabled Reserve:

Disabled characters should have their skills adjusted based on their 'impairment'. It is assumed that these characters are only mildly affected by their disability (they could have been discharged due to stress, be confined to a wheelchair, require walking sticks etc).

Physical impairment: reduce all movement based skills by two skill steps, and acquires a relevant trait to explain the disability. Hand-eye co-ordination is unaffected.

Mental impairment: either reduce all hand-eye co-ordination or all knowledge skills by two skill steps. Select an appropriate trait to explain the disability.

In both cases a new skill that does not fit into the impairment category can be acquired or increased. For each old skill that was affected, gain a d2 to add to an unaffected skill.

For instance, a Fleet Lieutenant (Reserve) is disabled due to a knee injury. He takes a d4 reduction on three different piloting skills and actually reduces his basic piloting skill to d4 (not normally possible). He acquires the trait 'slow mover' and can acquire up to d8 in a new skill and chooses 'Scientific Knowledge/Life Sciences d8'. GMs must approve any changes made under this rule.

Emergency Reserve

These characters have had little to no training since leaving the reserves. Apply the new trait 'Rusty' as a penalty to any combat related skills (and to any that the background does not cover in some way) based on the number of years since the character served. 10 years = d2, 15 years = d4, 20 or more years = d6. However, you have acquired a d2 increase/new skill (non combat) for every two skills affected in this way to represent outside jobs that the character has been doing since leaving the CDF.

Cadet Force

Create a regular character and apply the new trait 'Wet Behind the Ears' as follows. If 15 (or under) = d6 penalty, 16 = d4 penalty, 17 = d2 penalty.

Wet Behind the Ears [d2-d6]

You are caught between being an adult and a child. Penalties are similar to Youthful, but to a lesser extent as you get closer to 18. At 15 you have the full Youthful penalty of base movement reduced by five feet, 2 less total Life Points, and adding this Trait die to all Difficulties of Endurance (Vitality + Willpower) rolls. At 16 this is reduced to base movement reduced by five feet, 2 less total Life Points and at 17, your only penalty is 2 less total Life Points.

Rusty [d2-d6]

While you once may have been good, it's been too long since you had any reason to try. You've been out of the service for at least 10 years and you suffer a penalty to all combat skills of d2. At 15 years the penalty increases to d4 and 20 years the penalty is d6.

NON-COMBAT UNITS

It is impossible to mention every unit that exists within the Colonial Military. The following units and personnel do, however, represent a cross

section of those people, whom most people will have heard, or dealt with directly.

Colonial Fleet Office of Special Investigation (CFOSI or OSI for short) is an in-the-field investigative law enforcement agency of the Fleet. OSI is responsible for indentifying, investigating and taking the steps to neutralise criminal, terrorist and espionage activities within the Colonial Fleet and Marines.

Joint Investigation Bureau [JIB] co-ordinates with, and operates alongside the OSI but is responsible for investigating activities of the Planetary Defence Forces and the associated Sovereign and other combat units belonging to the individual planetary governments.

The civilian counterpart is the **Colonial Investigation Bureau [CIB]** which includes inter-colonial specialists on local & colonial law, customs & Excise etc.

All of these bodies are over sighted by the Colonial Government through the **Colonial Law Enforcement Operations Ministry [CLEO]**, a mainly civilian body. Any complaints will eventually make their way here.

CATS [Covert Activity Tracking Section] CATS are undercover agents and this generic term is applied whether the agent is military or civilian.

Other points of contact are:

Joint Legal Services [JLS] who provide legal services and representation to all military personnel and dependents at all levels. There are a small number of these on each ship in the fleet. Enlisted personnel provide basic legal advice, forms and links to higher ranked solicitors and barristers.

Colonial Military Police [CMP] - the guys on the ground, a mix of SP & MP but a unified service. Once again, each installation or unit above company level has a small number of these personnel as these are the guys who feed information to the JIB and CFISO. CMP usually belong to a specific, but dispersed, company.

Not quite in the same area are some of the other back up units, few of whom are mentioned but must obviously be there somewhere:

JPPS - Joint Pay and Personnel Services - pensions, pay, allowances, quarters, leave, travel warrants, and all of the rest of the things you need in the military. Trained to the same level as many other specialists (usually in communication or damage control in the fleet and riflemen in the PDF) these guys will fight alongside the rest of their unit during battle, and then go back to punching in those requests and query's afterwards.

JLog - Joint Logistic Command - usually working from the same offices as the JPPS on board ship, these few people are those who gather the authorised defect lists, process them, help maintain stock levels in the armoury's and stores bins.

JMS or JMed - Joint Medical Services - as with JLS, this is a cross colonial branch, charged with ensuring the correct level of medical cover is provided across all units of the Colonial Military.

Chaplaincy: Not every unit in the services has a chaplain or priest but most large bases or ships may have one aboard. The men and women of the faith serve a critical purpose in helping to deal with the many problems suffered by the crew and officers of the CDF. They are combat trained, but it is up to their personal beliefs as to whether they will pick up a gun and fight. Instead, many attach themselves to a medical unit during a firefight.



INSIGNIA

Regardless of the branch of service you service with, there is one unified insignia structure across the whole of the CDF. This means that you can always identify the rank of the individual, even if they are not in their normal operating environment.

Normally, the following insignia are worn as double collar tabs on duty and dress uniforms. In addition, Warrant Officers wear an embroidered insignia on their sleeves. The colour of piping for officers tunics is also shown on the outside edge of the following badges.

In addition, the left shoulder of any uniform fields a patch (normally round but other shapes are possible) which shows the wearers unit. A fleet patch normally gives the Ship Name and/or the Group they belong to. A Division will usually have its own insignia and a lesser unit designation under that.

Combat duties are another matter. Wearing insignia under those conditions is an invitation to being singled out. To avoid this, a single, cloth, tab is worn on combat dress, and an embroidered rank badge, in muted outline, is worn on it.



Admiral
General (Marine)
General (Planetary
Defence Force)



Vice-Admiral
Lt-General (Marine)
Lt-General (PDF)



Rear-Admiral
Major-General (Marine)
Major-General (PDF)



Commander
Brigadier-General
(Marine)
Brigadier (PDF)



Colonel
Colonel (Marine)
Colonel (PDF)



Major (Fleet)
Lt Colonel (Marine)
Lt Colonel (PDF)



Captain (Fleet)
Major (Marine)
Major (PDF)



Lieutenant (Fleet)
Captain (Marine)
Captain (PDF)

	
Ensign (Fleet) Lieutenant Junior Grade 2 nd Lieutenant (PDF)	Uniform Clasp
	
Warrant Officer I Master Chief Petty Officer Sergeant Major (Marine) Regimental Sergeant-Major (PDF)	Warrant Officer II Senior Chief Petty Officer Master Sergeant Regimental Quarter-Master Sergeant
	
Chief Petty Officer First Sergeant (Marine) Company Sergeant-Major (PDF)	Petty Officer 1 st Class Gunnery Sergeant Staff or Colour Sergeant (PDF)

	
Petty Officer 2 nd Class Sergeant (Marine & PDF)	Specialist (Fleet) Corporal (Marine & Fleet)
	
Senior Deckhand Lance Corporal (Marine & PDF)	Deckhand (Fleet) Private First Class Private (PDF)
	
Crewman Recruit Private Recruit Private (PDF)	Colonial Force Patch Defence Shoulder

AWARDS AND MEDALS OF THE COLONIAL MILITARY

What follows is a list of many of the awards and medals that are issued to military personnel for meritorious service along with an explanation of what the award is generally given for. As GM feel free to modify these to fit whatever style campaign you are running.

I. Junior and Senior Pilot Wings - These wings are awarded to pilots based upon their rank and

their completion of flight school/training. They apply not only to small craft pilots but also to Space Craft pilots as well.



2. Star of Kobol - This award is presented to military personnel to denote their years in service. For 5 years of service the bronze star of Kobol is awarded, for 10 years of service the silver is awarded and for 20 or more the gold is awarded.



3. Hero of Kobol - Usually awarded for heroism not involving actual conflict with an enemy. Typically, it is awarded for actions involving the risk of one's own life.



4. The Arrow of Apollo - Awarded to any member of the Colonial military who distinguishes himself/herself in action by extraordinary heroism. The act must be performed in the presence of great danger or at great personal risk and must be performed in such a manner as to render the individual highly conspicuous among others of equal grade, rate, experience, or position of responsibility.



5. Colonial Achievement Medal - This medal is awarded for meritorious service in either combat or noncombat based on sustained performance or specific achievement of a superlative nature. There are three types of this award a bronze is worn to denote 1 achievement medal, a silver is worn to denote between 2 and 4 achievement medals, and gold is worn to denote 5 or more achievement medals



6. Colonial Gold Star - This medal is awarded for gallantry in action against an enemy of the Twelve Colonies of Kobol.



7. Distinguished Service Order: This medal is normally awarded to enlisted personnel who have distinguished themselves against overwhelming odds in ground combat.



8. Weapons School Graduate: Awarded to the top graduates from the Colonial Viper Weapons School



9.. Medal of Distinction - A prestigious award, it is awarded for, among other heroic reasons, long years of distinguished service.



IO. Medal of Valor - One of the highest Colonial combat decorations. Awarded for gallantry and intrepidity at the risk of ones life above and beyond the call of duty while in engaged in an action against an enemy of the Twelve Colonies of Kobol.



UNIFORMS

All of the Colonial Defence Forces have the same uniforms, modified by their arm, branch of service and the duty they are performing.

Dress Gray's: This tunic and trouser grey/brown uniform is a derivation of the 'khaki' colour worn by many of the military forces before unification. A Sash, with any awards and decorations is worn from the left shoulder to the right hip. Senior officers wear a lanyard based on their seniority. Ground Forces (including Marines) Officers wear a cap when outside. A typical Colonial dress gray uniform is worn with a sash that is adorned with the medals and decorations earned by that individual. It is typically held to the shirt with a tunic clasp that corresponds to the fleet or unit designation (see picture). A coloured shoulder cord is also generally worn with the dress gray's the colour of the cord is determined by the rank and position of the wearer.



Duty Blue's: the standard colour uniform for all Officers. Rank is determined by insignia and by the colour of piping on the cuffs edging. Flight wings are worn on the breast and, in the case of

Senior Admirals, decorations, usually only found on the ceremonial sash, are also worn, together with a thick gold piping edge to their uniform. Ground Force Officers add a hat and coat to the uniform. There is an enlisted version of this uniform, wearable on formal occasions. In such cases white gloves are added to the uniform. A patch on the shoulder normally indicates the base/ship/unit that the wearer is attached to.

Duty Fatigues': Non-commissioned Officers and enlisted personnel wear standard 'undress' fatigues in plain, olive green on nearly all occasions. Officers carrying out any physical duties (including medical) will wear fatigues as well. Warrant officers sometimes wear tan versions.



Deckhand JumpSuits: In the navy, deck flight crews wear bright 'Jump Suits' which allow the other users on deck to readily identify the type of crew dealing with each task – a vital necessity in a noisy environment. Some of the suits are similar to flight suits in that they are fire retardant and can be used for short periods in a vacuum.

Flight Suits: These suits are designed to cope with the pressures of combat in vacuum conditions and under considerable pressures generated in high speed combat. A chronometer and O2 readout monitor is available on one of the wrists and the suit has attachments for boots, gauntlets and helmet. The left shoulder normally has a shoulder patch showing the users home ship (or

establishment), with an arm pocket underneath. The right shoulder has a white patch stating 'Raptor' or 'Viper' (or other as the case may be) for reservists and a unit patch for other officers. A pocket is found on either leg, although the normal pistol strap restricts access to the right handed one. Another pocket next to this holds a small medical kit and there is an ankle pocket as well.



Combat Uniforms: Ground. Many officers and enlisted personnel operating on a planets surface adopt a camouflaged uniform jacket and trousers, dependant on the environment they are operating in. Rank insignia is shown on a strip mounted on the chest in muted colours. Ballistic vests and other webbing is usually worn.

Combat Uniforms: Black. The Colonial Marines have a close combat uniform consisting of olive green with black armour and webbing. The intimidating look of this gives them an edge in the small scale fire fights they are tasked to. The colours present a remarkable blending ability in the confines of a ship.

THE COLONIAL FLEET



*Out from the deserts of darkness and dreams,
Out though the oceans of sadness we sailed.
Venturing onwards through mystical scenes,
Blown on the wind of the whim that prevailed.
We had no reason to doubt the proof,
Fleeing from danger and discontent,
To the dreams of truth.*

- THE LAYS OF AURORA

Forty years after the end of the Cylon War, the Colonial Fleet consists of a standing fleet of over three thousand FTL capable starships, operated and run by nearly two million officers and men.

The Colonial Fleet has its origins in the Articles of Colonization, signed by the Twelve Colonies at the outbreak of the Cylon War. The human armed forces, across the Colonies, were divided by internal dissension, old rivalries, and procedural differences. Each Colony had its own procedures, strategies, and ideas about how to fight the war, and the inability to cooperate effectively led to number's of Cylon victories and deaths numbering in the hundreds of thousands. Realizing that they could not defeat the Cylons separately, the leaders of the Twelve Colonies decided to unify their governments under the Presidency and the Quorum of the Twelve and combine their military forces into a single unified command and control structure.

Following the war, Picon Fleet Headquarters was established as the central hub of Colonial Fleet military operations, with smaller command centres being built on each of the Twelve Colonies. In addition, dozens of small Command and Communications stations were established throughout the Cyrannus system to ensure the Fleet activities were well coordinated, supported and supplied.

The primary construction facilities for the Colonial Fleet lie in orbit over Picon and Leonis. These massive facilities boast dozens of orbital dry-docks, graving yards, workshops, and storage facilities. While many of the components are manufactured elsewhere and shipped in, these massive facilities are where the pre-built sections become Battlestars. While the actual construction takes place over Picon and Leonis, smaller repair and service yards exist in orbit around Scorpia, Caprica, and several other Colonies. These orbital yards provide logistical and technical support for the Fleet, handling the smaller, but vital jobs that don't need the support of a builder's yard.

Given how close the Colonies came to being simply overwhelmed during the Cylon War, the post-War Colonial government took precautions to ensure that the Fleet can fight on even if cut off from the bulk of the Colonies. Dozens of small, sparsely manned, supply depots are to be found throughout the system as well as in the Colonies' extra-solar holdings. The largest of these (and least known outside of the Fleet) is Ragnar Station – a depot designed to meet all the fighting requirements of a fleet. All of these munitions and supply depots are designed and placed to ensure that the Fleet is able to restock, repair, and fight on, even in the face of an overwhelming Cylon assault. As the years have worn on without any hint of a renewed Cylon offensive, most of these depots have fallen prey to bureaucratic infighting, cost-saving measures, and simple neglect.

FLEET DUTIES AND AREAS OF RESPONSIBILITIES

"Space is not a self-contained battlefield. It is the place from which a Fleet can project power onto land areas and targets. The mission of protecting the space lanes continues in being, but the Fleets central missions are to maximise its ability to project power from orbit, onto any target, and to prevent the enemy from doing the same."

The primary duty of the Colonial Fleet is the defence of the Colonies, Colonial borders and interests. This is most often accomplished by deterrent patrol, but critical to the mission of the Colonial Fleet is the concept of power projection - the ability of the Fleet to rapidly and effectively deploy and sustain forces in response to a crisis; contribute to deterrence; and maintain local stability.

Even limited to the orbital plane, the home system of the Twelve Colonies represents an area of more than 17.6 *billion* square kilometres, and that does not account for Colonial holdings outside the home system itself. That's an overwhelming area to traverse and patrol, and as a result, Colonial interests have tended to coalesce into small islands of activity surrounded by vast seas of empty space. While the Colonial Fleet is primarily responsible for the security of these islands of activity, they are must also be aware of what goes on in the abyssal spaces between.

The deployment of one or more Battlestar Groups (BSG) is an effective means of deterring large scale violence and of calming unrest. Very few threats possess the size, numbers, or strength to tackle a BSG, and as a result, few are eager to attract their attention.

A BSG on a power projection mission can establish local air superiority, denying enemy forces both access to air and space over and around any crisis zones and so denying them the ability to strike at Colonial or Planetary military and civilian assets.

Once the BSG has established air superiority, they may also conduct anti-shipping and surface bombardment operations in order to reduce enemy force assets and so countering the enemies' ability to project power and engage in offensive missions. Finally, the BSG will support landing or relief operations being carried out by Marines, Planetary Defence Forces or Local Forces in support of Colonial Troops.

There are several secondary missions of the Colonial Fleet, including Space-lane Control and Protection of Shipping. Despite the vastness of space and the advent of reliable FTL jump technology, time and economic constraints coalesce shipping routes into handfuls of well-travelled and predictable Space Lanes Of Communications (SLOC). Through these space lanes travel the vulnerable merchant vessels which make up the life blood of the Colonial economy.

In order to bring a war to a swift conclusion, an enemy force must destroy the ability of the Colonies to make war by disrupting the economy. Given the heavy defence networks protecting each planet, the most economical method of disrupting the economy is by striking at the vessels transporting the goods and materials vital to the Colonial economy.

Short of open warfare, Colonial shipping is also threatened by pirates, scavengers, rivalries and company conflicts, all of which present a local, but on-going threat to shipping. A small criminal syndicate can fit out a pirate vessel and crew for a comparatively small outlay of cash and material, but the capture of a single bulk freighter and disposal of her cargo can bring a return of millions of cubits, making even an isolated incident of piracy very, very lucrative for those willing to engage in such acts. And also very dangerous.

In order to prevent these attacks, the Colonial Fleet conduct both deterrence patrols along the major space lanes and provide escorts to limited, high value cargo's or personnel and by doing so deny easy access to targets for criminal elements. Because of the nature of the Colonial Government,

Fleet may also conduct safety and cargo inspections when requested by either Local or Colonial Civilian Authorities or if a Commander suspects a failure of one of these. However, Commanders have to tread carefully in this area. Delaying a cargo ship for no justifiable warning can result in fines or even a courts-martial. But having the power deters both the smugglers and those shipping companies that fly ships unsafe to both their crews and other merchant marine users.

SPACE LANES OF COMMUNICATIONS.

Although FTL drives allow the ready transportation of goods and people across the Colonial System, the economics surrounding operations of the FTL system means that sub-light travel will remain with us for a considerable time.

FTL commerce is usually engaged in either high-risk or high-demand cargos. And the price tag always matches. Bulk cargos require low cost freight to maintain a margin on shipping costs and so much of the inter-colonial merchant fleet is non-FTL capable (and many others operate without use of FTL drives).

As each Colony swings around its orbital plane, shipping costs, based on fuel and life support costs, varies wildly. So the closer one planet is to another, the cheaper it is to ship there. It does, however, allow for a certain predictability in shipping density, as the heaviest traffic will always be at nearest approach. This makes for an ever changing number of shipping lanes in use by the merchant marine.

One exception does exist. These are the 'Trojan' lanes in use between Aquaria, Caprica and Virgon. As those three planets exist on the same orbit, the distance between them constant, the space lanes remain constant and unchanged. This remarkable state of affairs allows for the fleet to maintain a constant patrol along this heaviest travelled of all routes.

Other secondary missions of the Colonial Fleet include helping with Customs Enforcement, providing Search and Rescue throughout the

Colonial sphere of influence (both ground, and space); training with Sovereign and Colonial Planetary Defence Forces; and providing humanitarian aid. A surprisingly large number of vessels seem to be engaged in 'Flag Days'. By providing visible proof of the fleet, they help to reinforce recruiting drives across the Colonies.

DEVELOPMENT OF THE FLEET.

"You are supposed to tell us what the Cylons are going to do. I will then decide whether it is good or bad and act accordingly."
Admiral Davies, Commander Battlestar Columbia, cy 12

40 years after the end of the Cylon War, the Colonial Fleets strength lies at just over 120 Battlestars, with one about to be decommissioned (Galactica), another two ready to be launched and three in dock undergoing Service Life Extension Programs (SLEP) including Pegasus.

A Battlestar of the Colonial Fleet is one of the most capable warships available to the colonies. They were designed and built to deal with their opposite numbers – the Cylon Basestars (also created by the Colonies), and so a Battlestar became defined as a ship capable of fighting a Basestar.

But a Battlestar is itself vulnerable to the highly devastating attack of its Cylon opponents. Given the time and effort needed to produce Battlestars, the Colonists built or adapted other vessels to supplement the Battlestars. These vessels helped split Cylon attacks on the Battlestars and also gave the Colonists more flexibility to deal with lesser threats.

These smaller craft were divided into different categories. The first were the Gunstars. Carrying little in the way of fighter support, they were built to defend Battlestars by providing additional anti-missile and anti-air gun support. In addition some models mounted a few, heavier, guns and would lead attacks on Cylon forces, with back up support from the Battlestars. Their losses were horrific. For instance, not a single Tiger Class survived the Cylon War, the last being destroyed in the final month of the conflict.

Second of these smaller vessels were the Escortstars. These smaller vessels could help supplement the Battlestar's but their main use was to escort convoys of vessels operating between the colonial systems planets, provide fire support to ground units and to provide a degree of protection to those planets – to slow up offensive

attacks and give time for the Battlestars to arrive. These ships carried both guns, missiles and, above all, fighters and shuttles, and were critical to slowing down the Cylon offensive. As with the Gunstars, these ships suffered many casualties, few surviving to the end of the war.

A number of local patrol craft and hastily converted merchantmen supplemented the colonial defences but many were swiftly overwhelmed, the few survivors returning to their owners at the wars end as the need for merchant shipping once again took priority. A typical example is the Mk41 Berosus Fast Replenishment Vessel class.

The lessons of the Cylon War were not lost on the Colonial Fleet – or the politicians – and rapid expansion of the Colonial Fleet was to take place over the next two decades. More capable, and standardised, designs were built, rebuilt and kept in service up to the current Administration. Indeed, despite cutbacks during the current Adar Administration, the Fleet has taken the opportunity to update many of its existing fleet, especially taking advantage of newer, networked, electronics that incorporate the very best in 'Cylon-proof' anti-hacking defences. These better electronics allow more accurate missiles, better gun tracking and more accurate navigational aids.

STRUCTURE OF THE FLEET

The Colonial Fleet is divided administratively into twelve fleets and the Colonial Marine Corps. Each Fleet is commanded by an Admiral, and the Marine Corps is commanded by a General known as the Chief of Marine Corps Operations. These thirteen flag officers, together with the Chief of Fleet Operations comprise the Admiralty.

In addition to ensuring the smooth day-to-day operation of the Fleet, the Admiralty is also responsible for mapping out long-term planning and ensuring that the Fleet is ready in all respects to defend the Colonies. Needless to say, in an era of tightening budgets and a focus on internal political issues, their priorities and goals do not always coincide with those of the civilian government.

Each fleet is divided into a number of Battlestar groups (BSG) or task forces commanded by a Rear Admiral or a senior Commander. A Battlestar group is usually organized around one or two

Battlestars, their escorts, and a number of Fleet auxiliary vessels. A task force, or Flotilla, is usually organized with a gunstar, rather than a Battlestar, as the flagship.

The number of Battlestar-Groups, Flotilla's and individual ship assignments can change on an on-going basis. Usually a single BSG is assigned as the Flag-Group for each Fleet, and does not move from that Fleet. Ground Bases and space stations are permanently assigned to different fleets.

Individual Commands

Each unit in the Colonial Fleet is commanded by a Commanding Officer (CO) - usually a Commander or a Colonel responsible for ensuring the good order of the ship and crew and for carrying out the orders of those above him. Each ship or squadron is further organized into departments (such as Weapons, Operations, Aviation, and Engineering) under the Executive Officer (XO) and then into specific divisions.

The Commanding and Executive Officers spend most of their time dealing with administration-conducting inspections and training, and providing basic leadership - a number of issues which might affect the ship's readiness must be decided at their pay-grade; it's their job to coordinate activity aboard to keep the ship as ready as possible for any contingency.

Department heads (generally Captains and Lieutenants) are responsible for carrying out the orders of the CO and Exec, and for the operation of their various departments- as well as the omnipresent paperwork. Engineering officers, for example, must coordinate the maintenance of the propulsion and life support systems, track performance of both man and machine, and determine what supplies and consumables are being used, at what rate, and when they must be replaced. They also conduct inspections and equipment testing to prevent breakdowns as well as training to prevent accidents. Division officers answer to their department heads and have a smaller piece of the Department Head's pie. Most of the technical expertise and institutional knowledge lies in the senior enlisted men, so the purpose of the division officer is really to learn as much as he can from his petty officers and to learn to be an effective officer. Otherwise, their function is about the same as their department heads.

BATTLESTAR-GROUP COMPOSITIONS.

"A Battlestar is the best Ambassador"
- anon

Battlestar-Groups: At the heart of any group is the Battlestar around which it is formed. Even on the occasions when a Battlestar operates alone, or in company with another Battlestar, it still retains the designation 'BSG' and its fleet number. Apart from these occasions, each BSG is assigned supplementary craft on a temporary basis, to allow it to carry out different roles. A number of those roles are listed below:

Battle Group: Based on the tactics of the Cylon War, these groups form Six Gunstars around a single Battlestar, with two of the more capable Escortstars providing a limited patrol capacity and this grouping is considered the 'standard' operational flotilla.

Defensive Group: In the event of war, the Colonial Military is committed to Planetary Defence. To this end, planetary defence forces are to be supplemented by a minimum of two BSG's. Each group is to contain a minimum of one to two Battlestars, six escorts and four Gunstars plus any available Colonial or Local Government ships and patrol craft. Typical patrol patterns have one group covering the Northern hemisphere, the other the southern hemisphere. Although seemingly isolated in this position, PDF strategic forces and orbital fighter craft can also provide support to the Defensive Group.

Strike Group: These groups are supposed to lead the attack deep into enemy territory. Because of this, they tend to be heavy on Gunstars and Battlestars at a ten to one ratio, backed up by two to three escorts and a large number of auxiliary tankers. More escorts are provided if the Group is to contain a Marine Landing Battalion or Brigade.

Marine Battle Group: The Colonial Marine Force normally operates in small numbers, befitting the rapid deployment doctrine they operate under. However, if a major conflict arose again, then larger formations have to be delivered to their AO and deployed against enemy fire. To achieve this, the Marine Battle Group is formed. This is split into different aspects. First of all is a BSG that is assigned to protect the group in transit. Second are the Escortstars that protect the MBG itself (the BSG is designed to drive or hold off enemy Basestars). Third are a number of

Gunstars (run by the Marines and not by the Fleet) which provide orbital gunfire to secure the Landing Zone. Each Marine Battalion is assigned to a troopship, crammed with Assault Landing Craft, Raptors and a single squadron of dedicated Marine operated Vipers that provide Air Support for the Marines themselves (this dedicated squadron prevents Marine Air Support being dragged into Fleet battles – the Colonies lost a number of battles because of this).

OTHER FORMATIONS

Battlestars are the heart of the Fleet. But they are hardly the best vessel to use in all circumstances. Merchant Patrols, search and rescue, interdiction duties – all these can be better carried out by lighter, more specialised ships that do not cost as much to build or operate.

Sometimes the need to group these vessels together arises. To distinguish them from Battlestar-Groups, the term Flotilla is used for non-capital ships (the term squadron is retained for fighter craft).

Patrol Flotilla's

Consisting principally of Escortstars (normally the older and slower variants) and backed with more capable Gunstars, these vessels are assigned to patrol an area of space – providing search and rescue, backup to the Colonial Governments and anti-piracy duties. A Flotilla rarely operates as a single formation except when a threat arises, and the individual ships of each Flotilla can be days away from each other at sublight speeds. In time of war, the Flotilla's escort merchant convoys and so lose some of their ships to the Fleets, but are supplemented by armed merchantmen in their turn.

Destroyer Flotilla's.

The Cylon War was a desperate struggle of attrition. At several points in that war the Colonial & Planetary Governments literally ran out of Capital Ships to throw in against the Cylons. Gunstars, or hastily converted and armoured equivalents, were available and, by grouping enough of them together, they could overcome the fighters and defences of a Basestar. But only at a massive cost in ships and men. Nether-the-less, those tactics still remain on the books and the Fleet still occasionally forms Destroyer Flotilla's in cases where no Battlestar's are available for offensive operations.

Wolfpack (Sweep) Flotilla's.

DRADIS is not always the most reliable of detection systems and, especially when deployed on Search and Rescue, short range scanners need to be used. A line of ships, normally with Raptors deployed ahead of them, will advance into a volume of space. A reserve of ships will be located further back, and more further back from that. In this way they can cover a large volume of space, and also provide immediate support to the detecting vessel from the reserve. Once a target is detected, the remaining vessels in the flotilla then encircle the target area. In War, this type of formation is usually called a wolf-pack and may be backed up by a BSG. In peacetime, such a formation is called a Sweep. These Flotilla's call for a large number of ships to work effectively and are usually created on a case by case basis.

Scout Flotilla's.

Although Raptors are eyes and ears of the Fleet, they have any number of disadvantages. Sometimes the fleet needs to send in heavier elements to either trigger a threat or provide backup to the Raptors. Typically, these are ELINT equipped ships, with better scanners, armament and armour. They ideally need escorts or Battlestars and fighter cover to be at their most effective. In peacetime these vessels are usually to be found near the SLOC's. Regretfully, until recently, these small vessels would still prove (in exercises anyway) to be priority targets and eliminating them early in the battle restricts later fleet operations. The two solutions are: Deploy a heavily armoured ship carrying more Raptors; or provide the same package in a more heavily armoured craft. Fleet has carried out both of these options.

INDEPENDENT VIPER SQUADRONS.

Although most Fleet Viper Squadrons are found aboard Battlestars and Escorts, a number of Squadrons are ground based – either at planetary bases, training schools or on stations. In addition those individual flights of fighters assigned to Gunstars, reserve vessels and the like, are attached to these Squadrons – allowing their personnel to be rotated, craft serviced and training monitored. These Squadrons usually consist of up to twenty flights of four Vipers each, backed by a large number of shuttles and raptors allowing rapid deployment of small flights with their maintenance crews.

FLEET STRENGTH

Including reserve vessels, the FTL capability of the fleet is as follows:

124 Battlestars
837 Gunstars
1016 Escortstars
151 Scouts and Specialist Combat Vessels
939 Auxiliaries (Fleet Train)

The active duty fighter strength of the Fleet (not counting Flights and Squadrons assigned to stations and bases) is in excess of 22,000.

While it may be true that the Fleet's Battlestars and Vipers garner all the media attention, it is also true that the Fleet can't function without the many fixed bases and installations (not all of them Fleet) scattered throughout the Colonies. From dockyards, to fleet depots, to on-planet facilities, to the lonely outpost known as the Armistice Station, there are many bases scattered throughout the Colonies to support the Fleet.

RESERVE FLEET.

The Cayuse Inactive Fleet Facility (CIFF), houses numbers of obsolescent vessels that have been mothballed. This facility accepts vessels, empties

them of ammunition and carries out a full assessment of the vessel. Some are stripped down for spares to allow other ships to continue in the fleet, their empty hulls eventually being scrapped (sales of ex-military hulls is strictly controlled and limited). Most of these hulls end up at a Libran space station – where they are melted down, eventually to become a new ship. Other vessels are placed in the reserve and are carefully mothballed. Small crews keep the ships on a care and maintenance basis, making sure that the drives, computers and basic systems are fully functional. Those crews help train up other reservists so that, in the event of war, these older ships can be dispersed to Picon where they can then be crewed by those reservists.

Scorpia Shipyard

Officially designated with the unassuming title of Primary Scorpia Ship Construction Dock 01, This state of the art facility above Scorpia has the ability to dock, repair, and upgrade any ship in the Fleet. Regardless of official title, this sprawling facility is better known by the media, the people that work there, and the rest of the Fleet simply as 'The Yards'.

One of the Colonial Military's largest artificial



constructions, The Yards has the capability to extensively refit and even re-build up to ten Battlestars at one time in addition to another dozen smaller warships. The full capacity has never been used but the Yards were deliberately built in excess of current or even projected needs in order to be able to cope with any threat, even those not even considered likely. There are however, no less than four Battlestars and a half a dozen smaller ships under refit at any given time. In addition to this prodigious building capacity, The Yards have room to dock up to a dozen more Battlestars and three dozen smaller ships. Scorpia is not the only dockyard. Just the largest.

Picon Headquarters

The largest fleet docking facility is over the Fleet's main head quarters on Picon, which has slips for ten Battlestars and twenty slips for smaller ships. There are several other such facilities with docking for up to five Battlestars and ten smaller ships with one each over Caprica, Libris, Sagittaron, and Leonis. The biggest number, however, lay in the large artificial stations orbiting Leonis.

Ragnar

The least known facilities used by the Fleet are the hidden Fleet Munitions Depots hidden in and near the Colonies. These bases are stocked, in addition to ammunition, with fuel, spare parts, and Vipers in case of a sudden and catastrophic attack on the Colonies that somehow disrupts the Fleet's normal system of supply. These secret depots are known to command grade officers and were meant to provide a means for the Fleet to continue to fight. However, forty years of peace has paid a heavy toll on these facilities. Many have been allowed to fall into disrepair not being restocked in years, while still others were completely abandoned.

The least most desired duty within the Colonial government is an assignment to the Armistice Station. As part of the agreement that ended the Cylon War, these space station was placed at the very edge of Colonial and Cylon space for the express reason of conducting further negotiations if the need were to arise. For forty years, the humans have sent a representative to the station in case the Cylons wished to speak to the Colonial government, but since the station's construction no Cylon has ever even so much as contacted the station by wireless. Regardless of the seeming futility of the assignment, one unlucky member of the Colonial diplomatic ministry maintains their

lonely vigil every three months at the forlorn outpost.

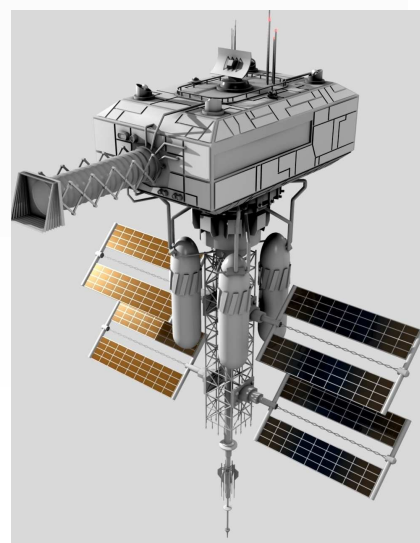
Finally, not all of the Fleet's facilities are orbital. In addition to these off planet installations, the Fleet has several dozen ground bases. These ground bases vary widely in function from training, maintenance, storage, or research facilities; officer, enlisted, or dependent housing; and Viper defence squadron bases. Picon, due to the location of Fleet headquarters has the highest percentage of these ground facilities, but Caprica also has a substantial amount of Fleet installations as well. However, every planet has some ground based facilities with many of them run by the Reserves or Planetary Militia.

Leonid Stations

With the surface of Leonis devastated, nearly all of the Leonid population is found scattered throughout over thirty orbital stations. Involved almost entirely in ship production, both civil and military, the Leonid Stations are large, measuring well over 10 miles in length. The larger ones construct Battlestars. Smaller stations build smaller, civilian ships and the military escorts such as the Berzerker/

Armistice Station.

Built entirely by the Colonial Government, Armistice Station is located in the Cylon-Colonial border, a de-militarised special area. The station is a simple affair, housing FTL communications, living quarters and a single docking point. The station is maintained from time to time during each year, and a high ranking Colonial Officer (holding diplomatic rank) attends the station for five days each year.



*Midgard Station - Virgin Defence HQ
Model By Ice-Dragon*

Leaders of the Fleet

Admiral Matthias Stark

Position: Chief of Fleet Operations

AGL d8, STR d6, VIT d6, ALE d8, INT d10, WIL d12+d4; INIT d8+d8, Life Points 20

Assets: Advanced Education d4, Formidable Presence d4, Political Pull d12, Renowned (Feud with President Adar) d6, So Say We All d4

Complications: Duty d10, Elderly d6, Overweight d2, Rival (Admiral Myron Theodis) d4

Skills: Athletics d4, Discipline d6 / Leadership d10, Guns d4, Influence d6 / Bureaucracy d10 / Persuasion d10 / Politics d12 + d4 / Intimidation d10, Knowledge d6, Perception d6 / Deduction d8 / Intuition d8 / Tactics d10, Scientific Expertise d4, Unarmed Combat d4

Background: As soon as he was commissioned Matthias Stark had one thing on his mind, becoming the CFO of the Colonial Fleet. While a good tactician and strategist, he knew those skills did not play to his strengths. Stark knew his path to the top would be through establishing connections with the right people. While Stark worked hard to master his profession, he worked harder at networking his way to the assignments that would paint him in the best light. Stark progressed on a par with his peers until obtaining the rank of Commander, it was at that point that his connections and political savvy began to take effect with his assignment to command the fleet flagship, the original Battlestar *Atlantia*, a position that normally went to far more experienced officers. Stark soon parleyed that prestigious assignment into flag rank of his own and beat out several more senior admirals, including Myron Theodis, to deputy command of First Fleet. The highly coveted command of First Fleet followed shortly afterwards, which, with his sharply honed political skills and connections, ensured his rise to CFO.

Admiral Stark is frequently at loggerheads with the Adar administration, especially over the President's frequent proposals to cut both the size of the Fleet and the Fleet's budget. His ongoing feud to hold Adar's budget cuts at bay have become legendary as is his razor sharp political infighting skills that have served him well during his long years with the Fleet. How much longer Stark can protect the Fleet from the

prevailing wisdom that the Cylon menace has lessened to the point that a some of the Fleet's portion of the Twelve Colonies' budget could be put to better use is unknown, but if anyone can defend the Fleet, it is the wily Admiral Stark.

Stark is of average height with a full head of iron gray hair. Now in his late sixties, he has lost his life long battle to keep his weight down; however, any impression of softness is quickly crushed by his piercing green eyes and his imposing demeanor that leaves no doubts as exactly who is in command. While he may appear to the casual observer to be someone's kindly old grandfather, but once he brings his commanding presence to bear, no one makes the mistake of underestimating him a second time.

Admiral Augustine Nagala

Position: Commander First Fleet

AGL d6, STR d6, VIT d8, ALE d10, INT d12, WIL d12; INIT d6+d10, Life Points 20

Assets: Cool Under Fire d6, Faith d4, Political Pull d6, So Say We All d6, Talented: (Strategy, Tactics) d6

Complications: Duty d10, Prejudice d4, Slow Mover d2, Toes the Line d4

Skills: Athletics d4, Discipline d6 / Leadership d10, Guns d4, Influence d6 / Persuasion d8 / Politics d8, Knowledge d6, Perception d6 / Deduction d10 / Intuition d10 / Strategy d12 + d4, Tactics d12, Unarmed Combat d4

Background: Almost as soon as he donned his first cadet's uniform, Nagala began impressing his instructors with his instinctive grasp of the fine details of strategy and tactics. Graduating first in his class, Nagala earned his choice of assignment and to everyone's surprise, rather than a plum position in First Fleet, he selected a Combatstar in the Tenth Fleet. While his stunned peers wondered why Nagala would select such a backwater assignment, his decision soon revealed just how intuitively he understood the subtleties of art of war when he earned multiple commendations for actions under fire as the Tenth Fleet was, at the time, responsible for anti-piracy in the Colonies and Nagala found himself in the thick of the action. This early introduction to combat proved to be decisive during the brutal Cylon War as Nagala,

now the captain of that Combatstar, time and time again outmaneuvered the Cylons and earning his ship the best kill record of the war.

Nagala's phenomenal war record came to the notice of the Admiralty of the time starting a rise through the ranks that was nothing short of meteoric. Many in the Fleet believed Nagala was certain to become CFO when he was promoted to admiral, but ever focused on refining being technically and tactically proficient, he found himself outmaneuvered for the first time in his life by the far more politically adept Admiral Stark for the position of Chief of Fleet Operations. However, no one was happier than Nagala was to let the professional politico have to deal with the endless distractions command of the Fleet would bring as it allowed him to remain where Nagala was born to be, on the cutting edge of the sword and creating the tactics that are required reading at every military academy in the Twelve Colonies.

Admiral Myron Theodis

Position: Commander Second Fleet

AGL d8, STR d6, VIT d10, ALE d10, INT d10, WIL d10; INIT d8+d10, Life Points 20

Assets: Cool Under Fire d6, Formidable Presence d6, Political Pull d12, Renowned (Social Climber) d4

Complications: Duty d10, Glory Hound d4, Rival (Admiral Matthias Stark) d4

Skills: Athletics d6, Discipline d6 / Leadership d10, Guns d6 / Pistols d8, Influence d6 / Bureaucracy d10 / Persuasion d10 / Politics d12 / Intimidation d12, Knowledge d6, Perception d6 / Strategy d12, Unarmed Combat d6

Background: Myron Theodis is a man on a mission. Once he made flag rank, he was convinced that the title of CFO was his ordained right. When he was passed over by the more junior Mathias Stark, he was beyond livid and ever since being cheated out of what Theodis thought was his due, he has been plotting to rectify what he considers to be a grave injustice. The Theodis family has a long standing tradition of fleet service and when Myron entered the Colonial Fleet Academy, he did so with the lofty goal of attaining command of the entire fleet. Theodis carefully crafted both his tactical and political skills to cultivate his rise to power. However, Theodis based his career on the principle of looking out for number one. He courted and discarded dozens of 'friends' all during his rise through the ranks as it suited and benefited him and among his peers his reputation for fostering his career at the expense of others is all too well known.

One thing that has served Theodis well is he does happen to be a skilled strategist. It irks him to no end that even he has to admit that Admiral Nagala is the better man when it comes to that one critical skill. However, even though he begrudgingly can concede this one point, it doesn't make being in command of Second Fleet any easier for him as he knows that the CFO is almost always chosen from the commander of First Fleet. All too aware of Admiral Stark's ongoing feud with President Adar, Theodis has been quietly attempting to circumvent tradition and have Adar make the call to bypass Nagala and elevate himself to CFO as soon as the president can succeed in his own goal of forcing Stark into retirement.

Admiral Dorian Yorick

Position: Commander Third Fleet

AGL d10, STR d8, VIT d10, ALE d8, INT d8, WIL d10; INIT d10+d8, Points Life 20

Assets: Brawler d4, Friends in Strange Places (Fleet NCO Corps) d4, Intuitive d4, Political Pull d6, Renowned (Mustang) d4

Complications: Duty d10, Toes the Line d4

Skills: Athletics d6, Discipline d6 / Leadership d12, Guns d4, Heavy Weapons d6 / Ship's Cannons d8, Influence d6 / Persuasion d10 / Politics d8, Knowledge d6, Perception d6 / Deduction d8 / Strategy d12, Technical Engineering d4, Unarmed Combat d6 / Boxing d8

Background: Born on Aerelon, Yorick knew instinctively growing up that he would never be satisfied as a farmer, defying his father by enlisting in the Colonial Fleet as soon as he was old enough to do so without parental consent. Yorick was never happier than when he was a senior gunner on the Battlestar *Pacifica*, but during the Cylon War, he took command of the gundeck when all the officers were killed in savage fighting against two Baseships. Yorick's quick actions saved the *Pacifica*, earned him a battlefield commission, and set him on the improbably path to that of a full admiral. Never forgetting his humble roots, Yorick stands as a testament that anyone could achieve greatness by hard work and is dearly loved by the enlisted under his command.

Yorick is a hard nosed, no nonsense officer that does not suffer fools. He is all too aware that his education does not match that of most officers, but his dogged determination has always served him well and allowed him to persevere despite his humble background. The rough and tumble politics of being in the Admiralty has never set well with Yorick, but coming up through the ranks the hard

way has more than prepared him for the dirty infighting that is the trademark of the Fleet's inner council. Regardless of his lofty title, Yorick is at heart a sailor's sailor, maintaining the solid physique of a boxer and speaks unrepentantly with the saltiness of a deckhand. Yorick is in excellent health for his age and one of his favorite teaching methods, especially with overly arrogant Colonial Fleet Academy graduates, is to toss a set of boxing gloves to the young officer and, while using boxing metaphors, to knock the arrogance out of, and hopefully some sense *into*, the young ensign.

Admiral Jonathan Zorba

Position: Commander Fourth Fleet

AGL d6, STR d6, VIT d10, ALE d10, INT d8, WIL d12+d2; INIT d6+d10, Life Points 24

Assets: Faith d6, Mathematician d4, Political Pull d6, Renowned (Bloodthirsty) d4, So Say We All d6

Complications: Duty d10, Out for Blood d4, Overconfident d4

Skills: Athletics d4, Discipline d6 / Leadership d8 / Morale d12, Guns d4, Influence d6 / Persuasion d8 / Politics d8, Intimidation d10, Knowledge d4, Melee Weapon Combat d6 / Fencing d10, Perception d6 / Strategy d8 / Tactics d10, Scientific Expertise d6 / Astrogation d8, Unarmed Combat d4

Background: That the Cylon War produced many heroes and launched the careers of many of the now senior officers in the Colonial Fleet is a given. Jonathan Zorba is one of the most extreme examples of that simple axiom. Zorba was a lieutenant when the war broke out and he soon had the reputation of taking the fight to the Cylons with gusto, gusto so fierce that it bordered on the fanatical. Zorba's natural skill at plotting FTL jumps allowed him to jump in closer to the enemy than anyone thought possible. As the war progressed and his fame increased, Zorba's abilities were decisive in allowing his Battlestar, the *Prometheus* to arrive closer to the Cylons or in areas they considered secure thus allowing the *Prometheus* to deliver crippling attacks. Zorba was furious when the armistice ended the war; feeling that the politicians had betrayed humanity by allowing the Cylons to continue to exist.

Zorba's long term goals changed when the war ended. No longer satisfied to simply serve the required minimum time to qualify for retirement, he developed a burning desire to join the Admiralty in order to influence the decision makers of the Fleet to end what the Cylons had started for once and for all. Zorba buckled down and methodically rose through the ranks, and after thirty-five years of

single minded intense effort, he attained his goal of entering the Admiralty. However, when it came to attaining his ultimate goal of convincing his fellow admirals to finishing off the Cylons, Zorba, try as he might, could not find support for his crusade to end the Cylon menace. Ever driven by his withering hatred of 'Toasters', Zorba continues to press the Chief of Fleet Operations with his plan, but regardless of his fervor, the attempts fall on deaf ears.

Admiral Stefan Odell

Position: Commander Fifth Fleet

AGL d6, STR d6, VIT d6, ALE d10, INT d12+d4, WIL D10; INIT d6+d10, Life Points 16

Assets: Advanced Education d4, Cool Under Fire d6, Faith d4, Political Pull d12

Complications: Duty d10, Straight-Laced d4, Toes the Line d4

Skills: Athletics d4, Discipline d6 / Intimidation d12+d2, Leadership d8, Guns d4, Influence d6 / Politics d8, Knowledge d4, Mechanical Engineering d4, Perception d6 / Deduction d10 / Sight d10 / Strategy d10 / Tactics d10, Scientific Expertise d4, Technical Engineering d4, Unarmed Combat d4

Background: When it comes to leadership, Admiral Odell believes in, and will only accept, one standard in his subordinates - instant obedience to orders. In the Fifth Fleet, Odell's word is law and he makes this dictum emphatically clear to his entire command. However, rather than creating a well disciplined fleet, his harsh attitude has resulted in the worst morale and a greatest number of disciplinary problems in the entire Colonial Fleet. While a decent officer when it comes to strategy and tactics, his imperial manner has alienated him from his officers and crews resulting in less than optimal performance during maneuvers. Being unwilling to even consider that it is his own methods that are the cause of the problem, Odell cracks down just that much harder and thus perpetuates the discipline and performance problems within his command.

While extremely intelligent, Odell was just as cold to his fellow cadets at the academy resulting in him becoming a loner obsessed with studying. He graduated first in his class academically, but due to his sour attitude, another more popular cadet was selected as valedictorian, a slight Odell has never forgotten or forgiven. Thanks to his extensive studying while at the academy, Odell is well informed about all manner of ship operations and little escapes his meticulous notice. Odell is a stickler for old fashioned 'white glove' inspections

and woe it is to any crew member that fails to meet his exacting, most say 'impossible', standards.

Odell's attitude is not popular with his fellow admirals either, but his intelligence and his depth of knowledge are highly regarded, if not highly sought after. His stance on most things is, unsurprisingly, conservative, but his analytical skills are undeniably formidable and regardless of his personality, his opinion carries substantial weight within the deliberations of the Admiralty.

Admiral Selene Foster

Position: Commander Sixth Fleet

AGL d6, STR d6, VIT d8, ALE d12, INT d10, WIL d12; INIT d6+d12, Life Points 20

Assets: Intuitive d4, Political Pull d6, Sixth Sense d6, So Say We All d12

Complications: Duty d10, Memorable d6, Slow Mover d2

Skills: Athletics d2, Discipline d6 / Leadership d12+d6, Guns d4, Influence d6 / Persuasion d12 / Politics d8, Knowledge d6, Mechanical Engineering d4, Perception d6 / Intuition d10 / Strategy d10 / Tactics d10, Technical Engineering d4, Unarmed Combat d4

Background: How so much personality could be packed into such a small frame is just one of the enigmas that surround Admiral Foster. Standing just over five feet tall, she non-the-less projects so much energy that she manages to make everyone else seem smaller. The term 'natural born leader' just doesn't seem to come close to how much she inspires everyone around her. Foster's rise through the ranks extremely rapid after her natural talents came to the attention of her superiors during the Cylon War. While only a lieutenant junior grade, during one of the many battles of the war, she took command of the crippled Battlestar *Basilisk* after Cylon fire destroyed the ship's bridge, killing all the senior officers. Foster, from the auxiliary control of the *Basilisk*, rallied the shaken crew and inspired them to bring withering fire on the Baseship that had crippled their ship. Her steady hand and instinctive ability to exploit even the slightest of openings, allowed her to not only turn the tables on and destroy the Baseship that had crippled the *Basilisk*, she also managed to cripple another Baseship before she was badly wounded and had to be carried bodily from the disintegrating *Basilisk* by members of the marine detachment.

Foster received the Medal of Valor and was promoted two ranks for her actions aboard the *Basilisk* and from that moment on, she was on the fast track to admiral. On attaining the rank of

admiral and command of the Sixth Fleet, the question of when she would become the next CFO became the talk of the Fleet. Never one to try and advance her own position, Foster instead concentrated on making her command the finest in the Colonial Fleet, content to let the more politically inclined in the Admiralty fight over being Stark's successor.

Admiral Vasily Constantine

Position: Commander Seventh Fleet

AGL d6, STR d8, VIT d8, ALE d8, INT d12, WIL d12; INIT d6+d8, Life Points 20

Assets: Advanced Education d4, Faith d4, Good Natured d4, Political Pull d6, So Say We All d6

Complications: Duty D10, Elderly d6

Skills: Athletics d4, Discipline d6 / Leadership d10 / Morale d10, Guns d4, Influence d6 / Persuasion d12 / Politics d10, Knowledge d6 / Religion d10, Perception d6 / Deduction d10 / Empathy d10 / Strategy d10 / Tactics d10, Unarmed Combat d4

Background: Every organization has a foundation that it depends upon for its survival and in the Colonial Fleet the Manual of Colonial Regulations is this bedrock. However, while the regulations may be the literal foundation of the Fleet when it comes to the soul of the Fleet, that title is held by Admiral Vasily Constantine. The son of a Gemenon Oracle and priest, it was thought that Vasily would follow his parents into the clergy, but Vasily stunned his family by choosing to attend the Colonial Fleet Academy. Despite choosing the military, Vasily never forgot his religious upbringing and with his faith to guide him, he applied himself to his chosen profession with a passion. Aided by his uncanny ability to see to the heart of people and problems, Constantine slowly, but surely rose through the ranks and attaining the rank of admiral.

Constantine's incredible perceptive talent overlaps into his military abilities, supplementing his already formidable tactical skills allowing him to discern his opponent's intentions to his advantage. Despite being one of the oldest admirals in the Fleet, no one underestimates Constantine more than once. Vasily's disarming nature is such that even Admiral Stark uses him as a sounding board for particularly difficult decisions as Constantine is completely at ease with his current position and is not interested in becoming Chief of Fleet Operations. Not being seen as a competitor allows the other members of the Admiralty to also come to Constantine for assistance and benefit from his insight and wisdom, generating a more cohesive group than would otherwise exist in the otherwise cutthroat

body. While proud of his long service, Constantine has wanted to retire for the past couple years, but has been talked into staying by Stark who, along with the others, has become dependent on his sage counsel.

Admiral Fedor Lucas

Position: Commander Eighth Fleet

AGL d6, STR d6, VIT d8, ALE d10, INT d12+d4, WIL d8; INIT dd+d10, Life Points 16

Assets: Advanced Education d6, Mathematician d6, Political Pull d6, Talented (Tactical Theory) d6

Complications: Overconfident d6, Duty d10

Skills: Athletics d4, Discipline d6 / Concentration d10 / Leadership d8, Guns d4, Influence d6 / Persuasion d8 / Politics d8, Knowledge d6 / History d10 / Military Theory d12+d6, Perception d6 / Strategy d8 / Tactics d8, Technical Engineering d6 / Computer Programming d8, Unarmed Combat d4

Background: When it comes to developing detailed hypotheses on the finer points of military theory, Fedor Lucas is clearly acknowledged to be without peer. However, while theories may be fine for cadets attending exercises at the Colonial Military Academy, theories are a poor substitute for decisive actions when facing the realities of combat. The primary reason for Lucas' success is the forty years of peace since the end of the Cylon War. It is an axiom true to all military organizations throughout recorded history that during long stretches of peace, thinkers supplant doers and Lucas is one of the finest thinkers in a generation. Lucas was a senior cadet when the war ended and thus missed out on any real world knowledge on actual combat that would have exposed his fatally flawed assumptions to the light of day. This left Lucas with his undeniably brilliant theories and during the long armistice, these theories were sufficient to propel him to the heights of success within a peacetime Colonial Fleet.

During fleet maneuvers, Lucas has been generally successful, but he has been outmaneuvered more frequently than he would like. However, anytime he is bested he chalks it up to 'problems in execution' due to being saddled with unimaginative officers unable to grasp the nuances of his battle plans rather than any fault with the plans themselves. When ever he has been defeated, he sequesters himself to run endless computer simulations until he feels he has again developed a new unbeatable theory. One thing that Lucas will never see is that his theories could be the source of the problem as he is steadfast in his belief in himself. It has

however, become a dark secret within the Fleet that Lucas might not be as sharp as his reputation makes him out to be.

Admiral Orrin Saunders

Position: Commander Ninth Fleet

AGL d8, STR d6, VIT d4, ALE d12, INT d12, WIL d12; INIT d8+d12, Life Points 14

Assets: Cool Under Fire d8, Formidable Presence d8, Photographic Memory d2, Political Pull d12

Complications: Duty d10, Elderly d6, Prejudice d4 (Anyone under 50), Slow Mover d2

Skills: Discipline d6 / Intimidation d10 / Leadership d8 / Morale d10, Guns d2, Influence d6 / Bureaucracy d10 / Politics d10 / Persuasion d10, Knowledge d6 / History d10, Mechanical Engineering d6, Perception d6 / Strategy d12 / Tactics d12, Technical Engineering d4

Background: Orrin Saunders is a survivor and the ultimate proof of this is the fact that he survived having five ships shot out from under him during the Cylon War. Saunders was considered just too ornery to die and not only survived the war he survived long enough to become the oldest admiral in the Fleet. Despite being somewhat frail due his advanced years, his back is still as straight as it ever was and his scarecrow like appearance is more than enough to unnerve even the bravest of officers. Saunders is the last of his era still on active duty and he is quick to point out that the latest generation of sailors isn't up to the standards of his day. Among those serving in the Ninth Fleet, it is uncertain whether its Saunders' mind or his tongue that is the sharper of the two, but one thing is certain, he is as cool as ice under any circumstance, regardless of situation.

If Saunders has a flaw, it is that he has become staid and hidebound, unwilling to accept new things without a fight. It was his intransigence over networking that caused the Ninth Fleet to be the last in fielding the Command Network Program. While Admiral Stark considers him to be a hero of the first order, it is clear that Saunders is overdue for retirement. However, while he may be outdated in his way of thinking, there is nothing wrong with his ability to think and Saunders is not only aware of Stark's intentions, he has managed to frustrate his usually more politically adept superior efforts to put him out to pasture. What Saunders doesn't know is the reason Stark has been unsuccessful is that his attention is more focused on keeping President Adar's budget cuts at bay.

Admiral Electra Korban

Position: Commander Tenth Fleet

AGL d8, STR d8, VIT d10, ALE d8, INT d10, WIL d10; INIT d8+d8, Life Points 22

Assets: Cool Under Fire d4, Formidable Presence d4, Political Pull d6, So Say We All d4, Tough d4

Complications: Anger Issues d4, Duty d10

Skills: Athletics d6 / Dodge d8, Discipline d6 / Intimidation d8 / Leadership d10, Guns d6 / Pistols d8 / Rifles d8, Influence d6 / Bureaucracy d8 / Politics d8 / Persuasion d10, Knowledge d4, Mechanical Engineering d2, Perception d6 / Strategy d10 / Tactics d10, Technical Engineering d4, Unarmed Combat d6

Background: Many things are said about Admiral Korban, but the only one anyone says to her face is that she is one tough woman. Korban is both the youngest and newest member of the Admiralty and while she more than earned her position, she is sensitive to anyone that points out either of those facts. Korban was born on Picon to a family with a long history of naval service and there was never any question of her choice of career. Korban has two older and two younger brothers which forced her to grow up able to hold her own at an early age. Never afraid to get physical, Korban is more comfortable among the hardest of marines than at Fleet social functions. This closeness to her marines has gotten her involved in more ground action than most naval officers see in a lifetime and has deeply endeared her to her marines, earning an honorary membership in their ranks.

Regardless of her penchant for getting up close and personal, she is just as formidable in the CIC of a Battlestar. The Tenth Fleet has one of the highest ratings in readiness and during maneuvers in the Colonial Fleet. These ratings are largely due to Korban's aggressive leadership and ability to inspire those in her command. While Korban has managed to integrate herself into the seething ego fueled conflicts that are a large part of the inner workings of the Admiralty, there are two of her peers that she does not like. Korban has an open mutual dislike with Admiral Saunders based on his generational bias. A less overt conflict is the contempt she has for Admiral Angelo for him being clearly over his head. This dislike may be covert, but she does take every opportunity to embarrass Angelo at every opportunity.

Admiral Sebastian Angelo

Position: Commander Eleventh Fleet

AGL d8, STR d10, VIT d10, ALE d8, INT d8, WIL d10; INIT d8+d8, Life Points 20

Assets: Friends in Strange Places (Academy Alumni) d6, Good Natured d6, Political Pull d6

Complications: Duty d10

Skills: Athletics d4, Covert d6, Discipline d6 / Leadership d8, Guns d4, Influence d6 / Bureaucracy d10 / Conversation d10 / Persuasion d10 / Politics d12, Knowledge d4, Perception d6 / Strategy d8 / Tactics d8, Performance d6 / Acting / d10, Unarmed Combat d4

Background: Regardless of any organization's screening systems, sometimes an individual that is less qualified than those systems are supposed to detect slips through the cracks. Sebastian Angelo is just such a person as he is about as classic an example of 'it is not what you know but who you know' as exists in the Twelve Colonies. Angelo's first advantage was the blind luck of being born to a family with one of the finest records of service in the Fleet. His second advantage is a natural charm that allowed him to cultivate friendships among the most powerful families in the Fleet and at the highest levels of the government. Angelo's appointment to the Colonial Military Academy was a foregone conclusion and his family ensured that he graduated, if not at the top of his class, at least well enough not to harm his prospects for command. Angelo worked hard to ingratiate himself with every one of his commanders and with the silent assistance from his family and friends, Sebastian moved quietly up the ranks.

It was therefore no surprise that Angelo attained an appointment to the Admiralty, but what would surprise, at least to those who have never served with him, was just how this prestigious assignment was achieved. If not for the extremely generous use of quid pro quo by the Angelo family that rewarded his battle staff and peers for allowing Sebastian to take credit for plans and ideas beyond his meager capability, Angelo, on his own, would probably never have attained the rank of colonel. Now that he is a member of the Admiralty, he has a staff capable of covering for just about all of his shortcomings, but his shortcomings are such that he has reached as far as his prominent family can push him.

Admiral Calista Dennis

Position: Commander Twelfth Fleet

AGL d8, STR d6, VIT d8, ALE d12, INT d10, WIL d10; INIT d8+d12, Life Points 18

Assets: Lady Luck d8, Political Pull d6, Sharp Sense (Vision) d6, So Say We All d4

Complications: Duty d10, Memorable d2, Toes the Line d4

Skills: Athletics d4, Discipline d6 / Leadership d10, Guns d4, Influence d6 / Politics d10 / Persuasion d10, Knowledge d4, Perception d6 / Strategy d8 / Tactics d12+d6, Pilot d6 / Viper d8, Unarmed Combat d4

Background: Of all her accomplishments, the one that Calista Dennis is most proud of, is being the only member of the Admiralty that started her career as a Viper jock with the call sign of Eagle, short for 'eagle eye' because of her phenomenal vision. There is however, one huge drawback, of which even Dennis doesn't know about, to her background that has limited her abilities as an admiral and that is, by coming up as a fighter pilot, her ability to see the big picture has been restricted to that of the 'cockpit' view. While widely acknowledged to be brilliant at the close fight, her rudder and stick mentality limits her performance when dealing with the more complex environment of fleet maneuvers.

Dennis is famous for her strict adherence to Fleet regulations, even when she was a fighter pilot and it was following the rules that she believes helped her survive the Cylon War. However, her squadron mates will say that it was not sticking to the rules that saved Dennis from more than her fair share of impossible situations it was skill, skill supplemented by more luck than any one person had a right to have.

Regardless of how she survived the war, survive she did and her natural talents led her to make the shift from the cockpit to the command deck of a Battlestar right after the armistice with the Cylons. Showing an instinctive grasp of how to best implement the massive firepower of her new command, Dennis was soon promoted to flag rank and then to the rarified air of the Admiralty. Calista is by no means an attractive woman, being big-boned and muscular from her many years in the cockpit, but she carries herself with such authority that she is her own form of stunning.

General Cassius Krag

Position: Chief of Marine Corps Operations
AGL d8, STR d8, VIT d12, ALE d8, INT d8, WIL d10; INIT d8+d8, Life Points 22

Assets: Brawler d4, Cool Under Fire d6, Formidable Presence d6, Political Pull d6, Split Second Timing d4

Complications: Duty d10, Out for Blood d4, Prejudice (Civilians) d4

Skills: Athletics d6 / Dodge d8, Discipline d6 / Intimidation d10 / Leadership d10, Guns d6 / Pistols d8 / Rifles d10, Influence d6 / Politics d10 /

Persuasion d8, Knowledge d4, Perception d6 / Strategy d10 / Tactics d10, Unarmed Combat d6 / Brawling d10

Background: From the day he enlisted, Krag knew that one day he'd be the Sergeant Major of the Marine Corps. When the Cylon War broke out, he was a gunnery sergeant in charge of a rifle platoon. During a battle on Leonis in the most savage ground action of the war, Krag found himself the senior surviving marine in his rifle company. Being the consummate professional, Krag took command and inspired his unit to hold its position against overwhelming odds for thirty-six hours before being relieved by Colonial reinforcements. Krag was one of only 18 marines to survive out of a company of 156. Krag earned the Arrow of Apollo for his actions as well as a battlefield promotion and by the end of the war, he was a major.

During the peace that followed, Krag was given the opportunity to obtain the education required in his new life as an officer and after graduating first in his class, Krag's new objective of Chief of Marine Corps Operations was his only goal. Due in large part to his unparalleled leadership and tactical skills, Krag advanced steadily through the ranks and to no one's surprise, obtained his long sought after goal, that of CMCO. Never forgetting his enlisted roots, Krag makes sure none of his officers forget that the reason for the Corps existence is field craft. To this end, he prefers a field tent to any other form of headquarters. The war left two major marks on Krag, one is an unmitigated hatred of Cylons and an austere outlook that has bred in him contempt for anything he sees as soft and this includes civilians, all civilians regardless of position. This second opinion he has largely managed to keep to himself, but his hatred of Cylons is open knowledge to everyone.



Have you forgotten who the Enemy is?

THE COLONIAL MARINE CORPS



"To be a successful commander at any level, you must know about logistics and you had better make sure that they're ready when you are. To be blunt - make sure you have enough tylium, beans, bullets and bandages for the job and on the job. — General M. Carli., CMC - Commandant of the Marine Corps, cy 43

Although the Articles of Colonization provide for a unified Colonial Defence Force, it also recognises the problems with deploying Planetary Forces off-world. The Colonial Marine Corps (CMC) is the principal rapid-deployment infantry arm of the Colonial Fleet and the Twelve Colonies of Kobol. Colonial Marines specialize in rapid strike, close-quarters assault and urban warfare, as well as providing many of the security functions of the Colonial Fleet. Colonial Marines serve as the Colonies' primary assault and insertion teams.

Although the term 'Marine' had its roots in describing a soldier who fought from ships at sea, in the modern era it has become synonymous with those forces of soldiers who specialize in rapid response, high mobility, and close-quarters combat. When supported by the Colonial Fleet, Colonial Marines are able to strike and operate far from their supporting bases and serve in space, air, on sea, and land.

While air and space superiority are critical to shaping the outcome of battle, these elements are considered a "macro" solution - brute force applications to large scale problems. To effect local solutions and make changes at a personal level, you need boots on the ground. It is not enough to simply control the space surrounding a target - you must be able to affect changes at the city, street, and personal level as well.

CORPS STRENGTH

At present, Colonial Marine Corps strength stands at 215,000 Marines, formed into four combat divisions and four aerospace wings, plus the support services organic to these formations. This number has declined from a peak of 320,000 at two years after the Cylon War. Reserve manpower stands at around 75,000, comprising a fifth division and aerospace wing.

The CMC forms the major ground strike element of the Colonial Fleet, and, along with the rest of the CDF, is tasked with maintaining the collective security of all Colonial signatories. In addition it is

tasked with carrying out ground combat operations, Orbital operations and ship-board security. Operating in tandem with local forces, or the Planetary Defence Force, the CMC is often the first line of defence, providing stalling actions until reinforcements can be sent in.

CORPS ORGANIZATION

The Colonial Marine Corps is broadly split into two parts: the supporting establishment and the operating forces. The supporting establishment includes recruiting, training, research and development, administration, and logistical support. This essentially non-fighting part of the Colonial Marine organization is essential if the Corps is to perform its mission. The operating forces are the fighting arm of the Marines, organized and maintained as a force-in-readiness. Some 59 percent of all Marines are in the operating forces which are under the direct orders of Fleet Command Staff, with command posts at Picon Fleet Headquarters on Picon and Delphi Barracks on Caprica. To enable it to project fighting power effectively, the Colonial Marine Corps is organized into Marine Space Forces (MSFs). There are three in all: MSF Caceron, MSF Caprica and MSF Tauron. In practise, these are administrative designations, the practicalities of operations requiring the breakdown of operating forces into autonomous task forces of regimental size or less.

The Marine Space Forces are integral parts of the Colonial Battlestar Groups (BSG's), and are subject to the operational control of the fleet commanders. Marines can be found in two different roles within the fleet. Those in Fleet Security Roles are usually (via Marine Officers) subject to either the Base or Ship Commander's orders and the chain of command is appended to that of the Fleets. Non-security Marines operate directly through their own chain of command and Fleet Officers are, in those circumstances, appended to the Marine chain of command. The Marine Space Forces contain both ground and aerospace elements transported aboard Colonial Fleet ships [see Marine Battle Group in the Fleet Section].

The Colonial Marine Division is the basic ground element of the Marine Space Forces (although MSF Caprica consists of two divisions). It is essentially a balanced force of combat, support

and service elements. Organized around three infantry regiments, the division is especially designed to execute the orbital assault mission, and is capable of sustained surface operations.

The Colonial Marine Aerospace Wing is the aerospace combat element of the Marine Space Force. Designed for aerospace support and the air mobility mission, the aerospace wing is essentially an administrative formation, since much of its fighting strength is directly attached to the Colonial Marine division. Typically, a Marine aerospace wing operates some 400 dropships, 50 heavy-lift shuttles and 150 *Raptors* or Mk II/Mk VII *Vipers* configured for ground support missions.

Using the assets of the division, wing and supporting units, the Marine Space Forces can form task organizations of any size appropriate to the mission.

All Colonial Marine units are kept in an advance state of readiness, ready to respond to all commitments in their theatre of operations. Marine Space Force, Caprica, is capable of reinforcing either of the other two MSFs and has embarked the 1st and 2nd Colonial Marine Brigades as well as the 2nd Marine Aerospace Wing for rapid forward deployment.

RECRUITMENT AND TRAINING

Every year, over 2,000 new Marine officers are commissioned and 35,000 recruits accepted and trained or seconded from other arms.

Commissioned officers are commissioned mainly through one of three sources: Colonial Reserve Officer Training Corps (CROTC), Colonial Officer Candidates School (COCS), or the Colonial Naval Academy (CNA). Secondment from the Planetary Defence Force (and vice-versa) of experienced officers helps leaven this and provides necessary liaison and cross-training expertise. Following commissioning, all Marine commissioned officers, regardless of accession route or further training requirements, attend The Basic School (TBS). At TBS, lieutenants and warrant officers learn the art of infantry and combined arms warfare. Along with the concept that "Every Marine is a rifleman", every officer is qualified to be an infantry platoon commander.

Enlisted Marines attend recruit training, known as "boot camp". Females attend only the Dodona

Island depot as part of the segregated Fourth Recruit Training Battalion. All recruits must pass a fitness test to start training; those who fail receive individualized attention and training until the minimum standards are reached.

Following recruit training, enlisted Marines then attend School of Infantry training. Infantry Marines begin their combat training, which varies in length, immediately with the Infantry Training Battalion (ITB). All Marines train for 29 days in Marine Combat Training (MCT), learning common infantry skills.

SPECIAL OPERATIONS

"Why did you shoot only once? There's no additional paperwork for shooting someone twice!" -- Firearms Instructor debriefing after a shooting exercise.

Force Reconnaissance units (usually known as Force Recon) provide the Colonial Marine Corps with a long-range reconnaissance special operations capability.

Recruitment and Training for Special Operations

Troops are selected for Force Recon on the basis of their performance in basic military training and in the field, and must meet exacting physical standards, including the ability to do 50 push-ups and 60 sit-ups, each in two minutes, do six chin-ups, run two miles in less than 15 minutes and pass the Combat Water Survival Test, consisting of a 50 meter unassisted swim in battle dress uniform, a blindfold 3-meter drop into deep water and equipment removal while submerged.

A five-mile run in formation, a 12-mile road march with rucksack and basic infantry skills tests must also be completed prior to acceptance to Force Recon training.

They must be Zero-G and airborne qualified or eligible for that training, grade E-4 (promotable) or higher, and qualify for a "Secret" clearance. Officer candidates must possess a "Secret" clearance prior to arrival at the selection phase and be eligible for a "Top Secret" clearance.

Force Recon training is among the most strenuous and demanding available to Colonial soldiers. The

candidate must attend the four-week-long Force Recon Indoctrination Program which hones weapons and other combat skills and introduces the standard operation procedures of the Force Recon Battalions. After several months' familiarization duty with a Force Recon Battalion, the candidate is sent to Force Recon School.

Force Recon School lasts 91 days – with an average of nearly 20 standard hours of training a day – and is conducted in four phases: The first concentrates on leadership skills and small-unit tactics, as well as intensive physical training and mental stress. In the second phase trainees are given exhaustive training in reconnaissance, patrol, raiding and ambush techniques, as well as mountaineering and land navigation under combat conditions. The third phase consists of small-unit exercises conducted under jungle and swamp conditions with a distinct emphasis on amphibious operations. The fourth and final phase includes extensive zero-gravity and-high gravity training in vacuum and hostile-environment conditions, ship boarding actions, orbital drops, simulated crash and recover scenarios and similar

The philosophy of Force Recon School is to force trainees to exercise creative leadership under conditions of extreme stress and exhaustion. Less than 40% of candidates complete the program.

Force Recon Unit Organization

A Force Reconnaissance Company is assigned to each Marine Space Force. This company consists of a headquarters with five officers and 26 enlisted men, a supply services platoon with one officer and 35 enlisted men, and six reconnaissance platoons, each with one officer and 14 enlisted men.

Force Recon Marine

Agi d10, **Str** d8, **Vit** d10, **Ale** d10, **Int** d8, **Wil** d8; **LP** 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, So Say We All d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d6 / Leadership d8, Guns d6 / Assault Rifle d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6 / Tactics d8, Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Assault Rifle (DMG d8 W, RNG 150

yards, MAG 30), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

CMC Rifle Platoon Organization and Equipment

A rifle squad consists of four Marines, including a Lance Corporal and Privates/Private First Class. Each squad divides into two-man fire-teams: the Rifle Team and the Gun Team. The Rifle Team consists of a pair of riflemen assigned together on the 'buddy' system, both equipped with assault rifles. The Gun Team is made up of a rifleman with an assault rifle and an automatic rifleman carrying a machine gun.

Two squads, led by a Sergeant, make up a section. Two sections, led by a Lieutenant, form a rifle platoon, for a total paper strength of 19 Marines.

Colonial Marine, Team Leader

Agi d10, **Str** d8, **Vit** d10, **Ale** d10, **Int** d8, **Wil** d8; **LP** 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, So Say We All d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d6 / Leadership d8, Guns d6 / Assault Rifle d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6 / Tactics d8, Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Assault Rifle (DMG d8 W, RNG 150 yards, MAG 30), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Colonial Marine, Rifleman

Agi d10, **Str** d8, **Vit** d10, **Ale** d8, **Int** d6, **Wil** d6; **LP** 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d4, Guns d6 / Assault Rifle d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6,

Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Assault Rifle (DMG d8 W, RNG 150 yards, MAG 30), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Colonial Marine, Automatic Rifleman

Agi d10, **Str** d8, **Vit** d10, **Ale** d8, **Int** d6, **Wil** d6;
LP 20; **Init** d10+d8

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians) d4, Tough d8

Skills Athletics d6, Covert d6 / Stealth d8, Discipline d4, Guns d6 / Machine Gun d8 / Pistol d10, Influence d6 / Intimidation d8, Melee Weapon Combat d6 / Knife d8, Perception d6, Ranged Weapons d6, Survival d4, Unarmed Combat d6

Equipment Machine Gun (DMG d10 W, RNG 300 yards, MAG belt-fed), Battle Dress Uniform (AR 3W, -1 Agi/Ale; includes load-bearing vest, helmet, gloves, goggles, knee and elbow pads), Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

Hospital Corpsman

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

LP 12, **Init** d8+d8

Traits Cool Under Fire d4, Good-Natured d2, Duty (Hospital Corpsman Pledge) d6

Skills Athletics d6, Covert d4, Discipline d6, Guns d6, Influence d6, Medical Expertise d6 / First Aid d10 / Surgery d8, Melee Weapon Combat d4, Perception d6, Ranged Weapons d4, Survival d4, Unarmed Combat d4

Equipment Hospital Corps Pouch (small; contains bandages, diagnosis tag with pencil, tubes of tincture of iodine, bottle of ammonia, tourniquets, sublimated gauze, jack knife, spool adhesive plaster, roll wire for splints, pins, scissors, and forceps), 2 Canteens, Medical Helmet (AR 4 W; -1 Ale), Pistol (DMG d6 W, RNG 12 yards, MAG 10)

Colonial Marine Sniper

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

LP 16, **Init** d10+d10

Traits Athlete d4, Cool Under Fire d2, Duty (Colonial Marines) d6, Prejudice (Civilians)

d4, Talented (Covert / Camouflage, Covert / Stealth) d4, Tough d4

Skills Athletics d6, Covert d6 / Camouflage d8 / Stealth d10, Discipline d4, Guns d6 / Rifles d12, Influence d4, Melee Weapon Combat d6, Perception d6, Ranged Weapons d6, Survival d6, Unarmed Combat d6

Equipment Rifle (DMG d8 W, RNG 350 yards, MAG 6), Ghillie Suit, Day/Night Goggles, Handheld Wireless Communicator, Medkit, Pistol (DMG d6 W, RNG 12 yards, MAG 15), Knife (DMG d2 W)

MARINE DIVISION ORGANISATION:

- **Division**, commanded by a Major General, of three infantry regiments and an artillery regiment.
- **Brigade/Marine Space Force** made up of assigned Battalions from the Regiments
- **Regiment**, commanded by a Colonel consists of three Rifle battalions, a light armoured battalion, an Artillery battalion and a recon company
- **Battalion** consists of three rifle companies, one weapons company, and one Headquarters and Service Company, commanded by a Lieutenant Colonel. The Headquarters and Service Company, consists of a headquarters platoon, a communications platoon, a service platoon, and the Battalion Aid Station. It is led by a Captain.
- **Rifle Company** consists of three rifle platoons, a weapons platoon, and support staff. A weapons company will substitute for the rifle platoons an 81 mm mortar platoon, an anti-armour platoon, and a heavy machine gun platoon.
- **A rifle platoon** consists of two sections of 8 men each, and a headquarters element made up of a Platoon Leader, a Platoon Sergeant and a Fleet Medic. The Platoon Sergeant advises the Platoon leader, usually a 2nd or 1st Lieutenant, in making decisions. A weapons platoon will substitute for the squads a 60mm mortar section, an assault section, and a medium machine gun (M240G) section. It is led by a 2nd or 1st Lieutenant.

- A **section** is made up of two squads, with a Corporal or Sergeant leading one team and a Lance-Corporal or Corporal the other.
- A **squad** is the basic element of the Corps. A rifle squad consists of four Marines, including a Lance Corporal and Privates/Private First Class. Each squad divides into two-man **fire-teams**: the Rifle Team and the Gun Team. The Rifle Team consists of a pair of riflemen assigned together on the 'buddy' system, both equipped with assault rifles. The Gun Team is made up of a rifleman with an assault rifle and an automatic rifleman carrying a machine gun.

SPECIAL COMBAT RULES

Machineguns

A machine gun is a fully-automatic mounted or portable firearm, usually designed to fire rifle cartridges in quick succession from an ammunition belt or large-capacity magazine, typically at a rate of several hundred rounds per minute. Unlike assault rifles and submachine guns, machineguns are intended for use primarily in auto fire mode. As a result, many machineguns do not even offer selective fire, and do not have a semiautomatic setting. Short, controlled bursts are necessary to maintain control, and to keep barrel temperature down.

Auto fire: One auto fire attack roll expends 50 bullets of a machinegun's ammo against one target. The weapon's damage die gains a +4 step bonus. Auto fire is an action, and no other attack action is possible that turn. Auto fire cannot be a called shot.

Spray: Spray fire uses as many bullets as auto fire but directs them at an area roughly 5–10 feet wide, not at a single target. As long as the attack roll meets an EASY (3) Difficulty, everyone and everything in that area must defend against the attack. Cover bonuses to Difficulty are halved (rounded up). Those that are hit suffer a +1 step to the machinegun's damage die. An Extraordinary Success on the attack roll adds an extra stepped-up die to the damage roll. Spray fire is an action, and no other attack action is possible that turn. Spray cannot be a called shot.

Belt-fed Weapons: Weapons fed by a belt offer the advantage of a large source of ammunition. However, they have some disadvantages.

Ammunition: Belts are available in ball or tracer ammunition and consist of 100 bullets. They can be combined or broken to any length. Two 100-bullet belts, for example, can be connected to create 200-bullet belt. Although no roll is required to do so, connecting or splitting a belt is an action.

Loading: Because loading a belt-fed weapon is time-consuming, no other action is possible that turn. A new belt can be connected to a loaded belt provided the loaded belt has 5 or more bullets. Connecting a new belt is an action.

Assistance: If a machinegun that is not on a tripod or mount is fired by a single user, the user suffers a –2 step Skill penalty. An assistant gunner is necessary to prevent the belt from twisting or tangling. Assisting is an action and eliminates the Skill penalty.

Hot Barrels: Machineguns fire powerful round at a high rate of fire. In most role-playing scenarios, barrel heat should not be an issue. However, if a machinegun is fired every turn for ten or more consecutive turns, its barrel overheats and the user suffers a -1 Skill step penalty. Every turn thereafter, the penalty increases by one step. At -5 Skill step, a weapon failure occurs and the machine gun cannot be fired anymore.

An overheated barrel cools in 20 turns (1 minute), at which point it can be used again without penalty. If an extra barrel is available, it can be swapped in. Doing so takes two full-turn actions, but if someone is available to help, it can be swapped with an action from each person.

PLANETARY DEFENCE NETWORK



"This is an official Colonial Government Broadcast. All Ministers and Officials should now go to Case Orange."

The fleet keeps the Cylons away from the planets. Or tries to. And the Marines allow the Fleet to respond instantly to any threat. But there aren't that many of them.

During the Cylon War it was all the Colonies could do to keep the Cylons at bay, in space and on each planet. And the Colonies were slowly losing. Once the war was over, a great deal of expenditure went into expanding the fleet. Without the fleet, any invasion force could have unimpeded access to any of the Colonies. But it was also recognised that the Cylons might be able to get around that and still invade.

Local Government forces varied widely from planet to planet, armed, equipped and organised to different standards, with no co-operation to the Fleet. Some of these forces were ill-equipped to deal with an invasion.

Although none of the Planetary Governments would give up their own ground forces, they did agree to contribute to the third tier of the Colonial Defence Forces – the Planetary Defence Forces.

PURPOSE

The Planetary Defence Forces give the Colonial Government a defensive force on each planet, that answers to the Colonial Government and around which local 'Sovereign' forces can be rallied.

The Colonial Defence Forces on each planet are made up of a number of types of force. Each answers to a single commanding General that commands all on-planet Colonial Forces. There are times when this puts the General in conflict with an Admiral but the simple rule is that, if its on the planet, the General gives the orders in combat.

AIR FORCE

The various Planets field a total of 535 combat squadrons of either Air-only (e.g. the Firecat) or limited range orbital fighters (such as the Sentinel). Craft such as the latest Firecat are more than a match for the heavier 3-man Cylon attack fighters

and a small number of older Vipers are retained for Extra-Orbital defence. Each squadron is made up of 20 fighters, backed by transport aircraft, technical and administrative personnel and protected by a single Air Defence Platoon and another Ground Defence Company.

The pilots of the Air Force are every bit as capable as their brothers in the fleet but many do not have the skills to fight extra-atmospheric fighters (usually due to Zero-G intolerance). In atmosphere, though, they are every bit as good as those who fly Vipers for the fleet.

Equipment: The Air Force fields four standard fighters:

W38 Firecat Fighter – 270 Squadrons
W117 Sentinel Orbital Fighter – 192 Squadrons
Viper Mk1 – for extra-orbital roles – 36 Squadrons
W17 Thunderchild Strike Fighter - 24 Squadrons
V4 Vulcan Bomber – 13 Squadrons

In addition the Air Force has a total of 450 Transport Squadrons. Each squadron fields 40 heavy shuttles, designed so that each planet can move an entire division in one airlift.

All of the aircrafts guns are standardised to Fleet specifications – so the guns and ammunition used by either service can be substituted for the other where needed.

AIR SQUADRONS

All air training, whether Fleet, Marine, orbital or air, use the same Colonial Flight schools. A Squadron, then, is the same throughout the Colonial Defence Forces (excepting the Independent Viper Squadrons) and comprises of twenty active aircraft, separated into five flights of four aircraft each.

In addition to the combat strength of the Squadron, other aircraft such as Raptors, shuttles, transport craft may be assigned, together with a few reserve aircraft.

The full structure of a squadron depends greatly on its deployment. For instance, a squadron in Fleet service, attached to a Battlestar, can rely on the Battlestar for support, and reserve craft are assigned out of a general pool belonging to that warship.

On the other hand, a squadron operating out of a local base must also have a defending company assigned to it, requires more logistics and any spare craft must be kept up on the Squadrons books.

To lessen this overhead burden, many Squadrons are grouped into Wings of two or more squadrons, both based at the same station (or at two very close stations).

A group may be formed for logistical supply of both Wings and Squadrons and there is a Planetary Group which provides this for all on-planet Air Assets.

STRATEGIC MISSILE FORCE:

If the Air Force's purpose is to deny Air Superiority to the enemy, they would be easily outclassed if there was no way to deal with the base-stars. For this purpose, the SMF was created. Originally, missile forces were part of each Colony's own military forces. When the Articles of Colonisation were signed, they stayed separate until after the end of the Cylon War. Following the end of that war each Colony's nuclear missile force was brought under Colonial control. Most of the SMF's forces are housed within deep silos designed to withstand orbital and nuclear attack. Others are mobile launchers and some are located on orbital platforms.

Generally considered to be a sub-division of the Air Group, each missile group works in a similar fashion. A single Group consists of four Squadrons of twenty missile launchers each. The way in which each group achieves this varies.

Fixed. Firing the heaviest missiles available, fixed launchers are scattered across a large area and rest in deep built silos. They have an Air Defence unit, in fixed positions, to defend against air attack, in addition to a Defence Unit of several companies. An estimated 5000 silos exist across the twelve colonies.

Mobile. Instead of fixed positions, the Mobile Groups utilise ground vehicle launchers (usually wheeled, but a few are train mounted). Not as responsive as the fixed units, they are more flexible and harder to locate. An Air Defence Unit can be attached to these units if required.

Submersible. These units are housed in submarines. The cost of this has drastically curtailed the numbers deployed this way (several submarines are awaiting decommissioning). The standard Launcher though, is more capable than a fixed silo (although its missiles are somewhat lighter) and a submarine carries forty missiles each and deploys in groups of six. Aquaria fields six of these.

Orbital. 34 Orbital platforms, each with 100 missiles, an orbital squadron (and a marine force) are in orbit around various worlds. These are heavily armoured space stations.

MARITIME FORCES:

Only the planet Aquaria maintains any maritime forces in the Colonial Defence Forces (other needs for this arm are fulfilled by Sovereign Forces or by Colonial Marines). The units Aquaria provides, form part of the protection detail for the submersible launchers and for local Search and Rescue duties. If it were not for the deep mines under the ocean floor, it is likely that the Ministry of Defence would have disbanded this section a long time ago.

Force Strength: 40,000 personnel
12 Defender Class Submarine's
8 Seaquestor Class Submarines
8 Depot ships
125 Patrol Craft (300 tons ea)

GROUND FORCES:

The need to hold ground, especially to defend the large number of bases in use by the Colonial Defence Force, and the Urban areas of the various colonies, means that the Ground Forces are still the largest arm available to the Ministry of Defence. The sheer numbers of men involved is staggering, but there are many different arms of the service, which dilute the numbers available. 40 years after the Cylon War, the CDF fields only 140 active Divisions, a reduction of over 400%

from the decade following the War. The reduction in numbers is down to simple economics and the lower, perceived, threat from outside sources with an increase in growth of the Fleet.

The purpose of the Ground Forces is simple. Defence of the civil populace, then to destroy the enemy.

To provide assistance, and swell the numbers of troops on the ground, there is a four tier support mechanism:

COLONIAL RESERVES: At current levels, the numbers of personnel assigned to the reserve would allow the CDF to field an additional 12 Divisions. In peacetime, these reserve units are staffed in cadre form (5% of personnel) which maintain equipment and communication with their regular units. Other reservists would find themselves on the redeployment list, filling in for casualties. And others are assigned to reserve units within existing CDF units.

SOVEREIGN UNITS: Each planetary government, on unification, gave up a great deal of their military strength. However, the individual planets also recognised that they still needed a force of their own. So, today, each planet fields a number of combat units that are their own. Three decades ago, it was recognised that the military budget was not sustainable for the numbers of forces provided. Seeing a chance to gain a little power back from the Colonial Authorities, a compromise agreement was reached to form the following:

CDF SOVEREIGN UNITS: To help offset the lower numbers of CDF forces, by agreement, each planetary militia seconds entire units into the CDF. In this way tactical training, updated weaponry and inter-service co-operation is maintained, whilst sustaining unit cohesiveness. Generally the CDF can rely on fielding 194 of these Militia units at any time. Whilst on CDF service, these units replace their planetary badge with the Colonial Field Badge and the name of their planet. Quite a percentage of militia personnel volunteer to continue in the CDF when their units term of service finishes.

SOVEREIGN UNITS: The regular forces of each planet, the bulk of these forces mirror CDF organisation but some don't. Equipment can be

decades old to equipment that won't be released to the CDF for another five years.

SECOND LINE/MILITIA Normally equipped with out of date weaponry, or either cadre or part-time establishment. These are the 'weekend' warriors. Dedicated to their job and knowing local ground these are the men and women who defend your local town.

RESERVES. As in the CDF, each planet has a number of reserves for its own military. In the main, these are assigned to existing units but a number will make entire new units from stockpiled equipment.

ADVANCED COLONIAL WARRIOR

Advanced Colonial Warrior (ACW) is a Colonial military advanced technology project that seeks to create a lightweight, fully integrated infantryman combat system.

The Advanced Colonial Warrior concept envisions the radical use of technologies such as nanotechnology, artificial powered exoskeletons, and magnetorheological fluid based body armour to provide the infantry with significantly higher force multiplier than the opposing force. However, the stated concept is not Colonial military doctrine. Rather, it is meant to serve as an end goal to strive to reach or to compromise with current technologies and to stir imagination and dialogue on how these technologies and concepts can help soldiers in the near future.

Headgear Subsystem

The Headgear Subsystem, labelled Information Central, is the situational awareness hub of the system. It includes integrated tactical processing by providing maps, routes, and data with a 180° emissive visor display, high bandwidth wireless communications, microelectronic/optics combat sensor suite that provides 360° situational awareness, and integrated small arms protection. The ACW Advanced Technology Demonstrator (ATD), also known as Sensors & Communications Vision, provides networked ACW-equipped small units with robust team communications, state-of-the-art distributed and fused sensors, organic tactical intelligence/collection assets, enhanced situational understanding, embedded training, on-the-move planning, and linkage to other assets.

An ATD provides a +2 step Skill bonus on *Alertness + Perception* / *Appropriate Specialty* rolls.



Basic Features

Combat Uniform Subsystem

The ACW project aims to help protect the soldier by providing full-body bullet and fragmentation protection. The Combat Uniform Subsystem, also known as Survivability Central, is subdivided into three layers, the Protective Outer Layer, the Power Centric Layer, and the Life Critical Layer. Currently, bullet-resistant armour provides protection to the upper arms, the upper legs and the chest and abdomen. These are made from a Ferro fluid smart material composed of iron particles suspended in a silicon oil that harden within milliseconds when a current is applied.

Item	Armour Rating	Agi/Ale Penalty	Cost	Availability
Combat Uniform	5 W	-1 Agi /-1 Ale	—	Rare

Weapons Subsystem

The Modular Rifle - Caseless (MR-C) caseless rifle is the standard infantry weapon used by Advanced Colonial Warriors. It is chambered in caseless ammunition and a 45 round magazine.



Warfighter Physiological Status Monitor Subsystem

WPSM is an on-board physiological and medical sensor suit that collects and monitors information regarding vital signs such as body temperature, heart rate, blood pressure, hydration and stress levels, sleep status, body positioning and workload capacity of the warrior. If necessary, the WPSM can notify medics and commanders if the soldier has been wounded or has become fatigued. The physiological sensors of the WPSM are part of the Mobility, Sustainability and Human Performance Vision. This unit provides "On the Move hydration" and hydration monitoring, as well as monitoring of the soldier's cognitive states, health, and well-being.

A WPSM grants a +2 step Skill bonus on *Medical Expertise* / *First Aid* rolls made to treat the wearer.

Micro-climate Conditioning Subsystem

The Micro-climate Conditioning Subsystem, built into the Life Critical Layer, is a network of narrow tubing that provides 100 watts of heating or cooling to the soldier. The Advanced Colonial Warrior Cooling System (ACW-CS) circulates chilled water through a special heat-transfer garment. The cooled circulating fluid pulls metabolic heat from the soldier's body and transfers it into the environment through its condenser. The main condenser unit can provide 120 W cooling power in a 95 °F environment, with an average power consumption of 35 W and weight of 3.5 pounds, excluding the power source.

The ACW-CS provides a +1 step *Vitality* bonus on *Vitality + Vitality* rolls made to resist extreme temperatures.

Power Subsystem

The Power Subsystem, built into the Power Centric Layer, is fed by the Duration Central, a 2 to 20 watt Micro Turbine fuelled by a liquid hydrocarbon fuel cell. Ten ounces of fuel power the soldier's integrated electronics ensemble for up to 6 days. Polymeric nanofiber battery patches embedded in the headgear and weapon provide back-up power for three hours.

COLONIAL DIVISIONAL ORGANISATION

A BRIEF HISTORY.

Prior to the Cylon War, each planet fielded its own troops and specialisation into different troop types followed. So units were formed of infantry, reconnaissance, armour, artillery, aviation and so on. Many of these units were reduced in size or capability after the development and introduction of Cylon 'Centurions' into planetary combat units.

The Cylon War drastically changed the military situation. Although heavy armoured units had some use, on their own they were limited and easily destroyed by the Cylons. The same applied to nearly every other arm of service and the need for integral combined-arms, born of necessity, is now standard throughout Colonial units. The only dynamic that would have reversed this would have been if the Colonies had gone back to fighting each other. Thankfully a unified military now prevents that possibility.

Techniques acquired in the Cylon War also show that large groups of troops are easily targeted and destroyed by nuclear weapons. Tactical doctrine calls for dispersion of the Divisional elements in the event of attack, and for each Battalion to be capable of combined arms actions on its own. The better the division, the more it will rotate its men and units and it is fairly common for entire companies to be assigned to a new battalion every few years (the CDF find this retains small unit cohesion).

ADMINISTRATIVE UNITS

- Corps administering all military units, including CDF, CDFS and local forces for an entire planet, and with responsibility for

detached units on training/support exercises.

- Divisions administering all military units, both CDF and CDFS, within a geographical area on planet, and with responsibility for detached units on training/support exercises.
- Phalanx operating in a non fighting or training capacity (e.g. 433 (Picon) Colonial Infantry Phalanx based at Bulford on Picon – an Operational Conversion Unit).

OPERATIONAL UNITS

- Corps made up of two or more Divisions in a combat zone.
- Corps made up of all CDF planetary forces on planet. Nominally all CDF units come under the Planetary Governor's Office of the Colonial Ministry of Defence. Current procedure would mean, in the event of another Cylon attack, and communications being lost with the MoD, then the Planetary Governor would assume control of the armed forces (civilian functions), and the senior on-planet commander would assume command of the Planetary Corps.
- Divisions made up of one to four Phalanx with an HQ element and support troops. Commanded by a Major-general.
- Phalanx made up of between two and five Regiments, an HQ element and associated support troops. Commanded by a Brigadier.
- Regiment made of between one and four Battalions, an HQ element and associated support troops. Commanded by a Colonel or Lieutenant Colonel
- Battalion/Battle group of about 2000 soldiers, made up of thirteen companies commanded by a Major or Lieutenant Colonel, **or**
- Company of about 190 soldiers, typically in Thirteen Sections, commanded by either a Major or Captain
- Section of about 13 soldiers, commanded by a Corporal, Sergeant, Second Lieutenant, Lieutenant or, for specialist platoons such as Recce or Anti-Tank, a Captain.

THE COMBAT ARMS OF A STANDARD COLONIAL (OR SOVEREIGN COLONIAL) UNIT.

- 1 Division of 4 Phalanx
- 1 Phalanx of 3 Regiments

Regiments have a variable strength, depending on the type, but a typical infantry Regiment (which comprises the bulk of the CDF), at full strength, will have:

- 4 Battalions
- 1 Battalion of 12 Combat Companies

Peacetime re-organisations have reduced this figure to 3 active battalions for all but a few divisions, with the fourth battalion at only 12% strength. It is to be brought up to strength by reservists in the event of war. Recent defence debates may reduce the third battalion to a similar state in a few years.

Divisional Battle Group

- HQ Company
- Signals
- Administration Company
- Medical Field Hospital
- 1 Transportation Brigade
- 1 Logistical Regiment
- 1 Field Artillery Regiment
- 1 Reconnaissance Regiment
- 1 Armoured Battalion

HQ Defence Unit:
4 Mechanised Companies
1 ADA Company

ORGANISATION OF A TYPICAL REGIMENT:

Regimental Battle Group

- HQ Section
- Signals
- Medical Field Unit
- Sniper Section
- 3 Fire Sections (plus vehicle crews)
- 2 Fire Support Sections (missile)
- 2 Fire Support Sections (mortar)

I ADA Company

- 7 Wheeled SPAAG
- 5 Wheeled SAM

2-4 Battalions:

Battalion HQ

- Signals
- HQ
- Fire Team
- Medical Field Unit
- Sniper Section

9 Mechanised Companies

HQ Section

- 11 Fire Sections (plus vehicle crews)
- 1 Fire Support Section (missile)
- 1 Fire Support Section (mortar)

HQ Section = 2 HQ MICV, 1 Fire Team
Fire Section = 3 teams of four men each plus Section Leader (13 in total). Each team = 3 Riflemen + 1 MG.
Fire Support Section = 3 Support Wpns each (13 men in total)

I Fire Support Company

- 13 Wheeled LCV (90mm gun)

I ADA Company

- 7 Wheeled SPAAG
- 5 Wheeled SAM

I Artillery Company

- HQ – 3 HQ MICV, 6 Radar
- Fire Section
- 13 MLRS with support

Manoeuvre Support Company

- HQ – 3 HQ MICV, 10 MICV (20mm ADA)
- Recce Platoon – 8 tracked LCV
- Assault Pioneer Platoon – 3 Armoured Tractors, 10 sections
- Mortar Platoon – 6 Mortars, 1 Radar, 6 ATGM
- MG Platoon – 13 MICV (30mm)

Logistic Company

- Ordnance Platoon
- Technical Platoon
- Ambulance Section
- Supply Platoon
- Stores Platoon

I Engineer Company

- HQ
- Excavation Platoon
- Engineering Platoon
- EOD Section
- WMD Section

Not shown here are the attached LAD's (Logistical Aid Detachments) that service and supply each unit from the Logistic Company. Each Company has a LAD equipped to deal with that company. So a LAD attached to the artillery company deals with maintaining the guns and vehicles of that unit, the radios, radar and so on, even down to providing the meals for the unit.

INDEPENDENT PHALANXES

Unlike divisions, Independent Phalanxes have integral fighter cover and interplanetary transportation.

Character Effects:
Any member of the Ground Forces must acquire the following skills as part of their creation:

Guns d6
Discipline d2
Athletics d2

Other skills/Attributes are dependant on the arms of the service a character is in and is, as always, subject to the final say of the Game Master.

NAMING AND NUMBERING CONVENTIONS.

Colonial Defence Forces originated from both regular and emergency formations hastily conscripted from each planet's own military. Following the end of the war, all CDF units were re-numbered and re-named. The standard convention is 1st Colonial Division (Infantry) "Wolves of Alhambra" – shown normally as 1st CD(I).

Sub-units of each division were numbered accordingly. So the 2nd Phalanx of the 1st Colonial Division is referred to as the 12th Phalanx, its 3rd Regiment is the 123rd Regiment. Battalions are part of a regimental structure and so the 2nd Battalion of the 3rd Regiment would be 2nd Bt, 123rd Regt. Companies are designated by letter.

Since the original reforms, there have been changes. The main one has been the need to move units around, resulting in Regimental and Phalanx numbers no longer 'marrying' up to their divisional or Phalanx number.

CDF Sovereign Units are different. Most of these units retain their home planets numbering systems and so it is easy to find numbers that duplicate CDF numbers. For instance, Caprica and Tauron still field "1st divisions". When Sovereign Units are deployed then, they are referred to as Colonial Sovereign Divisions, so the 1st Caprican Division (Mechanised), is referred to as the 1st Division (M) by Caprican's, the 1st CSD (M) when operating as a Sovereign unit and as the 1st Caprican

Colonial Defence Force Current Deployment						
Planet	Air Squadron	Orbital Platform	Missile Group	Division	Ind. Phalanx	Maritime Units
Aerelon	15	2	3	5	10	
Aquaria	32	3	1 ⁻¹	3	7	26
Canceron	5	5	16	2	1	-
Caprica	36	4	16	19	6	4
Gemenon	18	0	18	8	11	
Leonis	2	0	4	1	10	-
Libris	84	1	54	26	10	
Picon	102	2	27	22	4	12
Sagittaron	13	7	13	7	8	-
Scorpia	68	6	52 ⁻²	23	4	4
Tauron	45	1	12	9	8	-
Virgon	73	2	37	12	1	-
Others	32	1	-	3	9	-
	535	34	49	140	89	38
¹⁻ Submersible Launchers only						
²⁻ including 3 submarine group of 4 submarines						

Mechanised (indig) by Colonial Forces.

The use of the term indigenous is used to define planetary governmental forces, as opposed to Colonial or Colonial service forces. Another term used is 'local'.

The Jahno Naming Conventions:

1. All numbered units that do not conflict with another Colonial unit may retain that number
2. Where two or more colonial units' numbers co-exist, random chance will determine the unit to retain its number. Others will be assigned new numbers or may retain their old one with a '1' or '2' added – provided that does not clash with an existing unit.
3. Titles belonging to pre-colonial units may be retained by Colonial Units only where a Sovereign unit no longer utilises that designation.

Dispositions of Major Colonial Units on the 40th anniversary of Armistice Day.

No	Unit Name	Planet Deployed to
1	Wolves of Alhambra	I Caprica
2	Burrowing Badgers	I Leonis
3	3 rd Foot (Devils in Skirts)	I Gemenon
4	Mercury's Messengers	I Sagittaron
5		I Virgon
6	Light Dragoons	I Disbanding
8	The Stone Throwers	A Gemenon
10	Freedom's Sprite's	I Libris
18	Presidents Own Fusiliers	I Caprica
19	Golden Talons	I Libris
20	20 th Virgon Guards	I Aereon
21		I Libris
22		I Virgon
27	27 th Gemenon Lancers	I Picon
28		I Picon
29		I Picon
30	30 th Gemenon Lancers	I Gemenon
31		I Tauron
32	Vulcan's Hammer	I Picon
33	Avalon Hussars	I Being raised
35	Hera's Heroes	I Libris
37	The Comets	I Libris
38	Kobol's Krushers	I Libris
40	The Forth and Frit Loyal Light Infantry	I Aquaria

41	Dust Devils	I Canceron
42		I Libris
43		I Aquaria
46	2 nd Commonwealth Division	I Caprica
47		I Caprica
48	The Goliath Division	I Gemenon
49		I Tauron
50	Northdale Rifles	I Tauron
52	The Green Devils	I Sagittaron
53		I Scorpia
55		I Virgon
56	Diana's Arrows	I Scorpia
57	57 th Armoured	A Scorpia
58	58 th Armoured	A Tauron
60	Anvils	I Scorpia
61	Guns of Hermes	I Sagittaron
62		I Scorpia
63	Lennald Highlanders	I Libris
64	4 th Taseman Foot	I Tauron
69		I Caprica
70	Are's Axes	I Libris
71	Demeters Hope	I Picon
72	Duke's Light Infantry ("The Sky Blues")	I Scorpia
73		I Scorpia
74		I Scorpia
75	Sand Rats	I Picon
77		I Picon
79	Ragnor's Relief	I Virgon
83		I Caprica
91	The Chrome Hammerheads	I Picon
92		I Aereon
93	Libran Guard	I Libris
94	Gideon Sword Bearers	I Libris
95		I Libris
96	The Athena Division	I Picon
101	Bracken Rifles	I Picon
102	Picon Prowlers	I Caprica
107		I Picon
108	Glendon's Light Infantry (The 'Daggits')	I Tauron
109		I Picon
111		I Libris
112	The Delphi Jokers	I Caprica
113	113 th Rifles	I Picon
116		I Scorpia
117	117 th Foot (Mallow's Choice)	I Tauron
118	Toaster Bashers	I Scorpia
119		I Libris
120	Elders Own	I Gemenon
121		I Virgon

123	The Cyclone Hussars	I	Picon
124	Brailes Verderer's	I	Aerelon
126		I	Libris
128	Concordance Division	I	Caprica
129	The Herecles Division	I	Libris
130	Gargantua Hvy Infantry	I	Caprica
135		I	Libris
136	The Lowlanders	I	Canceron
137	Titans of Cancer	I	Tauron
138	The White Boneens	I	Virgon
139	Nyxian Heavy Infantry	I	Scorpia
142		I	Libris
143	The Black Tyroll	I	In transit
145		I	Picon
146	The Halbadiers	I	Scorpia
148		I	Caprica
150		I	Picon
152		I	Disbanding
153	The tin-openers	I	Caprica
154	154 th Musketeers ("The Mavericks")	I	Picon
155	Haven's Wall Division	I	Caprica
156	Kobol Rifles	I	Sagittaron
157	Ouranian Own Light Infantry	I	Sagittaron
158		I	Aquaria
159		I	Virgon
160	Bredefyord Light Infantry	I	Scorpia
161	Divine Sight Division	I	Caprica
162	162 nd Fusiliers	I	Sagittaron
163		I	Libris
164	Men of War	I	Scorpia
165	The Firemen	I	Libris
171	Baraks Bullroarers	I	Sagittaron
172	Rain of Steel	A	Scorpia
173		I	Libris
183	The True Prophets	I	Gemenon
184		I	Virgon
187	The White Hussars	I	Scorpia
188	Lion Heads Division	I	Caprica
189		I	Virgon
193	Unified Republicans	I	Gemenon
195		I	Caprica
198		I	Caprica
199	The Colony Commanders	I	Picon
200		I	Caprica
201	The Wyffie Guards	I	Libris
202	Staish Stampers	I	Picon
203		I	Picon
204	Berosian Bastards	I	Caprica
205	The Golden Phalanx	I	Scorpia
206	The Morannis Pioneers	I	Scorpia

209		I	Libris
211	Harriers of Hell	I	Scorpia
212	Siren Silencers	I	Libris
213		I	Scorpia
214	The Clutchers	A	Libris
215		I	Picon
216	Bombardier Guards	I	Picon
217	Hellguard Division	I	Scorpia
218	Castell's Defenders	I	Scorpia
219	The Tehpys Trackers	I	Scorpia
220		I	Libris
221	The Virgon Dragoons	I	Virgon
227	Anteas Division	I	Virgon
228		I	Virgon
229	The Ram Raiders	A	Tauron
232		I	Being Raised
235	Heathercrest Service Depot	I	Gemenon
237		I	Caprica
238	Weald Light Infantry	I	Aerelon
239	Atlas Heavy Infantry	I	Aerelon



COMMAND NAVIGATION PROGRAM

The CNP, developed by Dr Baltar, primarily for space navigation, is also to be found in nearly every unit of the Colonial Defence Forces, the ground forces not excepted.

The Missile Forces have a networked system that now uses the CNP to track targets not only in planetary orbit but system wide. Although the missiles tend to use localised radar, the ability to network into system-wide dradis was too much of an advantage to be ignored.

In a similar way, nearly all of the CDF Air Force was also equipped with CNP – albeit usually a stripped down version as most of those forces are atmospheric only.

Every ground base, every command circuit, was tied into the CNP. Every ground (or other) HQ unit signals department had a CNP hub installed. Through that hub, the HQ could track the movement of all vehicles and units tied into the HQ unit.

In fact, the only people who are not directly networked with the CNP are the submarine platforms. CNP interfered with their already established (and centuries old) programming software. A fix for this has been promised but is probably a year or two down the line. The Submarine fleet still utilises the CNP for tracking – but at arms length as it gains its information via a separate network program, directly from its tracking bases on land.

All of this allows the CDF high command to know – exactly – where all their bases, headquarters, stores and facilities are based – and allows them to track the movement of individual units.

If there is any problem with the CNP, it is the fact that some of the older ships in the Fleet will not be updated for some years. This is simply down to the fact that their computer hardware are slated for replacement and the Admiralty do not feel it necessary to waste funds on installing temporary fixes to network obselecent systems when those will be replaced under normal Service Life Enhancement Programs (SLEP) anyway.

CNP FOR PLANETARY GOVERNMENT (SOVEREIGN) FORCES.

Sovereign units are somewhat behind the CDF but propagation into those units is still progressing at a steady pace. Those units 'told' off for secondment to the CDF have updated systems. Caprica, Picon, Leonid and Scorpion Forces are nearly fully integrated, including their territorial and second line units. The other force's are only gradually being persuaded into its use with a take up varying, from planet to planet, of 10% to 60%. Generally, the closer a militia runs to colonial military structure, the more likely they are to have a CNP at unit level. One thing that has been insisted upon, and granted almost without exception, is the installation of CNP at base level. So, every base, even down to a recruiting hall, is likely to have this installed.



Close Assault Body Armour [CABA]

Although not often issued nowadays, the CABA mk III is the continued development of the same body armour used by regular forces in the Cylon War (as epitomised in the classic painting of the defence of Taura City). The Mk III is proof against thrown projectiles, fire, heat and cold and contains a limited life support system. Its weight and restrictions restrict it to urban units.

Armour Rating: 4W/4S -1
Agi/-1 Ale -

It is restricted to Military and Paramilitary use only.



PLANETARY FORCES:

Sovereign and Local Units at the 40th Armistice Day Anniversary

*If you entrench yourself behind strong fortifications, you
compel the enemy to seek a solution elsewhere*

AERELON

Aerelon is a poor planet, and regularly has to rely on older Colonial material to equip its forces. That said, the nature of the planet means that Aerelon forces rarely have to worry about defending large urban areas. This allows them to operate in large units, although they are more than sensible that to do so invites retaliation by nuclear attack.

32 Air Squadrons of 18 combat planes in each
4 Air Defence Groups of 72 combat launchers in each
6 Divisions CDF (utilises CDF formations)
18 Divisions Regular Forces
24 Divisions Second Line/Garrison
1 Special Forces Battalion
4 Riverine Squadrons (6 Patrol Craft each)

AQUARIA

Aquaria uses a different formation to the CDF. With so little of the interior of the planet occupied, Aquaria relies heavily on its maritime assets for transport and many of its maritime vessels are subsidised by the government, ready for deployment to support the militia. Although considered secondary to the Maritime branch, the militia has concentrated a lot of its strength into its air and anti-air assets. They have even gone so far to maintain twelve aircraft carriers (pre-unification designs) to provide an extra 12 squadrons. The Carriers fly a mix of Vipers and VTOL fighters and have hardened bases to operate from.

The Militia rarely operates as divisions, being widely separated across the planet. A few units fight and train as Brigades, but the commonest large unit is the Battalion. Although using standardised ammunition, Aquaria has a small military industrial base which, although maritime based, also provides small arms and other equipment to the Aquarians' own specifications (which usually includes extra corrosion protection). These are good enough that Picon buys them for its own Maritime forces and the CDF acquires them for some Marine forces. A planet of small cities, since unification Aquaria has built a self-sustaining undersea city/base called Centre Neptune, from which it co-ordinates planetary defence.

12 Air Squadrons of 24 combat planes in each, with each wing of 6 planes dispersed to a separate site.

12 Air Defence Groups of 72 combat launchers in each

3 Divisions CDF (utilises CDF formations)

9 Divisions Regular Forces

25 Divisions Second Line/Garrison

6 Special Forces Battalion (marine)

6 Maritime Fleets (12 Air Carriers, 24 Frigates, 36 Submarines, 83 transports)

CANCERON

The CDF presence on Canceron is low indeed on this hell hole of a planet. Its primary duty is to protect the Tylum mines. This explains the large number of Missile Groups which are designed to take out any approaching vessels. Not on the list above are the numbers of units conducting large scale live-firing exercises. As a result there are usually two divisions, up to twelve Air Squadrons and personnel from Missile Groups constantly rotating to Canceron.

Canceron Sovereign Units are small and specialised. Nearly all of Canceron's populace live underground. The militia concentrates its effort on preventing landings, then bases its defence around a protected, tunnel by tunnel slugging match. To this end, it employs a number of small, underpowered combat vehicles, especially designed to fight in those tunnels. Their militia tend to wear heavy combat armour equipped with breather packs and light enhancement and other sensor systems. A few lightweight units (mainly reserve units) are equipped for desert warfare on the surface of the planet.

6 Air Squadrons of 20 combat planes in each, with each wing of 6 planes dispersed to a separate site.

6 Air Defence Groups of 80 combat launchers in each

1 Divisions CDF (utilises CDF formations)

19 Divisions Regular Forces

6 Divisions Second Line/Garrison

1 Special Forces Battalion (desert)

CAPRICA

Caprica was one of the original planets that joined together to form a military alliance with Scorpion and Picon. As such its militia forces follow the same format as the CDF and Caprica is one of the principal contributors to both the CDF and its own militia. In addition to the regular CDF forces

stationed on planet, there are any number of troops in transit and training on planet at any time.

84 Air Squadrons of 20 combat planes in each
80 Air Defence Groups of 80 combat launchers in each
32 Divisions CDF (utilises CDF formations)
69 Divisions Regular Forces
106 Divisions Second Line/Garrison
12 Special Forces Battalion (desert)
1 Riverine force (4 Patrol Craft)

GEMENON:

The posting of a defence force to Gemenon caused a great deal of agitation – and that has grown more and more the further away the Cylon War gets. To help resolve part of the crisis, the Colonial Government has to keep nearly all of its military in 'Colonial Reserves', which restricts their training and operational effectiveness. This means that the various CDF sub-units on Gemenon are rotated off world for regular training. Both the Military College of Engineering and the Colonial School of Medicine are established here.

For a planet that doesn't like the military the Gemenese are also remembered for their fanatical defence of their planet against the Cylons. Gemenon provides some of the best engineers and medics into the CDF but less in the way of combat arms. Although Gemenon does field a number of combat units in their militia, they are restricted in their operations on-planet, and dependant on the good will of the surrounding communities for effective deployment. Should war ever break out again, though, you can expect a widespread recruitment across the planet, as many of the people there would see the war as a furtherance of scripture. To this end, many of the second line units are only at cadre level and are designed to quickly integrate, train and equip large numbers of willing citizens. Gemenon also has the best civil defence network in the Colonial system.

10 Air Squadrons of 36 combat planes in each
6 Air Defence Groups of 80 combat launchers in each
4 Divisions CDF (utilises CDF formations)
4 Divisions Regular Forces
125 Cadre Companies
1 Special Forces Battalion

LEONIS:

It is possible that Leonis has the smallest population in the Colonies. The surface of Leonis was scorched in the inter-colony wars and most of its population now occupy a number of orbital bases, where most of the military vessels used by the CDF are built. Station 29 is part of the Colonial School of Engineering and deals with Naval Systems. Other than for Fleet and Marines, the CDF has an insignificant presence here. The 'Capital' of Leonis is Leonadis, an underground city that houses those civilians incapable of working in space. Leonadis is dedicated to bringing Leonis back to life by reviving its oxygen and water content. Operations on the planet surface require environmental support because of the thin atmosphere on planet, due to massive eradication of the existing plant life. Only a very few communities still exist on the surface.

The Leonid's are controlled and organised as a semi-autonomous region of Picon. To that end, they field as large a militia as they can. Because of the occasional flare up of trouble here, a lot of the combat equipment is obsolete when compared to Picon's forces. However, as nearly all of Leonid's forces are orbital based, they can still give enemy forces a run for their money. Leonid is also remarkable for having the only major Marine force in existence outside of the CDF. Picon retains control by ensuring that Leonid Marines require either CDF or Piconese transport units.

32 Air Squadrons of 20 combat planes in each (22 of these are Vipers but with no atmospheric capability).
1 Air Defence Groups of 80 combat launchers in each
1 Divisions CDF (utilises CDF formations)
3 Second line Battalions
18 Marine Divisions

LIBRIS:

Considered to be the richest planet in the Colonies, the Libran government is no fool and contributes heavily to both the CDF and its own forces. It is not wasteful of its money though, and will always use tried and tested equipment.

The Libran forces use their own force structure and are extensively trained in urban combat techniques. A good deal of militia units are used to back up police and civil defence units and so keep active on a regular basis. As with many

aspects of their lifestyle, the Librans are competent, skilful in their use of arms. The Libran's have been less forthcoming in equipping their units with the CNP, not until *'all the bugs have been worked out'*.

72 Air Squadrons of 36 combat planes in each
80 Air Defence Groups of 72 combat launchers in each
32 Divisions CDF (utilises CDF formations)
69 Divisions Regular Forces
106 Divisions Second Line/Garrison
2 Special Forces Battalion

PICON: Picon has established itself at the heart of the Colonial Defence Force. It may not house the Planetary Defence Headquarters, but it houses Fleet Command, Marine Command and Joint Operations Command, effectively giving it control over the largest military ever seen in Colonial history.

With Fleet command being on Picon, it is hardly surprising that Picon fields formidable Sovereign forces to back up the CDF, or that they are some of the best equipped and trained of the Colonial Militia Forces. Picon also supports a good industrial base.

105 Air Squadrons of 20 combat planes in each
92 Air Defence Groups of 80 combat launchers in each
36 Divisions CDF (utilises CDF formations)
105 Divisions Regular Forces
33 Divisions Second Line/Garrison
25 Special Forces Battalion
1 Maritime Flotilla (20 surface vessels)

SAGITTARON:

The pacifist nature of the bulk of the Sagittarian populace means that the CDF have little effective back up on planet. However, unlike Gemenon, the CDF are not limited in their actions on planet, and many younger Sagittarians have joined the CDF to get off planet and away from the poor lifestyle they were brought up to.

It has been extremely hard to persuade the Sagittarian Government to maintain any militia and, as a result, most of its equipment is obsolete, dating back to the Cylon War or older. The only concession made to this is that they do not have any qualms in maintaining that equipment, and so

most of that hardware is in extremely good, and effective, condition. Sagittaron is also the only place in the Colonies where you can find 'mounted' cavalry units!

12 Air Squadrons of 20 combat planes in each
4 Air Defence Groups of 80 combat launchers in each
1 Division CDF (utilises CDF formations)
12 Divisions Regular Forces
13 Divisions Second Line/Garrison

SCORPIA:

Despite the need for close co-operation between the various arms of the CDF, it was thought expedient to disperse the various headquarters for each arm of the service. To that end, Planetary Defence Headquarters is located on Scorpia, along with many of the training camps. Transportation Command is co-located with the Headquarters.

As with Picon, the large military presence on this planet has also given rise to a large local military force. Hardly surprising then, that a lot of Scorpia's industry is also military based and goes toward affording this. Their military is probably even better trained than that of Picon's and certainly has a lower proportion of second line units than any other planet.

32 Air Squadrons of 20 combat planes in each
92 Air Defence Groups of 80 combat launchers in each
42 Divisions CDF (utilises CDF formations)
116 Divisions Regular Forces
15 Divisions Second Line/Garrison
34 Special Forces Companies
4 Maritime/Riverine Flotilla (20 patrol craft each)

TAURON.

Leaders in the development of technology, it is no surprise that the Tauron's Military reflects this in their own makeup. Many of the R&D companies on Tauron have contracts with different combat units for field testing of experimental equipment. The downside of this is that support for that equipment can be patchy at best and there is a very wide range of non-standard (and in some cases non-standardised) arms and vehicles. The CDF seconded units are better off as they have technology that this in pre-production phase for the

CDF themselves. These units often provide instructors for the CDF.

56 Air Squadrons
97 Air Testing flights (of varying strength and equipment)
1 Orbital Platform (non-nuclear)
24 Missile Defence
8 CDF Divisions (same equipment as CDF)
9 CDF Divisions (Cutting edge equipment – usually operating as individual Training Brigades and Battalions attached to regular CDF units).
34 Regular Divisions
39 Second line Divisions
116 Independent Development Units

VIRGON

If Tauron leads the way in developing technology, it is usually Virgon that sells it. Virgon is, therefore, as ahead with its militia as Tauron is, buying new equipment for its militia that is every bit as good as that used by the CDF. That equipment uses the standard CDF standardisation regulations but is usually developed from off shoots of Tauron technology not developed for the CDF. That doesn't mean to say that Virgon's militia uses sub-standard equipment. In many cases, the equipment is just as good – but it may be more expensive, or visually more appealing, than CDF standard issue. For instance, Virgon air units use a heavier flight-suit than is used by the CDF. The Virgon suit provides more protection against radiation, heat and other factors, carries detectors in its arm with points for mounting lights and more O2. That suit was rejected by the CDF because of its additional expense (it is used by elements of the Civil Defence Corps).

67 Air Squadrons of 32 Aircraft each
67 Missile Defence Squadrons of 96 batteries each
28 CDF Divisions (same equipment as CDF)
13 Regular Divisions
116 Second line Divisions
11 Special forces Battalions
3 Riverine Squadrons (8 patrol craft each)

PARAMILITARY ORGANISATIONS:

COLONIAL REVENUE & CUSTOMS (CRC)

In operate, the Colonial Government needs funds. Most of these are levied directly from the various Planetary Governments, but, in addition to these, certain revenues from custom duties were given to the Colonial Government. This is the reason why the Fleet involves itself in the day to day monitoring of the Merchant Fleets.

However, the active duty of the CRC is revenue collection. And to allow it to carry out customs duties and inspections, it retains a large number of shuttles and armed craft, capable of dealing with most merchant ships and small threats. Many of the pilots and crew of these vessels are ex-fleet/marines, but with qualified inspectors on board.

A typical Customs Enforcer Class vessel carries one or two large, fixed guns, four turrets mounting much smaller guns and a large and varied missile complement. This may seem excessive but there are many armed merchant ships out there. The main drawback to an Enforcer (at least the marks 01-02) is its lack of FTL drive. An enforcer is there to help maintain the customs and biosphere of its local planet. A few craft are equipped with FTL, but not many.

Slightly heavier than the Customs Enforcer is the Colonial Defender. A capable and efficient craft, this ex-fleet vessel type is designed for long endurance patrols and is fully FTL capable. It carries less capable armament than the Enforcer (the Defender is a older design) but is armoured and carries more subcraft, and its main armament is in turrets. Those adapted for customs service have a ventral mount on which an enforcer can be carried through an FTL jump.

In the event of war, all CRC vessels and personnel fall under the Colonial Defence Force (Planetary Defence Forces) and not the Fleet. In such a case, CRC forces are directed by the Air Planetary Commander – who also co-ordinates the activities of both the Air and Missile Groups on planet.

MINISTRY OF CIVIL DEFENCE.

The Civil Defence Corps of each planet is split in two.

Civil Defence (Indig.) which is wholly funded by the local government. The amount of help given by CD workers depends on the local organisation and varies greatly across each planet. In essence, their job is to help the ordinary people in the event of attack by providing:

Information
Rescue
Evacuation
Feeding
Rehousing
Welfare

However, their prime responsibility is Signals. To inform each headquarters section about what is happening in their area. How damaged is the area? How many casualties. Information about contamination, damage, refugees, requirements, must all be passed onwards and upwards to the local authorities. Should a regional controller be knocked out ahead in the chain, that information is passed to another region until it does reach the top.

Colonial Civil Defence Corps trains all of its people up to do the same jobs as the locals should be doing. They are trained to step in where required and to get a Civil Defence unit working and operational. Liaising between different authorities and providing training is one of their most important aspects. And making sure the information moves on from the local authorities until it gets to Colonial level. The CCDC also provides a number of rapid deployment units capable of carrying out all Civil Defence duties on their own, with little or no support from local or other types of help. For instance, the destruction at a Tylum Mine on Canceron was responded to first by Civil Defence members from the Reserve Frigate Sulaco. They assessed fallout, provided medical assistance and began rescue of trapped miners for hours before assistance was brought in by the Fleet.

A second aspect (and possibly the most important of all) is that it is the Ministry of Civil Defence that co-ordinates signals in the event of war and the breakdown of the normal government structure. This is possible simply because of the 'backdoor' nature of the Civil Defence reporting structure that is in place. Backup transmitters are housed in CD bunkers and establishments across the

Colonies and these can broadcast across all of the civilian, as well as military bands.

REFUGEES

Refugees are a perennial problem of war. Their presence affects our ability to conduct combat operations, and their behaviour is difficult to predict.

Where they swarm out of an area, they hamper our ability to resupply and become an immediate target for Cylon aggression.

On the other hand, thousands stayed in their homes during the last war. Military planners presumed that civilians in urban combat zones would follow "common sense" abandoning areas where fighting was taking place. In many cases, this did not occur.

There are many reasons why this didn't happen. Lack of effective civil defence was one of them. Lack of communication another. But overall, it is human nature to cling to the familiar, and this is the hardest thing of all to overcome.

The presence of these Civilians significantly hampered our defence of the cities.

A Commanders obligation to protect civilians is therefore brought down to practicalities of what their combat operations and force protection will allow. Protection of Civilians must be seen as paramount, but must also be set aside in cases where doing so will compromise your ability to carry out your mission.

In effect, the Civil Defence, whether local or Colonial provides a good, solid, local intelligence network as to what is going on in their area, together with the means of moving that intelligence further up the network.

Equipment allocated to local Civil Defence is normally limited to that needed on a local level (and capable of being funded locally). These include ambulances, rescue tenders, fire-engines, decontamination units, mobile kitchens etc.

Equipment allocated to the Colonial Civil Defence includes the above but is rather more elaborate, with entire sections equipped with necessary equipment. In addition the CCDC provides

dedicated transport vessels, similar to the Customs Enforcer (but unarmed) which can house a staff, safe from the worry of contamination, feed refugees, provide a small medical facility and carry enough equipment to bolster the local corps members.

The Civil Defence Corps is technically a civilian organisation and was, before unification, unarmed. The Cylon War changed that, forcing the Corps to sometimes stop their rescue tasks, pick up guns and defend an area to allow the civilian populace to evacuate. This realisation hasn't changed and involved some of the CD(I) units to form 'home guard' units. Such units are attached to a regional Civil Defence Corps and come under the direction of the local Chief of Police.

CORPS OF COMMISSIONAIRES

The corps is a private security company, employing former members of the Colonial Defence Forces, for security and guard details. Many of these men work and are employed by the various departments of the Colonial Government, local Governments and many private companies. Those under the age of 60 are required to take refresher training on an ongoing basis. The Corps provides armed backup and transport, almost at a moments notice, whenever needed. In the event of a war, they will provide extra support to the Police and Security Services and are designated to form and command 'Home Guard' and 'Industrial Civil Defence' units at the offices where they work.

MERCHANT MARINE

Arguably the most important component of any successful fleet is the ability to sustain the fight. Modern high intensity combat causes attrition rates in ships, fighters, and personnel to soar, in addition to expending ammunition at a prodigious rate. Even the most powerful fleet will very quickly become incapable of performing their mission if they can not move the necessary repair parts, ammunition, fuel, or even basic foodstuffs to the right place quickly enough.

Among many of the brutal lessons learned during the Cylon War was the need for a robust fleet of cargo ships to move supplies to replenish the critical shortages of the combat units. At the start of the Cylon War, the warships of individual Colonies were hastily assembled to meet Cylon

forces in a haphazard manner. The initial driving motivation at the time was the desperately need to blunt the Cylons attack with whatever Customs Cutters, Patrol Craft, or Law Enforcement vessel was available to prevent the unopposed slaughter of civilians. There was very little tactics and no strategy at all involved. Sometimes these desperate pre-Colonial Fleet forces would win and sometimes they would lose, but even when humanity's defenders won a battle, the ships were badly damaged and out of ammunition. This allowed Cylon forces to break contact and regroup for another attack. This inability to sustain the fight and pursue Cylon forces was just one more frustration in a long series of frustrations in the War's early months.

The first response made by the humans to shore up what damaged and depleted forces they did have to try and take the initiative away from the Cylons was to dragoon civilian freighters into military service. These hastily acquired ships, with their frequently unmotivated crews fared very poorly in their mission to supply humanity's forces. The most of the ships forced into this role were slow and their non-standardized cargo bays, served to severely complicate the hasty loading and unloading of supplies in a combat zone. Even worse, the civilian crews frequently refused to enter any region they felt was too dangerous and often would run in the face of even the rumour of Cylon attack.

As the War stretched on and the Colonies unified, the new Colonial Fleet took an extensive look at its structure and what would be needed to defeat the Cylons. While the creation of the massive Battlestars grabbed all the headlines and fired the imaginations of the Military and of Civilians alike, parallel to the creation of those first true Colonial warships, also in building, unnoticed in the smaller slipways of the Picon shipyards were the first of the Fleet replenishment vessels. These purpose built ships were designed for speed and their layout was standardized to facilitate the rapid resupply of warships, even while underway.

What made these replenishment vessels work was the core of professional crew that were trained at a parallel academy to turn out personnel specifically skilled in logistic operations. No longer would an element of the Colonial Fleet, so crucial to the Fleet's success, be run by crews not dedicated to that job. In addition to these purpose built replenishment vessels, there were several new civilian merchant ships being launched that

were designed to fill Fleet specifications. Slower, but with a standard configuration that made them capable of rapid loading and unloading these new ships formed the backbone of the new Colonial Merchant Marine. The crews of these ships went to the same Merchant Marine Academy on Picon as those serving on the Fleet's replenishment vessels.

Now, not only did the Colonial Fleet have the might of the Battlestars to take the fight to the Cylons, they had a second fleet of supply ships that would provide the crucial ability to sustain the fight and put pressure on the Cylons. This lethal combination was what turned the tide on the Cylons and turned the war from a desperate fight for survival into the vicious war of attrition that marked the latter half of the Cylon War.

After the War was over the Colonies began their unprecedented forty year building program that would result in a Fleet comprised of over one hundred and twenty Battlestars. The Colonial Admiralty took the bitter lessons of the war to heart and matched the warship construction program with an equally aggressive building program that produced supply ships by the score. The result of this massive outlay of Cubits is that each of the twelve fleets is backed by a supply train capable of sustaining military operations nearly indefinitely.

Merchant Marine Organization

The Colonial Fleet consists of twelve fleets of ten Battlestars with each sub-divided into one four Battlestar and two three Battlestar divisions. Each of these divisions has two replenishment ships assigned on a permanent basis. These fast ships follow very close behind the warships and provide the underway re-supply capability, primarily carrying munitions, fuel, spare parts, and additional Vipers. In wartime, each division also has from two to ten slower Merchant Marine supply ships assigned based on the current tempo of combat operations for that division. In peacetime, each division has two supply ships assigned.

As the Cylons have been silent for forty years, the bulk of the additional supply ships that would supplement the fast replenishment vessels are not needed in their primary combat sustainment role. This reduced combat supply requirement means those additional supply ships are and used to carry less critical supplies to the various installations of the military.

There is one additional means of supplementing the Fleet's resupply capability contained in the Articles of Colonization. In a wartime emergency, the military are allowed to requisitioning of civilian freighters for use as supply ships much like in the desperate days prior to the Colonies uniting. This provision is however, considered a last ditch effort as the problems associated with using such untrained ships and crews is remembered all too well by the members of the Admiralty.

Merchant Marine Academy

Located on Picon, this prestigious institute has been producing the finest cargo captains and crews for forty years. Every officer who graduates from the full, four year Merchant Marine Academy, is commissioned into the Fleet as an Axillaries and has a service obligation of six years. Ratings graduate after nine months and have a three year service obligation. There is great rivalry between those who attend the various military academies and the PMMA with the military graduates frequently looking down on the Merchant Marines as a 'lesser' service. There is some truth in this as the Merchant Marines are independent from the Colonial Fleet and are not even considered reservists. However, many in the Merchant Marines serve far beyond their required number of years and typically have much more experience than all but the most senior officers and chiefs in the Fleet.

MERCHANT MARINE CHARACTERS

All but the most recent academy graduates will be Veteran level characters, while ship's captains, department heads, and senior ratings will all be Seasoned Veterans. To reflect this experience, all PCs must take d10 in one specialty in their primary job skill (Examples: Piloting / Navigation, Mechanical Engineering / FTL Drives, Knowledge / Logistics).

COLONIAL WEAPONS

The Colonial Defence Forces used a large array of different weaponry, equipment and vehicles during the Cylon War. In an effort to standardise logistics, over the last 40 years the Colonial forces have developed a smaller number of firearms designed to cope with all military situations.

Some of these weapons are available to Sovereign, Militia and even some of the various law enforcement agencies within the Colonies.

PERSONAL WEAPONS

Personal weapons are weapons that can be carried and employed by a single person.

Tamris Parker Revolver

The Parker is a heavy revolver produced on Canneron. Revolvers are easy to maintain and the Parker is a heavy duty pistol used in tunnel clearance on that wind-swept planet. The Parker holds six 0.455 in rounds, each capable of penetrating the armour of a Cylon Centurion, especially if used with explosive fillings. Unlike the Warrior, the explosive rounds for this gun are much smaller and designed to be fired from the normal chambers – which explains why the Parker did not become a standard side arm.



CAL Mark 10 "Warrior" Semi-Automatic Pistol

The CAL Mark 10 was the standard-issue sidearm of the Colonial Forces during the First Cylon War, only recently being replaced by the Picon 5-7. A unique design, the Mark 10's most distinguishing feature is its hinged-back design. This allows for a

9-round helical magazine to be fitted to the back of the gun. The Mark 10 is a popular pistol with veteran Fleet, Marine and PDF officers alike. Like the 5-7, the "Warrior" has a second barrel for firing explosive rounds. Each explosive round must be loaded individually.



Picon Firearms 5-7

Replacing the CAL Mark 10, the Picon 5-7 is the current standard-issue sidearm of the Colonial military. The 5-7 is chambered for the new 5.7x28mm round and uses a 20-round magazine. A civilian version (availability: rare) is also available without the explosive round launcher. The civilian version also has an accessory rail that allows the user to mount either flashlights or laser sights to the gun.



Bluebird Special

The Bluebird is a widely licensed small arm in use by both the CDF and many of the planetary militia's. Although an older design, this 9mm design is still in production but being supplanted by the CAL P9.



Bluebird Special

Delphi Arms CS Mk 5 Submachine gun

Delphi Arms are commonly known for their highly accurate weapons and the CSmk5 is a typical example of their handiwork. Expensive, the arm is commonly issued only to ceremonial units. Its bullpup design, extendable stock and compact weight allow it to easily absorb the recoil normally associated with these weapons.



Delphi CS Mk5 Sub-machine gun

CAL MP-7 Personal Defence Weapon



The MP-7 is CAL's answer to the Picon P-90, itself a compact weapon with a retractable stock and a

folding vertical grip. The MP-7; however is chambered for the 4.6x30mm cartridge, a specially designed, armour-piercing round with a muzzle velocity nearly as high as that of many modern rifles. This ammunition is unique among submachine guns in that the bullet is made almost entirely of a hardened steel penetrator instead of softer brass or lead.

The MP-7A1 allows a conventional 20-round or 40-round box magazine to be fitted within the pistol grip (the former being comparable in size to a 15-round 9 mm magazine, while the latter compares to a 30-round 9 mm magazine). The weapon features an ambidextrous fire-select lever and rear cocking grip. It has an extendable stock and a folding front grip; it can be fired either one-handed or two-handed. It is compact and light using polymers in its construction. The MP-7 also has rails that allows the users to attach any accessory they wish to use.

The MP-7 is available in two variants: the MP-7A1 (4.6mm) and the MP-7A2 (5.7mm). The MP-7A2 (uses 15- or 30-round magazines) was developed at the request of the Colonial Military who wanted a compact weapon for issue to pilots, vehicle crews and special forces units and chambered in the standard 5.7mm round.

Sniper Rifle – Delphi Arms CA270

The Delphi Arms CA270 is one of the earliest, dedicated, sniper rifles still in use. This unusual



Delphi Arms CA270

rifle was purpose-built as a sniper rifle. Designed with input from military snipers, it is a semiautomatic bullpup rifle. It has a pair of rails above and below the barrel, and comes with a folding bipod that mounts on the top rail, and can be moved along the rail for optimal positioning. A large muzzle brake greatly reduces recoil, keeping the weapon on target for additional shots. The sniper rifle easily mounts most scopes and electron-optical sights. Its only drawback is the wooden equipment is not suitable for hazardous environments.

Due to its high quality of manufacture, this weapon grants a +1 Skill step bonus on attack rolls.

Heavy Special Application Scoped Rifle - Picon 911



At over 33 pounds, the Picon 911 may well be under half the weight of heavy machineguns which used to be the only infantry weapons to fire the same large-calibre round this rifle fires. Unfortunately it is still a very heavy weapon to carry and operate. It is a simple, rugged weapon that works much like a recoil-operated pistol. On firing, the barrel and bolt are both blown back until the round has cleared the weapon, whereupon the barrel stops and the bolt keeps moving to complete the cocking and loading cycle.

The rifle is fitted with a muzzle break and thick butt pad to protect the firer from the round's powerful recoil. It comes with a bipod and 10x scope, and fold-up iron sights as a backup. The normal magazine for this weapon is an 11-round box. The 911 has been designed to work in both sub-zero temperature and desert climates.

Pump-Action Shotgun - Leo 'Sweeper'



Leo 'Sweeper'
(Snub Version)

This pump-action shotgun is a simple and reliable weapon. Based on a variety used by Leonid forces for ship boarding actions, it was adopted by Piconese forces and so made its way into the Colonial Arsenal. It is available with folding or fixed stocks and, because of the limited space available in boarding actions, is a 'snub' variety.. The Colonial Marine Corps version is only made with fixed wooden stocks, though. Its internal tube magazine holds seven rounds. Many security forces carry either this, or a plastic stocked

version. The Mossova 500 is a later adaption of this weapon.

Automatic Shotgun - Picon SGA-20



Picon SGA-20

This is a gas-operated, selective-fire weapon which is designed to provide sustained firepower in close-combat scenarios. It works much like a revolver, with ammunition loaded in disposable 10-round cylinders. To reload the weapon, the user need only pop out the used cylinder which contains the spent shells and pop in a fresh one. Designed much like an assault rifle in a bullpup layout, this weapon is relatively easy control and totally ambidextrous in function. A two-stage trigger selects semi- or automatic fire.



Delphi CA-II Auto Shotgun

Automatic Shotgun - Delphi Arms CA-II

Constructed during the Cylon War, this weapon is still popular amongst ground units who operate in urban areas. It is shorter than the Striker and heavier than the Picon SGA, but carries a longer barrel than either. Although it only carries 8 rounds of ammunition, it takes standard magazines, which makes it easier to reload and resupply (the Picon's magazine is hinged and the strikers is a heavy drum).

VARIANT RULE: Shotgun Range and Patterns

A typical buckshot round (the most common round for combat applications) fires nine pellets, each with about the same energy as a small pistol bullet. These pellets spread out over distance. Birdshot shells are similar in design to buckshot, except that

the pellets are smaller and more numerous. The cloud of small metal pellets is called a pattern. The width of the pattern is based on the distance between the attacker and the target. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. (If something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire.) Any target within the pattern must make a defence roll or take damage.

Note that this table is based on the assumption that shotguns have a range increment of 15 yards (instead of 8 yards, as stated in the rulebook).

OPTIONAL RULE: Auto shotguns

Auto shotguns are slow, bulky and have lousy range, but they are hell on wheels when it comes to short range combat because they can fire single shot and auto fire. Auto fire: You may target a general area and make one EASY (3) attack action to make sure you targeted the area correctly. If your attack succeeds, all potential targets must defend against it.

Those unaware and standing still are automatically hit. Anyone who fails the his roll is hit as if struck by the original attack roll against his defence and suffers a +4 step to the weapon's damage die. Auto fire is an action, and no other attack action is possible that turn. Auto fire cannot be a called shot.

Spray: As long as the attack roll meets an EASY (3) Difficulty, everyone and everything in that area must defend against the attack. Cover bonuses to Difficulty are halved (rounded up). Those that are hit suffer a +1 step to the automatic shotgun's damage die. An Extraordinary Success on the attack roll adds an extra stepped-up die to the damage roll. Spray fire is an action, and no other attack action is possible that turn. Spray cannot be a called shot.

Firing auto shotguns in auto fire mode costs one action. Auto shotguns can make only one auto fire attack per turn.

Assault Rifle – Leo Brava



This assault rifle is a gas-operated weapon firing from the closed-bolt position. It offers single-shot

as well as three round burst firing options and features a heavy barrel, fully adjustable sights, and a flange near the ejection port that protects left-handers from ejected cartridges. The carrying handle can double as an optical sight mount, and the forward hand guards can be removed to fit a single shot grenade launcher which attaches under the barrel and forward of the magazine. Its trigger is just forward of the rifle magazine which functions as a hand grip when firing the grenade launcher. A separate sighting system is added to rifles fitted with the launcher, as the rifle's standard sights are not matched to the launcher. It can fire high-explosive, smoke, illuminating, buckshot direct fire, High Explosive Dual Purpose, CS gas, and training grenades. Recoil is negligible, making the Leo Storm very easy to fire. Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

Can fire single shot or three round burst

Grenades:

- High Explosive – Damage: 3d6 W, Blast Increment: 10 feet
- High Explosive Dual Purpose - Damage: 3d6 W, Blast Increment: 10 feet; ignores 2W of armour on impact.
- Buckshot Direct Fire – Damage: d10 W
- CS Gas – All targets within 10 feet must make a HARD (11) Vitality + Willpower roll or suffer a -2 step Attribute penalty to both Alertness and Agility due to tearing and pain. On a successful roll, the penalty is halved to -1 Attribute step. Only an Extraordinary Success negates all effects.

Assault Rifle – Demeter Arms D102



The Demeter is a specialised weapon for use in space, and relies on a closed gas return system to allow continuous fire. It carries a spare gas cylinder to ensure operations in space and effectively fires suppressed ammunition. This last has brought it to the attention of other branches of the military and it can be found throughout the Colonial Military in small numbers.

SMI 80



The standard combat rifle, for the last 20 years, the SMI 80 is considered obsolete and other rifles are being introduced. However, few have proven themselves as rugged as this gun. Any withdrawn weapons will be passed onto Sovereign and Militia units where they will continue to serve for many more years.

SMI 80 Carbine



Like the standard SMI 80, the carbine version is due to be retired in the near future and replaced by any number of possible variants. Its greatest asset is the interchangeability with the SMI 80.

Carbine – Leo Brava



The Leo Brava Carbine is a cut-down version of the Leo Brava assault rifle, above. The barrel has been shortened by about a third, and the fixed stock has been replaced with one that telescopes, making the weapon even shorter. Operation and all other features are identical to the Leo Storm, so

a user familiar with the latter will have no trouble operating the carbine.

Carbine – Demeter Arms



D101 Carbine

Demeter Arms attempt at producing a vacuum sealed carbine for space operations failed, but the weapon has gone on to enjoy popularity amongst units deployed in areas where weapon maintenance is essential. The gun is easy to strip down and clean and, when operating, draws little in the way of dirt to clog the mechanism. It has proved itself in the deserts of Canceron and the mountains of Tauron.

Carbine – CAL Stormer Carbine

Commonly mixed up with the Leo Storm Carbine, the Stormer is a standard issue light carbine. It fires the same ammunition and uses the same magazines as the Picon 5-7. It is not designed to repel Cylons but is, instead, an anti-boarding weapon for normal crew with little experience in handling small arms. The gun is single shot or semi-automatic only.



CAL Stormer

Combat Rifle - Demeter Arms D107 High Calibre SLR



D107 High Calibre

Although the Colonial Defence Forces has tended towards lower calibre weaponry, there is the need to ensure that, in the event of another war, there is enough weaponry to supply the numbers of hastily raised volunteers that will come forward to supply the ranks. CDF policy is to provide stockpiles of weapons to meet this need. Demeter provided the D107. Using a 7.62mm round, with a 14 round magazine, the D107 was designed for new recruits and is a single shot, self-loading rifle. Different sights can be installed on the gun.

Objective Individual Combat Weapon - Taura Starfire



Taura Starfire

The Taura Starfire Objective Individual Combat Weapon (OICW) is a prototype weapon in development for the Colonial Marine Corps. It combines an assault rifle with a long-range heavy weapon akin to a grenade launcher. The OICW consists of three general parts: an assault rifle, a 20mm burst weapon, and an electronic fire control system.

The rifle is a gas-operated weapon with a rotating-bolt design and completely ambidextrous controls. It does not have a full automatic setting, but instead offers single shot and two-round burst settings. Although the normal magazine is a 30-round box, a 20-round box is also available.

The fire control system is an electro-optical day-night sight featuring a laser rangefinder. For the rifle, it functions as a standard optical sight with a night-vision feature. For the burst weapon, it functions as a targeting computer, determining range to the target and downloading that information into the 20mm round.

The 20mm burst weapon is a new type of firearm altogether. It fires an explosive round, but isn't a true grenade launcher. Like a grenade launcher, it is intended primarily for use against targets behind cover. But whereas a grenade launcher arcs its round over cover, the 20mm burst weapon fires in a straight line at a point just above the target, where the munition explodes in mid-air. To use the burst weapon, the user first sights in on the target using the fire control system. He activates the rangefinder, which determines the exact range to the target and sends that data to the chambered 20mm round. The user then fires, using the same trigger that controls the rifle. The 20mm round is not aimed precisely at the target, but rather at a point roughly three feet above it. When the round reaches the target range, it detonates, going off above the actual target. Enemy soldiers behind

cover, or prone on the ground, are subjected to the full blast of the round unless they have overhead cover. The burst weapon also features a window mode for use against enemies within buildings or bunkers. The user sights in on the building just underneath or

beside the window or opening. Once the range is determined, the user shifts aim to the window and fires. The round detonates roughly three feet beyond the window range, presumably inside the room in which the enemy troops are taking cover. Alternatively, the burst weapon can be used on impact mode. In this manner it functions more like a conventional grenade launcher: The round simply detonates when it hits the target.

A 20mm burst shell deals 4d6 points of Basic damage within a blast increment of 3 feet. When used in standard or window mode, firing the burst weapon is an EASY (3) action and no other attack action is possible that turn. Because the burst weapon is optimized for use in an airburst mode,

when used on impact mode the weapon deals 3d4 instead of 3d6 of points of Basic damage.

LARS-42



The Lightweight Assault Rifle System is being introduced into various CDF units on a trial basis. The goal is a cheaper, lighter, and more effective weapon than the aging Leo Storm series of weapons. This assault rifle can be reconfigured, with appropriate parts, to form several variants from a short-barrelled personal defence weapon to a bipod-equipped support weapon. A unique feature of the weapon's modular weapon system is the ability to easily and quickly reconfigure the weapon from one variant to the other to meet changing mission requirements. This modularity includes the exchange of interchangeable parts such as the barrel, hand-guard, lower receiver, buttstock modules and sighting system with removable carrying handle. A lightweight grenade launcher can be easily added without tools. Reconfiguring the weapon from one variant to the other is an AVERAGE (35) Complex Action (Alertness + Guns / Appropriate Specialty). Each roll represents a time increment of 15 seconds. High explosive grenades fired from the grenade launcher deal 3d6 points of Wound damage within a blast increment of 10 feet.

INFANTRY SUPPORT WEAPONS

An infantry support weapon is a weapon system that requires a crew of more than one individual to operate at optimum efficiency due to its operational complexity. However, infantry support weapons include only weapons operated by the members of



DIO2 LMG

the infantry, such as light and medium

machineguns, infantry mortars, rocket-propelled and automatic grenade launchers, and the large variety of shoulder-launched missile weapons due to their need for at least a team of two to operate them efficiently.

Light Support Weapon – Demeter DIO2

Demeter provided a series of fire arms designed specifically for use in space. This is their LMG version. The Marines only bought a limited number of these arms due to their specialised nature, but the Planetary Defence Forces bought more of these for deployment on both orbital platforms and for use by their Maritime forces. The DIO2 uses an airtight 100 round drum.

Light Machinegun – Millirem 8000



This light machinegun is a simple, rugged, and very reliable light weapon. It is gas-operated, firing from an open bolt. It features an internal bipod, an easily-changed barrel, and a folding butt stock. Fire selection allows single shots and automatic fire. It is normally belt-fed, but can accept thirty-round box magazines. Normally chambered for 5.56 mm rounds and can fire single shot or auto fire.

Medium Machinegun – SMI 762



This medium machinegun is a well-built, reliable weapon that is one of the most widely-used machineguns in the Colonies today. It is blowback-operated, firing from a closed bolt, and

belt-fed, accepting either continuous-link or disintegrating-link belts with equal ease. It features an easily changed barrel and a fully-adjustable bipod that allows the gun to pivot a little. The gun fires the older 7.62mm round (the standard round used during the Cylon War).

Heavy Machinegun – Caprica Arms HCG



This man portable or vehicle mountable machinegun is air-cooled and belt-fed. It fires from a closed bolt and is operated on the short recoil principle. In this action, the bolt and barrel are initially locked together, and recoil upon firing. After a short distance, the bolt and barrel unlock, and the bolt continues to move rearwards relative to the barrel. This action opens the bolt, and pulls the belt of ammunition through the weapon, readying it to fire again, all at a cyclic rate of 600. The gun fires 0.50 inch ammunition of the same type used by the Picon 911.

Grenade Launcher SMI CA-32 Multiple-Shot



The CA-32 Multiple-Shot Grenade Launcher (MSGL) is a relatively new weapon from SMI. The CA-32 is a multiple-shot weapon intended to increase the firepower of a Marine fireteam when compared to standard single-shot weapon-mounted grenade launchers. It is a simple, rugged and reliable design based on the revolver principle to achieve its high rate of fire.

The CA-32 grenade launcher consists of a lightweight, progressively rifled steel barrel, sight

assembly, frame with firing mechanism, spring-actuated revolving cylinder magazine and a collapsible stock. The stock is adjustable to suit the eye relief and firing stance of the user. The position of the front vertical grip is also adjustable for comfort. The forearm also has multiple rails that allows the user to mount whatever accessories he/she wishes to use. The weapon has a fire selector safety switch just above the rear pistol grip which can be operated from either side.

The MSGL is equipped with a collimating reflex sight which provides a single aiming dot. The shooter aims with both eyes open and the effect is to see the aiming spot superimposed on the target, both target and aiming dot being in sharp focus (+1 skill step to aiming). The launcher is also fitted with an artificial boresight which can be used to zero the reflex sight. The reflex sight includes a radio luminous lamp which provides the spot contrast and which has a life of approximately 10 years. The reflex sight was designed to be used to determine the range to the target and instantly adjusted.

Light Mortar – CA60



This light weight, simple and effective artillery equipment can be carried and fired by one man. The light mortar is used to fire smoke, illuminating and high explosive rounds; a short range insert device enables the weapon to be used in close quarter battle situations with some accuracy.

High explosive rounds deal 5d6 points of Wound damage within a blast increment of 30 feet.

Infantry Mortar - CA42



This mortar weighs 91 lb completely assembled and is a smooth bore, muzzle-loading, high-angle-of-fire weapon used for long-range indirect fire support to light infantry, air assault, and airborne units across the entire front of a battalion zone of influence. It is normally deployed in the mortar platoon of an infantry battalion. This weapon system weighs 90 lb completely assembled. The mount consists of a bipod and a base plate which is provided with screw type elevating and traversing mechanisms to elevate or traverse the mortar. Its sight unit is attached to the bipod mount.

Attached to the muzzle of the weapon is the Blast Attenuation Device, used to reduce the blast effects on the mortar crew. To increase cooling efficiency, the breech end is finned. The cannon also has a crew-removable breech plug and firing pin.

The mortar has a minimum range of 90 yards and can fire the following principal classifications of training and service ammunition.

Ammunition:

- High explosive - Used against personnel and light materiel targets. Damage: 5d8 W, Blast Increment: 35 feet
- White phosphorus - Used as a screening, signalling, casualty-producing, or incendiary agent. Red Phosphorus may also be used. Damage: d12 W first turn, d8 W second turn, d4 W third turn; flammables in 5' radius burn, characters struck must make a HARD (11) Agility + Alertness roll or suffer damage.

- Illumination - Used in night missions requiring illumination for assistance in observation. No damage.
- Training practice - Used for training in limited areas. No damage.
- Infrared Illumination - Produces illumination which is only visible through the use of night vision devices. No damage.

OPTIONAL RULES: Spotters:

A spotter is someone who detects, observes, and assigns targets in an orbital bombardment or artillery strike and watches for the results of the attack.

A spotter needs the correct equipment. A designator of some kind and a secure uplink to the artillery emplacement are required. A wireless handset will suffice under good conditions, but an encrypted portable military transceiver is preferable. A targeting scope of some sort is also highly recommended.

The spotter can designate a target as a full-turn action. No other action is possible that turn. He makes an Alertness + Heavy Weapons / Appropriate Specialty roll using the mortar's range penalty (based on weapon range). On a hit, apply damage normally. On a miss, the attack scatters. Roll d8 to determine the direction in which the hit deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6 short and left, 7 left, 8 long and left. Then roll d10 to see how many feet away from the targeted area the attack hits. Add ten feet for every point by which the attack missed. Thus, indirect fire might be devastating against exposed enemy troops, but it's not particularly accurate.

Finally, the spotter should realize that this is a dangerous profession. Sensors will pick up his signal fairly easily, and he'll likely face an artillery barrage of his own.

PLANETCRAFT WEAPONRY

The following weapons are designed to do damage to vehicles. All damage quoted is on 'planetcraft' scale (i.e. 10x personal damage. So a d6 W (P) does d6 x 10 Wound damage on a personal scale).

Shoulder-launched Missile Weapon



The Shoulder-launched Multipurpose Assault Weapon (SMAW) is a man-portable anti-tank guided missile system that launches fire-and-forget missiles with lock-on before launch and automatic self-guidance. The system takes a top-attack flight profile against armoured vehicles (attacking the top armour which is generally thinner) but can also take a direct-attack mode for use against buildings, fortifications, or aircraft. The missile reaches a peak altitude of 500 feet in top attack mode and 150 feet in direct fire mode. The missile is equipped with an imaging infrared seeker. The tandem warhead is fitted with two shaped charges: a precursor warhead to detonate any explosive reactive armour and a primary warhead to penetrate base armour.

The missile is ejected from the launcher so that it reaches a safe distance from the operator before the main rocket motors ignite. This makes it harder to identify the launcher and allows it to be fired from within buildings. However, back-blast from the launch tube still poses a hazard to nearby personnel. Thanks to this "fire and forget" system, the firing team may move on as soon as the missile has been launched.

The missile system is carried most often by a two man team consisting of a gunner and an ammo bearer, although it can be fired with just one person if necessary. While the gunner aims and fires the missile, the ammo bearer scans for prospective targets and watches for threats such as enemy vehicles and troops.

Short-Range Assault Weapon - Duster



This weapon is a lightweight, close range missile system that has a shorter range than the man-portable air-defence system. It is a fire-and-forget weapon utilizing a pre-launch system that measures target speed and direction and is used in conjunction with known missile flight performance to predict where the target will be

when the missile is in a position to intercept. The missile also uses an inertial guidance unit that sends the weapon over the predicted intercept point, compensating for crosswind and launcher motion (the launcher may be mounted on or fired from a vehicle). For direct attacks the missile acts as an unguided, flattened trajectory, line-of-sight weapon.

Man-Portable Air-Defence System



These man-portable air-defence systems (MANPADS) are shoulder-launched infrared homing surface-to-air missiles that use single or multiple detectors to produce a quasi-image of the target and also have the ability to recognize and reject flares dispensed from aircraft and spacecraft. They are light to carry and relatively easy to operate, shoulder-fired by a single operator, although officially it requires two. The missiles can attack aircraft at altitudes of up to 13,000 feet.

Before a missile is fired, the operator "interrogates" the target, pressing the IFF switch on his missile launcher. This immediately sends a signal to the target's transponder asking whether it is a friend or foe. If the target is identified as a foe, the operator turns off the safety and pushes the actuator button which warms up the external battery cooling unit and makes the weapon go "live". Next, an infrared signal is triggered at the target to determine its range and acquire the heat emanating from its engines. After having heard a high-pitched tone, the operator presses the weapon's "uncaging" switch and holds it in. When the tone gets louder, the operator has got "tone", a lock on the target.

OPTIONAL RULES

The user can attempt to establish a missile lock against any target up to extreme range. To establish a missile lock, the user makes an Alertness + Heavy Weapons / Appropriate Specialty Skill roll as an action against. The Difficulties are shown in the table below. The

missile is not fired as part of this action. If the attack roll succeeds, a missile lock is established and remains that way until the missile is fired unless the target ship moves a range category farther away or leaves the missile system's fire arc. The user can fire the missile at any time.

Range Category	Difficulty
Point Blank	Not within minimum range
Short	EASY (3)
Medium	AVERAGE (7)
Long	HARD (11)
Extreme	FORMIDABLE (15)

Once the missile is fired, the target can attempt to avoid the missile attack.

If used against infantry or light fortifications, these missiles deal 4d4 planetcraft scale Wound damage within a blast increment of 50 feet.

Ammunition Types

The damage shown for each weapon reflects standard ball ammunition. When using a different form of ammunition, substitute the damage for that ammunition type for the weapon's standard damage.

Accelerated Energy Transfer Ammunition: AET rounds are good at penetrating armour, but still rapidly shed their velocity when they strike softer material, like flesh. AET rounds ignore 2 W of armour. If your target is unarmoured, you suffer a -1 step penalty on the damage roll.

Armour Piercing Ammunition: AP rounds are simply ball rounds with very hard penetrators embedded within or coated with special materials that act as lubricants and help the bullet pass through resistant material. The bullet does not deform much when it passes through the target, so the energy transfer is minimal.

AP rounds ignore 3 W of armour. If your target is unarmoured, you suffer a -2 step penalty on the damage roll.

Ball Ammunition: Ball ammunition serves as a general-purpose role, compromising between energy transfer and penetration. The standard damage shown for each weapon reflects ball ammunition; no special rules apply.

Explosive Ammunition: Explosive rounds

detonate on impact. Explosive rounds add 2d6 W to the weapon's damage.

Glaser Ammunition: Glaser rounds are frangible, designed to break apart when they strike a target. They are extremely lethal against unarmoured targets, but have almost no ability to penetrate armour.

If your target has armour, you suffer a -2 step penalty on the damage roll. If your target is unarmoured, however, you gain a +2 step bonus.

Hollow point Ammunition: Hollow point rounds are designed to increase energy transfer. When they hit a solid object, they deform, mushrooming out and expanding their cross-section. They then lose velocity, transferring most or all of their energy to the target. However, they are poor penetrators. If your target has armour, you suffer a -1 step penalty on the damage roll. If your target is unarmoured, however, you gain a +1 step bonus.

Less-Than-Lethal-Ammunition: Less-Than-Lethal rounds such as rubber bullets are intended to be unlikely to kill or to cause great bodily injury to a living target. Damage is Stun beyond 3 yards. Below that range, it's Basic type.

Tracer Ammunition: Tracer rounds burn brightly to enable the shooter to follow the bullets' trajectories.

Tracer rounds grant a +1 step Skill bonus on attack rolls, but only when the weapon is fired on auto fire and a third of its ammunition is expended.

Optional Rules: Silenced Weapons

Some firearms have built-in or attachable silencers or suppressors, allowing them to operate much more quietly than most guns. The effect of a silencer or suppressor depends on the type of device, ammunition, and weapon used.

Suppressed Weapons

A suppressor is a device that captures the supersonic gases that propel the bullet from the gun, slowing them as they escape from the barrel to below supersonic speed and hence silencing them. A suppressor does nothing to slow the actual bullet, which also makes a loud noise if it travels at supersonic speeds. Suppressors cannot

be used on revolvers or shotguns.

When firing standard ammunition, a suppressed weapon that normally deals d6 W or more Wound damage is not silent. The sound is reduced, however, and because it originates not from the firearm, but from the bullet as it passes the listener, it's difficult to tell where the sound is coming from. An AVERAGE (7) Alertness + Perception / Hearing Skill is required to locate the source of the gunfire.

Silenced Weapons

Some weapons muffle not just the muzzle blast, but also the supersonic boom on the bullet itself, by reducing the velocity of the bullet to below supersonic speed. Generally, a series of tiny holes in the barrel bleed off some of the propellant gasses, preventing the bullet from accelerating to supersonic speed. The bled-off gasses are trapped and slowed along with the muzzle gasses in a built-in suppressor. Alternatively, any weapon fitted with a suppressor can operate in a silenced mode by using cold-loaded ammunition, prepared with a reduced propellant charge.

Either method reduces the damage dealt by the weapon. Firearms that deal d4 W damage are unaffected because such bullets travel at or below the speed of sound anyway. For firearms that normally deal d6 W damage, silencing imposes a -1 step penalty on the damage die. For firearms that normally deal d8 W or d10 W damage, silencing imposes a -2 step penalty on damage. Weapons that deal d12 W or more cannot be silenced.

When a silenced weapon is fired, the only sound is the mechanical action of the weapon. Noticing the sound of a semiautomatic or automatic silenced weapon requires an AVERAGE (7) Alertness + Perception / Hearing Skill roll.

Silenced and Locked Weapons

Some semiautomatic or automatic weapons designed for use with silencers include a bolt catch. This device prevents the action from cycling, reducing the mechanical noise of the weapon firing. However, when the bolt catch is used, the weapon's rate of fire is reduced to single shot. Weapons that already have a single shot rate of

fire are always considered locked. Engaging or disengaging a bolt catch is an action.

Noticing the sound of a silenced and locked weapon requires a HARD (11) Alertness + Perception / Hearing Skill roll.

Ghillie Suit



A Ghillie suit, or yowie suit, is a type of camouflage clothing designed to resemble heavy foliage. Typically, it is a net or cloth garment covered in loose strips of cloth or twine, sometimes even made to look like leaves and twigs. Snipers may wear a Ghillie suit to blend into their surroundings when they feel it is important for them to camouflage and hide themselves from enemies or their targets.

A Colonial Sniper's is custom-made for the wearer. Beneath a natural-fibre camouflage is a suit made from radar-absorbent materials. A portable heat sink connected with the suit by a length of superconducting cable helps regulate its thermal signature.

A character wearing a Ghillie suit gains a +2 step Skill bonus on all Covert Skill rolls. This benefit is negated if the character is wearing any type of armour underneath the suit.

Weapon	Type	Damage	Range Increment	Cost(In cubits)	Notes
Tamris Parker	Revolver	D8 W	21 yards	1,200	AP Explosive rounds add 1d6 W to normal damage & ignore 3 W of armour
CAL Mk 10 Warrior	Revolver	D10 W	12 yards	700	Explosive Round Launcher adds 2d6 W to the pistol's damage
Picon 5-7	Auto Pistol	D6 W	12 yards	500	
Bluebird Special	Auto Pistol	D6 W	15 yards	300	
Delphi CS Mk5	SMG	D6 W	75 yards	1,200	Heavy
MP-7	SMG	D6 W	45 yards	1,600	
Delphi Arms CA270	Sniper Rifle	d8 W	350 yards	5,000	Single shot
Picon 911	Sniper Rifle	SASR	D12 W	1,500	Semi-Auto
Leo Sweeper	Shotgun	D10 W	15 yards	400	Can fire single shot only
Picon SGA-20	Auto Shotgun	D10 W	15 yards	850	
Delphi CA-II	Auto Shotgun	D10 W	17 yards	1,000	
Demeter D107	Rifle	D10 W	150 yards	600	AP rounds ignore 3 W of armour
Leo Brava	Assault Rife	d8 W	200 yards	2,500	
Demeter D102	Assault Rife	d8 W	180 yards	2,500	
MR-C	Assault Rifle	D8 W	150 yards	3,000	Can fire single shot, burst, or auto fire
SMI 80	Assault Rifle	D8 W	150 yards 600 w sight	2,100	
Brava Under-slung GL	Grenade Launcher	By Ammo	55 yards	1,200	Single Shot
SMI M32	Grenade Launcher	By Ammo	60 yards	3,200	
Demeter D101	Carbine	D6 W	150 yards	1,800	
SMI 80	Carbine	D8 W	140 yards	2,000	
CAL Stormer	Carbine	D6 W	125 yards	1,200	Semi-auto
Brava Carbine	Carbine	d8 W	130 yards	1,700	Military
Taura Starfire	OICW Rifle	d8 W	170 yards		Can fire single shot or two-round burst
	OICW 20mm	3d6 B	350 yards		Can fire one round per turn
Demeter D102	LSW	D8 W	140 yards	3,000	Operates in space
Milirem 8000	LMG	d8 W	150 yards	2,500	Military
SMI 762	MMG	D10 W	300 yards	3,600	Auto fire only
Caprica Arms HCG	HMG	D12 W	500 yards	5,400	Auto fire only
CA60	Light Mortar	By ammo	75 yards	5,500	one round per turn
CA42	Mortar	By ammo	1,300 yards	84,000	1 round per turn
	SMAW	D6 W (P)	550 yards	126,000	1 round per turn
Duster	SMAW	D 8 W (P)	1,300 yards	135,000	Can fire one missile every two turns
	MANPADS	D10 W (P)	1,500 yards	157,000	
LARS42	Compact Carbine	d8 W	50 yards	2,400	
	Carbine	d8 W	150 yards		
	Sniper Rifle	d8 W	400 yards		
	Assault Rifle	d8 W	300 yards		
	Grenade Launcher	By Ammo	60 yards		High explosive grenades fired from the grenade launcher deal 3d6 points of Wound damage within a blast increment of 10 feet

DRUGS AND ALCOHOL

For Injury Effects see Page 94 of the Corebook.

Medkit



Med kits are carried aboard Raptors and are used by first responders to medical emergencies throughout the Fleet. A smaller version of the med kit is also carried in the emergency survival gear of Viper pilots should ejection from their fighter be necessary. They are also carried by most combat soldiers and marines.

Med kits contain bandages, special tools, and medications such as serisone, bloodstopper, morpha, and stims and Anti-radiation medication. This is the minimum kit needed to avoid penalties for applying first-aid/medical skills. Doctors med kits are more comprehensive and weigh 5 kg each.

Anti-radiation medication

Designed to allow certain tissues of the human body (typically, the thyroid gland) to block or resist absorption of radiation that proceeds nuclear bomb detonations. ARM's reduce the intensity of radiation damage.

- Extreme Radiation is treated as heavy rad damage.
- Heavy Radiation is treated as light radiation damage.
- Light Radiation is treated as no radiation damage. Anti-radiation medications create nausea in 50% of cases.

Antibiotics

Antibiotics are drugs that kill or prevent the growth of bacteria. Correct dosage is determined by

medical skill. Incorrect dosage imparts d2 stun damage per day (as it gives the patient a dose of the runs).

Bittamucin

Mellorak infection, also called **Mellorak sickness**, is a disease well known to the Colonies. The infection originates in the kidneys, then rapidly attacks the respiratory and immune system; it is transmitted by skin contact, as well as through bodily fluids and sexual intercourse. The only known treatment for this infection is bittamucin, which must be used within 48 hours after the onset of symptoms (and requires 24 hours rest). Those who are not properly treated have a time period of 3 to 5 days before death. Symptoms of this infection include coughing, clammy complexion, and lethargy.

Bloodstopper

Bloodstopper is a medical powder used by the Colonial military to prevent wounds from bleeding in an effective way. It immediately cauterizes gunshot wounds and other types of bleedings. As the process creates heat, morpha is used along with it to ease the pain. It is included in standard med kits. Use of Bloodstopper prevents ongoing damage from Bleeding (unless internal) but its use without a painkiller will impart d2 stun damage for three rounds.

Burdock root

Burdock root is a plant used as a calmativ for the sick. It is primarily used by Sagittarian's, who do not believe in medicine and medical practioners. It is known for its pungent smell and is administered in liquid form. It works as a d4 Stun Sedative (d6 for children).

Chamalla

Chamalla is a potent pharmacological substance with hallucinogenic properties. It is used by oracles for religious purposes, and by Colonial medicine as an alternative therapy for certain illnesses, including cancer. Chamalla withdrawal is highly acute, and resembles the symptoms of heroin addiction. Chamalla has hallucinogenic effects, desirable in its role as an entheogen, but not in its medicinal applications. Whatever its use on a trained oracle, its normal use gives temporary use

of the Trait Intuitive [d4] and a -2 attribute step to any two attributes. Withdrawal gives effects similar to intoxication and requires a Resistance Roll (Vitality + Vitality) each hour, or the character will be unable to function. In addition the following temporary complications are granted: Paranoid [d4]; Rebellious [d4]; Unstable [d4]. Withdrawal takes as many d2 hours as the character has had weeks taking the drug.



Interrogation Drug: This drug (the knowledge of which is restricted on a case by case basis) is an hallucinogen that creates a high level of anxiety in the subject, generating a feeling that their survival is at stake. The drug is injected into one of the subject's carotid arteries, which supply blood directly to the brain, and appears to take effect relatively quickly. Initially the subject is rendered unconscious, but soon awakes in a pliable state.. Any character subjected to this treatment must resist at a -3 step to their Vitality attribute.

Isoldin: A type of fluid or chemical intravenously fed into a patient to keep them hydrated. It helps prevent shock and stabilises patients during surgery. It requires a med skill of d6 to administer correctly and will (together with a successful first aid roll) stop all ongoing damage to a character until they can be brought in for surgery. This stabilising treatment is temporary and lasts for thirty minutes per number of life points left. A single bag will last for an hour.

Morpha

Morpha is a painkilling medication used by the Colonial military. The drug is included in all med kits. Assuming that pain is treated as ongoing Stun damage, then Morpha relieves up to d6 Stun damage per dose. A Morpha overdose is fatal. Other than this aspect, it will temporarily relieve any damage penalties imposed by Wounds.

Serlone

Designed to prevent fluid build-up in lungs (such as pneumonia) if administered regularly. Pre-

selected doses are administered via an injector pen. It is included with all med kits.

Stims

Stims, short for "stimulants", are a type of drug used to temporarily increase alertness and attentiveness. All Fatigue penalties are ignored. Alertness and Agility gain a +1 step. The drug lasts 6 hours after which all fatigue effects kick in again (including any built up over the six hour period) and the character suffers a -2 Attribute step. They temporarily heal d2 to d12 stun [dependant on dosage] but this returns after the 6 hours are up. If another dosage is taken the negative effects can be overturned for another six hours. Every dose adds a cumulative -2 Attribute step plus the fatigue effects. Overuse or overdosing on stims can cause irrational, violent, and psychotic behaviour. Use of Stims in radiation areas doubles the absorption rate (apply stim effect after applying the effect of anti-radiation medication).

Intoxication:: For those who want to imbibe, being drunk imposes 4 stun and a -2 attribute step that ends only after they have sobered up.

Ambrosia: Ambrosia is an intoxicating alcoholic beverage, typically green in colour. Ambrosia was produced in the Bliffe Sector by the Stanford Distillery for at least 100 years. It also appears to have been made with prison labour.

Fumarella Leaf: The fumarella leaf grows on Caprica and is a mild intoxicant. The Imperial Brand is considered a superior cigar. Cheaper brands include Fliole and Caprican Imperial. Another cigarette brand is Sarcoma.

Hawryliw: a liquor of the Twelve Colonies.

Caprican Leaf: a mildly-psychotropic plant indigenous to Caprica. Its use is banned in the CDF.

Opium is a narcotic created from the sap of the opium poppy. There are opium dens scattered throughout the colonies.

Virgon Brew is the brand name of a type of beer available on Caprica (and presumably Virgon).



Grog (sometimes nicknamed executioner) is an alcoholic beverage, a mixture of ale and something stronger (such as Cider, Rum or Ambrosia), occasionally served in bars and Officer's Clubs.

Homemade Buzzer: "buzzer" is the general term given to a variety of alcoholic beverages native to the "Colonial provinces", essentially a form of moonshine made of local plant life and "usually aged less than one year".

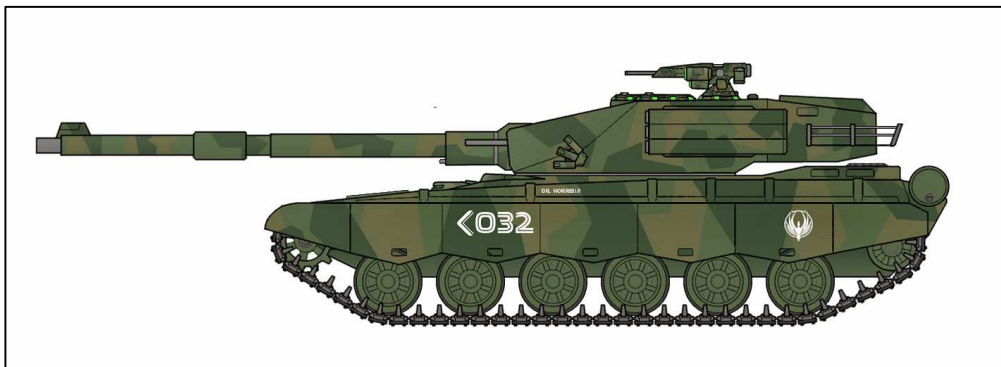
Vignon: a generic term for a cheap bottle of wine.



COLONIAL VEHICLES



CMC Sidewinder Mk.III MBT



Agi d2, **Str** d12, **Vit** d6, **Ale** 0, **Int** 0, **Wil** d6;
LP 18; **Init** d2; **Scale** Planetcraft; **Speed** 1

Traits Past Its Prime (d6)

Skills None

Armaments 1 personal scale personal range heavy machinegun (d12, auto fire capable), 1 planetcraft scale skirmish range medium cannon (d8), 1 planetcraft scale skirmish range heavy cannon (d12), 2 planetcraft scale capital range heavy missile systems (d12+d4)

Armour Wound 5, Stun 2

Description 25 x 15 x 10 feet; **Crew** 4

Passengers None; **Cargo** None; **Range** 200 miles

Towing Capacity 15,000 lbs.

The Sidewinder series of MBTs first came into service a few years before the first Cylon war, manufactured by the Tauranian armaments company Knossan Munitions, to replace the older Scion series of Battle Tanks.

The Sidewinder Mk.I was mainly used by the Tauranian Defence Forces and Marine Corps. However it was a very successful design and as such was widely exported and copied by the other colonies.

Later, the Sidewinder Mk.II was used as the service MBT of the newly formed Colonial Marine Corps when it was founded after the unification of the Colonies.

The last version was the Sidewinder Mk.III which came into service thirty years after

unification. It was heavily armoured designed to withstand attacks from the latest infantry ATGMs and RPGs.

The Mk.III was armed with a powerful 130mm main gun, a coaxial 20mm revolver cannon, a pintle mounted GPMG and an ATGM missile pod attached to the left side of the turret, guided by a Infra-red targeting device

mounted on the right side. Other features include Auto Reactive Armour and turret mounted smoke dispensers. Sidewinders require a crew of three, driver, gunner and commander.

At the time of the second Cylon attack, the Sidewinder Mk.III had been phased out of use in frontline units, to be replaced by the newer Silverback Mk.I MBTs (Also manufactured by Knossan Munitions). However many of the Colonies maintained some in their reserve forces, especially Tauron which had large stock piles of them. All are presumed to have been destroyed. But there may be some left, possibly in the use of resistance fighters left on the colonies.

Salamander Mk.II IFV

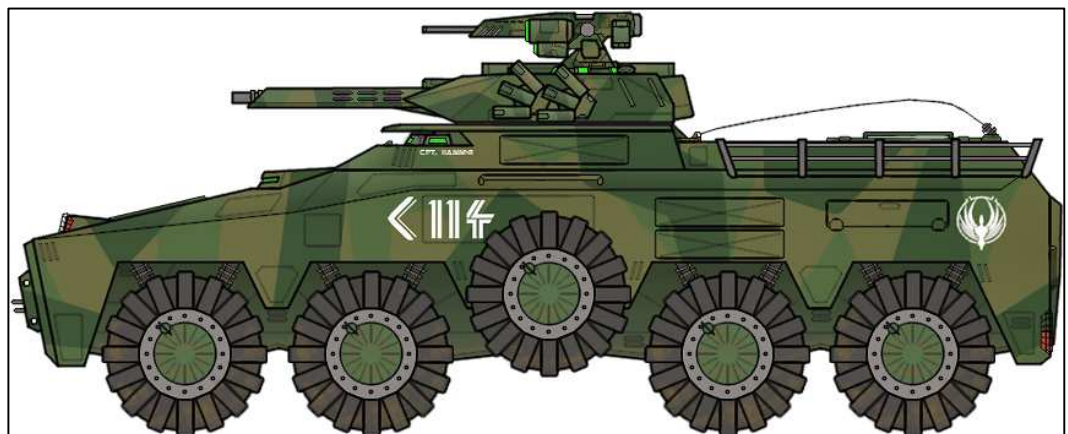
Agi d4, **Str** d10, **Vit** d6, **Ale** 0, **Int** 0, **Wil** d6;
LP 16; **Init** d4; **Scale** Planetcraft; **Speed** 2

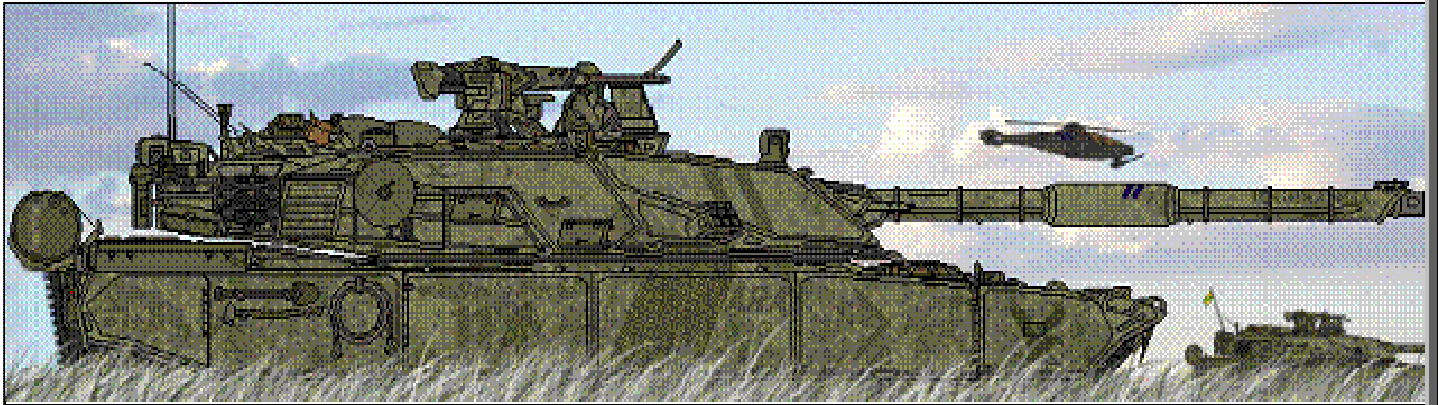
Traits None

Skills None

Armaments 1 personal scale personal range heavy machinegun (d12, auto fire capable), 1 planetcraft scale skirmish range medium cannon (d8)

Armour Wound 3, Stun 2





Description approx. 25 x 7 x 9 feet; **Crew** 2; **Passengers** 6; **Cargo** 4,000 lbs.; **Range** 300 miles; **Towing Capacity** 7,500 lbs.

The Salamander Mk.II is a compact IFV designed to be taken quickly into any conditions by the marines.

It is small enough to fit inside a Marine Corps Cormorant Dropship and can be combat dropped with a full squad of marines from orbit. Its speed and agility allow it to traverse great distance quickly so it can outmanoeuvre enemy forces and deliver its troops into the battle zone. In fighting the Salamander is meant to support its troops by providing mobile heavy fire support where needed. Its large 40mm cannon can tear through even the toughest centurions and Cylon armour is no match for its Firefly ATGMs. Salamanders are also often used as forward scouts and vanguards that probe territory in front of the main armoured advance and operate in wolf packs to mop up marauding infantry and light vehicle units.

The Salamander Mk.II is the backbone of the CMC's mechanized infantry divisions and was in widespread use at the time of the Cylon attack. Like the Mk.I before it the Mk.II was designed and manufactured by the Caprican company Supra Munitions. Due to their widespread usage it is most likely that at least a few Salamanders survived the apocalyptic bombardment and it is possible that some will survive in the hands of the resistance fighters still on the twelve colonies.

Cormorant Dropship

Agi d4, **Str** d10, **Vit** d8, **Ale** d6, **Int** d6, **Wil** d6;
LP 18, **Init** d4+d6; **Scale** Planetcraft
Speed 6 (4 in atmosphere, descent; 3 in atmosphere, ascent) (SL/JC)
Traits Tough (d4)
Skills Perception d4, Pilot d4

Armament 1 medium planetcraft scale skirmish range autocannons (d8), 8 light planetcraft scale skirmish range missiles (d8), 4 heavy planetcraft scale capital range missiles (d12)

Armour Wound 5, Stun 4

Description 100 x 65 x 40 feet; **Crew** 4

CMC Silverback Mk.I MBT

Agi d2, **Str** d12, **Vit** d6, **Ale** 0, **Int** 0, **Wil** d8;

LP 20; **Init** d2; **Scale** Planetcraft; **Speed** 1

Traits None

Skills None

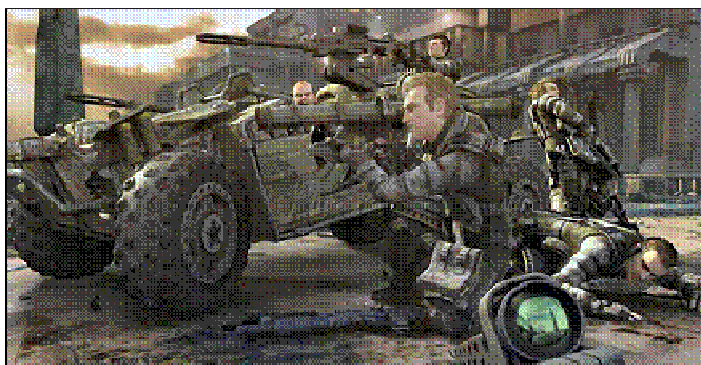
Armaments 1 personal scale personal range medium machinegun (d8, auto fire capable), 1 personal scale personal range heavy machinegun (d12, auto fire capable), 1 planetcraft scale skirmish range medium cannon (d8), 1 planetcraft scale skirmish range heavy cannon (d12)

Armour Wound 5, Stun 3

Description approx. 30 x 15 x 10 feet; **Crew** 3; **Passengers** None; **Cargo** None; **Range** 200 miles; **Towing Capacity** 18,000 lbs.

The Silverback is a main battle tank produced in the Colonies. It is a well armed, heavily armoured, and highly mobile tank designed for modern armoured ground warfare. Notable features of the Silverback include the use of a powerful gas turbine engine, the adoption of sophisticated composite armour, and separate ammunition storage in a blow-out compartment for crew safety. It is one of the heaviest tanks in service, weighing in at close to 70 tons. The Silverback entered service shortly before the second Cylon War, replacing the Sidewinder.

MC Interim Fast Attack Vehicle CMC IFAV



Agi d4, **Str** d6, **Vit** d4, **Ale** 0, **Int** 0, **Wil** d4;
LP 10; **Init** d4; **Scale** Planetcraft; **Speed** 2

Traits Past Its Prime (d2)

Skills None

Armament 1 personal scale personal range heavy machinegun (d12; auto fire capable)

Armour Wound 2, Stun 1

Description approx. 15 x 5 x 6 feet; **Crew** 1

Passengers 4; **Cargo** 1,000 lbs.;

Range 350 miles **Towing Capacity** 6,000 lbs.

The Colonial Defence Forces had a requirement for a transportable tactical fast attack vehicle to support manoeuvre when operating in the littorals. This capability was provided by specially modified 1/4 ton trucks. The IFAV had a 156 horsepower turbo-charged engine, capable of propelling the vehicle at speeds of up to 100 mph and enabled the vehicle to climb terrain with a grade up to 80 percent. Military modifications included a larger engine, air conditioning, an automatic transmission, half-doors and an integrated light armour kit. The Interim Fast Attack Vehicle was later replaced by the Colonial Armoured Wheeled Vehicle (CAWS), although a few persisted longer.

The CAWS continues to be used by ground forces.

Colonial Landram Mark II Infantry Fighting Vehicle

As with other infantry fighting vehicles, the Landram Mk II is designed to transport infantry infantrymen and their equipment, offering at least some armoured protection while providing fire cover to dismounted troops and suppressing enemy tanks and armoured vehicles. It is similar to armoured personnel carriers (APC's). Landrams

are differentiated from APC's by their enhanced armament (allowing them to give direct-fire support during an assault), firing ports (allowing the infantry to fire personal weapons while mounted), and usually improved armour. Landram infantry fighting vehicles (IFV's) are usually wheeled, but some tracked vehicles fall into this category, too. IFV's are much less heavily-armed and -armoured than main battle tanks, but they carry missiles. The Landram holds a crew of three: a commander, a gunner and a driver.

Agi d6, **Str** d8, **Vit** d6, **Ale** 0, **Int** 0, **Wil** d6;
LP 12; **Init**; **Scale** Planetcraft; **Speed** 2

Traits None

Skills None

Armament varies (see below)

Armour Wound 3, Stun 2

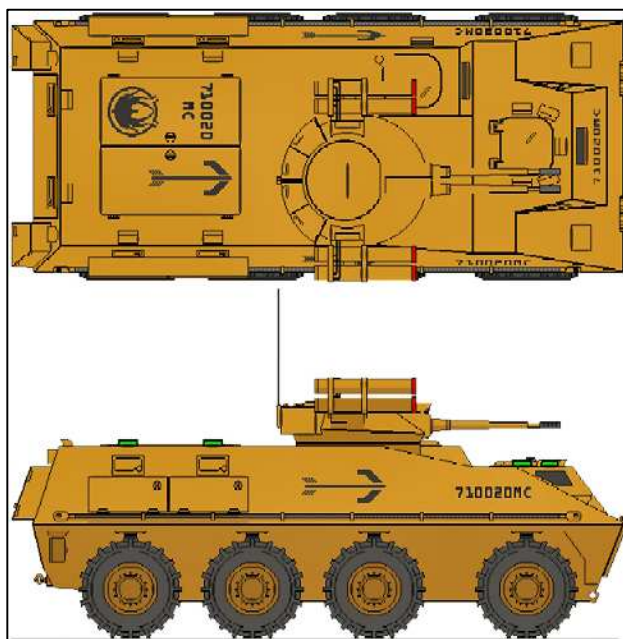
Description; 23 x 10 x 9 feet; **Crew** 3

Passengers 10; **Cargo** 2,000 lbs.;

Range 300 miles **Towing Capacity** 7,000 lbs.

Equipment varies (see below)

Variants



Armoured Personnel Carrier

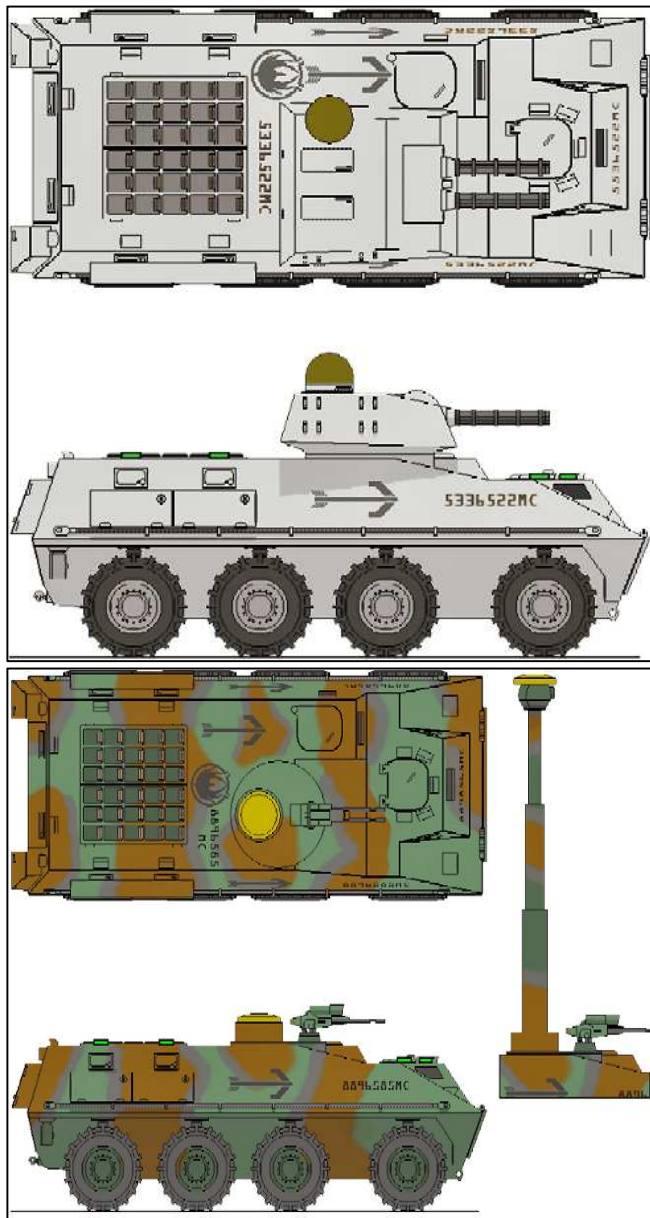
Armament 1 heavy planetcraft scale skirmish range cannon (d12); 6 light planetcraft scale skirmish range missiles (d8)

Anti-Aircraft

Armament 1 medium planetcraft scale skirmish range autocannon (d8; auto fire capable); 8 medium planetcraft scale skirmish range missiles

(d12)
Equipment DRADIS

Anti-Tank



Armament 1 light planetcraft scale personal range cannon (d4); 6 heavy planetcraft scale capital range missiles (d12+d4)
Equipment DRADIS

W105 Colonial Armoured Wheeled Vehicle.

Agi d6; **Str** D4; **Vit** d6; **Ale** 0; **Wil** d8
LP 16; **Init** d6; **Scale** Planetcraft; **Speed** 1

Traits None
Skills None
Armaments Varies
Armour Varies
Description 11x5x6 feet **Crew** 1-2;
Passengers 4
Cargo 2000 lbs; **Range** 350 miles; **Towing Capacity** 6000 lbs

This squat looking vehicle is the workhorse of the Colonial Marines as well as many of the lighter units in the Colonial Defence Forces and Planetary Units. Wyldier Industries also produce a civilian and luxury versions of the 105 (popularly known as 'Cowers').

The 105 comes in a vast array of versions, from an open patrol version, to a closed Missile Launcher.

Open Patrol Vehicle: 2 Light Machine Guns (d10 W), no armour (the body work is open)
Urban Patrol Vehicle: 1 Light Machine Gun (d10 W), Armour - Wound 2, stun 2
Heavy Patrol Vehicle: 1 Heavy Grenade Launcher (as ammo), Armour - Wound 4, Stun 2
Air Defence Vehicle: 8 MANPADS, Armour - Wound 2, Stun 2
Fire Support: Light Cannon (d4 W Planetcraft), Armour - Wound 2, stun 2
Anti-Tank: 6 Heavy Missiles (d12+4 W Planetcraft), Armour - Wound 2, Stun 2

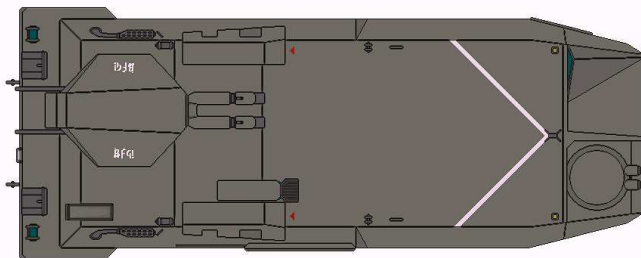
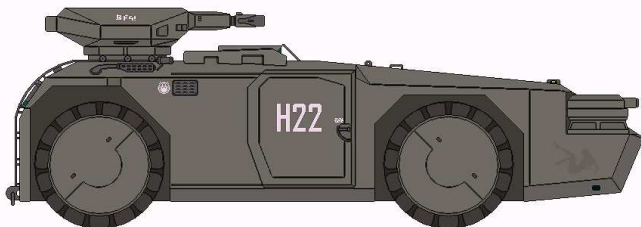
Other versions include Ambulance, Utility, Decontamination, Mine Clearance, Mine Layer, Mortar Carrier and almost any other type of job the military can think of.





Vanguard Series UCV.

The W105 is not a vehicle designed for direct



combat. To carry troops into the battlefield, the Armoured personnel carriers is used. However, the Cylon War proved them to be a liability as the worst of them could not even resist the armour piercing bullets used by the Cylons. A redesign of the APC concept led to the Vanguard series of Urban Combat Vehicles (UCV). These vehicles are designed for Urban areas, where their low clearance doesn't matter very much. They suffer from very poor cross country mobility.

The Vanguard 4x4 is the standard hull in use by the Colonial Marines. A hull cupola covers the UCV's forward arc with two synchronised gatling canons. However the Vanguard carries a rear-mounted turret, allowing the APC to fire from the safety of a hull-down position. The turret assembly is fully traversable, self contained and is carried on a rail track which runs

down to the rear of the vehicle. Each wheel is self powered and is also armoured.

Vanguard 4x4 Urban Combat Vehicle

Agi d4, **Str** d10, **Vit** d6, **Ale** 1, **Int** 0, **Wil** d6, **LP** 16; **Init** d4; **Scale** Planetcraft; **Speed** 2 (1 cross country)

Traits None

Skills None

Armament 2 personal scale personal range heavy machineguns (d12; auto fire capable), 1 planetcraft scale skirmish range medium canon (d6)

Armour Wound 5, Stun 3

Description approx. 26 x 10 x 10 feet; **Crew** 2

Passengers 12; **Range** 400 miles; **Towing**

Capacity 1,500 lbs.

Gear: Environment Control; Fire Extinguisher; Smoke

A variant of the Vanguard is named the 'Vikrant' and carries a large 120mm auto-loading mortar in place of the turret and a restricted number of passengers to 8 (four man the mortar, another 4 form a missile fire support team).

Vanguard 6x6 Urban Combat Vehicle

Agi d4, **Str** d10, **Vit** d6, **Ale** 1, **Int** 0, **Wil** d6, **LP** 16; **Init** d4; **Scale** Planetcraft; **Speed** 2 (1 cross-country)

Traits None

Skills None

Armament 2 personal scale personal range heavy machineguns (d12; auto fire capable), 1 planetcraft scale skirmish range Light canon (d8)

Armour Wound 6, Stun 3

Description approx. 36 x 10 x 10 feet; **Crew** 2

Passengers 16; **Range** 600 miles; **Towing**

Capacity 10,000 lbs.

Gear: Environment Control; Fire Extinguisher; Smoke

This heavy UCV is the Ground Forces version of the 4x4 vehicle and is their preferred vehicle for urban areas (the defence of which is their primary task). The Vanguard also serves as the basis for a number of other types of vehicle including; Mortar Carrier, Missile Launcher, Command Vehicle, Emergency Operating Theatre.



Vambrace 8x8 APC



The problems with cross country mobility in the Vanguard Series was dealt with by producing a lighter, but similar design with a higher wheel base. The Vambrace shares an 85% spares compatibility with the Vanguards. As with them, the Vambrace can be found in a large number of versions.

Agi d4, **Str** d10, **Vit** d6, **Ale** 1, **Int** 0, **Wil** d6, **LP** 16; **Init** d4; **Scale** Planetcraft; **Speed** 2

Traits None

Skills None

Armament 2 personal scale personal range heavy machineguns (d12; auto fire capable), 1 planetcraft scale skirmish range Light canon (d6)

Armour Wound 4, Stun 2

Description approx. 36 x 10 x 14 feet; **Crew** 2

Passengers 14; **Range** 650 miles; **Towing Capacity** 10,000 lbs.

Gear: Environment Control; Fire Extinguisher; Smoke

Agi d2, **Str** d12, **Vit** d6, **Ale** 1, **Int** 2, **Wil** d4; **LP** 20; **Init** d2; **Scale** Planetcraft; **Speed** 1

Traits None

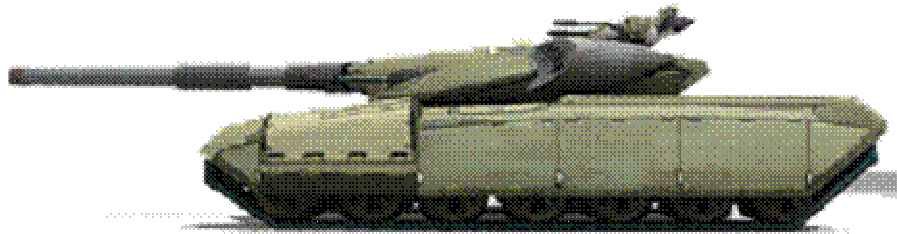
Skills Heavy Weapons Targeting d6; Perception d2

Armaments 2 personal scale personal range medium machineguns (d8, auto-fire capable), 2 planet-craft scale skirmish range medium cannon (d6), 1 planet-craft scale skirmish range heavy cannon (d12+2), 6 MANPAD Rockets, 6 Medium planet-craft scale skirmish Missiles (d12)

Armour Wound 10, Stun 5

Description approx. 37 x 16 x 17 feet; **Crew** 4; **Passengers** None; **Cargo** None; **Range** 450 miles; **Towing Capacity:** 22,000 lbs.

Gear: Life Support System; Fire Extinguisher; Smoke



The Karpenko (or K2) is the dedicated tank of the Planetary Defence Forces and is thought capable of defeating any vehicle it is pitched against. This heavily armoured vehicle is capable of laying down a carpet of fire and holding the line against the Cylons. There are two top mounted machine guns for suppressing fire, backed by two secondary cannon on either side of the main gun. Finally, the tank carries six Air Defence Missiles and six anti-armour missiles. It has an advanced targeting system that utilises the Colonial

Karpenko Mk.II MBT



Navigation Program. Despite pressure on them, the Colonial Government has not authorised sales to any of the Planetary Governments.

CA2I Destraudo APC

Agi d6, **Str** d6, **Vit** d6, **Ale** 1, **Int** 0, **Wil** d6, **LP** 16; **Init** d4; **Scale** Planetcraft; **Speed** 2

Traits None

Skills None

Armament 1 planetcraft scale skirmish range Light canon (d4), 2 light planet-craft scale skirmish range missiles (d8 W)

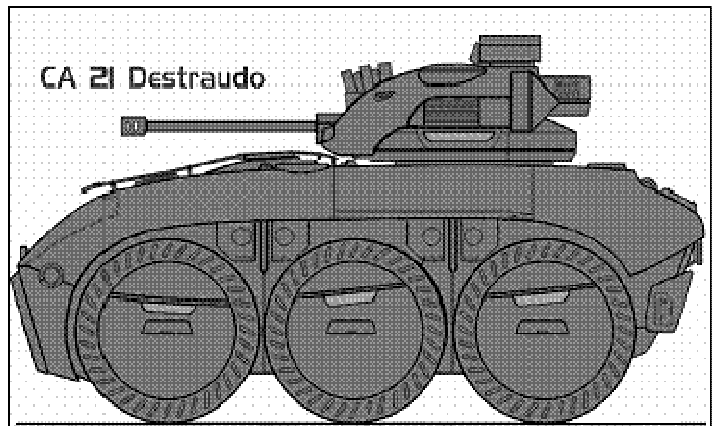
Armour Wound 3, Stun 2

Description approx. 19 x 8 x 16 feet; **Crew** 2

Passengers 6; **Range** 480 miles; **Towing**

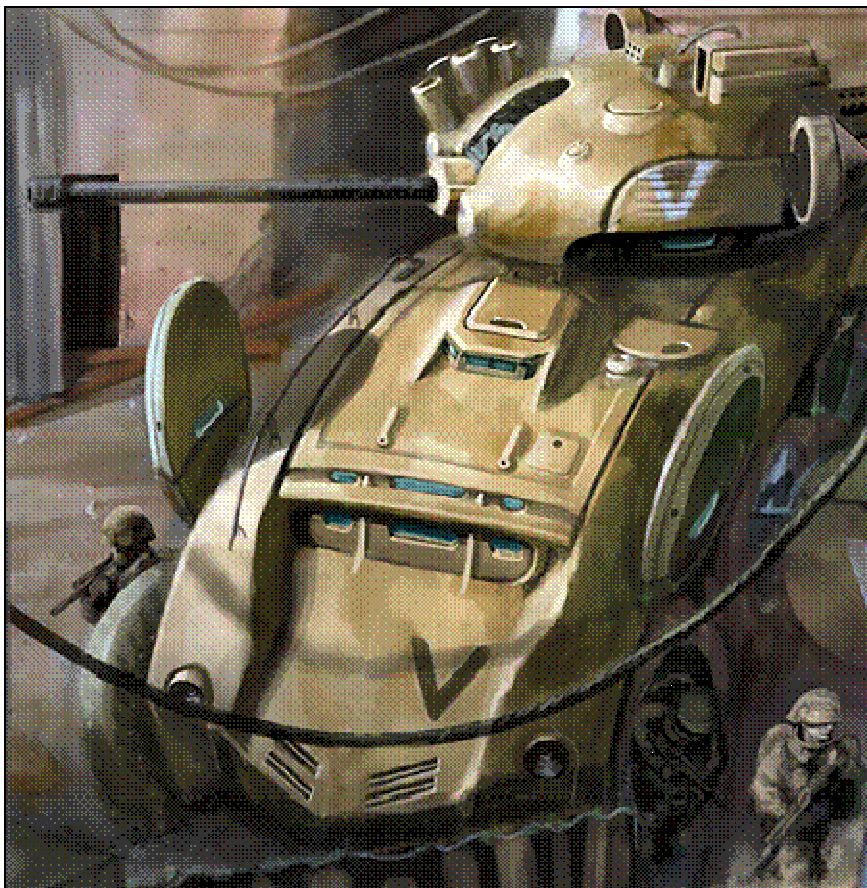
Capacity 4,000 lbs.

Gear: Environment Control; Fire Extinguisher; Smoke



In addition, two light missiles are also carried giving the Destraudo the ability to 'reach' further than its cannon allows.

The Destraudo was rejected as a candidate for the Marine UCV due to its height and small carrying capacity. The ground forces liked it for its



Greicon Motors CA187 'Popeye'

Agi d6, **Str** d4, **Vit** d4, **Ale** 2, **Int** 2, **Wil** d4, **LP** 16; **Init** d4; **Scale** Planetcraft; **Speed** 3

Traits None

Skills Perception d2, Pilot d4

Armament 1 Gatling Gun (d12+d4 W), up to 8 Light Missiles (d8 W (planetcraft))

Armour Wound 2

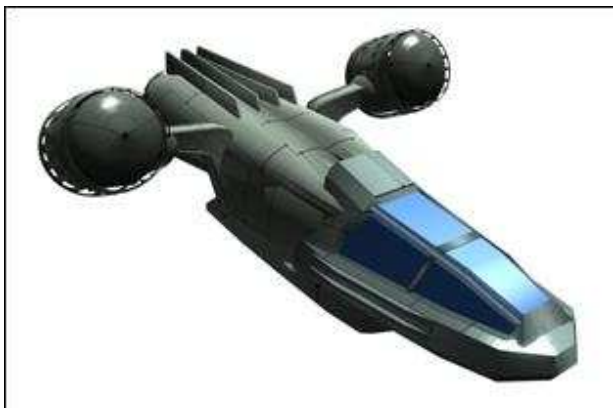
Description approx. 16x7x6 feet; **Crew** 2

Passengers 4; **Range** 500 miles; **Cargo:** 500 lbs **Lifting**

Capacity 3,000 lbs.

Gear: Life Support System; Fire Extinguisher;

Large Air-Vans have been around for years, but they tended to be the same size as a regular shuttle. For the military, therefore, it was actually easier to use shuttles and relegate local movement on the battlefield to old-fashioned Helicopters. Helicopters are also much cheaper to buy.



Gricon Motors managed to break through the cost/technical barrier to produce a lighter version of their standard motor-impeller that allows a much smaller vessel to be built. The Popeye uses a small thruster at the rear, matched to two variable angled thrusters, to give the same performance of a helicopter. And the 'Popeye' requires less maintenance than that of a Helo. The Planetary Forces use these exclusively. Recalibrating the Gravitic Impeller to each individual planets gravity field takes up to 24 hours at a time, effectively eliminating its usefulness for the Colonial Marine Corp or Navy.

Scorpia W38a3 'Firecat'

Agi d8, **Str** d6, **Vit** d6, **Ale** 2, **Int** 2, **Wil** d6, **LP** 12; **Init** d8+d2; **Scale** Planetcraft; **Speed** 6
Traits None

Skills Heavy Weapon d2, Perception d4, Pilot d4

Armament 1 medium planetcraft scale skirmish range autocannon (d8); 8 medium planetcraft scale skirmish range missiles (d12)

Armour Wound 2, stun 2

Description approx. 50x32x16 feet; **Crew** 1

Ceiling: 65,000 ft; **Range** 850 miles (1500 with ferry tanks)

Gear: Life Support System; Fire Extinguisher; Flares

The W38A3 is the primary atmospheric interceptor for the Colonial Defence Forces. Very similar to the A1 version, the A3 is more agile, faster and carries more fuel, putting it on a par with the Colonial Vipers. Upgrading of A1 to A3 is a matter of installing new engines and electronics and upgrading the software to incorporate the Colonial Navigation Program.

Optional Rule: Boosters. In order to match speeds with faster aircraft (or spacecraft in atmosphere), aircraft can be fitted with special boosters. These allow a one or two step in atmospheric speed. A one step booster requires removal of half of the missile load. A two step booster requires removal of all missiles. It also reduces the aircrafts range by half. Boosters can be used in space without these restrictions but reduce agility by two steps (there is no way to 'steer' the additional thrust).

Optional Rule: Drop Tanks. An aircraft can extend its range by carrying drop tanks. It effectively doubles the normal range, but Agility is restricted by two steps.

Viper Mk1a6

Agi d10, **Str** d6, **Vit** d6, **Ale** 8, **Int** 6, **Wil** d6, **LP** 12; **Init** d10+d8; **Scale** Planetcraft; **Speed** 7 (6 in atmosphere)

Traits Past its Prime (d6)

Skills Perception d4, Pilot d4

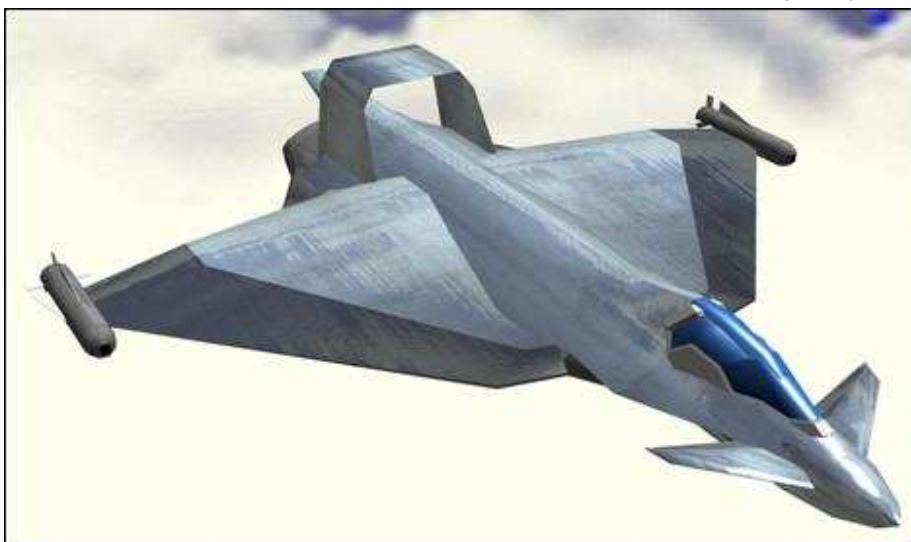
Armament 2 Medium planetcraft scale skirmish range autocannon (d8); 4 Medium planetcraft scale capital range missiles (d10)

Armour Wound 3, stun 2

Description approx. 27x9x17 feet; **Crew** 1

Gear: Life Support System; Fire Extinguisher; Flares

In order to obtain an extra-orbital defence capability old





Viper Mk1's initially made up the Air Forces. Although a large number of Mk2's were available, the decision was taken to upgrade the large numbers of Mk1's instead. The compatibility of parts between the two mean's that some of the Mk1's are closer to the Mk2 standard. Essentially tasked to forward interception of incoming targets, the Vipers are being fitted with new electronic systems that will incorporate the CNP.

WII7 Sentinel Orbital Fighter

Agi d12+d2, **Str** d6, **Vit** d6, **Ale** 8, **Int** 6, **Wil** d6, **LP** 12; **Init** d14+d8; **Scale** Planetcraft; **Speed** 7 (non-atmospheric)

Traits none

Skills Heavy Weapons d4, Perception d6, Pilot d4

Armament 4 Heavy planetcraft scale skirmish range autocannon (d12); 16 Medium planetcraft scale capital range missiles (d10)

Armour Wound 4, stun 2

Description approx. 80x50x60 feet; **Crew** 3

Gear: 3 Life pods; Fire-suppression system; Life-

(unlike the Vipers), nor the capabilities to enter atmosphere. What it does have is good sensors and good armament. Sentinels are deployed from orbital platforms and expect to be on station for up to 72 hours at a time.

CIS W17 Thunderchild' Strike Fighter

Agi d6, **Str** d8, **Vit** d12, **Ale** 4, **Int** 4, **Wil** d6, **LP** 12; **Init** d6+d4; **Scale** Planetcraft; **Speed** 4

Traits None

Skills Heavy Weapon d4, Perception d4, Pilot d4

Armament 1 Heavy planetcraft scale skirmish range autocannon (d12); 2 Medium planetcraft



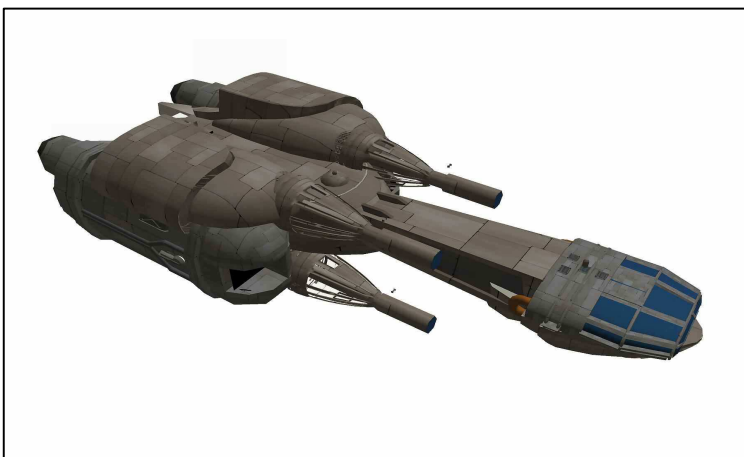
scale skirmish range autocannon (d6), 24 medium planetcraft scale skirmish range missiles (d12)

Armour Wound 3, stun 2

Description approx. 53x54x14 feet; **Crew** 1

Ceiling: 35,000 ft; **Range** 750 miles (1500 with ferry tanks)

Gear: Life Support System; Fire Extinguisher; Flares



Support

The 'Sentinel' is a strictly orbital limited craft. It doesn't have the range to travel interplanetary

Colonial Industrial Systems was an amalgam of several companies that were nearly driven under by the Cylon War. They now build a wide range of licensed products for the Colonial Military (and anyone else who can afford them). CIS also provide the servicing teams for much of this equipment. The Thunderchild is built for ground attack, with only limited air-to-air combat capabilities.

V4 Vulcan Bomber

Agi d6, **Str** d8, **Vit** d8, **Ale** 4, **Int** 4, **Wil** d6, **LP** 12; **Init** d6+d4; **Scale** Planetcraft; **Speed** 6

Traits None

Skills Heavy Weapon d4, Perception d4, Pilot d4

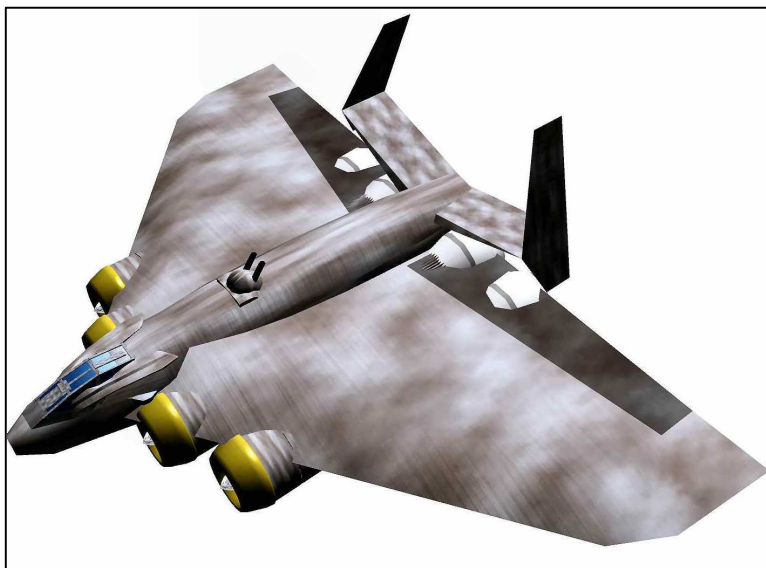
Armament 8 Medium planetcraft scale skirmish range autocannon (d6), 2 forward, 2 in rear turret, 2 in dorsal turret, 2 in ventral turret; 26 Heavy planetcraft scale Capital range missiles (d12)

Armour Wound 2, stun 2

Description approx. 105x115x30 feet; **Crew** 5

Ceiling: 70,000 ft; **Range** 5000 miles

Gear: Life Support System; Fire Extinguisher; Flares



The Vulcan fulfils a need to hit an enemy target at a distance. She is designed for nap of the earth flight and to fire her missiles at long range. Her autocannon are capable of taking care of incoming enemy fighters. The normal missile load can be exchanged for 13 Capital range Spacecraft Scale nuclear missiles (d8).

Strategic Missiles

Missiles						
Type	Scale	Damage	Type	Speed	Launcher	Skills
Starburst	spaceship	d12+d6	Nuclear	9	Silo, orbital platform	Pilot d4
Poseidon	spaceship	d12	Nuclear	10	Submarine, Mobile Launcher	Pilot d6
Aurora	Spaceship	d12+2	Nuclear	8	Mobile Launcher	Pilot d2

Most weapons do not have speeds, but nuclear missiles do. The Colonial Defence Forces utilise missiles capable of reaching orbit as quickly as possible and, in order to intercept the missiles, it would be required to know their speed. It is notable that the CDF does not deploy multiple warheads on their launchers (these are banned by the Articles of Colonisation) and use of planet-bound missile launchers are strictly controlled and requires the consent of the President of the Colonies and the Planetary Governments consent before deployment in the absence of war.

Each missile has a piloting roll, which represents its guidance program. The most sophisticated ones (because they have no fixed launch point) are the Poseidon's. The simplest are the Aurorae, used against fixed targets.

Starburst Missiles are designed to engage spaceships in, or approaching orbit. Their design specifically prohibits their re-entry into atmosphere

and so the missiles cannot be used against planet bound targets.

Poseidon Missiles were originally designed for the same purpose as the Starburst and with the same re-entry limitation, but the nature of their submersible launch system required them to be armoured (Basic 1). Poseidon's can also be launched from trucks.

Aurora Missiles can reach orbit but were also designed to give the CDF an on-planet nuclear weapon (should they need it). Aurorae's have a 'dial' capacity, allowing it to be tailored to the situation in d2 steps of power from d4 up to d12+2. It takes fifteen minutes to rearm the missile.

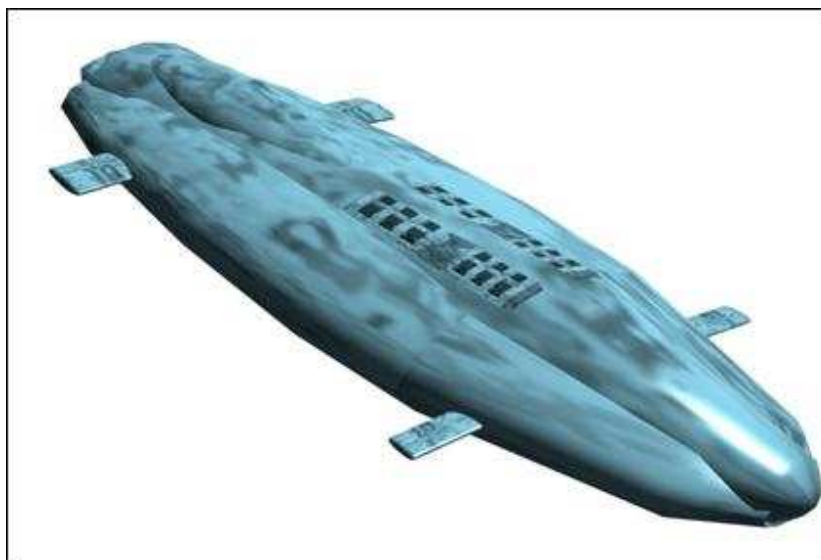
Defender Class Submarine

Agi d6, **Str** d12, **Vit** d8, **Ale** d4, **Int** d6, **Wil** d10; **LP** 24

Init d6+d4; **Scale** spacecraft, **Speed** 1

Traits Tough (d4)

Skills Heavy Weapons d6, Perception d4
Armament 26 Poseidon Nuclear Missiles (Capital Range spacecraft scale d12)
 6 Missile Launchers (Medium range planetcraft scale d12) – 18 missiles carried
Armour Wound 6, Stun 3
Description 530 x 97 x 72 feet; **Crew** 337;
Passengers 6; **Range** unlimited miles;



The Defender's were built on Aquaria and replace regular missile silo's on that planet. Defenders are an exception to the rule of fitting the CNP into capital vessels – its electronics are incompatible

with the program.

Classis Class Launcher

Agi d2, **Str** d4, **Vit** d4, **Ale** d0, **Int** d0, **Wil** d4;
LP 8
Init d2+d0; **Scale** Planetcraft
Speed 1
Traits : None

Skills: None

Armament 1 Aurora or Poseidon Class Nuclear Missile

Armour 1 (cab only)

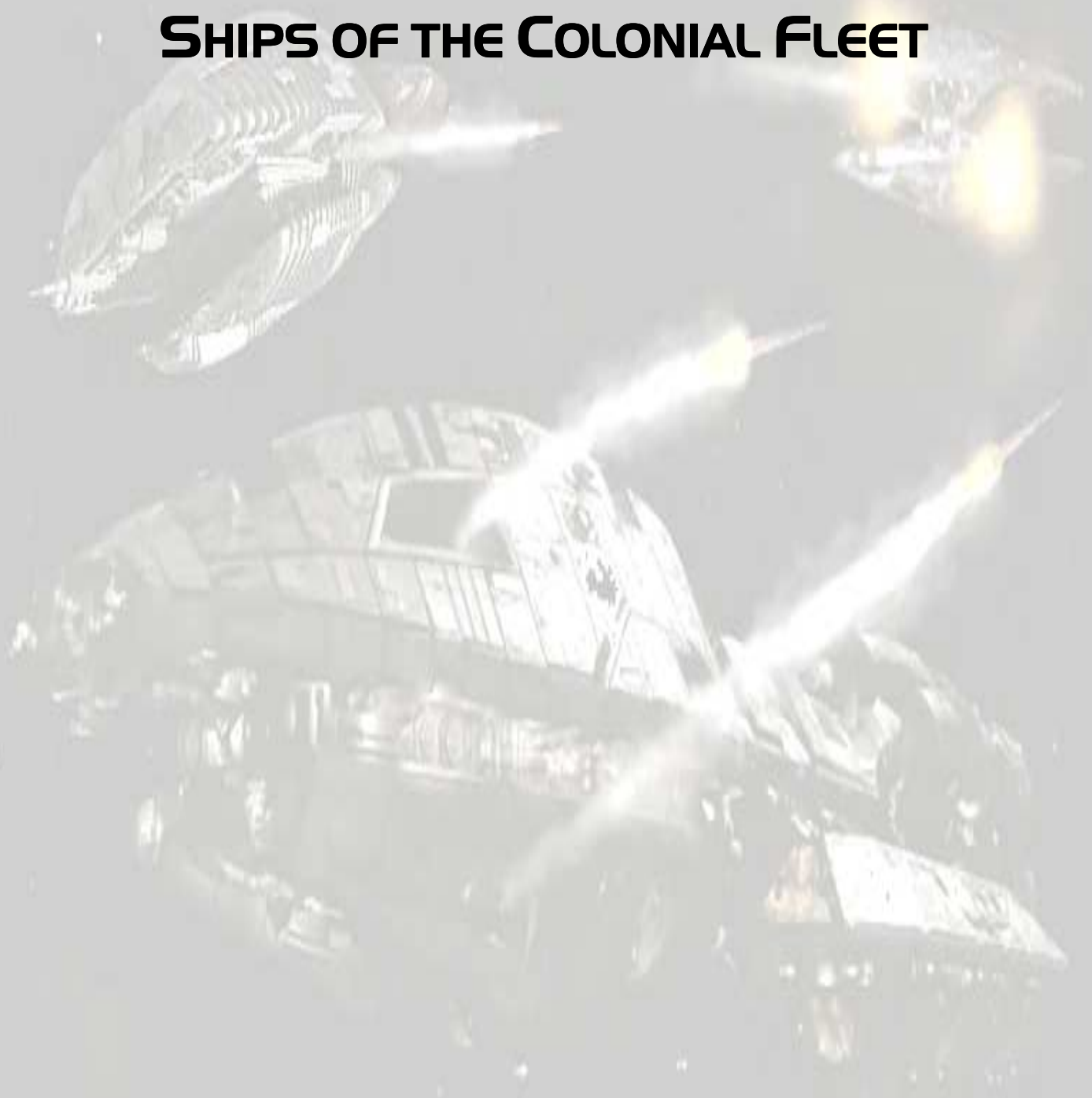
Description 40 x 12 x 26 feet;

Crew 5; **Passengers** 0; **Cargo** 400 lbs; **Range** 150 miles;

The Classis is a simple truck chassis with an enhanced communication facility. It tows a trailer based launcher on which sits a nuclear missile. On reaching its launching position, the missile launcher erects (stabilising legs are deployed from the trailer) and the missile fires, using guidance from the cab. The cab receives its information from the CNP. When finished the erector returns to horizontal position and the whole can be towed back to base for another missile. Poseidon missiles are orbital and cannot be altered into a surface to surface configuration. Aurora Missiles are surface to surface missiles.



SHIPS OF THE COLONIAL FLEET





AESIR Class Battlestar

Ship Type: Battlestar

Size: 3675 feet x 1380 x 591 feet

Crew: 1760

Passengers: 4,000

Attributes:

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

LP 24; **Init** d6+d8; **Scale** Spacecraft

Speed 5 (SL/JC)

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

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

Armament

- Medium planetcraft scale skirmish range point defence system(d10);
- 12 spacecraft scale Heavy Short DRADIS range assault railguns (d12 + d2)
- 12 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 60 Vipers (full stock), 25 Raptors, 12 assorted craft

Armour: Wound 5, Stun 4

History: The eighty vessels in the *Aesir* Class represent the largest class of Battlestars in the history of the Colonies, though the vessels themselves are the smallest Battlestars fielded since the beginning of the First Cylon War.

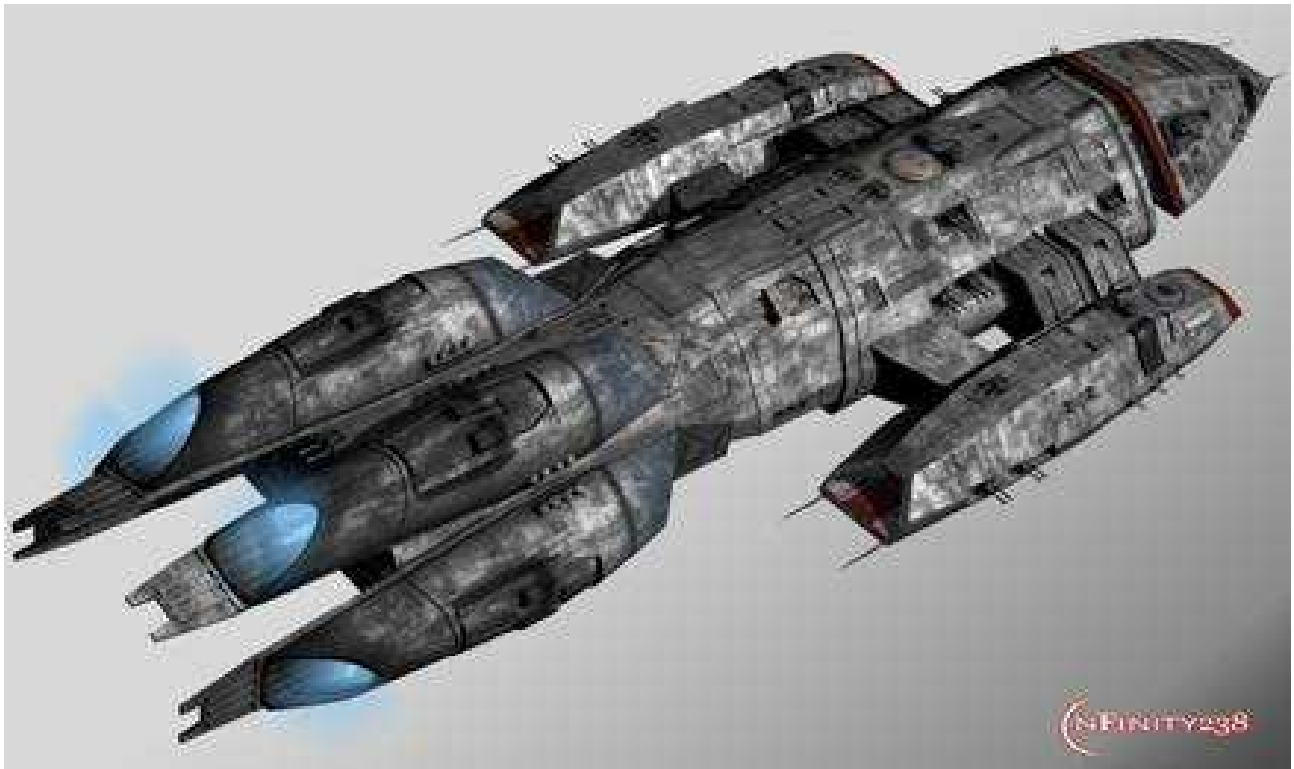
The basic design was conceived in the wake of the Armistice, in a period of tightened budgets and reduced military threats. Smaller, yet only marginally less capable than their predecessors, *Aesir*'s were cheaper and less manpower intensive to build and deploy.

The *Aesir* Class also represents the longest building run in Colonial history, with a span of twenty-five years between the laying of the first keel and the last. The technical advances made during that period account, in part, for the number of variants built to the basic *Aesir* design.

While it is axiomatic of starship design that the more vessels of a particular type are built, the more the designers are tempted to tinker with it- and this has never proven more true than with the *Aesir* Class, which was built in no less than five distinct variants- differing in external appearance, armament, electronics suites and even the number of engines.

Quirks/Special Characteristics:

A handful of *Aesir* Class Battlestars (the *Valkyrie*-type variant) were fitted with an innovative magazine feed system that allowed cannon and missiles to be fired from fixed positions on the same turret. Though the concept worked well in computer simulations, in fleet exercises it was discovered that the system was prone to jamming during period of high ammo expenditure, and that there was a 27% chance that missiles would be destroyed by adjoining cannon fire. While the



system wasn't removed from the vessels fitted with it, it was never used in any other Colonial warship.

Notable Vessels in Class:

Battlestar *Aesir* (Class vessel)

Battlestar *Valkyrie* (BSG-41 Flagship; Participated in Incursion into Cylon space three years before 2nd Cylon War)

Arvak Class Battlestar

Ship Type: Battlestar

Size: 3675 feet x 1380 x 591 feet

Crew: 1640

Passengers: 3,200

Attributes:

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

LP 24; **Init** d6+d8; **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Memorable (Complication, d4)

Skills *Heavy Weapons* d6, *Mechanical*

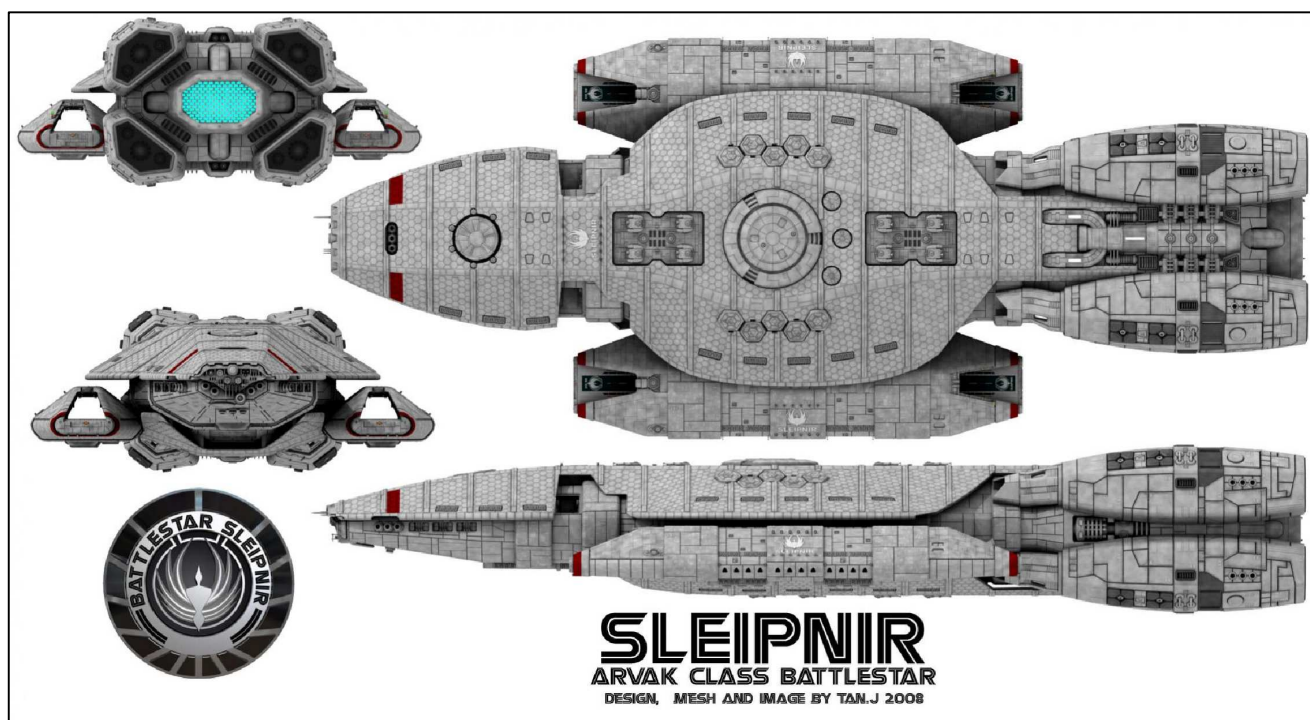
Engineering d4, *Perception* d6, *Pilot* d4

Armament Medium planetcraft scale skirmish

smallest and cheapest hull possible. In that attempt, they failed, miserably. The design was too lightly built, and as a result each Arvak Class Battlestar had to be fitted with additional structural bracing and extra armour, which led to serious cost overruns, and in turn, political scandal. The Arvak class Battlestars are robust, capable, and flexible, but are not worth the price Colonial taxpayers wound up paying for them.

Quirks/Special Characteristics:

One of the primary concerns surrounding this Battlestar design was the comparatively light construction of the hull, and as a result the class were fitted with additional armour- specifically, a



range point defence system(d10);

- 12 spacecraft scale Heavy Short DRADIS range assault railguns (d12 + d2)
- 12 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 60 Vipers (full stock), 25 Raptors, 12 assorted craft

Armour: Wound 8, Stun 7

History: The eight Arvak Class Battlestars are contemporaries of the *Aesir Valkyrie* and *Mercury* Class designs, and like the *Aesir*'s, were an attempt to field a fully capable Battlestar on the

cast armour shell that covered roughly two-thirds of the ship's length. These innovative laminate armour shells comprised the largest cast structures every built by Colonial science, and each boosted the cost of the Battlestar by almost thirty percent, taking them well over budget. Needless to say, in an era of tight budgets and fiscal restraint, this experiment was not repeated.

Notable Vessels in Class:

Battlestar *Arvak* (BSG 60 Flagship; Class vessel)
Battlestar *Skinfaxi* (BSG-25; Station ship in Helios system. Responsible for steep drop in pirate operations in that system.)

Mercury Class

Ship Type: Battlestar

Size: 1447.8m x 505 x 295m

Crew: 1900

Passengers: 10,000

Attributes:

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

LP 26; **Init** d4+d10; **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Formidable Presence (d4), Viper Construction Facilities (d4)

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

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 30 spacecraft scale capital range primary assault railguns (d12+d2);
- 12 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 12 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 100 Vipers (full stock), 25 Raptors, 12 assorted craft

Armour: Wound 6, Stun 6

History: The twelve *Mercury* Class Battlestars are the largest and most powerful Colonial warships ever built and are the penultimate expression of Colonial design philosophy. The first of class, the Battlestar *Mercury* was completed roughly twenty years after the conclusion of the First Cylon War, and took roughly nine years to build.

The *Mercury* Class can be divided into two subgroups, the first consisting of *Mercury*, *Triton*, and *Columbia*; the latter comprised of the remaining nine, epitomized by *Pegasus*. While all twelve *Mercury* class Battlestars have been updated and upgraded over their service lives, the latter group incorporates advances in electronics, armour protection, and internal modifications which allowed highly specialized small-craft construction facilities to be shipped, greatly extending the endurance and flexibility of the Battlestar Group.

Quirks/Special Characteristics:

Unlike their sisters, *Mercury*, *Triton*, and *Solaria* lack the ability to manufacture Vipers and other small craft, and have one less point of armour than their sisters.

Mercury Class are fitted with four landing bays, with each landing pod having two flight decks- one

running parallel to the ship's line of flight, the other inverted beneath it. Special elevators and airlocks bring embarked craft into sync with the ship's gravity as they are transported to the hangar deck.

As the pain of lessons learned in the first Cylon War began to fade (and military budgets were slashed), the Colonial Fleet began looking for savings in manpower and began re-automating Colonial warships. The *Mercury* Class Battlestars were fitted with an integrated command and control suite allowing a 50% reduction in crew size over a similarly sized *Minerva* Class Battlestar. The savings in manpower and reduced habitability requirements allowed internal space to be converted to workshops, magazines, storage, and tylium bunkage, and granted a much extended range and endurance.

Mercury Class vessels are fitted with an elaborate security system which uses card access to sensitive areas including (but not limited to) the CIC, Engineering, Magazines, and Flag Quarters.

Notable Vessels in Class:

Columbia

Mercury (BSG 60 Flagship; Class vessel)

Pegasus (BSG-62 Flagship; Commanded by Rear Admiral Helena Cain;

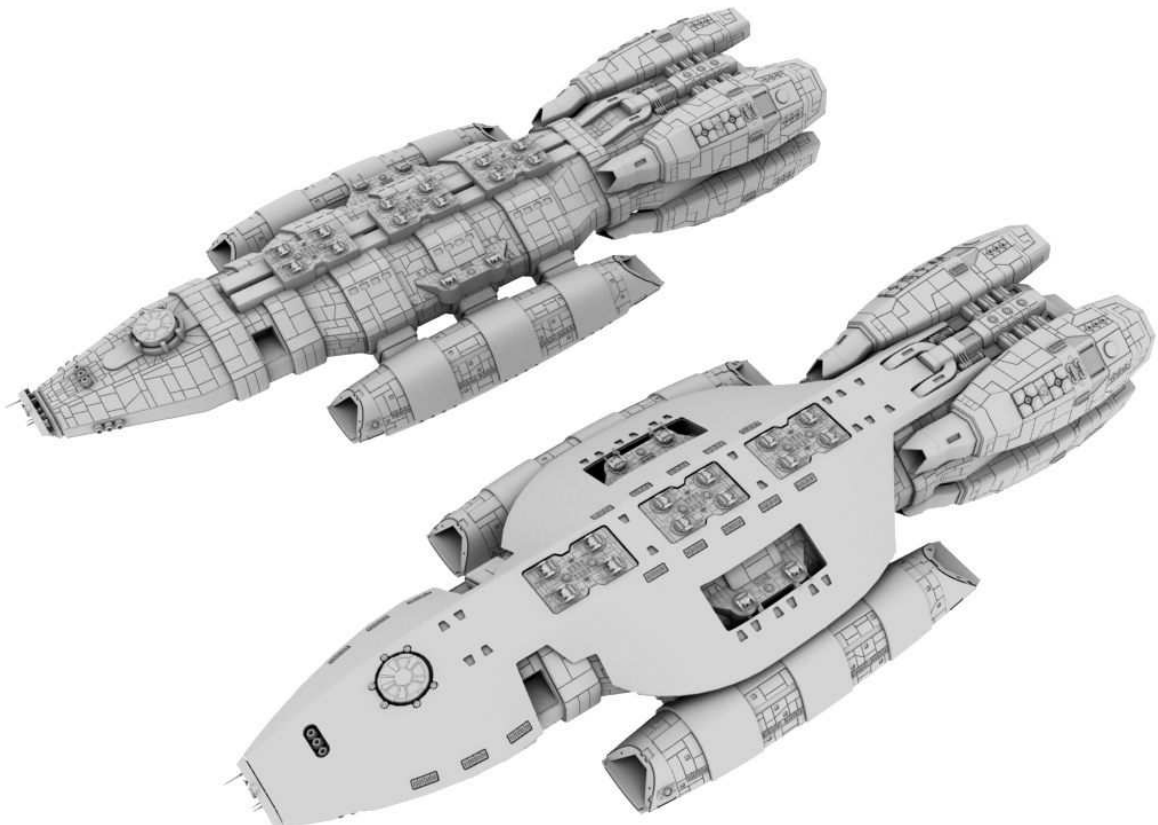
Solaria (BSG 103;

Triton (BSG 39;)





SCHEMATIC BY DOODLE
BUILD BY BACKSTAY



Minerva Class Battlestar

Ship Type: Battlestar

Size: 5,905 x 2,374 x 918 feet;

Crew: 3,985

Passengers: 7,900

Attributes:

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

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

Speed 5 (SL/JC)

Traits Formidable Presence (d4)

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

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 32 spacecraft scale capital range primary assault railguns (d12+d2);
- 16 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 16 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 100 Vipers (144 Pleiades), 25 Raptors (32 Pleiades), 12 assorted craft

Armour: Wound 7, Stun 5

History: The eleven *Minerva* Class Battlestars were the largest Battlestars built during the Cylon War, and were roughly the same size as the later

Mercury class.

Unfortunately, they shared many of the technological limitations of earlier designs, requiring- among other things- retractable landing pods in order to facilitate FTL jumps.

Despite these drawbacks, these vessels gave good service during the last years of the Cylon war and for several decades thereafter. As newer designs were completed and entered service, the *Minerva* class was decommissioned until only the *Pleiades* and *Hesperides* remained.

Quirks/Special Characteristics:

Pleiades was the test bed ship for the dual axial flight deck fitted to the *Mercury* Class, and so has four landing bays, with each landing pod having two flight decks- one running parallel to the ship's line of flight, the other inverted beneath it. Special elevators and airlocks bring embarked craft into sync with the ship's gravity as they are transported to the hangar deck.

Notable Vessels in Class:

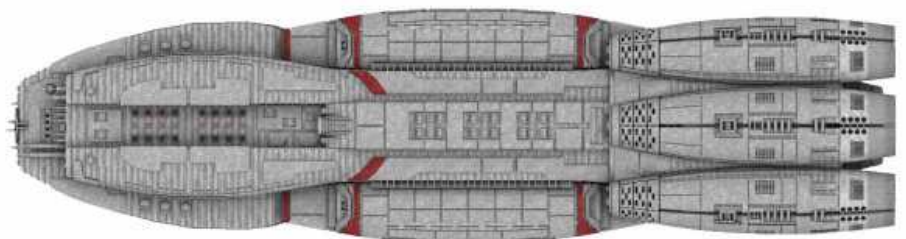
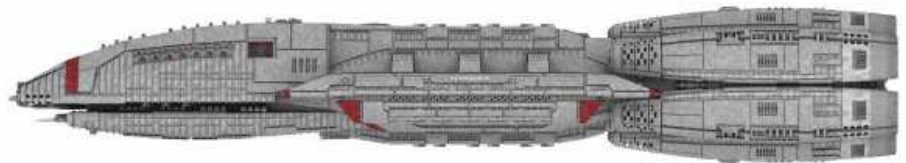
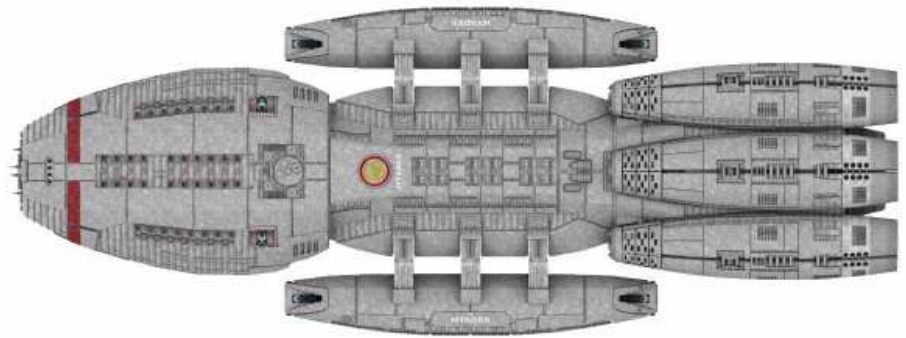
Battlestar *Hesperides* (BSG 87 Flagship;)

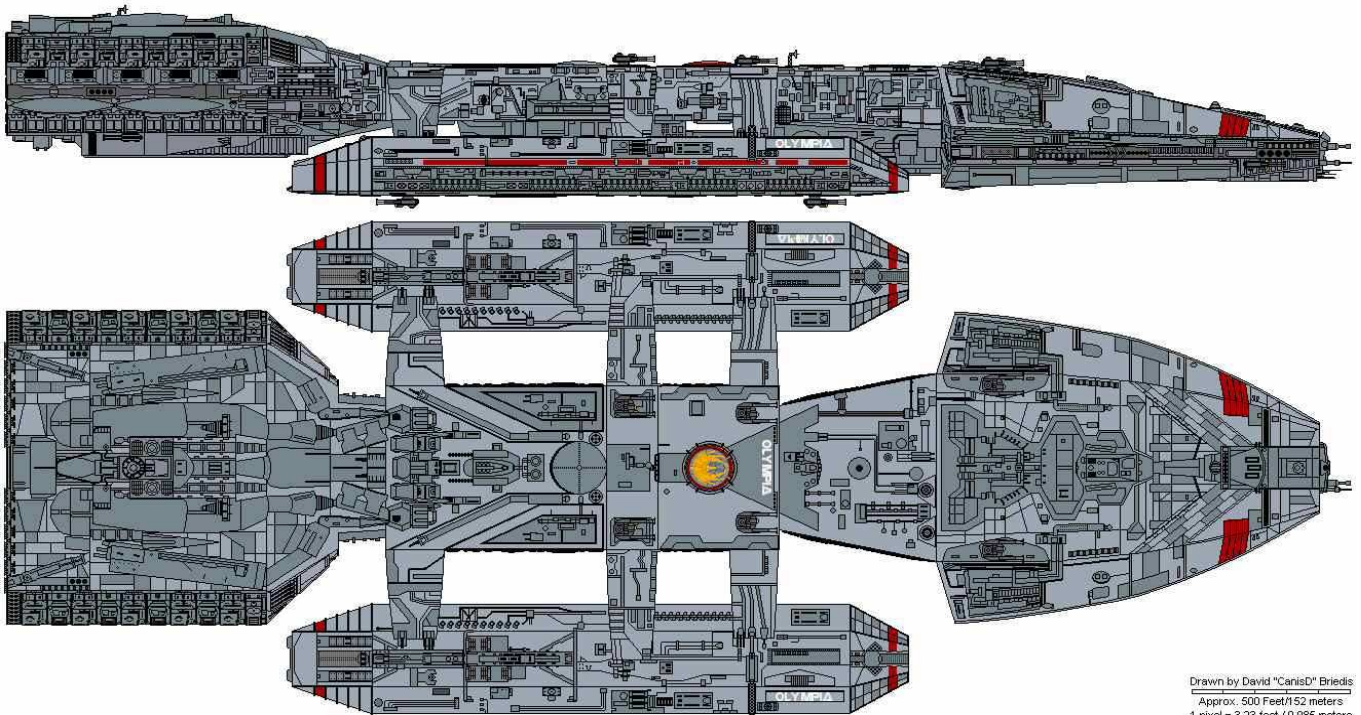
Battlestar *Pleiades* (BSG 32 Flagship; Commanded by Commander Solomon Anderson)



HYADES

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





Drawn by David "CanisD" Briedis
 Approx. 500 Feet/152 meters
 1 pixel = 3.23 feet / 0.985 meters

Olympia Class Battlestar

Ship Type: Battlestar

Size: 4,166 x 1,672 x 534

Crew: 800

Passengers: 2,500

Attributes:

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

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

Speed 5 (SL/JC)

Traits Formidable Presence (d4),

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

Armament

Heavy planetcraft scale skirmish range point defence system(d12);

- 10 spacecraft scale capital range primary assault railguns (d12+d2);
- 10 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 8 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 100 Vipers (full stock), 25 Raptors, 12 assorted craft

Armour: Wound 5, Stun 5

History: The three *Olympia* Class Battlestars were developed shortly after the beginning of the First Cylon War and the signing of the Articles of

Colonization. The pressing need for space borne fighter support led to the conversion of almost any vessel that could carry them. As a result, three heavy cruisers were taken off the line, lengthened, and fitted with large flight decks to port and starboard. The *Olympians* gave good service throughout the Cylon War, with one, the *Triton*, being lost in action. Following the War, both were decommissioned. Approximately ten years after the Armistice, *Olympia* was refitted and returned to service as a training ship, but *Pegasus* was scrapped. The names and fighting spirit of both *Triton* and *Pegasus*, however, were preserved in new *Mercury* Class Battlestars.

Quirks/Special Characteristics:

Because of their cruiser/gunstar origins and rather hasty conversion, these vessels are more complex than is the norm, and as a result, somewhat more difficult to service and maintain. They also retain, shielded deep within their hulls, a small emergency reserve tylium bunker, sufficient for a single FTL jump.

Notable Vessels in Class:

Olympia (BSG 23 Flagship; Class vessel; Deployed as Colonial Fleet training ship.)

Triton (BSG 3 Flagship;

Pegasus (BSG-7 Flagship; Decommissioned and scrapped following First Cylon War).



Olympia



Talos

TALOS Class Battlestar

Ship Type: Battlestar

Registry: Twelve Colonies of Kobol

Size: 3675 feet x 1380 x 591 feet

Crew: 1350

Passengers: 1,000

Attributes:

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

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

Speed 5 (SL/JC)

Traits Memorable (d4), Hardy Constitution (d4)

Skills *Heavy Weapons* d6, *Mechanical*

Engineering d4, *Perception* d6, *Pilot* d4

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 12 spacecraft scale Heavy Short DRADIS range assault railguns (d12 + d2)
- 12 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 48 Vipers (full stock), 12 Raptors, 6 assorted craft

Armour: Wound 6 Stun 6

History: The Battlestar *Talos* was built as something of a proof-of-concept vehicle some fifteen years after the end of the First Cylon War. Battlestar design in that era was trending towards making such vessels into bigger and more expensive "city-in-space" command-and-control centres, and the *Talos* concept stepped back from that impulse. The *Talos* was built as an austere, bare-bones combat machine. Rather than a space-borne command centre, *Talos* was built for gritty, brutal toe-to-toe combat with anything in the Cylon arsenal.

As a result, *Talos* is more heavily built than any other vessel in the fleet, with comprehensive and redundant damage control and system backups. She can take a pounding that would cripple nearly any other Battlestar and still come back for more.

Her one-of-a-kind nature and sheer resilience in battle has made her extremely formidable, and she frequently serves as the OpFor in Fleet exercises, taking on the role the Cylons would play

in real-life. Fleet Commanders seem to feel that if a ship and crew are prepared to go head to head with the *Talos* and survive, they're prepared for whatever else the Gods might decide to throw at them.

The price for her designers paid, however, is that *Talos*' living and working spaces are cramped-almost claustrophobic, making her unpopular with her crews. One crewman commented that *Talos* seemed more accommodating for the machines she was built to fight than for the crews sent to man her.

A further price to be paid was that *Talos*' air wing is also smaller than most other Battlestars, and her design and construction costs assured the experiment would not be repeated.

Talos was known to be heavily engaged during first battles of the Second Cylon War, but no word on her ultimate fate has come forward.

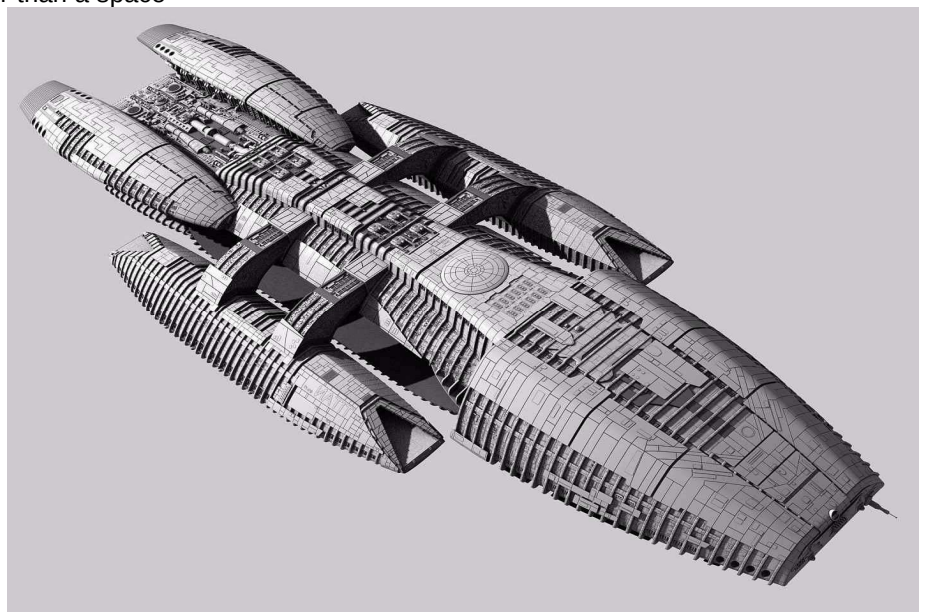
Quirks/Special Characteristics:

Talos was built with more extensive redundancy than other Battlestars- more bypasses, more interconnections, and more chances to reroute and keep on fighting. As a result, she adds a d4 (for Hardy Constitution) to all Endurance rolls and rolls to resist damage to her systems.

Talos has four landing bays, with each landing pod having two flight decks- one running parallel to the ship's line of flight, the other inverted beneath it. Special elevators and airlocks bring embarked craft into sync with the ship's gravity as they are transported to the hangar deck.

Notable Vessels in Class:

Talos (BSG 85 Flagship; Class vessel)



Cygnus Class Gunstar

Ship Type: Gunstar

Size: 2,280 x 945 x 285 feet;

Crew: 800

Passengers: 1,000

Attributes:

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

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

Speed 6 (SL/JC)

Traits Formidable Presence (d4), Loved (d6)

Armament

- Medium planetcraft scale skirmish range point defence system(d8);
- 2 forward-mounted spacecraft scale short DRADIS range primary assault railguns (d12+d2);
- 20 spacecraft scale short DRADIS range secondary assault railguns (d10),
- 8 spacecraft scale short DRADIS range missile systems (d12+d4);
- 8 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 6 Raptors, 4 assorted craft

Armour: Wound 5, Stun 4

History: The *Cygnus* Class Gunstars are the standard Colonial cruiser, succeeding nearly all of

the earlier gunstar designs. More than three hundred were built, and their design spans more than twenty-three years. Although considered one class, they are at least eleven different variants of the basic *Cygnus* design. The first *Cygnus* class gunstar entered service sixteen years after the Armistice, the last was destroyed over Scorpia while 84% complete.

Quirks/Special Characteristics:

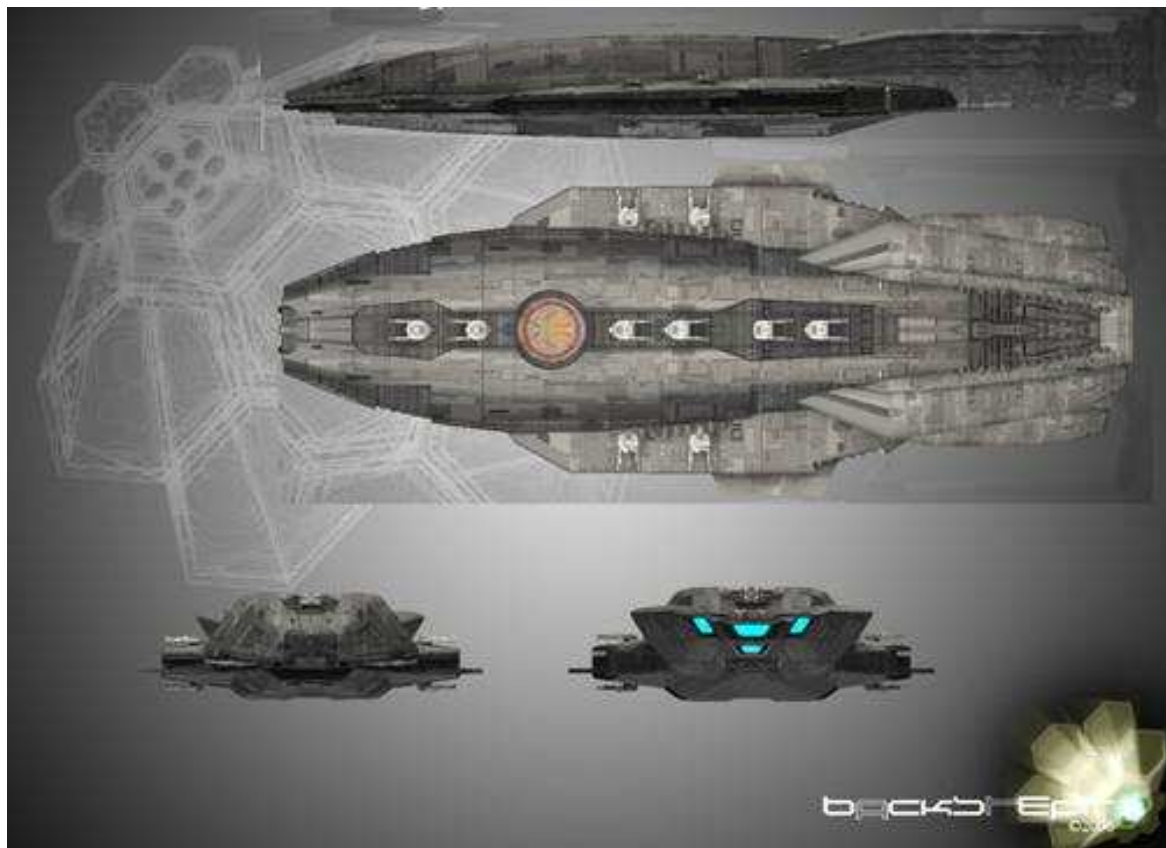
Given the long construction run the class enjoyed, there are no fewer than eight different variants of the *Cygnus* Class, each variant built in a sub-class known as a "flight" and featuring different armament configurations, command and control suites, and mission profiles. The example presented above is a Flight VII gunstar, specialized for anti-ship warfare.

Notable Vessels in Class:

Gunstar *Cygnus* (Class vessel; severely damaged in a collision with Battlestar *Athena*, repaired and returned to service)

Gunstar *Cyane* (First of class completed;)

Gunstar *Diomede* (assigned to BSG-25; Responsible for steep drop in pirate operations in Helios system.)





Defender Class Gunstar

Ship Type: Gunstar

Size: 2,755 x 985 x 640 feet;

Crew: 1750

Passengers: 4,000

Attributes:

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

LP 26; **Init** d4+d10; **Scale** Spacecraft

Speed 6 (SL/JC)

Traits Formidable Presence (d4), Memorable (d2), Loved (d6)

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

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 12 spacecraft scale capital range primary assault railguns (d12+d2);
- 6 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 6 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 24 Vipers (full stock), 10 Raptors, 6 assorted craft

Armour: Wound 6, Stun 6

History: The *Defender* Class gunstars were the largest gunstars deployed during the Cylon War and were an intermediate step between Battlestars and their smaller escorts. Fitted with a single (shortened) flight pod, they were essentially thru-deck cruisers and were used as “maids-of-all-work” during the First Cylon War. *Defenders* served as convoy escorts and training ships, then embarked shuttles and landing craft and served ably as make-shift amphibious assault ships, tenders, and even on one occasion, as a hospital ship. Following the Cylon War, the *Defenders* were gradually decommissioned and scrapped, but a small number were demilitarized (stripped of their weapon mounting hard-points) and found their way into civilian service.

Quirks/Special Characteristics:

The *Defender* Class gunstars were built strongly, but were rushed through the Admiralty design process, and so a number of design flaws and system incompatibilities sneaked through and had to be put right by their crews. Additionally, they were built at four different shipyards, and as a result, no two *Defenders* were ever exactly alike and maintenance and service requirements were always excessive. Despite this flaw, the *Defenders* were sturdy, reliable, and unyielding, and remained popular in the Fleet.

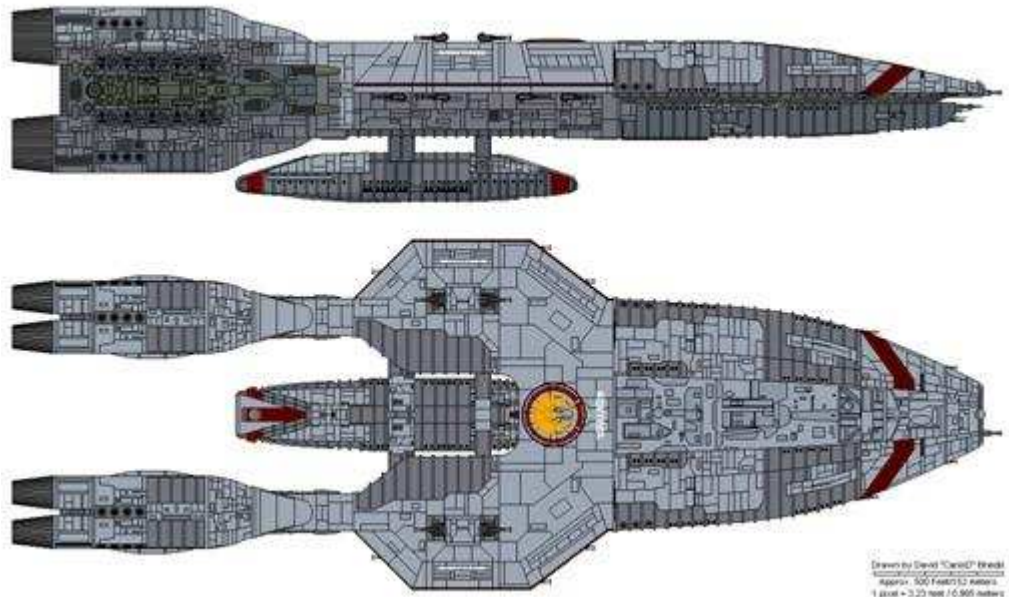
One major flaw of the design is that landing approaches must be made essentially between the large engine pods, which can impair pilot vision in a critical moment, and when the vessel is at high speed, irradiate the outer hull of craft making their approaches.

Notable Vessels in Class:

Gunstar *Defender*
(assigned to BSG 60;
Class vessel)

Gunstar *Perseus*
(assigned to BSG 21;)

Gunstar *Ulysses*
(assigned to BSG-62;
)



Drawn by David "Carnid" Bredt
Approximate dimensions:
Approx. 300 Feet/91.4 meters
1 pixel = 3.23 feet / 0.985 meters

Aegis Class Gunstar

Ship Type: Gunstar

Size: 1447.8m x 505 x 295m

Crew: 850

Passengers: 350

Attributes:

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

LP 18; **Init** d6+d8; **Scale** Spacecraft

Speed 6 (SL/JC)

Traits Tough (d4)

Skills *Heavy Weapons* d6, *Mechanical*

Engineering d4, *Perception* d6, *Pilot* d4

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 20 spacecraft scale capital range primary assault railguns (d12+d2);
- 6 spacecraft scale short DRADIS range heavy missile systems (d12+d4);
- 4 spacecraft scale long DRADIS range nuclear missile systems (d12+d8);
- 2-4 Raptors, 2 shuttles

Armour: Wound 6, Stun 6

History: The *Aegis* Class destroyers were built early in the 1st Cylon War when older destroyer designs proved inadequate to deal with the Cylon attack of heavy, coordinated air attacks. Colonial defences were being overwhelmed by the sheer number of small, fast Cylon fighters attacking all at the same time. Heavier anti-

fighter defences were needed.

The *Aegis* Class were based upon the hulls of the earlier *Provost* Class destroyers, but were significantly lengthened and strengthened. Sponsons were added to port and starboard to mount the main anti-ship batteries, and the point defence batteries were doubled in strength and numbers.

Given the glaring weaknesses in networked computer systems exposed early in the war, the *Aegis* Class presented a decidedly low-tech, but robust approach to the problem- they were essentially floating gun batteries. While they lacked much of the flexibility of earlier classes, they excelled at one thing- placing a lot of ordinance on target in relatively short order. As a result, they saw duty primarily as convoy or Battlestar group escorts, but also fulfilled scouting, patrol, and shore bombardment missions as needed.

Following the Armistice, the surviving *Aegis* class ships were decommissioned and scrapped in favour of newer designs.

Quirks/Special Characteristics:

The *Aegis* Class were built from off-the-shelf components available after the completion of the first Battlestars, and share common systems with the *Galactica*-type, *Minerva*, and *Olympia* classes. The *Aegis* Class destroyers were extremely well armed for their size, with excellent, overlapping fields of fire providing



comprehensive coverage, and proved to be well-suited for shore bombardment missions as their high thrust to mass ratio and heavy armour allows them to enter the fringes of the upper atmosphere and lay down precision weapons fire.

The major drawback of this class was the lack of facilities for small craft. This was partially addressed by carrying a pair of *Raptors* at external airlocks and cradles, and most of the class were later fitted with a small dorsal landing pad and attendant airlock/hangar, but maintenance facilities were always restricted and of little practical use.

Notable Vessels in Class:

Gunstar *Aegis* (assigned to BSG 8; Class vessel)

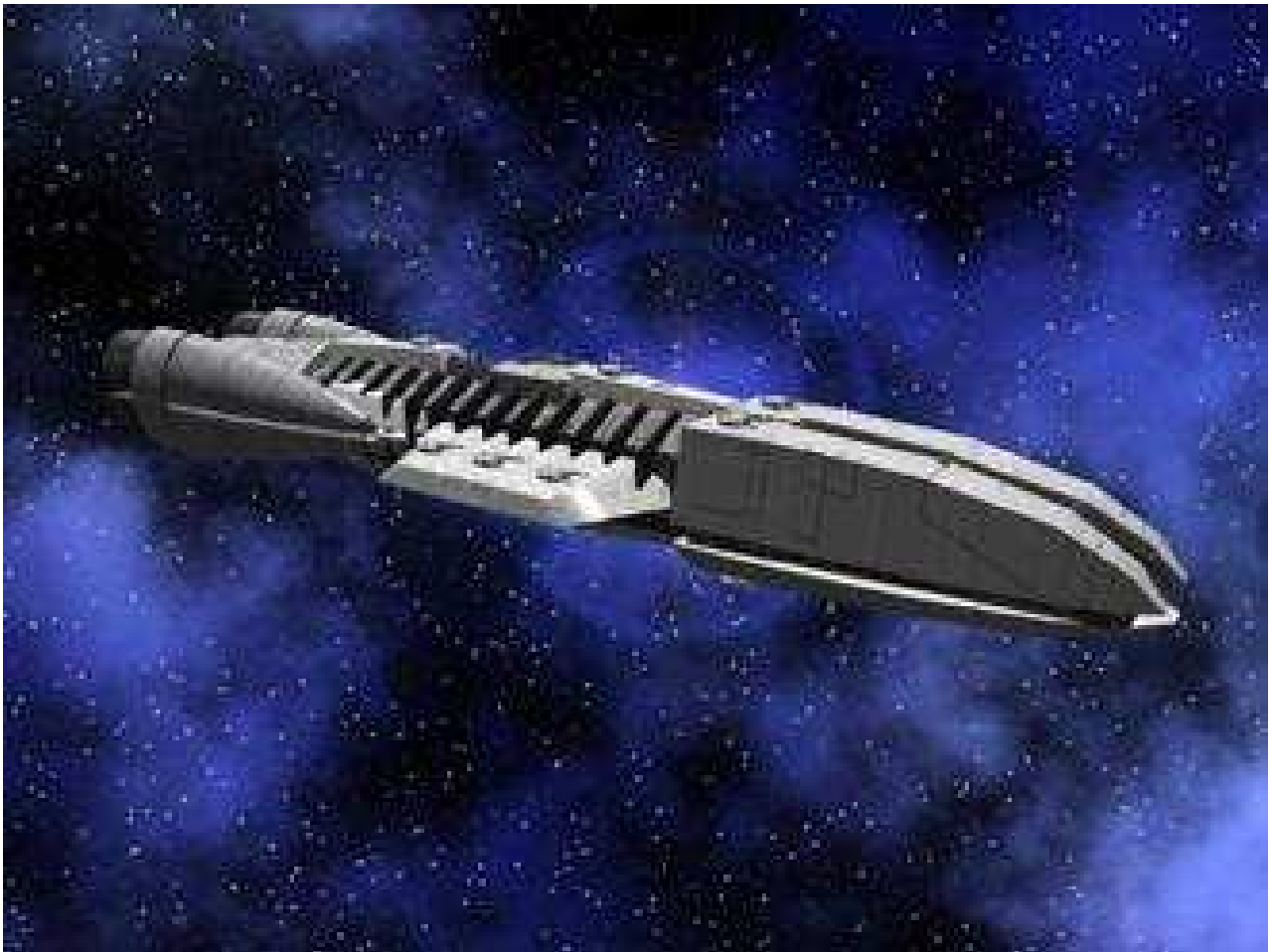
Gunstar *Shield* (assigned to BSG 96;)

Gunstar *Protector* (assigned to BSG 21;)

Gunstar *Enfilade* (assigned to BSG 31; destroyed in collision w/ Battlestar *Inflexible*)

Gunstar *Citadel* (assigned to BSG 31; destroyed in collision w/ Battlestar *Inflexible*) Gunstar *Advocate* (assigned to BSG 54; crippled over XP-99 but made port under her own power; accommodation ship at Picon Fleet Yards.)

Gunstar *Fortress* (assigned to BSG 13; scuttled by own crew when nearly overrun by Cylons).



Genesis Class Escortstar

Ship Type: Escortstar

Size: 3520 x 420 x 640 feet;

Crew: 900

Passengers: 2600

Attributes:

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

LP 16; **Init** d6+d8; **Scale** Spacecraft

Speed 4 (SL/JC)

Traits Memorable (d4), Ugly (d2), Past It's Prime (d6)

Skills *Heavy Weapons* d6, *Mechanical*

Engineering d4, *Perception* d4, *Pilot* d4

Armament

- Medium planetcraft scale skirmish range point defence system(d8);
- 2 medium spacecraft scale capital range primary assault railguns (d10);
- 36 Vipers (full stock), 12 Raptors, 6 assorted craft

Armour: Wound 4, Stun 4



History: The *Genesis* Class arose from cost-cutting measures proposed by the Adar administration some thirty-six years after the end of the First Cylon War.

After almost four decades of peace, critics within and without the Adar Administration were complaining loud and long about the increasing cost and complexity of the Battlestar fleet, as well as their utility in any future conflicts—particularly their utility for convoy escort.

Over the vocal objections of the Ministry of Defence, the Ministry of Finance commissioned a study to look at the feasibility of producing a large number of smaller fighter-capable vessels in lieu of the more massive Battlestars.

It was argued that a new fleet of smaller, less costly, moderately less capable vessels could be built to complement a reduced fleet of Battlestars, with the lesser vessels replacing frontline Battlestars for convoy escort, patrol, replenishment, and other duties in low-threat areas, thus freeing up the Battlestars for high-threat areas and front-line combat.

With the cost of the newly designated Space Control Ship averaging one-sixth that of a *Mercury* Class Battlestar, a much larger number of ships could be built providing better comprehensive coverage of Colonial patrol routes.

The SCS concept was presented as a high-

technology/low manpower solution operating a reduced fighter wing (30 to 36 Vipers and support craft, as opposed to 80 fighters aboard a *Mercury* Class). The SCS would be somewhat slower than a full sized Battlestar (though FTL would still allow the ship to escape attackers), with a smaller weapons suite, lighter armour, and a significantly smaller crew.

From the outset, the Admiralty fought the SCS concept, concerned that the vessel was intended to replace, rather than supplement the traditional

Battlestar, potentially endangering their ability to adequately defend the Colonies.

Critics of the SCS project- both military and civilian- pointed out that the highly automated computer systems would be vulnerable to compromise by Cylon forces and that the reduced manning proposed would prevent the crews from fighting their ships effectively should the automation fail.

A reduced fighter complement would limit the ship's ability to land a weighted blow against hostile forces, and would reduce the number of aircraft available for Combat Air Patrol against a foe known to employ massed attack in number. The reduced fighter complement would also increase the sortie rate as fewer planes attempted to carry out the same missions, increasing the stress and fatigue on the already reduced crew.

In the same vein, the reduced shipboard armament would limit the ship's ability to defend herself if shorn of her fighter cover for any reason, and the lighter armour would compromise her ability to absorb damage.

It was further pointed out that with the advent of improved FTL capabilities, there really was little distinction between high-threat or low-threat areas in the event of full-scale hostilities. A sizeable raiding force could appear almost anywhere within Colonial space with little or no warning.

Despite these and other objections, construction of the first ship was approved by the Quorum of the Twelve and the keel was laid for the *Genesis*. In a fit of pique, the Admiralty refused to award the ship with the desired designation "light Battlestar" and classified it instead as an "Escortstar".

Riding a tide of public relations accolades, the Adar Administration approved the construction of the *Sovereign*, *Sceptre*, *Regent*, and *Ruler* before *Genesis* was half completed.

The SCS concept came into wide disrepute as cost overruns, substandard work, and allegations of kick-backs reached the media. Further trouble and public outrage arose when private memoranda surfaced indicating that the Adar Administration- despite repeated public statements- had no intention of building the SCS

in the numbers promised or necessary to replace the Battlestars slated for decommissioning. Outrage became scandal when other memoranda surfaced suggesting that the Adar administration intended to redirect the funding into pet projects favoured by key political contributors.

A special prosecutor was appointed when investigators discovered major political contributions from the building yards to senior members of the Adar Administration, but the investigation was never completed due to the outbreak of the Second Cylon War.

Rocked by the scandal, and in an effort at damage control, the Quorum of the Twelve and the Ministry of Defence cancelled the last two vessels within months of their keels being laid.

Genesis was commissioned a bare year before the Cylon attack- eighteen months behind schedule and at more than double her projected cost. She was engaged in a public relations tour of the Colonies and outer territories and died over Tauron. *Sovereign* was completing her acceptance trials and was caught up in the conflagration over Virgon. *Sceptre* was 80% complete in the construction dock over Leonis when the attacks began, but was able to get underway nonetheless.

Quirks/Special Characteristics:

The *Genesis* Class Escortstar represented the reinvention of nearly all the mistakes that led to the disastrous early stages of the First Cylon War: too much reliance on automation, too much politicking, and not enough preparedness.

The ships were wonders of modern automation, exceeding even the *Mercury* Class, and nearly all of the ship's functions could be carried out remotely.

Notable Vessels in Class:

Escortstar *Genesis* (Class vessel; Destroyed over Tauron in first battle of Second Cylon War;)

Escortstar *Sovereign* (Destroyed over Virgon in first battle of Second Cylon War;)

Escortstar *Sceptre* (Destroyed over Leonis in first battle of Second Cylon War;)

Janus Class Escortstar

Ship Type: Escortstar

Size: 1520 x 384 x 251 feet;

Crew: 760

Passengers: 2,000

Attributes:

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

LP 16; **Init** d4+d10; **Scale** Spacecraft

Speed 5 (SL/JC)

Traits Memorable (d4), Ugly (d2), Past It's Prime (d6)

Skills *Heavy Weapons d4, Mechanical*

Engineering d4, Perception d6, Pilot d4

Armament

- Light planetcraft scale skirmish range point defence system(d4);
- 2 medium spacecraft scale capital range primary assault railguns (d10);
- 36 Vipers (full stock), 12 Raptors, 6 assorted craft

Armour: Wound 2, Stun 4

History: The Colonial Escort Carrier was designed and built in the early days of the First Cylon War. The type was a stop-gap measure intended to fill the critical need for additional

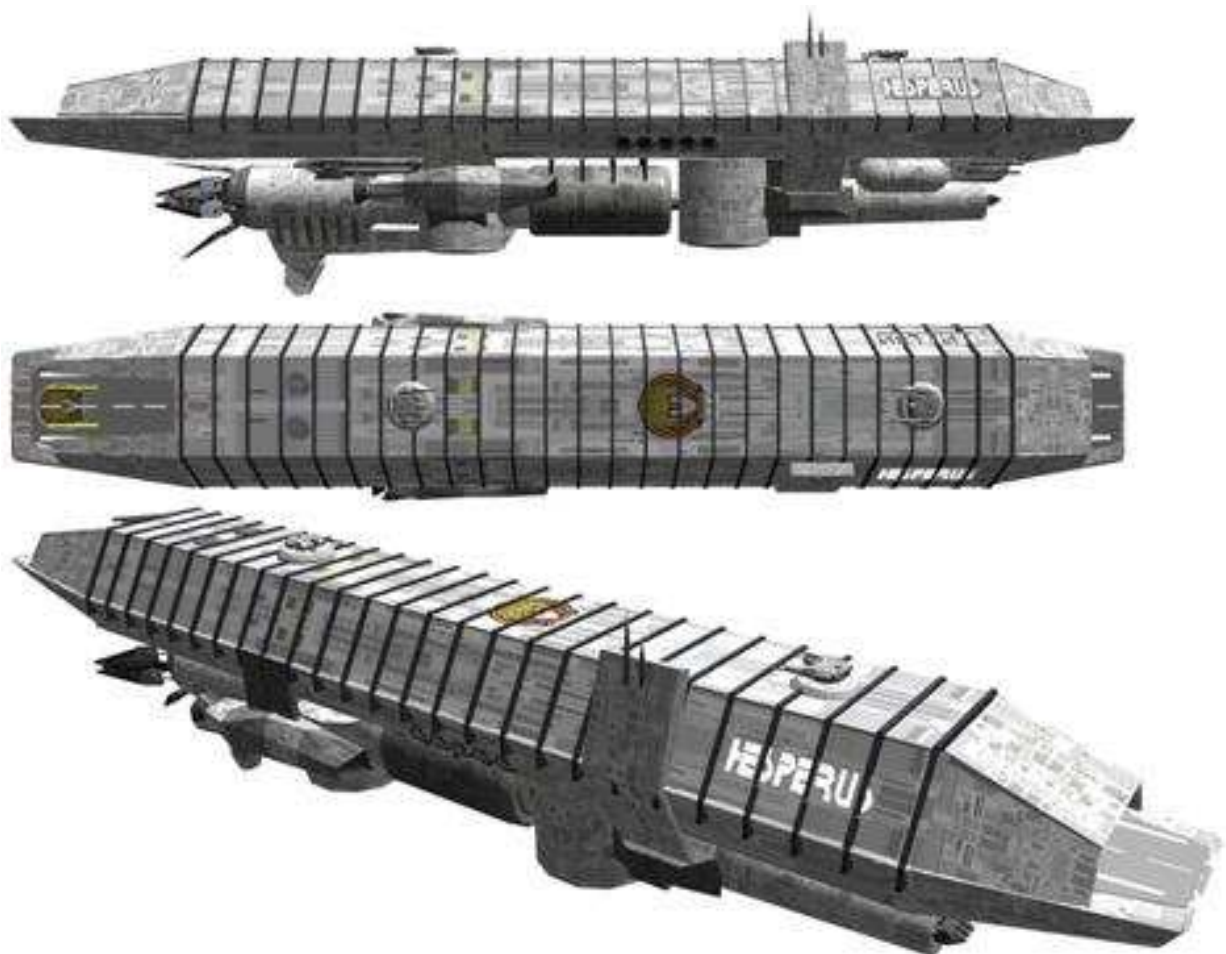
carrier hulls until the Battlestars then building were completed. Eighty-five escort carriers were completed, and fully half that number died in the various battles leading to the Armistice and the Cimar

Accords.

As additional Battlestars were completed, the escort carriers were relegated to training and aircraft transport duties. Following the war, nearly all were retired- usually demilitarized and sold to private shipping concerns where their huge cargo capacity and ample deck space were well appreciated. The remainder were scrapped.

Quirks/Special Characteristics:

The escort carrier itself is essentially a modified Battlestar-style flight pod set atop a chunky and ungainly collection of prefabricated habitat modules, FTL and sublight drive systems, and bunkering and support systems necessary for survival in space. Most of the ships equipment was designed and built to civilian, rather than military, specifications and no efforts were made to keep the design aesthetically pleasing. The Colonial CVE (Carrier Vessel, Escort) is the bare bones meaning of



pragmatism. Even the command and control systems and armaments were fitted almost as an afterthought. Crew habitability, comfort, and system redundancy were all sacrificed in the name of reduced construction times.

Most of these shortcomings were corrected (usually by the ship's company while underway), and armour was eventually fitted, but the haphazard nature of the design and construction were factors that could never be completely overcome. Nonetheless, those who served aboard the CVE's developed a back-handed affection for their cantankerous, demanding charges, though a number of wags derided their

type designation as meaning, "Combustible, Vulnerable, Expendable".

Most Battlestar flight pods have launch tubes only on one side, but the CVE's are fitted with tubes to port and to starboard (the usual arrangement was the port tubes far forward and the starboard amidships). A pair of large railguns were mounted atop the flight deck, cited to give the best coverage possible.

Notable Vessels in Class:

Escortstar *Janus* (TF 101 flagship; Class vessel)

Escortstar *Hesperus*

Escortstar *Avenger* (TF 111 flagship; Destroyed in Battle of Typhon)



BESERKER Class Escortstar

Ship Type: Escortstar

Size: 2,763 x 705 x 387 feet;

Crew: 1396

Passengers: 250 (180 Marines)

Attributes:

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

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

Speed 6 (SL/JC)

Traits None

Skills *Heavy Weapons* d6, *Mechanical*

Engineering d2, *Perception* d6, *Pilot* d2

Armament

- Heavy planetcraft scale skirmish range point defence system(d12);
- 10 spacecraft scale capital range primary assault railguns (d12+d2);
- 6 spacecraft scale short DRADIS range heavy missile systems (d12+d4);

- 6 Raptors, 6 assorted craft

Armour: Wound 4, Stun 3

History: The first Cylon war demonstrated two shortcomings of the Colonial fleet: namely, the need for a close-support escort for the Battlestars, and the need for a long-range vessel capable of protection-of-shipping mission. Both Cylon and Colonial forces demonstrated time and again that strikes against the enemy's economic infrastructure could have a disproportionate affect on the battlefield.

As a result, a large number of vessels were built or converted to fulfil the escort role, with a huge disparity in capability, armaments, expense, and logistics- disparities that led to a

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Original design by Eric Chu of Paranoid Delusions, Inc.
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BATTLESTAR
GALACTICA



BERZERK FLEET ESCORT

HEIGHT: 118M

LENGTH: 842M

WIDTH: 215M

WEAPONRY: CLASSIFIED

FIGHTER COMPLEMENT: CLASSIFIED



large amount of wasted time, energy, and critically, money.

Learning from this mistake, and in an era of ever-tightening defence budgets, the Admiralty drew up specifications for a new, standardized escort vessel that could be constructed both quickly and cheaply with minimal impact on the logistics chain.

Rigorous standardization ensured that these new vessels would be able to draw on existing parts and ammunition stocks, and that Colonial crews would already be familiar with most of the systems aboard ship, reducing training time and expenses.

The result was the *Berzerker* class- cheap to build, and comparatively cheap to operate. The class is designed primarily for close fire support and focuses on an anti-fighter mission- with heavy anti-fighter batteries designed to disrupt and destroy coordinated attacks by small craft.

Criticism of the design came from several fronts, primarily in that (because they are intended for a supporting role) both their armour and secondary battery are smaller and lighter than would be found on a *Battlestar* or other ship of the line and in that their numerous anti-fighter mountings were manned, rather than automated- resulting in higher operating costs. Further

complaints arose when it became clear that the design is poorly suited to autonomous or independent operation in areas of high threat areas.

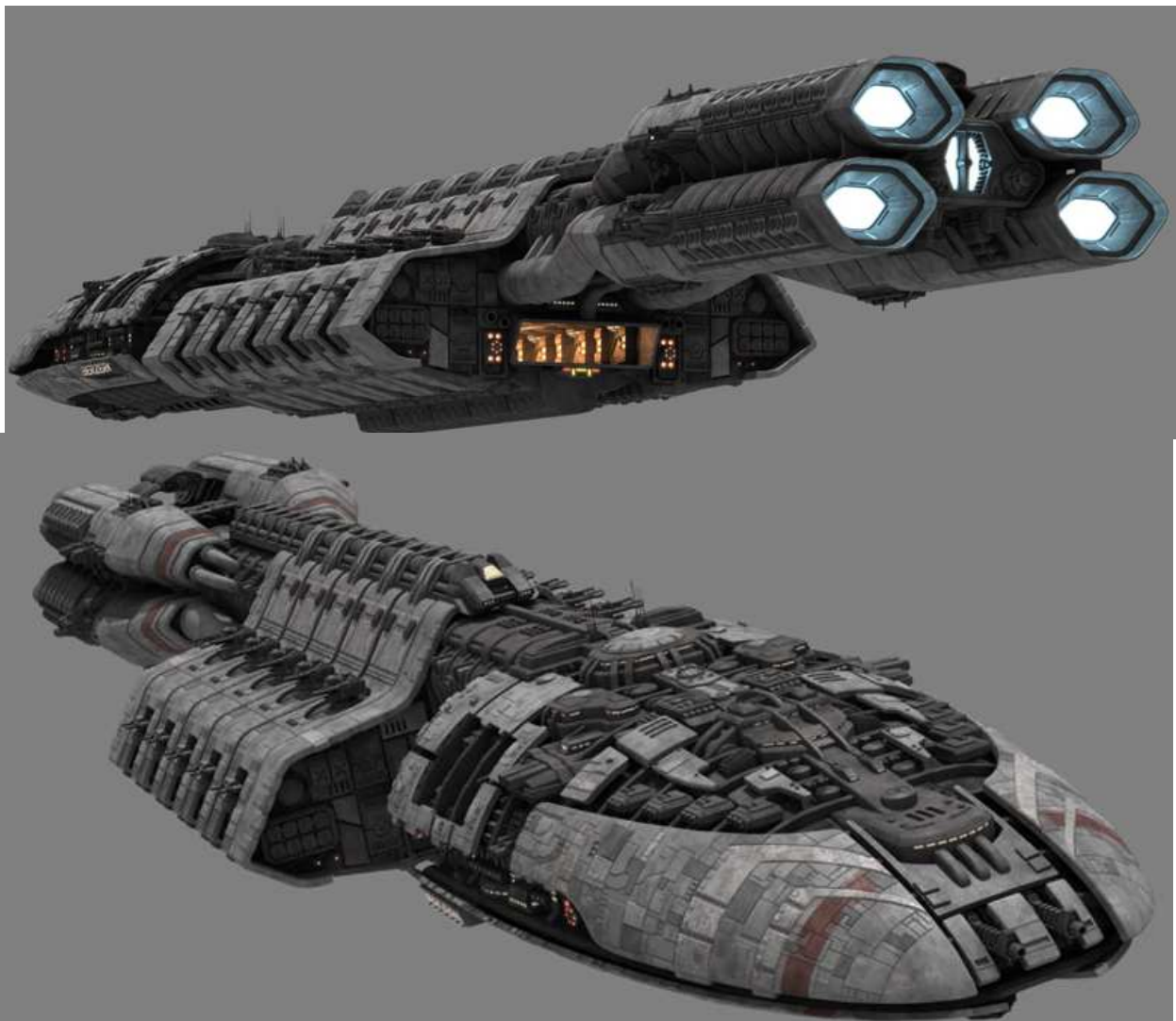
In short, the critics were complaining that they had bought and paid for a dedicated escort, when what they really wanted was a "Battlestar-on-the-cheap." The Admiralty response consisted essentially of "you get what you pay for".

None of these vessels are known to have survived the Second Cylon War, though reports indicate that the class fared fairly well in the early fighting. Though the vessels themselves were as vulnerable to the CNP as any, individual turret crews were able to operate in local control (selecting targets manually) even as the vessels themselves drifted. Practical experience demonstrated that the increased manpower and operating costs were well justified- though few survived to acknowledge this vindication.

Quirks/Special Characteristics:

Notable Vessels in Class:

Gunstar *Bezerker* (assigned to BSG 2; Class vessel)



RUSSAN Class Escortstar

Ship Type: Escortstar

Size: 460 x 172 x 60 feet

Crew: 315

Passengers: 150

Attributes:

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

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

Speed 5 (SL/JC)

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

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

Armament

- Light planetcraft scale skirmish range point defence system(d4);
- 4 spacecraft scale capital range primary assault medium railguns (d10);
- 4 spacecraft scale short DRADIS range medium missile systems (d12+d4);
- 4 Vipers, 4 Raptors, 2 assorted craft

Armour: Wound 3, Stun 3

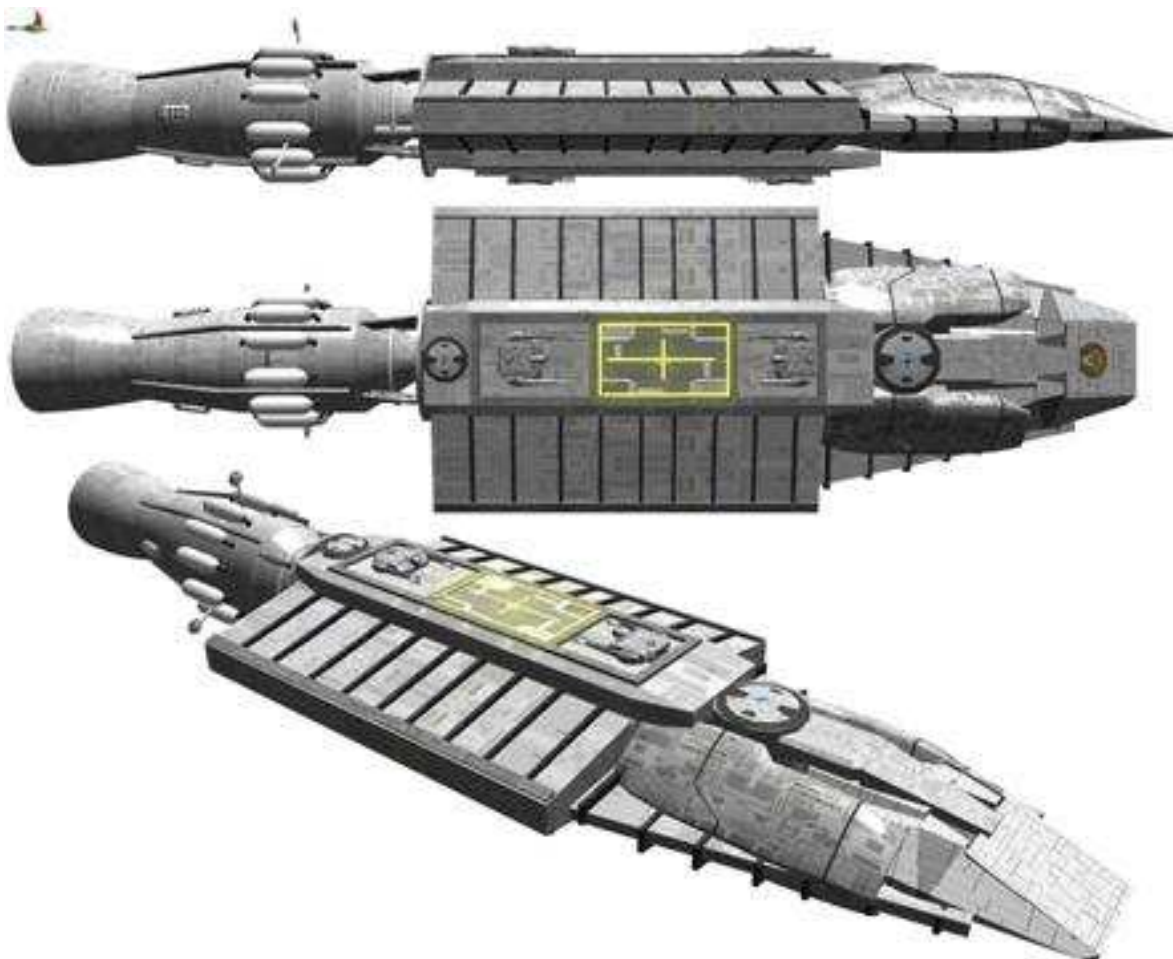
History: The *Russian* class were built late in the First Cylon War as Colonial industry began making good the losses suffered early in the

war. Because of the urgent need for hulls, the class was both simple in design and lightly built with an emphasis on speed of construction, modular design, and survivability. Because of the speed of their construction and simple design, *Russian* Class frigates were built less as line-of-battle ships than as small patrol craft, or as an outlying DRADIS pickets (as part of a Battlestar's protective screen).

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

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

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



newer and more capable designs.

Quirks/Special Characteristics:

Most shipboard systems were built to take advantage of the ship's modular design and allowed for damaged sections to be bypassed or replaced to temporarily circumvent damage. One drawback to this system, however, was that the modular connections meant more points at which shock damage could break connections, taking systems off-line.

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

**Based upon the complication Illness. The *Russan's* systems have numerous modular connectors which may fail when exposed to sudden shock or impact.

Notable Vessels in Class:

Escortstar *Russan* (assigned to BSG 7; Class vessel)



Vanguard Class Auxiliary

Ship Type: Fleet Auxiliary

Size: 3,800 X 333 X 172 feet

Crew: 670

Passengers: 250

Attributes:

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

LP 16; **Init** d6+d8; **Scale** Spacecraft

Speed 6 (SL/JC)

Traits Mass Produced (d4)

Skills *Heavy Weapons* d6, *Mechanical*

Engineering d4, *Perception* d6, *Pilot* d4

Armament

- Medium planetcraft scale skirmish range point defence system (d8);
- 6 spacecraft scale capital range primary assault railguns (d12+d2);
- 1 squadron of Raptor-Ls (4 Raptor-L logistic support craft)
- 1 squadron of Raptor-Ks (4 Raptor-K in-flight refuelling support craft)
- 1 squadron of Skytrains (6 Skytrain support shuttles)

Armour: Wound 4, Stun 4

History: The *Vanguard* Class Fleet Auxiliary represents a rare flash of collective brilliance on the part of the Admiralty and the Ministry of Finance. In order to reduce costs, a bare-bones, easily customizable hull design fitted with modular systems was developed and procured. Instead of having to design and construct more than a dozen different designs to accommodate different mission types, the common origin hull could be customized during construction to fill a

specific need within the fleet. Each auxiliary type is considered a separate class, but all fall into the *Vanguard* family.

As a result, *Vanguard*-type hulls can be found in service as amphibious/planetary assault vessels, hospital ships, repair ships, supply ships, munitions ships, and tylium colliers.

Quirks/Special Characteristics:

Because the *Vanguard*-type all use the same basic hull design, their basic capabilities are generally well known.

Special Characteristics by Type:

Amphibious Assault- Hector Class This *Vanguard* variant is designed to transport assault troops and land them on the surface of a planet, together with all their necessary supplies, munitions, and equipment. The basic stats are unchanged, but passenger capacity is increased to 2,000 troops. The air wing is comprised of six *Raptors* reconfigured for close air support, and with up to a dozen atmospheric shuttles or landing craft.

Aviation Support Ship- Aerie Class Basic stats unchanged, add Trait "Viper Construction Facilities (d4)".

Hospital Ship- Aescclapius Class All weapons except Point Defence System removed. Passenger capacity increased to 2500, 30 surgery suites and laboratories added. Basic stats unchanged, add Trait "Viper Construction Facilities (d4)". 8 Med evac *Raptors*, 8 shuttles.

Munitions Ship- Vulcan Class This *Vanguard*



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variant is configured to transport bullets, bombs, and other munitions from weapons depots ashore to the vessels of the fleet. As such, they represent both high risk and high value targets. The basic stats are unchanged, but security and safety measures aboard exceed caution and approach paranoia. The air wing is comprised of six *Raptors* and six shuttles for logistical support.

Fleet Repair Ship- Hephaestus Class Basic stats unchanged, 2 Raptors, six shuttles.

Tylium Collier- Prometheus Class Basic stats unchanged, 2 Raptors, six shuttles.

Notable Vessels in Class:

OES *Vanguard* (Class vessel)

OES *Demosthenes*

OES *Pico* (assigned to BSG 60;)



Storm Front Class Patrol Craft

Ship Type: Escortstar/Patrol Craft

Registry: Twelve Colonies of Kobol

Size: 154 x 66 x 28 feet

Crew: 12

Passengers: 5 (standard), 8 (emergency)

Attributes:

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

LP 18; **Init** d6+d10; **Scale** Spacecraft

Speed 6 (SL/JC)

Traits Tough (d4)

Skills *Heavy Weapons d4, Mechanical*

Engineering d4, Perception d4, Pilot d4

Armament

- Twin Light planetcraft scale autocannon turrets (d8);
- Twin Light Spacecraft scale skirmish range primary assault railguns (d4);
- Under body mounting points for up to six missiles (sold separately).

Armour: Wound 1, Stun 2

History: The *Stormfront* class cutter was designed as a short-ranged, deep-space patrol and rescue craft capable of independent operation along major shipping routes and jump points. Despite their comparatively small size, the *Stormfronts* are extremely well armed, mounting both capital and planetcraft scale

weaponry. As they are also intended to deal with the occasional smuggler or blockade runner, the *Stormfronts* are all extremely fast and manoeuvrable.

Stormfront Class cutters were built and deployed in the hundreds, and were used throughout the Colonies for custom enforcement, patrol, and rescue duties in the decade leading up to the Second Cylon War. Most operated independently, but *Stormfront* Class cutters were also occasionally deployed in three-ship task groups in high-activity or high risk areas.

Quirks/Special Characteristics:

Stormfront Class cutters have a large lower cargo hold and an integral ventral airlock allowing them to mate up with other vessels in the course of their duties (though they are required to dock belly-first). The gravity in the belly lock is not stabilized concurrent to the rest of the ship, which can cause disorientation and vertigo in those unprepared for the transition.

Notable Vessels in Class:

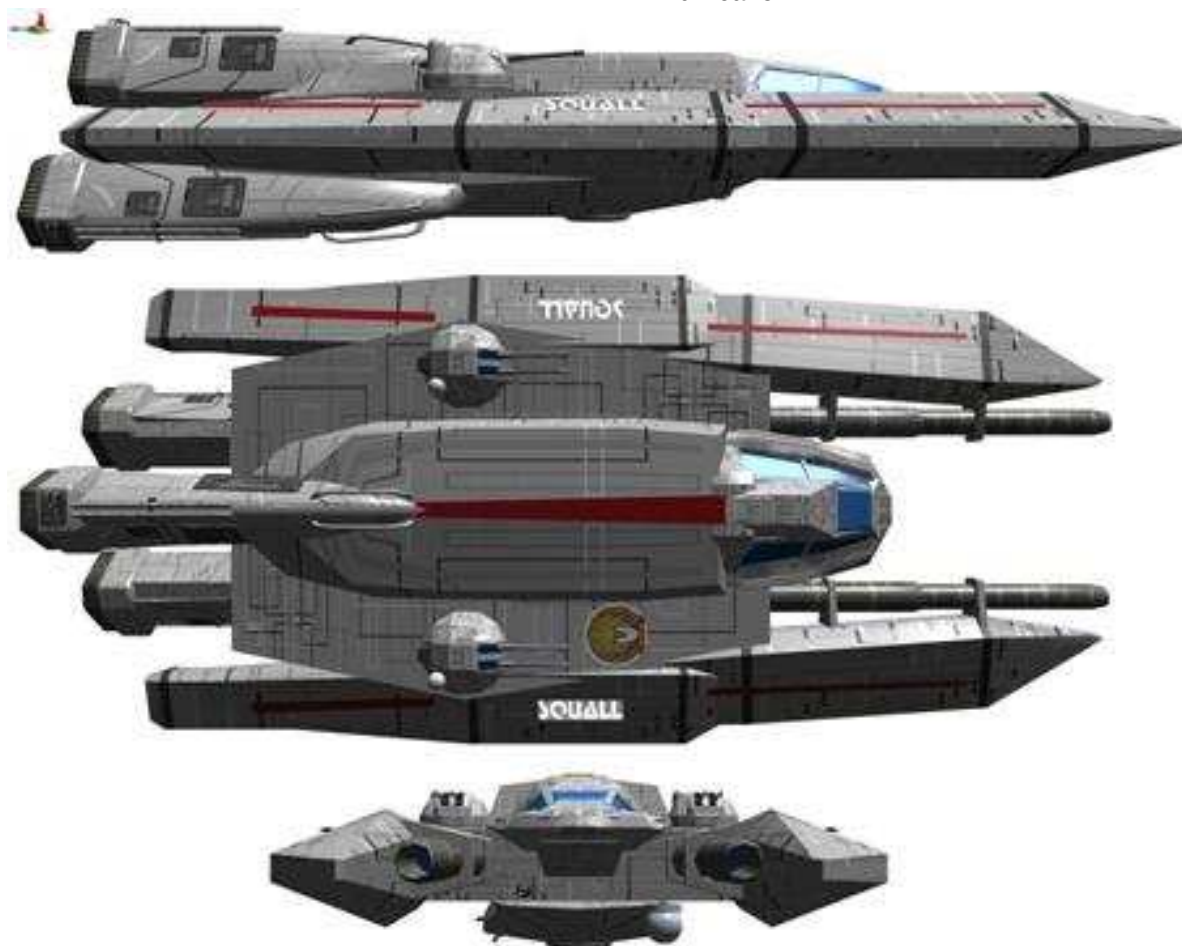
Stormfront (Class vessel)

Tempest

Squall

Blizzard

Hurricane



MK I Colonial Viper

Ship Type: Space Superiority Fighter

Registry: Twelve Colonies of Kobol

Size: 29 x 15 x 14 feet

Crew: 1

Passengers: None (1 in Mk 1a)

Attributes:

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

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

Speed 7 (5 in atmo; SL)

Traits Past It's Prime (d8)

Skills *Perception* d4

Armament 2 medium planetcraft scale skirmish range autocannons (d8);

4 medium planetcraft scale skirmish range missiles (d12); or

2 heavy planetcraft scale skirmish range missiles (d12+d4);

Armour: Wound 2, Stun 2



History: The primary Colonial space and atmosphere fighter during the first part of the Cylon War, the type gave good service, but was quickly superseded by newer and more capable models, and was relegated to service with militia and guard units.

Quirks/Special Characteristics:

These fighters can still occasionally be found in military reserves, and if disarmed, in select civilian service (mostly with aerobatics companies and the like).

Stealth Star Class Recon Fighter

Ship Type: Recon Fighter

Registry: Twelve Colonies of Kobol

Size: 31 x 15 x 14 feet

Crew: 1

Passengers: None

Attributes:

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

LP 12; **Init** d8+d8; **Scale** Planetcraft

Speed 7 (5 in atmo; SL/JC)

Traits Stealthy (d4)*

Skills *Perception d4, Covert d4*

Armament None;

Armour: 2 wound, 2 stun

History: The *Stealthstar* was an experimental fighter design developed by the Colonial Fleet. The design was used primarily for intelligence gathering, and in one particular incident three years before the Second Cylon War, to test Cylon response to a Colonial incursion along the Armistice Line.

Quirks/Special Characteristic s:

The Stealthstar utilizes a mix of standard and experimental Colonial technology. For example, the cockpit and avionics are identical to those found on the Mk VII Viper, while the twin engines were a revolutionary low-emission design.

Stealthy*- Carbon composite construction renders the *Stealthstar* DRADIS transparent and when operating with her transponder off and her engines on low power, imposes a -4 die step to Perception tests made to find her.

Notable Vessels in Class:

7746VA (Piloted by Daniel "Bulldog" Novacek; Violated Armistice Line and destroyed by unknown forces).



Black bird Class Recon Fighter

Ship Type: Recon Fighter

Size: 29 x 15 x 14 feet

Crew: 1

Passengers: None

Attributes:

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

LP 8; **Init** d6+d6; **Scale** Planetcraft

Speed 7 (5 in atmo; SL/JC)

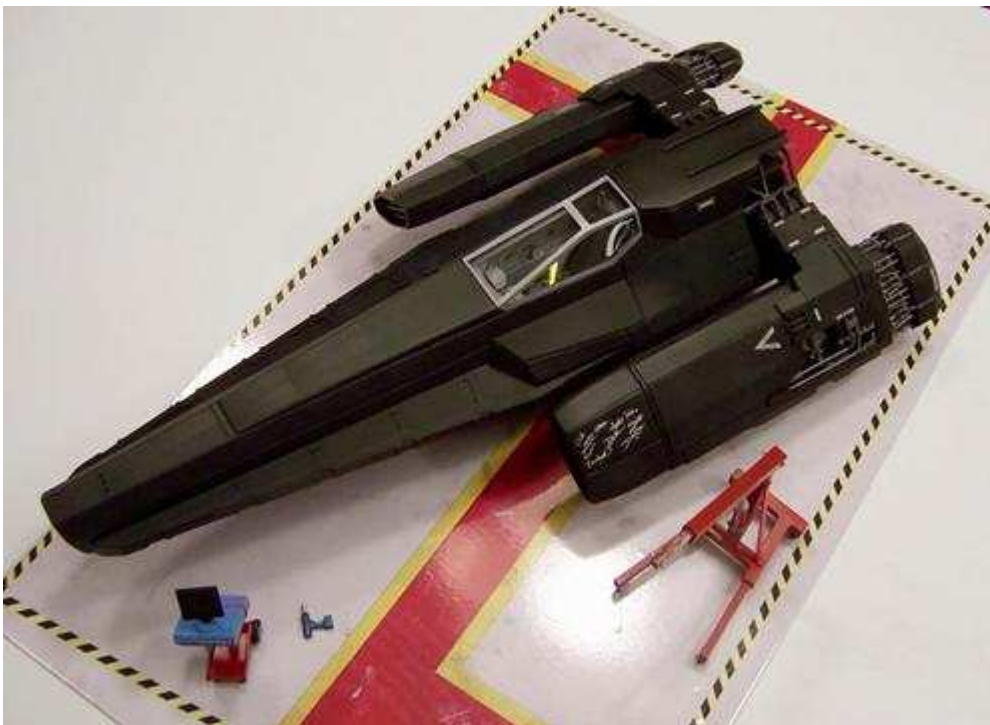
Traits Stealthy (d4)*

Skills *Perception* d4, *Covert* d4

Armament None;

1 medium spacecraft scale skirmish range missile (d12);

Armour: None.



History: The *Blackbird* came about more as a morale building exercise by Galen Tyrol and the crew of the Battlestar Galactica, following the latter's flight from the Colonies in the wake of the Holocaust. She was primarily from left over components, and her hull was composed of carbon composite sheathing. The *Blackbird* had a service life of less than three months, being destroyed in a collision with a Cylon raider during Admiral Cain's assault on a Cylon resurrection ship.

Quirks/Special Characteristics:

This vessel has no counterpart in the Galactica Universe. This entry is included only for the sake of completeness. *Stealthy**- Carbon composite construction renders the *Blackbird* DRADIS transparent and with her engines off, imposes a -4 die step to Perception tests made to find her.

Colonial Long Range Shuttle

Ship Type: Transport

Size: 65 x 33 x 29 feet

Crew: 2

Passengers: 20

Attributes:

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

LP 14; **Init** d4+d6; **Scale** Planetcraft

Speed 5 (SL/JC)

Traits Past It's Prime (d4)

Skills *Mechanical Engineering* d2, *Perception* d4, *Pilot* d4

Armament: None

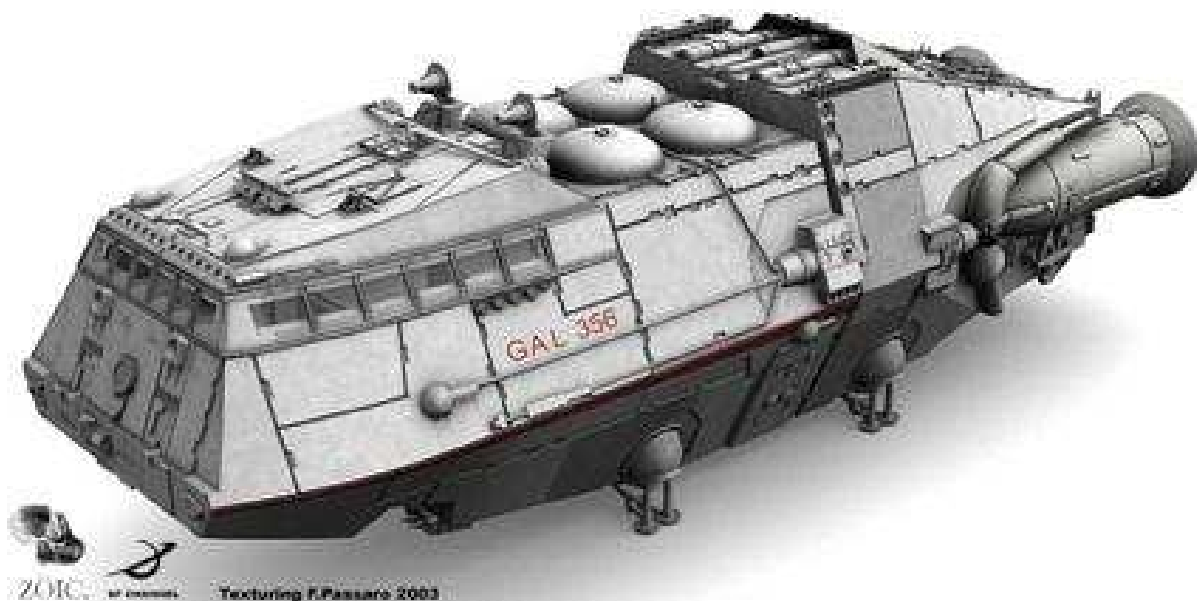
Armour: Wound 1, Stun 1

History: The mainstay shuttle of the Colonial

Fleet for almost sixty years, this class served from just before the First Cylon War to the first battles of the Second.

Quirks/Special Characteristics:

There are numerous variants of this class, and it can be found in both civilian and military service, and has been frequently modified for a wide variety of duties. Jump capable models are used as long range transports, survey craft, and deep space laboratories.



Colonial Atmo Shuttle

Ship Type: Transport

Registry: Twelve Colonies of Kobol

Size: 65 x 35 x 30 feet

Crew: 2

Passengers: 20

Attributes:

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

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

Speed 6 (4 in atmo; SL/JC)

Traits Past It's Prime (d4)

Skills *Mechanical Engineering* d2,

Perception d4, *Pilot* d4

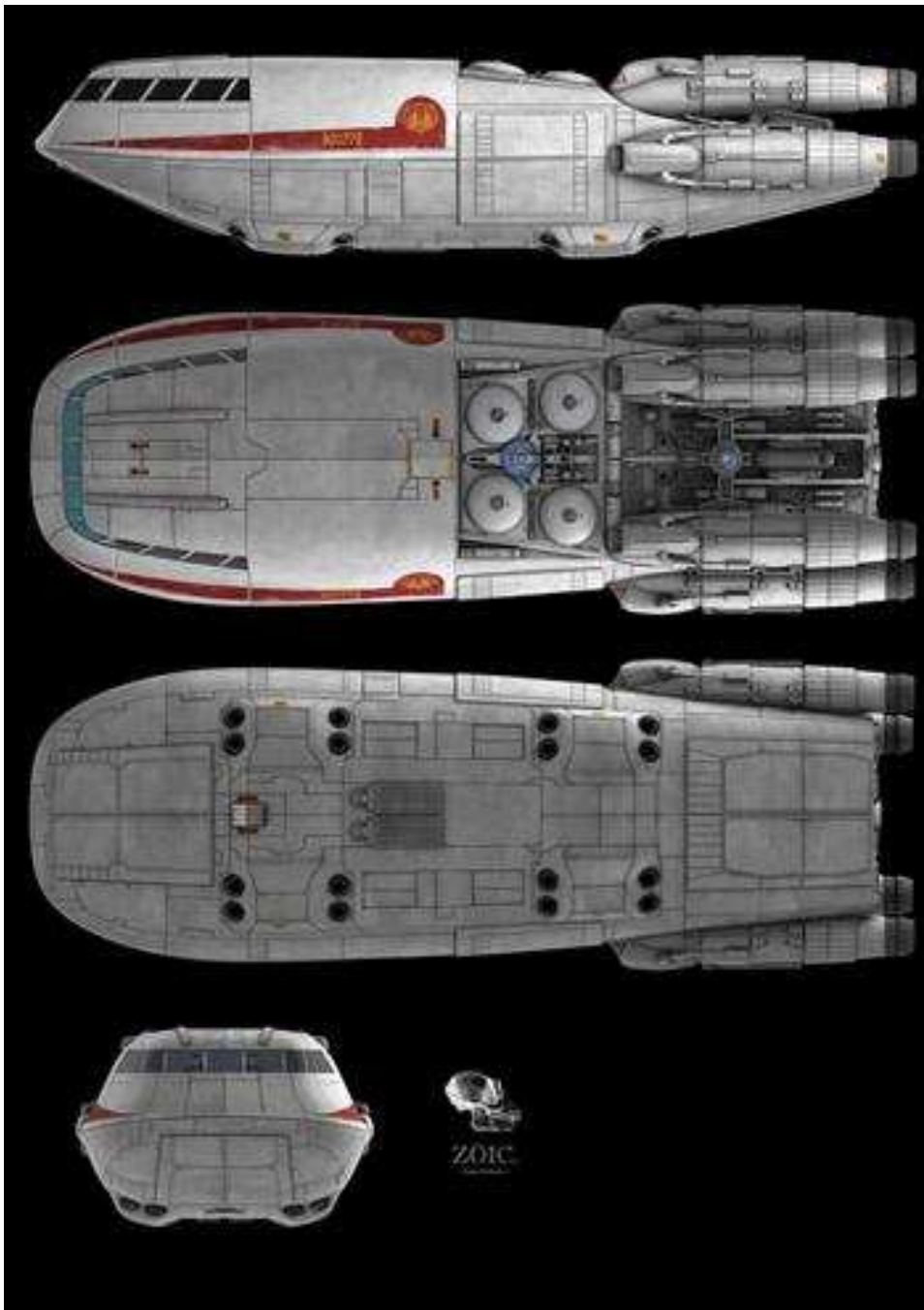
Armament: None

Armour: Wound 1, Stun 1

History: The replacement design for the venerable Colonial shuttle, this class follows a modern, robust design, and can be found aboard ships and duty stations throughout the Colonial sphere of influence.

Quirks/Special Characteristics:

This class is a bit too new to have entered the civilian market, though a small handful of non-FTL hulls have been sold to civilian concerns. As a result, this shuttle type is generally found only in military or government service, usually transporting personnel and cargo.



Colonial MINI Shuttle

Ship Type: Transport

Registry: Twelve Colonies of Kobol

Size: 65 x 33 x 29 feet

Crew: 1

Passengers: 3

Attributes:

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

LP 14; **Init** d4+d6; **Scale** Planetcraft

Speed 5 (SL)

Traits Short Range (d4), Past It's Prime (d4), Mass Produced (d4)

Skills *Mechanical Engineering* d2, *Perception* d4, *Pilot* d4

Armament: None

Armour: Wound 1, Stun 1

History: This small launch was built to fill the need for a small orbital transport and launch for vessels not having a full-sized launch/landing bay. Once in service, they proved popular, dependable, easy to operate, and easy to maintain.

Quirks/Special Characteristics:

Despite their popularity and the ease with which these vessels are modified, none have been able to overcome the limitations of its small size. None of the numerous variants of this class are FTL capable, and none have regenerative life support systems. They were built as small, short range transports, and so they remain.



Other Vessels: Merchant Marine

Zephyr-Class Fast Replenishment Vessel

Designed to be as fast as the Battlestars they were built to support. Lightly armed and moderately armoured due to frequently being very close to combat zone. The Zephyr's most impressive feature is that it is equipped with a container load system to allow replenishment of critical supplies while underway.

Agi d2, Str d8, Vit d6, Ale d2, Int d6, Wil d8;

LP: 16, **Init:** d2+d2 **Scale:** Spacecraft, **Speed:** 5 SL / JC

Traits: Tough as Nails (d4)

Skills: Covert d6; Pilot d6

Armament:

- Light planetcraft scale skirmish range point-defence system (d6);
- 4 spacecraft scale capital range missile systems (d10),
- 8 spacecraft scale skirmish range missile systems (d6),
- twelve shuttles configured as lifeboats.

Armour: 3 Wound, 3 Stun

Description: 689 x 106 x 75 feet

Tonnage: 29,400 tons

Crew Complement: 18 officers, 154 ratings.

Crew Quarters: 35 quad cabins, 15 double cabins, 2 single cabins.

Cargo Capacity: 11,600 tons.

Passenger Capacity: 20 double cabins

Equipment: Heavy automated container lifters, Infirmary with six beds

Tonnage: 14,250 tons

Crew Complement: 9 officers, 32 ratings

Crew Quarters: 7 quad cabins, 6 double cabins, 1 single cabin

Cargo Capacity: 20,000 tons

Equipment: Heavy automated load lifters

Veritas-Class Supply Ship

The rock solid staple of the Merchant Marine, the Veritas is designed to operate further behind the primary battle zone carrying a larger load of supplies than the Zephyr, but requiring the supplied vessel to come to a halt to transfer the supplies. This dependable design has been built in the hundreds and is used by many civilian cargo companies.

Agi d6, Str d8, Vit d6, Ale d2, Int d2, Wil d6;

LP 14, **Init** d8+d2, **Scale:** Spacecraft, **Speed:** 3 SL / JC

Traits: Mass Produced (d4)

Skills: Pilot d4

Armament:

- Light planetcraft scale skirmish range point-defence system (d6);
- 4 spacecraft scale skirmish range missile systems (d6),
- two shuttles configured as lifeboats.

Armour: 2 Wound, 2 Stun

Description: 441 x 56 x 54 feet



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