Battlestar Galactica RPG

Quickstart Guide

BATTLESTAR GALACTICA
ROLE PLAYING GAME
QUICKSTART GUIDE

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Introduction

Welcome to the *Quickstart Guide* for the *Battlestar Galactica Role Playing Game*. In this booklet you will find simplified rules, pregenerated characters, and a short adventure set in the *Battlestar Galactica* universe—everything you need to run a game! In addition you will find ideas for creating your own stories using the provided characters. But this *Quickstart Guide* is just an introduction to the exciting world of *Battlestar Galactica*. The *Battlestar Galactica Role Playing Game* sourcebook provides complete rules, in-depth profiles of the characters, information on ships, weapons, technology, politics, ideas for storylines, as well as character and ship creation rules. If the sourcebook is not already available in your local bookstore or hobby store, it soon will be. Ask for it!

Playing the Battlestar Galactica RPG

You can use the *Battlestar Galactica* (BSG) *Role Playing Game* (RPG) to bring to life your own stories set in the fascinating and dangerous universe of the *Battlestar Galactica* television series. The possibilities for adventure are endless. You could reinvent the series from the start to finish—using the heroes of the series or replacing the main characters with characters of your own creation. Or you could play out an entirely different type of story. Perhaps you can tell the tale of brave colonists who refused to leave Cylon-occupied Caprica. Or the story of a group of miners working on a little-known asteroid when the attack occurred. Or perhaps you reveal the struggles of a lone ship lost in space searching for the fleet.

The *Quickstart Guide* presents a short scenario designed to introduce you to the game, one that starts a completely new storyline for four original characters. However, before you play the adventure or create one of your own, read the sections dealing with the basic game rules and style of play. The *Quickstart Guide* version of the rules is intended to be simple and streamlined. They are not nearly as detailed as the rules in the main sourcebook. So use your imagination and feel free to wing it. The most important goal is for you and your players to have fun!

Players and Characters

A BSG game follows the adventures of a group of people we call the Player Characters (PCs). These characters might be admirable or despicable, everyday working class people or elite Viper pilots. No matter what their backgrounds or personalities are like, they are the "heroes" of the story.

These characters are created and controlled by the players, who describe them, give them voices, and determine their actions during the game.

Understanding the basic rules is important in any role playing game, but it is even more important to develop an understanding of your character. A player needs to know what the character looks like, what drives him, his loves, hatreds, ambitions, prejudices, and quirks. While the rules of the game provide structure and a way to resolve actions, the creation of a living, breathing character is the province of the player.

Learning about the character will not happen all at once. Players will discover many interesting things about the character during the course of play. Players will watch their characters deal with misfortune and, from these experiences, learn and grow. The universe of *Battlestar Galactica* is harsh and unforgiving, where even the best people suffer setbacks and experience painful loss.

In the BSG universe, human life has become all but extinct. The Twelve Colonies have been overrun by Cylons. For the

human survivors, life is fraught with peril. The setting is grim, the situation tense, and life for the characters is harsh—all the makings of an interesting, exciting, nail-biting, edge-of-the-seat role playing game! In BSG, characters are put to the test and pushed to their limits. True character is revealed when comfort and safety are stripped away. Those who rise up out of defeat and continue to struggle on are the true heroes. Danger is ever-present, but its constant companion is hope.

The Game Master

Every game requires a Game Master (GM) who narrates the basics of the story, presents each situation, and takes on the role of all the non-player characters (NPCs) the PCs meet during their adventure. The GM creates the story, presents the challenges, reacts to player decisions, and interprets the rules, all the while keeping the game fun and the story moving.

A GM should have material for the game prepared in advance. The adventure might be one such as you will find in this book. It may consist of pages of meticulous notes or it might be a few ideas jotted down on a scrap of paper. Be aware, however, that no matter how much advance planning the GM puts into the adventure, the players will most likely take the story in unexpected directions—which is why a good GM is always ready to improvise and roll with the punches. His job is to set the stage and make sure everyone is having a good time.

The role of GM places a lot of power (in terms of the story telling and game play) in the hands of one person, so the role of a GM should be taken seriously. A GM should make decisions based on the rules as fairly as possible and should always remember that he is telling a story. The players are the main characters. If this were a television show, the GM would be the director and the players his all-star cast.

The Rules and the Story

Even the most comprehensive game system in the world cannot cover every conceivable situation—especially in the unpredictable universe of *Battlestar Galactica*! The Cortex System rules we use for the BSG RPG are meant to assist good-storytelling, not replace it. If a situation comes up that is not explicitly covered in the rules, the GM should figure out a way to deal with it and move on. Always remember the most important rule of all: The story comes first. When in doubt, give players the edge.

The rules in the following sections are simple and extremely flexible. You should be able to remember the basic game mechanics without consulting the rules. Only the Game Master needs to be well-versed in the mechanics of game play. While players should understand the basics, they should focus on playing their characters, rather than be over-concerned with dice and numbers.

What You Need

To play out the scenario included in the Quickstart, you will need:

• Pencils and copies of the Character Sheets found in the back.

• Polyhedral dice of different kinds: two-sided (d2), four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), and twelve-sided (d12). These "funny dice" are available at most hobby shops and game stores. If need be, coins can be used for d2s, you can modify blank dice, or you can visit **www.bsg-rpg.com** to order dice.

• A group of friends to play the game. The *Quickstart Guide* assumes four players and one GM. (The full *Battlestar Galactica Role Playing Game* will allow any number of players.)

• A good place to relax and play comfortably, preferably with few distractions.

Game Rules

In the following sections are the basic rules of play for the *Battlestar Galactica Role Playing Game*. Note that the *Quickstart Guide* rules are made simpler than the full game, to make learning the basics easier for new players. First we will provide the rules for characters, including the Attributes, Skills, and Traits that describe the characters in game terms and allow the characters to interact with the game world.

Characters

All characters in the game, whether PCs or NPCs under the control of the GM, are made up of three components: Attributes, Skills, and Traits. Attributes determine a character's raw capabilities (how strong, smart, and agile he might be). Skills represent knowledge and experience (can he fly a Viper or remember passages from the Sacred Scrolls). Traits represent almost everything else, including personality, reputation, social status, and

Steps

Dice in the *Battlestar Galactica RPG* form a kind of "ladder" of ability. Each die type, from two-sided (d2) up through twelve-sided (d12), represents a "step" on this ladder. Higher Steps, in general, represent greater ability, skill, damage, etc. A d6 is better than a d4, and a d8 is better than a d6. This ladder can even extend above d12—at that point, a second die is added, making the next Step "d12 + d2." That makes the first eight Steps: d2 • d4 • d6 • d8 • d10 • d12 • d12+d2 • d12+d4. There is, theoretically, no upper limit, though it would be rare for anything or anyone to begin with a rating higher than d12. Changes to rolls that make tasks harder or easier are called "step modifiers," "step bonuses," or "step penalties." These modifiers move the die type up the ladder if positive or down the ladder if negative. For example, a –1 step penalty would turn a d6 into a d4, a +2 step modifier would turn a d6 into a d10, and so on. While dice can be reduced below d2, at that point they become negated entirely (d0), and any further penalty is ignored.

special talents. Characters may also have "Derived Attributes" such as Initiative (how fast a character reacts) and Life Points (how much damage he can endure before dying). These are explained in the combat section.

The *Quickstart Guide* offers four characters that serve as examples of the type of characters players could create using the full rules. The *Battlestar Galactica Role Playing Game* sourcebook presents complete character creation rules, allowing players to invent just about any characters they can imagine.

Attributes

Characters in BSG have six Attributes: Agility, Strength, Vitality, Alertness, Intelligence, and Willpower. These six define a character's most basic capabilities. If a character is smart, he probably has a high Intelligence Attribute. One who is clumsy has low Agility. All Attributes are rated by the type of dice the player rolls when using the Attribute. In this game system, high numbers are always better than low.

While any die types are possible within the game, an Attribute of d2 would be a crippling deficiency, while anything above d12 would beyond normal human expectations. A score of d6 represents the average for normal human adults.

Agility represents the character's physical quickness, dexterity, hand-eye coordination, and sense of balance. A character with high Agility has an edge with Skills that involve movement, aiming, and fast reaction times.

Strength is a character's physical prowess. A character with high strength can deal more damage in hand-to-hand combat, can lift and carry heavy loads, and can have an edge in certain athletic contests.

Vitality measures a character's health and endurance. High Vitality characters can resist disease and toxins, can endure longer without food or rest, and can take more punishment than others.

Alertness covers awareness—both the sharpness of a character's senses and how well he picks up on what others are telling him. A character with high Alertness is more likely to see through a ruse that others would fall for.

Intelligence represents brain-power, the ability to think and understand. A high Intelligence allows a character to solve complicated problems or arrive at conclusions far more quickly than his friends.

Willpower is determination, drive, and strength of personality. Those with high Willpower are often able to persuade others, resist interrogation and intimidation, and overcome fear.

Skills

Attributes measure a character's raw capabilities. Skills represent what a character knows. Whether acquired through formal training, schooling, reading books, or hard-earned experience, Skills define the types of actions at which a character excels. Petty Officer Dualla is highly trained in communications, codes, and ciphers. Captain Lee Adama is an expert pilot and forceful leader. Dr. Baltar has a wide-range of technical and scientific expertise.

Like Attributes, Skills are rated by die types. A character with a d2 has only basic familiarity with the Skill. A d6 represents moderate competence, and a d10 represents an expert. Anything beyond d12 is exceptionally rare, making the person a genius in that field.

Certain Skills can be used even without any training. In game terms this means having no rating in the Skill whatsoever. A character doesn't need a cooking Skill to boil water, for example. But some actions can (and should) be attempted only by characters with that Skill. Flying a Colonial Viper or performing delicate surgery should not be undertaken without training!

Skills in the BSG *Quickstart Guide* represent broad areas of knowledge. Because there are too many Skills to list here, each Character Sheet includes the list and descriptions of that character's Skills.

To use as an example, three Skills a character might possess are Athletics, Guns, and Influence.

Athletics are used for actions such as swimming, running, dodging, or playing a game of Pyramid.

Guns cover hand-held weapons, including pistols, rifles, carbines, and submachine guns. The Skill is used when shooting, performing basic maintenance, and in identifying these types of weapons.

Influence covers a character's ability to persuade others, whether it is fast-talking, subtle manipulation, or seduction. This Skill can also be used for intimidation, leadership, and politics.

Traits

Characters are much more than a collection of numbers. While Starbuck is a skilled pilot, her recklessness and devotion to Commander Adama are what make her truly interesting. President Roslin is an intelligent leader; her illness and religious beliefs provide depth and interest. In the *Battlestar Galactica Role Playing Game*, these qualities are called Traits.

Traits are broken down into two categories: Assets, which are generally positive, and Complications, which are generally negative. Traits are also rated as either Major or Minor, which define how strong an advantage (or disadvantage) the Trait is in game terms. All characters have at least one trait, but most have several.

Traits can have a variety of different effects. Some will provide bonuses or penalties to different types of rolls; some might involve new ways to spend Plot Points (see "Story Elements," page 8); some might allow occasional re-rolls for failed results. When creating a character with the complete rules, players will have access to a broad selection of Traits from which to choose. For the purposes of the *Quickstart Guide*, examples of the available Traits are included in the descriptions on the pre-made Character Sheets.

Rolling the Dice

When a player wants his character to shoot a Cylon, rewire a Viper's engine, or jump the gap between rooftops while running from a patrol on occupied Caprica, the character is performing an action that might either succeed or fail, and this action will have dramatic consequences no matter what happens. In the BSG RPG, such actions are resolved by rolling dice. Exactly what dice are rolled is determined by the character's Attributes and Skills, and the results are interpreted by the Game Master.

Almost all actions consist of one Attribute paired with one Skill. For example, firing a gun requires the Agility Attribute paired with the Guns Skill. For example, a gun in the hands of someone with a low Agility score means he could drop it or fire wildly. If a character wishes to try an action and does not have the skill, he must roll the attribute die only.

Difficulty Numbers

Category	Simple Actions	Complex Actions
Easy	3	15
Average	7	35
Hard	11	55
Formidable	15	75
Heroic	19	95
Incredible	23	115
Ridiculous	27	135
Impossible	31	155

Simple Actions

Most actions are simple actions—an action that is resolved in a short period of time.

The GM decides which Attribute and Skill combination is most appropriate for that particular action. The player rolls the dice and adds the result together. If the total is equal to or higher than the Difficulty Number set by the GM, the character succeeds. The Difficulty number is either a static number based on the situation (see the chart below) or by an opposed roll with another character.

Note actions that involve no risk of failure or no dramatic consequence do not require any rolls. A character does not need dice to walk across a room, take a sip of ambrosia, or flip a light switch. Walking across the room during a Cylon bombardment with the floor shaking might require a roll, as would detecting the odor of poison in your drink or re-wiring the light switch. Common sense will generally tell players and the GM whether a roll is needed.

The pairing of a particular Attribute and Skill is always determined by the GM based on the situation. While some combinations come up quite often (Alertness and Perception, Agility and Guns), they are never absolute.

For example, Starbuck is running as fast as she can to reach her Viper during a Cylon assault. When the alarms first sound, she is running down an empty, clear corridor on *Galactica*. She has no obstacles to dodge, so the GM assigns the action the Strength Attribute + Athletics Skill. When Starbuck reaches the hangar deck, she sees live electrical wires have fallen over the stairs, so she must be extremely careful to avoid them as she continues. The GM decides that Alertness + Athletics is the appropriate roll. When she reaches the deck, Starbuck must avoid deckhands and equipment to reach her Viper. The GM decides that this action requires Agility + Athletics.

Complex Actions

While simple actions are resolved quickly, some will take more time. These Complex Actions can be as much about how long the action takes rather than whether or not the PC succeeds. For example, the PCs will almost certainly be able to repair *Galactica*'s FTL drive—but can they do it before the Cylon basestar is in heavy weapons' range? Doctor Cottle will eventually be able to remove a bullet lodged in a

marine's liver, but might not be able to do so before the man bleeds to death.

Complex actions use a difficulty scale much like simple actions, though the necessary totals are much higher (see the Difficulty chart, page 4) and they almost always require more than one roll. A player attempting a complex action must roll the Attribute and Skill during the time allotted, keeping a running total of the results. Each roll represents a set amount of time determined by the GM (five minutes, an hour, perhaps even a full day). Once the threshold of success is reached, the action is completed, and the player knows how much time has elapsed. If any of the rolls are a botch (see below) then the action halts and must be started over if the GM permits.

For example, Chief Tyrol must repair a Viper engine that was damaged during a combat landing. The GM decides that he should roll Intelligence + Mechanical Engineering, and that this is a complex action with a Difficulty of Hard (55). The GM also decides that each roll takes half an hour of game time, and that since the Viper needs to go back out on patrol in 2 hours, the character has only 4 rolls in which to reach the total needed to achieve success. The player makes his first roll and his dice total 10. The second roll adds up to 15, for a total of 25. The third roll gives a score of 13, bringing the total to 38. The Chief had better achieve at least 17 on his fourth and final roll or he'll have to deal with an angry CAG!

Botching

Whenever a player rolls any dice for an action and they all come up as 1, this is called a botch. A botch means something went terribly wrong. A botch might cause a gun to jam or a character to lose his footing. For a simple action, a botch means an automatic failure, plus the character loses his action for the next turn. For a complex action, botching cancels out all rolls and means the character must start over—and if the circumstances are especially bad the GM may decide that the action cannot be re-attempted.

The GM should feel free to let his imagination soar when it comes to describing the results of a botched roll.

Combat

Most actions within the BSG RPG can be resolved using the rules above. Combat is a bit more complicated. Whether the PCs are shooting at a couple of toasters or they're involved in a brawl on the flight deck, the GM turns to the combat rules to handle the situation.

Combat Turn— Initiative, Movement, & Action

Combat is broken down into turns, each roughly three seconds long. During a turn, all the PCs involved can take actions that will have their own resolutions. At that point, the next turn begins and this continues until combat is over (usually when one side is defeated).

Initiative: PCs and NPCs act in order of Initiative, with higher numbers acting first. Check the Initiative rating for each character (PC or NPC) involved. Each action is resolved before moving to the PC or NPC with the next highest Initiative. If any characters have tied Initiative scores, they may roll Agility dice to determine who will go first for the duration of the current combat. The pre-made characters in the Quickstart Guide have their Initiative scores listed on their Character Sheets.

Movement: Under normal circumstances a character may both move and take one combat action (attack, dodge, etc.) in whatever order the player chooses. Normal movement allows up to 20 feet at a fast walk, but a PC may go up to 40 feet per turn by running—though doing so means the PC cannot take a combat action for the turn.

Action: Combat actions can be almost anything that can be accomplished in just a few seconds. A character might shoot a gun or throw a punch, dodge his opponent or kick down a door. Note that most complex actions do not work within the framework of combat, unless it's an action in which one turn equals one roll—which is quite unusual.

As you read the Combat rules, they may seem at first confusing or very complicated. In truth, running combat is designed to play fast and easy. So take heart! We will walk you through the combat sequences in the adventure found in this booklet. Just be generally familiar with how the rules work.

Life Points and Damage

Characters in the BSG RPG often get hurt, and how much punishment they can take before succumbing to their wounds is a function of Life Points. A PC with full Life Points is perfectly healthy. A PC missing several points is injured or sick. If a PC is reduced to 0 Life Points, he must receive emergency medical intervention or he will die. Life Points can be restored through rest at a rate of two days per one Life Point. Special medical treatments might speed recovery time.

Damage is most often inflicted during combat, but it can happen in any number of ways. Characters might be exposed to toxins, extreme temperatures, fire, electricity, or radiation. Players should watch their characters' Life Point totals. In the BSG universe danger can come at any moment and life can be brutally short.

The pre-made PCs have their Life Point totals listed on their Character Sheets.

Attacking and Defending

Combat is messy business, with most actions involving a PC either trying to hurt someone (or something) while avoiding damage himself. Attack and Defense are two important concepts that will cover much of what happens during a combat turn.

An attack is a simple action in which the target's Defense is the difficulty number. If the attack roll is equal to or higher than the Defense, the attack is successful and damage must be determined. Defense is the ability of the PC to repel, dodge, thwart or escape an attack.

Attacks

There is nearly an infinite variety of the kinds of attacks that can be inflicted on the PCs, but in the BSG RPG there are only a handful of Skills that normally come into play: Guns (pistols, rifles); Heavy Weapons (vehicle-mounted weapons, shoulder-fired rockets); Melee Weapons (knives, clubs); and Unarmed Combat (brawling, martial arts). The GM assigns an Attribute and Skill pair for the attack action. Strength is most often paired with Melee Weapons and Unarmed Combat, while Agility is usually used for Guns and Heavy Weapons—though other Attributes might be used in unusual circumstances.

An attack uses a character's action for the turn. If someone is attacked before their turn, he may either give up his action in order to defend (see Defense, below), or make no skilled defense to keep his attack action. It's important to remember the game system is somewhat abstract. While an attacker may make only one roll in a combat turn, the PC might be dodging and feinting and fighting for his life. The GM and the players should work together to keep the drama and tension of combat high by being as descriptive as possible. Simply announcing the hit and damage rolls is dull and will take the fun out of one of the most exciting elements of the game.

Defense

When someone is punching or shooting at you, the best response is usually to get the hell out of there. In hand-to-hand fighting, you can block or dodge; while in ranged combat, finding cover will hopefully keep you alive.

If a PC is aware of an attack and has not yet used his action for the turn, he can spend the action for an active form defense. This provides a Skilled action to create the Difficulty for the attack—either a block or a dodge. If the attacker is using Melee Weapons or Unarmed Combat, the defender may use his own equivalent Skill to block the attack, paired with either Agility or Strength (at the GM's determination). Dodging can be used against any kind of attack, with the defender rolling Agility + Athletics. Note that the PC who uses his turn for defense loses his combat action for this turn.

If the defending PC is surprised, restrained, unconscious—or for whatever reason unmoving—the Difficulty of the attack is automatically set to 3. This is why snipers have a significant advantage.

If the defender is engaged in combat, able to move freely, and not using an action to defend himself, he rolls his Agility attribute alone to create the Difficulty for the attack. This is called Innate Defense. It is possible for this to create a Difficulty lower than 3, as a moving defender can sometimes blunder into the direction of an attack.

Calculating Damage

When the attack roll is equal to or greater than the defense, the attack is a hit and may cause damage. Base damage is determined by subtracting the defense roll from the attack roll.

Attack Roll – Defense Roll = Base Damage

Weapons usually cause additional damage which is added to the base damage to create a total for the attack. Weapon damage is listed with the adventure information. Note that unarmed attacks have a weapon damage of zero (0).

Story Elements & Plot Points

Sometimes even the human survivors of the Cylon invasion get lucky. They may come across an asteroid rich in Tylium ore, or the Cylon patrol hunting for them is lured away, or the seemingly empty weapons cache actually does contain a few explosive rounds. The BSG RPG has a mechanic to allow players to influence these story elements: Plot Points.

Plot Points are points that players can spend to influence the course of the game in various ways. Each player begins the game with 6 Plot Points, and the GM awards them more Plot Points throughout each session (during play) for a variety of reasons:

➢ A player comes up with a good idea, role plays his character very well, or suggests something that improves the game/experience for the group: 1 to 2 points

➢ A PC is hampered significantly by one of his Complications: 2 to 3 points

➢ The PCs achieve a major goal, complete an adventure, or do something extremely significant: 3 to 4 points to everyone involved

Players should be able to earn Plot Points fairly quickly and should be encouraged to spend them equally quickly. Each player can have a maximum of 12 points at any one time. Any more earned over that limit are lost, so players should spend them before they lose them! Some of the ways points can be used include:

➢ A player can spend Plot Points before making a roll to add a bonus die to it. The first point adds a d2; each additional point increases this bonus die by 1 Step (so 2 points add a d4, 3 points add a d6, etc). This bonus die is treated just like the other dice that make up the roll, so any re-rolls also apply to it.

➢ A player can spend Plot Points after making a roll to increase his total; each point he spends adds 1 to the final total.

➢ With the GM's approval, a player can spend Plot Points to alter the story in small ways. Perhaps his PC has a friend with access to the heavy weapons he needs; maybe he stumbles across an overlooked cache of supplies in a storeroom; perhaps the randomized jump drops him in an ion cloud Cylons can't enter. Such coincidences or alterations cost a varying number of Plot Points, from 1–2 for a very minor benefit to 11–12 for something with great importance or benefit. The GM is the final arbiter on the use of Plot Points in this way and can modify them at will—or refuse the points and ignore the suggestion if he feels it would not benefit the story.

You may find it useful to use physical tokens such as poker chips to keep track of each player's Plot Points. The GM can simply hand out the tokens when awarding Plot Points during the game, and players can hand them back to spend them. They can record their remaining total on their Character Sheet at the end of each session.

Short Example of Play

Karl "Helo" Agathon (played in this example by Sean) has been trapped on Cylon-occupied Caprica for weeks with his co-pilot, Sharon "Boomer" Valerii. They have fled one hiding place after another and have recently discovered a shelter beneath a restaurant. They are planning to rest and re-supply. Helo has ventured upstairs to make a hot breakfast, while Boomer catches some extra sleep.

GM: Helo, you find that the perishable food has all spoiled. You do discover plenty of canned and boxed food in the pantry, including oatmeal and toaster pastries.
Sean: The pastries should be fine. I heat them up in the toaster and look for a couple of clean plates.
GM: While you're scrounging around the cupboards, you hear a loud crash and the

sound of broken glass coming from up front, near the door.

Sean: Frak! I look for someplace where I can hide and see what's going on.

GM: Okay, roll your Alertness + Covert.

Sean rolls the dice for a total of 11. The GM rolls Alertness + Perception for the Cylon Centurion who is entering the front door. The Cylon gets an 8.

GM: You are pressed up against the wall. From here, you can see tall shadows moving in through the door. You hear heavy footsteps.

Sean: I pull out my pistol, trying to stay as quiet and stealthy as possible. Any way I can get a better view from my vantage point?

GM: You look around and see a stainless steel dishwarmer off to one side. In its reflection you can make at two Cylon Centurions. They slowly walk around the room.

Sean: I remain quiet and perfectly still in my hiding place. Maybe they'll go away.

GM: They continue to look around the room, but something's up. The Centurion closest to you readies its arm-mounted rifle, though neither of them are looking your way.

The Game Master rolls again for the Cylon's chance to spot Helo, and again the Centurion fails.

GM: You smell something baking.

Sean: Uh oh. Is breakfast still toasting?

GM: Yes, and it looks ready to pop up.

Sean: How far away is the toaster?

GM: Do you mean the Cylon, or—

Sean: The one holding my breakfast!

GM: It's about fifteen feet away. The first Cylon Centurion is only a few feet away, partially separated from you by a frosted glass wall.

Sean: I make sure the safety is off of my gun.

GM: Sure enough, the pastries pop up, and the sound alerts the Cylons. Both Centurions spin toward the source of the sound. At the same moment, Sharon walks through the door from the stairs. They turn away from you, focus on her.

Sean: I fire at the closest toaster—er, Cylon! I yell for Sharon to run!

GM: Since the Cylons were not aware of you, you have the Initiative and can go ahead and roll the attack: Agility + Guns.

Sean rolls, scoring a 17. Shouting a short phrase does not count as an action in combat.

Sean: Good roll! Did I hit?

The GM determines that the Cylon was standing still, facing Sharon. As an Easy target, the Cylon's defense was 3. He calculates base damage as 14. He also adds 3 more points for the weapon damage of the pistol—a total of 17!

GM: Your armor-piercing rounds hit. The first shell tears through the back of the Cylon's head, and the second goes through its torso. The Centurion looks as if it's about to drop. Now we have to take a look at Initiative.

The GM checks everyone's Initiative ratings. The surviving Cylon Centurion goes first, then Sharon, then Helo. Checking the Cylon's game information, the GM rolls an attack on Helo. The result is a 9.

GM: The remaining Cylon shoves its way past its comrade and begins firing at you in a wide arc. Sharon stumbles to get out of the line of fire. Are you going to be attacking this turn or defending?

Sean: These things have automatic weapons. I'm dodging, and I'm going to dive for cover when my action comes up.

GM: Roll Agility + Dodge.

Sean: I'm spending two Plot Points on my dodge action!

Sean rolls the Attribute and Skill dice, and adds a d4 for the Plot Points. All together, he rolls an 11.

GM: You barely dive out of the way as bullets tear the room to shreds. You duck behind the bar, even as light fixtures and other debris fall down on you from the ceiling.

Adventure

"The End & the Beginning"

Introduction

"The End and the Beginning" is an introductory adventure for the *Battlestar Galactica Role Playing Game*. In the adventure, four player characters (PCs) living on Caprica experience the cataclysmic events of the Cylon attack on the Colonies. For ease of play, four pre-generated player characters are provided, although the adventure could be adapted for different PCs.

For New Game Masters

Welcome to the role of Game Master. By choosing to run this adventure for your friends, you will be the one to set up the scenes, act out the parts of the people (non player characters or NPCs) the PCs encounter, and help recreate danger and excitement of the BSG universe. Being a Game Master is an art you can pursue for a lifetime, but it is easy to get started. We've added special tips in the sidebars throughout the adventure to simplify the task. Note: experienced Game Masters should look over the sidebar information, but can focus on the main adventure text.

Here are some things to keep in mind as you run the adventure:

➢ You don't have to follow the script. Feel free to embellish the scenes as you present them. You can make the adventure your own by changing or improvising. If you're into acting, give Vice Admiral Rees the voice of a famous actor when you speak for him. Be creative! The object is for everyone, including you, to have fun.

➢ Let the players make the choices. You're just presenting the situations and problems. Let the PCs determine how they handle them. They may choose to react differently than what has been outlined here. That's okay. There is no right way or wrong way to play through the adventure.

➢ Keep up the excitement by keeping things moving. Don't get bogged down by describing too many details or worrying about the rules. When in doubt, wing it! The PCs' world is literally coming to an end, so this should be a fast-paced, tense adventure.

➢ Be liberal with Plot Points. When a player uses a Complication Trait well or succeeds at a critical roll or comes up with a creative way to solve a problem, award a Plot Point or two. Encourage the players to spend Plot Points when success is crucial. The more Plot Points move around during the game, the more lively the action.

➢ Encourage the players to play their Character Traits. The Assets can help the PCs achieve their goals, while the Complications provide depth to the characters they're portraying. By playing both well, the players can earn Plot Points.

The Characters

This adventure is designed for a small group of PCs. Four player characters complete with Skills, Traits, and gear are provided for ease of play.

Adventure Summary

Your PCs start the adventure more worried about the fate of the *Griffon* Project than the fact that the world's about to come to an end. Summoned to a meeting atop the towers at the Agora Complex, they are confronted by an Admiral of the Colonial Fleet who is concerned about the time delays and cost over-runs plaguing the project. After a heated meeting, the Admiral is interrupted by an aide, who says something about the envoy being late to return from Armistice Station. The Admiral looks troubled and orders the PCs to return to the *Griffon* prototype and prep her for flight.

Unfortunately, the PCs don't make it out of the building before the world starts coming apart around them. First they are stuck in the elevator after explosions rock the building. Then they see a massive explosion take out the North River Power Station. All this is followed by a stream of bad news: communication has been lost with other colonies, Cylon attacks, military defeats, thermonuclear detonations in major cities on Caprica.

Surrounded by death and destruction, what will the PCs do? They might follow the Admiral's orders or they could realize on their own that the *Griffon* prototype could aid in the defense of Caprica. Either way, they will try to reach the Archimedes Test Facility west of the city. Just getting there will not be easy due to the destruction and chaos caused by the attack. The city's network of rail transport is down. Panic stricken mobs clog the main roads. The PCs can make their way on foot, though this will take hours. (Close to the equivalent of running a marathon.) They can try to secure a ground vehicle and endeavor to drive through the chaotic streets or attempt to commandeer a flight-capable craft.

> The Adventure Summary gives you an idea of where the adventure is going and emphasizes which scenes are the most important. Running these scenes isn't mandatory, but they do present a reasonably logical series of events.

You may want to run this adventure in one sitting or you might want to extend it to several. The number of events you include and how fast the PCs acquire information is a good way to regulate the overall length of the adventure. If you want this to last a long time, include every side encounter and make it more difficult for the PCs to otain information. If you want to shorten the adventure, stick to the main scenarios and move things along quickly.

No matter what option they choose, the PCs' journey to the test facility will be a dangerous one. They will face moral dilemmas. Emergency teams are responding to the fires at North River, as well as destruction throughout the city. There are many places where a doctor's skill or a military man's authority could help save people's lives. Do the PCs abandon their goal to reach the *Griffon* in order to help people? As the adventure continues, the PCs see Cylon raiders streaking over the city, Cylon dogfights with new Vipers and old aero-fighters. They hear reports of Cylon bombing runs taking out government and military installations. At the same time, the city is in the grip of chaos. Authority is breaking down as people try to flee the city, terrified that the Cylons will nuke Caprica City next. Depending on their mode of transportation, the PCs might be caught in the middle of a Cylon bombing run or hunted by Cylon raiders.

If PCs reach the test facility, they will find the hillside hangars devoid of official personnel, but teeming with civilians who have come to try to escape off planet on an Archimedes corporate executive transport parked in the hangar next to the secured *Griffon*. The people have no one to pilot the transport and the PCs will have to deal with these desperate people, as well as breaking into their own company to find the launch keys for the *Griffon*. Will they abandon the *Griffon* to ferry people to safety? Could the executive transport escape the Cylons without the assistance of the *Griffon*'s advanced evasion electronics?

Once in the air, in whichever ship they have taken (or both if they found a second pilot), the PCs will have to evade the Cylon fighter patrols. If they make it safely past the Cylon screen and into space, they will have survived Caprica, only to find that life as they have known it has come to an end.
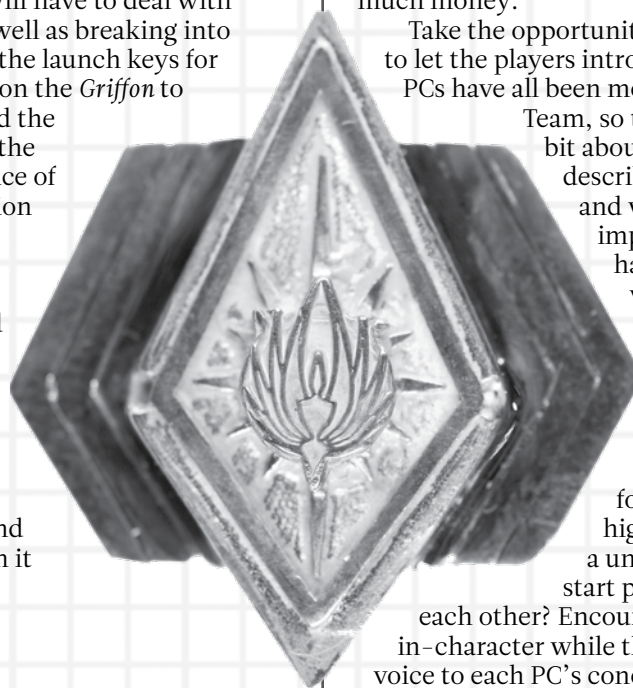
SCENE ONE: Errors in the System

The PCs are in a penthouse located on the 35th floor of the Agora Towers. They were ushered into a meeting room nearly an hour ago and they've been waiting here by themselves ever since.

This meeting room is designed to intimidate visitors. Broad, seamless windows provide a panoramic view of Caprica City, spread out on a great curve around the glistening bay. The sun is sinking

If you're running this adventure as a one-time event, it doesn't matter if the players find themselves stuck on Caprica when *Galactica* jumps away or if they make it safely into space and join the fleet. However, if you are using this adventure to start a campaign, you should discuss with your players what kind of campaign everyone wants to play. For example, if they want to do a fleet-based campaign, you may have to adjust the adventure appropriately to increase the chance they'll get off-planet successfully.

slowly down into the sea. The time is late afternoon. The chairs are impressive to look at, but not all that comfortable. The table is made from a single piece of rare wood harvested at great expense from Picon. The water glasses are Vinradi crystal, but no one's brought any water to put in them. This room is more important than the PCs are.

Lt. Everette, Dr. Somerset, Ann, and Milo have been summoned here by Admiral Geoffrey Rees for a no-excuses accounting of why the *Griffon* project has been taking so damn much time and costing so damn much money.

Take the opportunity before the Admiral arrives to let the players introduce their characters. The PCs have all been members of the *Griffon* Test Team, so they should know a good bit about each other. Have them describe what they are wearing and what they brought to this important meeting. (What they have on them will become very important as soon as all hell starts breaking loose.) The pre-made character sheets include some ideas for what might be going on in each PC's mind as he she braces for this meeting. Tensions are high. Will the group present a unified front or will they start pointing fingers of blame at each other? Encourage the players to speak in-character while they are still alone, giving voice to each PC's concerns and ideas. Warm up

the player's role playing muscles before throwing an NPC into the mix.

Then read or paraphrase the following:

Playing the Admiral is an excellent opportunity to present the players with a memorable NPC. He's larger than life, energetic, and not afraid to call people on the carpet. Give him a strong accent or some noticeable physical trait. Perhaps he prefers to pace during meetings and he limps from a war wound. Physically stand up and walk around the table as you speak for him. Encourage the players to play along with the scene, making up answers if they don't know them or throwing in some techno-babble.

The doors open with a bang, as the Admiral enters the room, followed by an entourage of eight people: clerks, aides, and other functionaries. The Admiral takes the seat at the head of the table. He is an energetic man whose only hint of his 50 years is some graying of his buzz-cut hair. A strong proponent of the Griffon Project, he's angry over the delays and problems. He does not accept failure and he isn't interested in marginal successes. As he sits down, he's distracted by a phone call. He speaks into the phone, saying, "Just tell them to check with the Valiant*. We sent her to run down the repeater stations hours ago. For us to lose communication to three colonies, this has to be a major failure at the core repeater station and its backup."*

There is a pause as he listens, then he snaps, "I don't care! Just fix it, Commander."

He shuts the phone and tosses it to an aide. Then he faces the PCs and says in clipped tones, "Listen up people—we have a problem."

The gist of the Admiral's news is this: the leadership of the Colonial military is demanding a demonstration flight of the *Griffon* tomorrow or they will pull the funding from the project. Rees is the PCs' ally for another 20 hours and then even he will withdraw his support, unless the PCs can impress the Admiralty Technology Development Council by tomorrow 1200 hours. He is about to proceed to chew out the PCs when the aide interrupts again, handing the Admiral the phone.

As the Admiral listens, his expression grows grim. Without speaking, he snaps the phone shut again. For a moment, he says nothing. He seems to age as the PCs look at him. Then, finally, he says,

"Get back to the bird and get her ready to fly. We might need her to spread her wings even sooner."

The Admiral has just been informed that contact had been lost with the *Valiant* and there appears to be data suggesting that the Armistice Station had been destroyed with the Colonies' ambassador on board. Since this scene is intended to synchronize with events in the *Battlestar Galactica* mini-series, the players who have seen that episode will have some idea of what is going on, though their characters will not. After he has given the PCs their orders, the Admiral rises and stalks out of the room, his entourage hurrying after him. The door slams shut and the PCs are left alone again.

SCENE TWO: Trapped in an Elevator

After the PCs have had a chance to "discuss" the situation, they leave the tower via a glass elevator that slides down the outside of the building. While they are in the elevator, they have a magnificent view of the city. They see a flash of light to the north and an enormous fireball at the North River Power Station. Seconds later, they hear the series of booms. The elevator jerks roughly to a stop between floors 20 and 21. Lights all across the city are winking off as the primary electricity source goes offline.

The building shudders and the shatter-proof glass in the elevator breaks, the cracks forming what looks like a spider-web. The PCs can see the windows of buildings all around them shatter and fall to the streets below in a rain of knife-like shards of glass. Cars run into each other as drivers swerve to avoid the falling debris. The PCs can hear car horns and the disaster klaxons wailing throughout the city.

The Setup

The PCs are stranded in an exposed glass elevator twenty stories above the ground. The elevator contains an intercom, a control panel, and an emergency escape door in the metal roof. If the PCs are watching the city around them, they'll find it EASY (3) to spot (Alertness + Perception) fast craft zipping through the low clouds above them, but

You've now established the goal and placed the obstacles in front of the players. They have to fix the bugs and have the *Griffon* ready to fly by noon the next day. If this day was going to be like any other, that is all they would be concerned about. But, we know that today is the beginning of the end; the day when the Cylons attack the Colonies and nearly wipe out the human race.

It is important that you maintain control of the adventure, but remain flexible. Give the players freedom to do things that might not be presented here. They might come up with new ideas, skip some scenes entirely or do them in different order. Let the players' choices affect the events and outcomes. They may not even take the elevator!

HARD (11) to realize (Intelligence + Perception) that the crafts are like no type of craft they've ever seen before.

The Problems

Elevator Music: If the PCs attempt to contact someone over the intercom, they'll reach building security, who is in no position to help them. He's got a lobby of wounded and frightened people to deal with. He'll send help when he can. If the PCs wait for rescue, it will be three hours before anyone can reach them, during which time there are more explosions, causing the elevator to shake and rattle. It will become increasingly clear to the PCs that their lives are in danger inside the elevator!

Attempting to override the elevator's safety protocols and try for a controlled, unpowered descent is a FORMIDABLE (15) task to figure out (Intelligence + Technical Engineering). If they succeed, the elevator will grind slowly downward, passing one floor every twenty seconds. Between floors 8 and 9, the PCs hear a loud screech and the elevator car stops abruptly. No additional coaxing will start it up again.

That Sinking Feeling: It is an EASY (3) task to open the escape hatch in the elevator's roof (Strength + Mechanical Engineering). Escaping the elevator cab through the ceiling hatch is a perilous maneuver, exposing the PCs to winds and either a twenty–story or eight–story fall, depending on the location of the elevator. On the outside of the building is a maintenance ladder with rungs running alongside the travel path of the cab. The PCs could climb up the ladder to reach the floor above. As the last person is climbing out of the hatch of the cab, another explosion rocks the buildings and sends the cab into a free fall. That last PC out has to try to grab a rung of the ladder or the PC above him as the cab drops, an AVERAGE (7) physical feat

(Alertness + Agility). If the PC fails to get out of the cab (Botches the roll), he'll have to try to grab the rungs as they begin to fly by as the elevator falls, a HARD task (11) to pull off (Agility + Athletics). If the roll is successful, the PC manages to grab a rung, though he suffers minor cuts, scrapes, and bruises (d6 damage). If he fails the roll, he may still grab a rung, but he breaks an arm in the process (d12 damage).

Once on the ladder, the PCs can either climb down the outside of the building, in which case they reach the sidewalk below, or they can crawl through a broken window or manually open fire doors in order to enter the building, an AVERAGE task (7) to attempt (Strength + Mechanical Engineering). If they go into any of the floors of the office tower, they will find the wind blowing through the rooms as most of the windows are shattered. They see pools of blood on the floor among the broken glass. The offices are abandoned, chairs overturned, and papers scattered over the place. Descending by the reinforced stairwell is not difficult, just time–consuming. The PCs see blood on the walls from the injured who passed that way. Some personal effects have been abandoned on the stairwell: makeup, an umbrella, a short jacket. The PCs will exit the stairwell into the lobby.

If the PCs arrive on the street, they can either carry on with their mission to reach the *Griffon* (proceed to *Scene Three: Need a Fast Car*) or they could decide to enter the lobby to try to gain information about what is going on.

The lobby is full of wounded, terrified people. The Agora Towers Security personnel are endeavoring to calm people, while they themselves try to get more information. A video screen is tuned to the local news channel. A reporter standing on the glass strewn streets is saying: "A series of major explosions at the North River Power Station has cut power to large portions of Caprica City. The cause of these explosions is unknown. Emergency teams are responding to the scene to assess the damage and prevent further destruction. Civil authorities have yet to make a statement on the disaster..." The reporter's voice is cut off as a flight of five Vipers thunder overhead.

The people in the Agora building can hear the Vipers are they roar through the skies. The PCs are shocked to see Vipers above the city. They know that even a terrorist attack wouldn't warrant bringing in Colonial fighters.

The reporter resumes speaking: "We're trying to reach Colonial Fleet Command for an update which we'll bring to you as soon as we..." She stops

talking, touches the invisible earphone in her ear. "We've got Bart Morgan reporting from Elysia on the southern continent. What are you seeing, Bart?"

Another reporter appears on the screen.

"Andrea, there was a battle raging about Elysia for about twenty minutes. Vipers from **Battlestar Atlantia** *were shooting at craft the like of which I've never seen before. But it all stopped a couple minutes ago. We're hoping that the worst is over…" With those fateful words, there is a flash of light, a blast of wind, and the video feed dissolves into static. The camera stays on Andrea, who is clearly shaken. A moment later, she says in a choked voice, "We have just received word that Elysia was destroyed by a nuclear blast."*

People in the lobby begin the scream. "We're being attacked!" "That was a nuke!" "Elysia is gone?" "Who is doing this to us?"

The crowd notices a military uniform worn by Lt. Everette and those who can walk surge toward them, demanding to know what is going on.

The news reporter has regained her composure, though her voice still trembles. "A large explosion… a nuclear explosion has… Elysia has just been obliterated by a nuclear explosion." A comm channel starts getting broadcast over their audio: "Colonial Forces have engaged a Cylon fleet over Caprica. High orbital defenses have been penetrated around the planet and Cylon ships have begun bombing civilian targets. State of Emergency is in effect and all citizens should get to the nearest shelter and wait for further instructions. Again, this is Commander Halsey of the **Battlestar Orion**. *Colonial Forces…"*

The transmission is cut off. High above them there is a giant fireball. The Orion *explodes above the planet. Terrified people rush out of the lobby and into the streets, desperate to escape the city.*

People are mobbing you, shouting, "You'll stop the Cylons, right?" "Where should we go?" "Take us away from here!"

SCENE THREE: Need a Fast Car

If the PCs do not go into the lobby, they could try to question people on the sidewalk about what is happening. If they do so, the NPCs will relate to them what they've just heard on the television (see "Read Aloud" text above.) If the PCs don't take the time to question people, they will know something really bad is happening when they see Vipers streak overhead and the ball of fire in the sky overhead (the *Orion* exploding).

> This scene provides a lot of information for the players to digest at one time. Present it to them in increments, let them react and make decisions before moving on. If they leave the lobby quickly, have them find a video screen still working to aquire news. Reinforce the feeling of panic and hysteria in the city.

The roads are clogged with ground cars not going anywhere. A massive traffic jam has developed, due to accidents and the sheer number of people trying to flee the city. A few Civil Defense officers and city police are trying to control the chaos, but most of them are as stunned by events as the civilians or have simply abandoned their duties as they themselves try to leave. The main roads are impassable, although a few cars can be seen making their way through back streets. Looters are taking advantage of the situation to break into stores and carry off whatever they can.

The elevated rail station is packed with people clamoring for the next train. The stairs leading to the station are already crowded and more people are arriving every moment. Some are carrying children, others hauling computers or briefcases or stolen television sets. Some people wave fistfuls of cubits to try to buy their way to safety. Overhead, flying low to keep out of sight, the local news gyrocopter reports on the chaos.

> Feel free to design the various parts of the city through which the PCs might be traveling. Help them "see" their environment by giving them a few sentences of description as they pass by the university, residential homes, office towers, a sprawling medical complex, etc. When describing the scene, think about how the disaster might be affecting the area.

A set of three Vipers in rough formation can be seen racing overhead and then, suddenly, their engines shut down and they drop in a gentle arc to crash into buildings across the city. People are shocked and horrified at the sight. Behind the Vipers comes a swarm of strange arc-shaped fighters: Cylon Raiders.

A massive explosion destroys the local military base. Klaxons sound around the city as Cylon drop ships descend from above.

The Setup

The PCs need to reach the *Griffon*, located twenty miles away to the west at the Archimedes Test Facility. No one knows when the Cylons might drop a nuke on the city, but everyone figures it could be soon. The PCs have to find transport, deal with the panic-stricken crowds, and avoid the invading Cylons. To add to the problems, Dr. Somerset's girlfriend is in the city, waiting for him in his apartment in Delcourt.

Problems

Hey, Taxi! Reaching the Test Facility will be difficult. A driver brought the PCs to the building and dropped them off. They were supposed to call when they were ready to leave, but of course now they can't reach him. The PCs' choices: run the entire distance, which is six miles short of running a marathon; driving a car or motorcycles through

the clogged streets; stealing or commandeering an aircraft. The distance to Dr. Somerset's apartment building in the posh Delcourt neighborhood is eight miles and fifteen miles from there to the Archimedes Test Facility. Straight to the Facility is twenty miles.

By Foot

Covering twenty miles by foot through a fear-gripped city is a HARD (55) feat of endurance (Vitality + Willpower) and should take the PCs several hours. Running eight miles to Somerset's home and then fifteen to the Test Facility is a HEROIC (95) feat of endurance. Lt. Everette is in shape and runs regularly for exercise. Milo is a smoker who avoids exercise whenever possible. On average, Lt. Everette will outpace the others unless he lags to stay with them. If Milo (and the others) want to push themselves, they can either add Plot Points to their rolls or suffer 1 point of damage per roll (hour) of pushing themselves beyond their limits. Each player will roll once for each hour of travel. If the faster PCs are going to slow down so that everyone stays together, their rolls are reduced to match the lowest roll.

Once per day, each of the players can roll his Vitality or Willpower die and regain that many Life Points (catching Second Wind). If anyone's Life Points reach zero through any combination of damage and exhaustion, the PC will pass out and will require rest to recover. If anyone Botches, the hour's travel is lost as the PCs must deal with an injury or a random encounter with panicked citizens or the like. Events may also occur at the GM's discretion, but should earn the characters Plot Points when they happen. Events can also happen on the way to Delcourt or between Delcourt and the Test Facility.

> **COMPLEX SKILL CHECKS.** Achieving a major goal over a long period of time requires a series of Skill checks. As long as the player doesn't botch (roll all 1s), the player's results accumulate until he's reached the target number. In the case below, each roll represents 1 hour of travel toward the PCs' destination. The text will explain how to run this with multiple characters involved in the effort.

Delaying Events (On Foot)

1	While making their way across a seemingly deserted block of residential buildings, they are forced to dive for cover when Cylon Centurions appear down the street. Within moments, seven Cylons are seen, searching with their arm-weapons activated. It's an AVERAGE (7) physical feat to "Get Out of Harm's Way" (Agility + Alertness) and get under cover before being seen. The Cylons make a perfunctory search of the street and take up station for several minutes. It is nearly an hour until they feel the Cylons are truly gone and can continue running. At least everyone regains 1 Life Point for the forced rest. **Cylon Centurion**. Agi d6 Str d12 Vit d12 Ale d6 Int d6 Wil d6, Init 6, Life 24. Skills: Athletics d6; Guns d8; Perception d6; Unarmed Combat d6. Weapons/Gear: Embedded firearms (Dmg d8), Talons (Dmg d2). Cylon Centurions have armor that ignore the first 3 points of damage (unless it is armor piercing or explosive rounds). Note that these statistics are for the purposes of this scene only.
2	Overhead, the battle between Cylon Raiders and Colonial defenders rages. A loud explosion is heard and a Colonial Hawk aircraft makes a semi-controlled crash in the street ahead of the characters. Smoke and fire are slowly consuming the craft but the pilot can be seen moving inside the cockpit. There are refugees nearby but they are afraid to approach it. The fire will engulf the pilot in six turns. The fuel tank on the craft will erupt in seven turns. Anyone attempting to free the pilot will need to make a FORMIDABLE (15) "Burst of Strength" (Strength + Strength) to pry the cockpit canopy open. Scrounging something to use as a lever provides a +2 Step bonus to Strength. Once the canopy is out of the way, hauling the pilot out and dragging him away from the wreck is a HARD (11) "Burst of Strength" check (Strength + Strength). Unless they have a way of suppressing the fire, the rescuer will take d6 points of damage for the attempt, successful or not. After seven rounds, the fuel on the ship will detonate causing 3d6 to those within 10 feet, 2d6 within 20 feet, and 1d6 within 30 feet. The pilot is **Major Mark Daymude**, member of Caprican Civil Defense Air Corps (CDAC). Agi d10 Str d6 Vit d8 Ale d8 Int d8 Wil d6, Init 10, Life 14 (but has suffered 12 points of damage). Skills: Athletics d4; Discipline d4; Guns d6; Influence d4; Pilot d10. Weapons/Gear: CDAC Service Pistol (Dmg d6), Flight suit (burn damage), Locator Beacon. Notable Traits include a steady calm, talent as a pilot, hero worship of anyone in the military, and his staunch belief that he's the best pilot in all of the colonies. If they elect to take Major Daymude with them, someone will need to carry him, incurring a –3 step penalty to Vitality for their Travel roll if they are on foot.
3	Terrified citizens are all over the city, running from the explosions or running toward loved ones trapped in other parts of the city. Some futilely continue to try their wireless phones but the whole network is down. Spotting either Lt. Everett's uniform or even recognizing Dr. Somerset, they will rush up to our heroes, looking for guidance, protection, safety, leadership, and hope. How will the heroes deal with these people and their own mission?

By Ground Vehicle

If the PCs decide to travel by a ground car or motorcycle, they are going to have to find vehicle(s) they can steal or commandeer. Finding a vehicle is not that difficult (though breaking into a car or persuading someone to give up their vehicle might be, see below). The sidewalks are lined with parked cars whose owners have not yet claimed them. In addition, the building has its own parking garage and there are cars there, though people are waiting in line to get out. If PCs are staying together, the highest (Alertness + Perception) roll of the group will count. If they beat the FORMIDABLE odds, they will find vehicles being used by other people (commandeer or steal). If they beat HEROIC odds, they find abandoned or unclaimed vehicles.

Their search will turn up one or more of these vehicle types: Racing Motorcycle (designed for smooth roads and high performance), Off-Road Motorcycle (rough roads, decent performance), Speedster Car (designed for smooth roads and high performance), Family Car (larger carrying capacity, comfort, slower performance, needs smooth roads), Utility Truck (designed for rough roads, slow performance, large carrying capacity). Use dice to randomize the type and number they find.

The game statistics below have "P" for physical Attributes (Agility, Strength, and Vitality), Seats determine how many people the vehicle can hold, the Weight it can carry, and the amount of storage Capacity.

Racing Cycle: Seats 1 (second can hang on). 140 mph. Weight 500 lbs. Capacity (no storage)

Off-road Cycle: Seats 1 (second can hang on). 90 mph. Weight 650 lbs. Capacity 100 pounds in rear basket.

Speedster: Seats: 2. Speed: 120 mph. Weight: 1,400 pounds. Capacity 750 pounds in trunk.

Family: Seats: 6. Speed 70 mph. Weight: 1,600 pounds. Capacity 900 pounds in rear compartment.

Utility Truck: Seats: 2. Speed 50 mph. Weight 5 tons. Capacity 6,000 pounds in rear carriage.

Obtaining a vehicle will be a matter of convincing the current owner to hand it over (various methods include invoking authority, intimidation, persuasion, etc.), although that would be a FORMIDABLE (15) task. Stealing an unoccupied vehicle (HARD (11) task involves breaking into the vehicle (Intelligence +

For the event tables, feel free to elaborate on each scenario if you want to draw it out or keep them short and fast-paced if you want to keep up the tension. Either way, respect the PCs' decisions and their actions so the players don't feel "railroaded" into the "right" choice. *Battlestar Galactica* is very much about making difficult decisions where there is no clear right or wrong answer.

Covert) and an AVERAGE (7) challenge to hot wire it (Intelligence + Technical Engineering).

Traveling through the city by car or motorcycle has its own share of problems. Negotiating roads blocked by accidents, debris from bomb hits, crowds of people, and vehicles jamming the streets, will keep the vehicle moving at a crawl, especially on the main roads. If the PCs take side roads, they might make better time. Whoever is driving will need to make a HARD (11) feat of driving (Agility + Planetary Vehicles) to see how quickly the vehicle can move. A Botch means the vehicle has suffered critical damage and it is now out of commission. The choices at that point will be moving by foot or trying to find another vehicle. The ratio of achievement versus reaching their destination difficulty will determine how close they came to their destination before they lost use of the vehicle.

The events listed on the Delaying Events (Vehicle) table might occur before reaching Delcourt or between Delcourt and the Test Facility.

By Aircraft

The PCs will have to be very creative if they plan to obtain an aircraft to reach the Test Facility. Some options include commandeering the local news gyrocopters, grabbing one of the med-flight VTOLs, or finding a private corporate helicopter. Flying a craft will be a highly risky proposition, even if they do devise a way to commandeer one of these craft, considering the over-flights of Cylon Raiders and continuing dogfights above the city.

In trying to obtain an aircraft, the PCs will have to contend with strong-willed, determined, and dedicated people (news reporters, corporate

Delaying Events (By Vehicle)

1 Cylon Raiders parallel their roadway making no hostile move for several minutes before veering and strafing the moving traffic. The driver will need to make a FORMIDABLE (15) driving check (Agility + Planetary Vehicles) to avoid another car hit by Cylon weapons, and then a HARD (11) driving check to remain on the roadway and not off down an embankment. If both are made, they reach a tunnel through a hill, leaving the raiders for the moment. It's their choice if they'll dare the other side still driving or go on foot.

2 The group turns on to the highway leading west to the Test Facility and find the road choked with pedestrians. Many obviously view a vehicle as salvation and start moving toward it. Continuing west through the crowd would be increasingly difficult, depending on how they go about it (sounding the horn, firing off pistol, persuasion, etc.) If they abandon their vehicle at that point, they are only five miles from the Test Facility.

3 The vehicle is ambushed, with paint thrown across the windshield. The driver must make a FORMIDABLE (15) driving check (Agility + Planetary Vehicles) to maintain control around debris until the windshield can be cleared. If they fail, the car runs into something and stops, allowing the ambushers to swarm it to try and take control of it.

executives, medical personnel) who will be prepared to fight for their craft.

The trip to the Test Facility would be very short in any of these craft, but the PCs will be challenged by Cylon Raiders and likely shot down. A Civil Defense Air Corps Hawk might swoop to the rescue, but the PCs would be ordered to ground immediately. He doesn't have time to baby-sit them.

Weapons

The PCs might find any number of ways to acquire weapons during the course of the adventure. Use the following table for bonus damage when attacks are made with such a weapon.

SCENE FOUR:
Fire in Delcourt

(*This scene is enacted only if the PCs have traveled to Delcourt to rescue Dr. Somerset's girlfriend.*)

Hard to believe, but the city has thus far escaped major damage. Most buildings are still standing, though almost all have had the windows blown out. Cylon drop ships continue to descend from above, but there are no more dogfights over the city. Crackling radio broadcasts by amateur transmitters tell of people being rounded up by the Cylons and taken to the large stadium south of the city center.

Weapons

Weapon Name	Typical Attack Roll	Bonus Damage
Club / Bat	Strength + Melee Weapons	2
Knife	Agility + Melee Weapons	1
Pistol	Agility + Guns	4
Rifle or Shotgun	Alertness + Guns	5

Cylons can be seen heading out from the city along the major highways, traveling in small units.

The Setup

Whether traveling by foot, bike, car, or plane, the PCs have managed to make it to the Delcourt neighborhood where Dr. Somerset's apartment building is located. When the PCs come into sight of Dr. Somerset's building, they see that it has been hit by a downed Viper and the building is in flames. One truck from the local firefighters is parked outside the building, with only a few firefighters attempting to put out the blaze and rescue the people inside.

Problems

Fireman, Save My Child! If the PCs don't move to help, Captain James Dugger of the firefighter unit will spot the PCs and, telling them he's short-handed, ask them to assist in saving the people trapped inside. The PCs need help prying open a jammed fire door leading to a partially-collapsed floor. Two

can volunteer and add their Burst of Strength rolls to the three firefighters already working on the door. If they can achieve this IMPOSSIBLE (31) task in one "Burst of Strength" (Strength + Strength), they can break the door down and lead several people to safety, including Dr. Somerset's girlfriend, Tina. Soon after, the building crashes down in a shower of flaming debris. The fire spreads to nearby buildings. It is completely out of control.

The Results

The firefighters are conflicted about what to do next. Several suggest mounting a counter-attack. They might consider suggestions from Lt. Everette, but the firefighters don't consider themselves bound to follow his orders. Unless convinced otherwise by Everette, the firefighters will return to their station, where they will try to liberate weapons from the adjoining Police Wardhouse. "Kick the tin-cans back where they came from!"

SCENE FIVE:
The Archimedes
Test Facility

The PCs have finally reached the Archimedes Test Facility. This is a complex of seven buildings (six outlying buildings surrounding a six-sided main structure) located on the ridge of a hill. The driveway rises as it passes between two landing pads and hangar doors leading into the hill. The pads and hangars are painted varying shades of green designed to blend in with the surrounding landscape. On the west pad *Topbird*, an Archimedes corporate transport ship, stands ready for launch. The *Topbird* is surrounded by a crowd of people who appear to be milling about in aimless confusion. The east pad is empty. Both hangar doors are closed; typical when tests are not being conducted. The PCs know the *Griffon* X7 is located behind the east hangar door.

The parking lot and the drive up the hill is filled with cars. The Archimedes staff members have brought their families back to the facility, planning to escape Caprica in *Topbird* and seek the protection of the CDF.

The Setup

All four PCs are familiar with the facility. They will need to make it up the hill to the main buildings, enter the Flight Test Control Center to obtain the launch key for the *Griffon*, then travel to the equipment warehouse on the southeast corner to reach the *Griffon's* hangar. Once in the hangar, the PCs must prepare the ship for launch, open the hangar doors, and fly away. This would all be simple if the power hadn't been cut off and there wasn't a mob of desperate co-workers on the premises expecting the PCs to help them.

Computer
Center

Cafeteria
& Lounge

ARCHIMEDES
TEST FACILITY

Caprica City

Helipad

Laboratories

Machine Shop

Offices &
Meeting Rooms

Flight Test
Control Center

Equipment Storage &
Elevators to
Underground Hangars

Parking

Underground
Hangar

Underground
Hangar

Griffon

Topbird

West Tarmac

East Tarmac
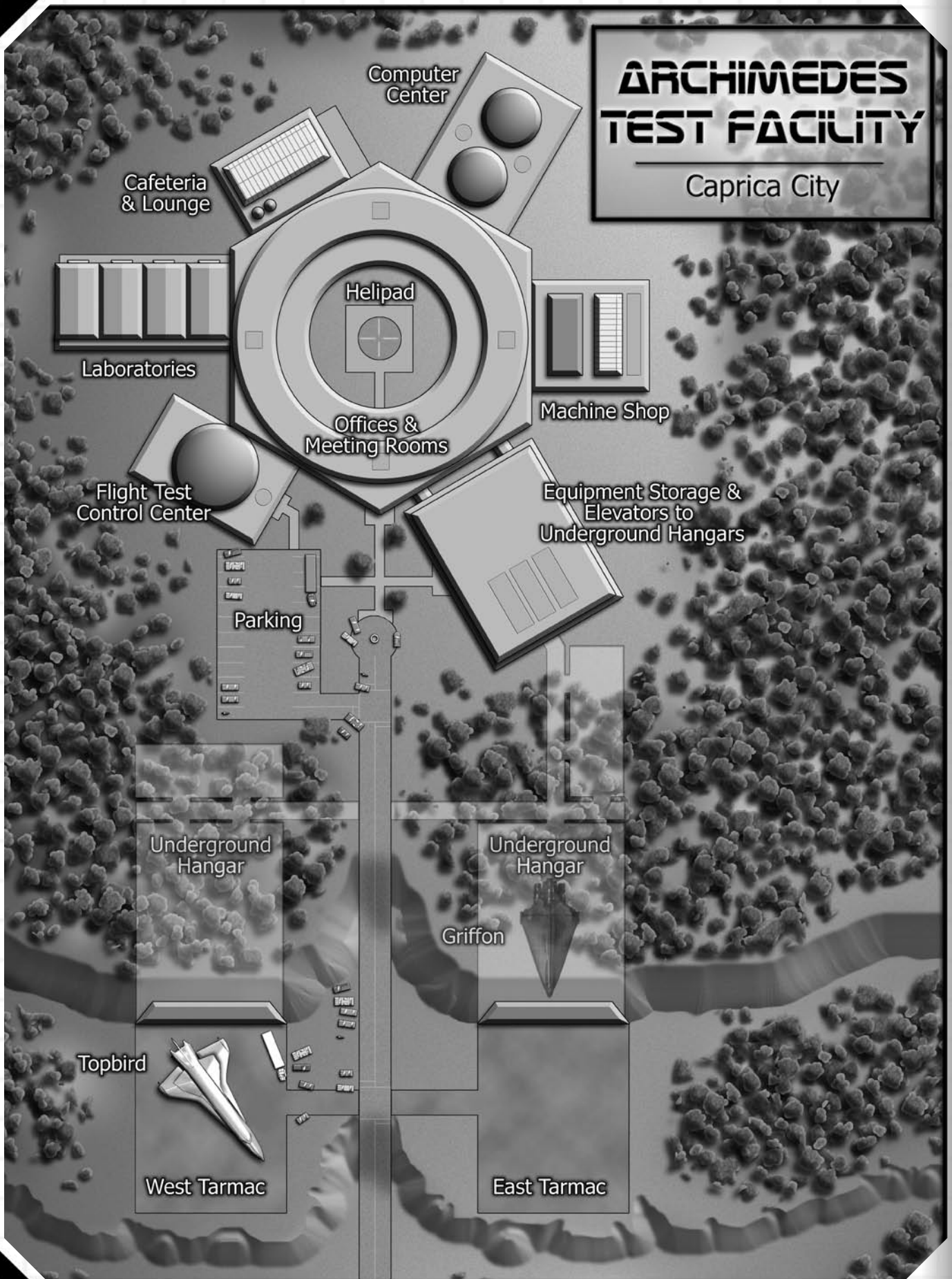
ESTABLISHING TONE. Arriving at the Test Facility is a critical moment for the PCs. Will they ignore their coworkers or pull guns on them in order to save themselves? Will the PCs opt to take people with them, even in the *Griffon*? Consider what balance of "angst" and "adventure" you want to have in the game. The people gathered at the Facility should create more problems if you want angst. If you want adventure, people will likely be more reasonable, though still desperate to get themselves and their families off planet.

PROBLEMS

About to Get Very Popular! As the PCs approach the facility, they may or may not be noticed by the crowd gathered around *Topbird*, depending on their approach (on foot, driving, flying). It will be HARD (11) for each person to sneak past the crowd (Alertness + Covert) and reach the upper buildings without being spotted. If the PCs are together and one of the players fails a roll, the PCs are all spotted. If all the players succeed, the PCs arrive at the main doors along the path leading to the main building on the south side.

Playing to the Crowd: If the PCs are noticed, they will be recognized by several coworkers, who will realize that the PCs can help them. The people will be looking to Lt. Everette to secure the launch key for *Topbird* and fly them all off Caprica. "We're so glad you've come. We couldn't find a pilot."

If the PCs agree to help them, the crowd will embrace them as heroes. If the PCs refuse, no matter what the reason, the crowd will turn hostile, their pleading becoming demanding. "How can you refuse us? It's the only way we'll all survive! You have to pilot the craft, no one else knows how! Yeah, save yourselves and leave the people behind! Where are you going if you didn't come for the ship?" If the PCs don't placate the crowd in some manner, several people will draw guns. Most of these are antiquated pistols, but it's likely at least one will work. If the situation devolves this far, several people will grab Ann, Milo, and/or Tom, intending to hold them hostage to force Lt. Everette to fly the transport.

Quiet as Mice: If PCs manage to sneak past the crowd and escape observation (or if they agree to help their coworkers and return for the launch key), they will reach the main doors of the complex, only to find that the doors won't open. This is due to the fact that the electricity has been cut off. (If someone thinks of the backup generator, they will discover that it has been taken out by a Cylon strike.) The PCs will have to find a way to open the doors manually. Options: break down the security glass (Armor 10, Life Points 10) or patch in power from another source (car/aircraft), an AVERAGE (7) challenge for technically inclined people (Intelligence + Technical Engineering). Once the doors are operational, each PC has a valid pass code to unlock the doors.

Inside the complex, the PCs see evidence of hasty departure—spilled coffee, overturned chairs. The Flight Test Control Center is dark, except for the emergency lighting, which gives an eerie and unreal look to the place. The launch keys are kept in a secure locker. Ann knows the code for the secure locker, which fortunately is self-powered. If Ann is not present, the electronic lock is FORMIDABLE (15) obstacle (Intelligence + Covert <u>or</u> Technical Engineering). Inside the locker are compartments for eight launch keys, but only two remain: *Topbird* and the *Griffon*.

In breaking the glass, each attack is reduced by 10 points due to the Armor value. If there are any points left over in any attacks, determine how much damage is done and subtract that from the Life Points of the glass.

Assuming the PCs have managed to obtain the launch key(s) and avoid the crowd (or agreed to help), the PCs head to the Equipment Warehouse. Even if the PCs have agreed to help the people gathered around Topbird, they find more people at the warehouse, The PCs hear sounds of shouting and banging on metal. People have broken through a door leading into the warehouse and are now searching frantically for weapons, equipment, or craft they can fly. Several have located the open-sided elevator that leads to the hangars and about ten men are crowded on to it as it descends.

Open Up: The challenge for the PCs is to reach the *Griffon* without being caught by the mob and taking off in *Griffon* before the mob can damage it. First, however, they have to get the hangar doors open. The PCs may also have to confront these desperate people, using words to try to reason with them or, that failing, guns.

Open Up: Moving the massive metal doors (Armor 20, Life Points 10), will require a lot of manpower or the PCs will have to restore electrical power to the hangar. Opening the doors manually will require rigging chain or lines to the doors to drag them open after they have been released from the powered gears. An IMPOSSIBLE (31) Burst of Strength (Strength + Strength) is required to start the doors moving. If someone is creative, another solution utilizing hand-crank hydraulics would be HARD (11) to devise (Intelligence + Mechanical Engineering) from equipment found in the warehouse above the hangar. Then only a HARD (11) Burst of Strength is required to open the doors. Once the doors are moving, they need only a fraction of the starting force to continue. Generating power from another source would require running lines from *Topbird* (which means obtaining the launch key and managing to persuade the crowd to allow time for this to happen). This is a HARD (11) engineering feat (Intelligence + Mechanical Engineering).

Once the hangar doors are open and the launch key connected inside the *Griffon*, she can be powered up (2 minutes) and engaged in flight.

SCENE SIX: Not Without a Fight

The *Griffon* and/or *Topbird* thrum to life. All systems are green. The *Griffon* will respond sluggishly if overloaded with passengers, but the pilot can quickly adapt. If the PCs are flying both *Topbird* and *Griffon*, Lt. Everette (or any other military pilot) will realize that *Topbird* can make it to safety only if *Griffon* acts as fighter-escort, and he will insist on accompanying the civilian craft.

The Setup

If the PCs are flying *Topbird* without *Griffon* along to protect them, the PCs have almost no chance of making it to space without being shot down around Caprica City (Complex Action: RIDICULOUS (135) vs. Alertness + Pilot within 10 turns. Any Botch or failing within the 10 turns indicates they've been spotted and will be attacked.) The PCs can fly ground level away from Caprica City (HARD (11) vs. Agility + Pilot), but still once they reach space, they'll likely be spotted (As earlier, but as a HEROIC (95) complex action). If the PCs fly to one of the cities hit with a nuclear bomb, they could use the residual heat/dust/electromagnetic noise to cover their route skyward. (As earlier, but now only a HARD (55) complex action.) Other solutions are possible, so be open to reasonable player suggestions.

If the PCs are flying the *Griffon*, her suite of electronic countermeasures (ECM) and advanced sensors can be engaged as soon as they leave

How escape is handled depends on which ship the PCs are taking or if they are taking both. The following sections describe challenges for the *Griffon*. If the *Griffon* tackles these challenges, *Topbird* can be considered to be escaping notice due to the Griffon's protection and reaching orbit. Be flexible and open to player ideas on ways to reach space without being detected or shot down by the Cylons. If the PCs come up with something we haven't anticipated here, consider allowing it. A reasonable solution should still require the PCs to make some important Skill checks (Pilot, Technical Engineering, etc.).

the hangar. The PCs will note that a Basestar is maintaining orbit above Caprica City, Cylon raiders, bombers, and drop ships swarm over the city and the surrounding area. The PCs realize that any unarmed spaceship (such as *Topbird*) would likely be detected and intercepted moments after liftoff.

The *Griffon* lifts slowly to reduce its EM-wave signature (Signal Silence Mode), staying in cloud cover as long as they can. There is a thin layer of clouds at 10,000 feet. The PCs are nearing another bank of clouds around 30,000 feet when a sensor alarm goes off. Two of the patrolling Cylon raiders are approaching quickly.

With the use of electronic counter-measures (ECM), the PCs should be able to keep sensors from detecting them. The PCs escape from being spotted

visually, however. Engaging the Sheep's Clothing feature would allow the *Griffon* to be identified as another type of ship (non-military transport, cargo-hauler, prison ship, quarantine ship). Ducking into the clouds will give the PCs some degree of cover, but the clouds disperse above 35,000 feet.

The PCs have a couple options. Confuse the Raiders by hiding in the clouds and flying as fast as possible to space, hoping to link up with some Colonial ships that have survived. Through sensor analysis, someone with Technical Engineering could add another profile to the Sheep's Clothing program to make the *Griffon* register as another Cylon. Or the PCs could try to use the Deception Missile. In this instance, the *Griffon* must fly close to one of the Raiders so that the missile has a chance to impact the raider. And the software must work.

Of course, if the *Griffon* is escorting *Topbird*, she adds to the PC's challenges!

Problems

Race for Space: If the PCs try to create distance playing hide-and-seek in the clouds, an alert person working the sensor gear must guide the pilot away from the two Raiders in order to reach the optimal point to leave the clouds. This is a HARD (11) challenge (Alertness + Technical Engineering). If successful, many miles separate the Raiders from the ship as *Griffon* flies straight up. Still, Raiders are quicker than the *Griffon*. The Pilot will have to make a Complex Action: (RIDICULOUS (135) vs. Agility + Pilot within 10 turns to escape the atmosphere, any Botch or failing within the 10 rounds indicates they've been spotted and will be attacked.) Unfortunately, orbit is dominated by Cylon ships and other Raiders will peel off to join in the hunt. The PCs either have to make an FTL jump to known in-system coordinates or try to reach the wreckage of the *Battlestar Orion* and hide there while they compute a different jump.

A Few Bugs: If Milo is present, he knows that while most of the systems on the ship are showing green, this is actually masking some software bugs that he'd planned to fix before the next test flight. He thinks that the Signal Cloud and the Deception Missile systems may not be fully functioning. For

Milo (or another PC who figures this out) to address the problems, he needs to bring the Sheep's Clothing system offline. Repairing each system requires a HARD complex action (55) testing Intelligence + Technical Engineering. Each roll takes 5 minutes of game time. If there is a Botch, Milo fails to find the bug in that system.

You've Got One Shot: If the PCs bring the Deception Missile online, the pilot will have to duck out of the clouds and fly as close to a Raider as he can, a FORMIDABLE (15) task (Alertness + Pilot). Once *Griffon* is in position, another PC will need to launch the missile. This is a HARD (11) task (Alertness + Perception). If this succeeds, the missile will fly and impact the Raider on the central part of the arc wing. Two seconds later, sensors fuzz, then the Raider will no longer be described as "Unidentified – Hostile", but as the setting chosen for the missile. The affected Raider will fly erratically, confused by its own sensors as its own wing man zero in on it, believing it is a new target. This is the moment to fly to the stars, the pilot kicking the *Griffon* up at maximum thrust.

If the pilot misses in positioning *Griffon*, he'll have to run for the clouds and try again. If the missile misses the Raider, *Griffon* will have to run for the clouds and evade pursuit until Milo can reprogram a decoy missile (a HARD (11) task (Intelligence + Technical Engineering), while Ann jury-rigs an impact coupler on it (a HARD (11) task (Intelligence + Mechanical Engineering). This will allow them another try. If all else fails, *Griffon* can fly back to the planet's surface and attempt to lose pursuit visually in the city or forests (missing their chance to escape with *Galactica*.)

SCENE SEVEN: The End and the Beginning

Read aloud or paraphrase the following:

The ship drifts up through the layers of atmosphere, the sky growing darker, yet brilliant with stars. The ship(s), crew and passengers have escaped the destruction on Caprica. But where to go now? All of the colonies have been attacked with nuclear weapons. All that is left of the Colonial Defense Fleet are burning wrecks littering the heavens. Where is their hope?

Then you hear a military transmission on the Colonial Fleet Command channel.

"To all colonial units: I am taking command of fleet. All units ordered to rendezvous with Battlestar Galactica at Ragnar Anchorage for regroup and counter attack. Acknowledge by same encryption protocol. Adama."

The final scene of this adventure can be the start of a new adventure. Do the PCs make the short-jump to Ragnar Anchorage to join a *Galactica* Style campaign? Do they return to Caprica to help the refugees and fight back against the invasion in a Caprican Resistance Style campaign? Or do they find another fleet escaping the Colonies?

Continuing the Story

Galactica Campaign

The *Griffon* X7 will be an important asset to *Galactica*, and who better to crew it than those who helped create it? Lt. Everette can also fly Vipers when necessary. Dr. Somerset would be an important asset and could have a political future. He could serve on the *Griffon* or as a doctor aboard Galactica. He might know Dr. Baltar professionally. All the PCs are open to new love interests and many might have undergone profound life-changing alterations in philosophies and attitudes as a result of their adventures. As a proponent of new-tech, Milo might get into confrontations with the *Galactica* leadership, or he might have a change of heart. As a key technical resource, he could be valued by either the *Galactica* crew or government leadership.

Caprican Resistance Campaign

Lt. Everette would likely be the ranking military survivor and could assume command of a resistance cell, marshalling resources, learning about the enemy, striking wherever serious damage can be inflicted without substantially degrading his resources (people). Ann might discover she has the capacity to be a leader, though she may become cynical and hardened in the process. Perhaps Milo can find a way to introduce a virus into the Cylon systems. Dr. Somerset could provide valuable insights into what the Cylons are doing with their human prisoners.

Second Fleet Campaign

Lt. Everette could rise to prominence in the second fleet, directing military missions, flying different types of craft. In a Second Fleet Campaign, none of the television show characters would be around, so it would be up to the PCs to take over the role of heroes.

Several results are possible by now. The PCs may have been shot down by the Cylons and had to survive a crash landing. The Cylons may have cut the PCs off from the fleet, forcing them to try to make it on their own. The PCs may have decided to join the resistance fighters on Caprica. But for a successful group heading into a Fleet campaign, the following describes what happens next.

BATTLESTAR
GALACTICA
—ROLE PLAYING GAME—

PERSONNEL FILE

Name: Angela "Ann" Vaughn
Age: 30
Sex: Female
Height: 5'5"
Weight: 130 lbs.
Branch: Civillian (former Colonial Fleet)
Rank: Petty Officer 2nd Class
Home Colony: Gemenon

Athletics   d8
Ann exercises regularly and keeps herself in good condition. Use this Skill to dodge, run, swim, and other physical activities.

Discipline   d2
Ann is a take-charge person, someone who prefers to give orders, rather than take them. Use this Skill for trying to maintain concentration or when trying to convince others to follow her orders.

Guns   d8
Ann maintains a membership to a shooting range. She prefers a standard sidearm (pistol), but is proficient in rifles, shotguns, and other small arms. Use this Skill when dealing with small arms weapons.

Heavy Weapons   d6
Ann has been trained in the use, upkeep, and repair of heavy weapons, such as those mounted on vehicles, small craft, and capital ships. Use this Skill for such weapons, as well as ground-based turret weapons and shoulder-mounted rocket launchers.

Knowledge   d8
Educated and well-informed, Ann is generally familiar with Colonial history and current events, religious scripture, and the latest developments in spaceship engineering. Use this Skill whenever information is required on any of these subjects.

Mechanical Engineering   d10
Ann's jumpsuit is often covered in grease and oil. She is very comfortable under the hood of a car or in the engine room of a ship. This Skill allows her to repair damaged systems or jury-rig a new device.

Navigation   d8
Ann is proficient in reading a land-based map or astrogating new jump coordinates. Use this Skill whenever she needs to know where she's going.

Technical Engineering   d6
Though she's better with mechanical devices than with computers, Ann is trained in the tech side enough to understand the basics. Use this Skill when dealing with tech-related knowledge or equipment.

LIFE POINTS
14

Attributes

Agility	d4
Strength	d6
Vitality	d6
Alertness	d10
Intelligence	d12
Willpower	d8
Initiative	7

Angela Vaughn

Traits

Bossy (Minor Complication) – Ann does not always feel obliged to follow orders, but she is perfectly comfortable giving them. She is a "take charge" kind of woman, who needs to feel that she in control. She is blunt and forthright, not given to diplomacy. Though this trait can be valuable, it often leads to clashes with those who aren't willing to submit to her viewpoint. When playing this character as bossy causes tension or leads to trouble, the GM should award you Plot Points.

Non-Combatant (Minor Complication) – A mechanic and team leader rather than a soldier, Ann is subject to panic when bullets or fists start flying. She is unable to move or attack on the first turn of any combat, unless you pay 2 Plot Points to shake off the fear more rapidly than normal.

Good Name (Minor Asset) – Through dedication and hard work, Ann has achieved an excellent reputation among those in her profession. Whenever she is attempting to influence an NPC who is aware of her work history, you are granted an extra d4 to the action roll.

Gear

Angela came directly from work to the meeting. She is wearing her jumpsuit, and has her ID card and a few credit cards in her back pocket. In the front pocket she has a key to her apartment and pocket change.

Description & History

Angela (known to friends and family as "Ann") formerly served in the Colonial Fleet, though she soon discovered that life in the military did not agree with her and she resigned. Her expertise made her the perfect choice for the Archimedes Corporation, a civilian company under contract to create new spacecraft and vehicles for the military. She is the project leader and primary mechanic on the Griffon Project—an experimental spacecraft that is currently in the flight test phase.

Ann has a dark complexion and long, dark brown hair that she ties back in a pony-tail to keep out of her face. Ann is attractive, but cares little about her appearance. She does not wear makeup. She wears a simple, practical jumpsuit when at work and a T-shirt, man's jacket, and jeans in her off-time. Her only jewelry is a necklace with a religious symbol from the Sacred Scrolls.

Ann is very focused on her job. She strives to overcome her natural tendency to be "the boss" when dealing with her team, though this is not easy. She finds it hard to relax when off duty. Stubborn and opinionated, she will not back down from an argument. She is deeply religious and takes offense at those who mock the teachings of the Lords of Kobol. To Ann, religion is the pursuit of truth—though the path to truth may not be a straight line.

Phil Everette and Ann were married for three years. They met when she was still serving in the Colonial Fleet. They had not seen each other for several years. Phil was recently transferred from *Battlestar Galactica* to serve as the test pilot for the Griffon Project. His return has thrown Ann's organized world into a tailspin.

Role Playing Notes

Role Playing Opportunities – Ann's failed marriage is a constant source of tension between her and Phil. Does she still love him or is she in love with Milo? Does Phil still love her? Will being thrown together in a dangerous situation change everything? How does Ann react in a crisis? She has a need to be in charge. What happens if she fails to handle a situation? Can she accept someone else's leadership?

Themes – Ann is religious and might embrace a resurgence of faith as humanity's only hope. She can see the need to save the people, but may not accept the idea that sacrificing herself to save "the masses" is the right choice.

Getting Started

Despite your best efforts, the Griffon Project has not been going well. Minor defects with some of the components made for bumpy test flights. Fortunately, John's expert piloting skills brought the bird home safely. You're satisfied that physically the ship is ready to fly, but you're worried about the software. Several enhancements have been postponed, including a long overdue navigation upgrade to Dr. Baltar's CMP software. You are certain that if the team sticks together, however, the *Griffon* will pass the CDF tests and be ordered for production for the fleet.

BATTLESTAR GALACTICA
—ROLE PLAYING GAME—

PERSONNEL FILE

Name: Milo Asani
Age: 26
Sex: Male
Height: 5'9"
Weight: 130 lbs.
Branch: Civillian
Rank: n/a
Home Colony: Aquaria

LIFE POINTS
14

Covert   d6
Milo was once a hacker who successfully evaded the law. Use this Skill for stealthy maneuvers, including hiding, moving quietly, and picking non-electronic locks.

Influence   d8
Though he is uncomfortable in formal social settings, Milo is charming, engaging. Use this Skill to win others to your point of view or to change the attitudes of those around you.

Knowledge   d10
Milo never misses a newscast. He is up on all the scientific journals. His area of expertise is the theory and design of computer systems. Use this Skill to recall a fact or piece of useful information.

Mechanical Engineering   d6
Milo's father was a mechanic, so Milo picked up the basics before computers consumed his life. Use this Skill to repair mechanical damage or cobble together a new device.

Perception   d6
Milo appears quiet and laid back, but he is actually a keen observer. Use this Skill to find a hidden object or to detect something using one of your five senses.

Planetary Vehicles   d6
Milo is a good driver who maintains his cool under pressure. Use this Skill when driving under dangerous or stressful conditions, or when performing unorthodox maneuvers.

Technical Engineering   d12
Milo and computers seem to have a symbiotic relationship. He intuitively understands programming language. He is an expert with the physical components of circuitry and motherboards, and is a whiz at both security and encryption. Use this Skill when dealing with electronic devices and computers, from creating or altering programming, to hacking into computer systems either directly or online.

Attributes

Agility	d8
Strength	d4
Vitality	d6
Alertness	d12
Intelligence	d10
Willpower	d8
Initiative	10

Milo Asani

Traits

Hooked (Minor Complication) – He started smoking to deal with anxiety, over the years Milo has become quite the chain smoker—often lighting a new cigarette with the remains of the old one. In high-stress situations Milo will go through a pack in a matter of hours. His abused lungs cause a -1step penalty to his skill on all Athletics actions. If the smoking causes problems during play, it might be worth a Plot Point from the GM.

Lightweight (Minor Complication) – Milo has never been the healthiest and hardiest person, and is rather susceptible to the effects of drugs, alcohol, poison, and disease. If you must make a roll to resist such effects, the GM will roll a d4 and add it to the normal difficulty.

Friends in Low Places (Minor Asset) – Years in the hacker and criminal subculture have earned Milo a number of friends and associates who have proved useful in both legal and non-legal pursuits. For 1–2 Plot Points the GM might approve a small favor (advice, small loan, etc.) from one of your friends, while for 3–4 you might be able get a more significant favor (large loan, a place to hide, programming assistance). Note that the GM may not approve your ideas for the use of this trait.

Gear

Milo is wearing casual clothes and carries his apartment keys, a wallet with ID and credit cards, and a data pad that can access wireless computer networks or connect via a data cable.

Description & History

Milo is a young man in his mid-twenties. He has shoulder-length brown hair worn swept back from his face. He has an easy, ingratiating smile. He is a chain smoker. He likes to wear the Pyramid team jersey of his favorite player, Samuel Anders of the Caprican Buccaneers.

Formal settings make Milo self-conscious. Among friends, he is relaxed and affable, with a good sense of humor, though if he goes too long without a cigarette, he becomes irritable and nervous. He enjoys talking about the latest technological advances. He is incensed that government regulations slowed down technological progress after the Cylon War.

In his teenage years, Milo was a hacker, who delighted in hacking his way into corporate and government systems. He viewed himself as a rebel, striking back at the government for stifling technology. He stole over 200,000 cubits, using the money to develop advanced computer hardware. He barely escaped a government sting that caught his closest friends and sent them to prison. Terrified, he fled the hacker subculture and went back to school. He graduated with honors from the prestigious Healey Institute in Caprica City three years ago, with a study focus of Advanced Sensor Technologies. After graduation he was hired by the Archimedes Corporation and joined the Griffon Project during its design phase. He was assigned to the Flight Test team to test the new sensor equipment and software. Since he was the one who installed the software, he has an irrational fear that the bugs in the system are his fault.

Roleplaying Notes

Milo is currently deeply concerned about new and unexpected system failures that have crippled the *Griffon's* sensors. He has not told the other team members about these failures, hoping to fix the problem before his team finds out.

Milo is haunted by his criminal past and works hard to keep anyone from discovering his secrets. He strives to do everything he can to gain personal redemption, perhaps even to the point of performing heroic, selfless acts. He fully embraces the advancement of technology as the solution to humanity's problems. He holds no strong prejudices and is not particularly religious. He is attracted to Angela and jealous of her "ex," Phil.

Getting Started

The nagging voice is back, telling you that you're a failure. The system problems with the *Griffon* are beyond your ability to fix. You remind yourself you've tackled much harder problems in the past. You'll squish those bugs eventually. You just need more time. Even two days should be enough for you to fix the problems with the advanced sensor software and have her ready for military trials. And as if you didn't have trouble enough, you are becoming increasingly afraid that someone on the team has found out your past.

BATTLESTAR GALACTICA
—ROLE PLAYING GAME—

PERSONNEL FILE

Name: Philip "Phoenix" Everette
Age: 34
Sex: Male
Height: 6'0"
Weight: 195 lbs.
Branch: Colonial Fleet
Rank: Lieutenant
Home Colony: Caprica

Athletics   d8
Phil works out daily and is in good physical condition. Use this Skill for running, dodging, swimming, jumping, or similar actions.

Discipline   d8
Phil is career military straight out of high school, He is a good officer and is accustomed to having his orders obeyed. Use this Skill when giving orders or maintaining focus in a crisis situation.

Guns   d8
Phil handled guns since high school, and spends lots of time at the range to keep up his proficiency. He is skilled in pistols, rifles, shotguns, and other small arms. Use this Skill for shooting and gun maintenance.

Heavy Weapons   d10
Though he is expert with his sidearm, Phil is an even better ship's gunner. Use this Skill when arming and firing a ship's kinetic weapons or missiles. This Skill can also be used for firing weapons mounted on ground vehicles.

Perception   d6
A pilot needs to be aware of his surroundings. Use this Skill when using any of the five senses to gain information.

Pilot   d10
Phil's favorite plane is the Viper, but he is a skilled and competent pilot for any small-to medium-sized craft He has spent lots of time in Raptors (which are similar to the *Griffon*). Use this Skill for flight and navigation.

Planetary Vehicles   d4
Phil can drive a car, though not as well as he can fly a ship. Use this Skill for driving.

Unarmed Combat   d6
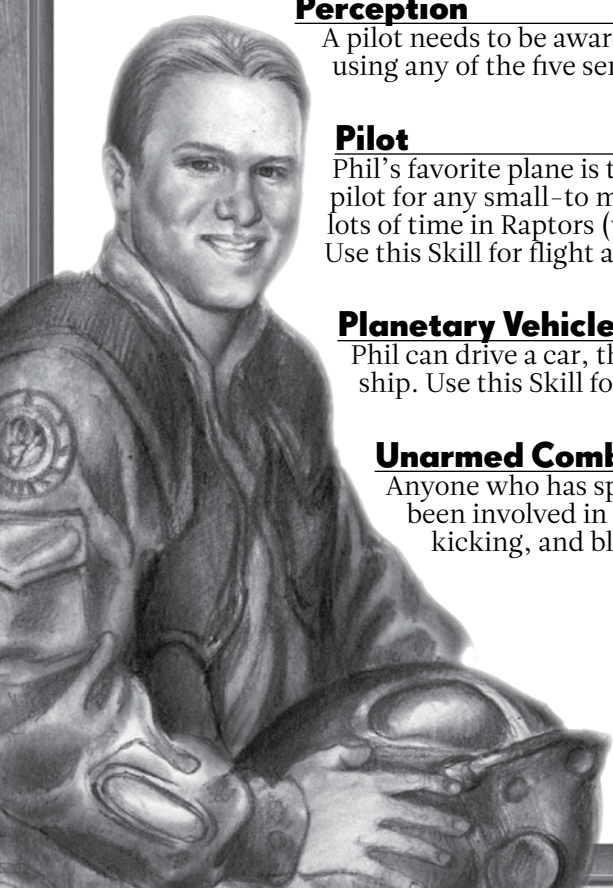Anyone who has spent years in the Colonial Fleet has been involved in brawls. Use this skill for punching, kicking, and blocking blows.

LIFE POINTS
12

Attributes

Agility	d12
Strength	d8
Vitality	d6
Alertness	d10
Intelligence	d6
Willpower	d6
Initiative	11

PHILLIP EVERETTE

TRAITS

Credo (Major Complication) – Lieutenant Everette is by-the-book military and relies on military rules and regulations to handle every situation. He obeys the letter of the law and has a very rigid moral code. When his credo causes the group problems, the GM should award Plot Points.

Prejudice (Minor Complication) – Though Phil claims to be easy going and open-minded, Phil believes that Capricans are superior to people of other colonies and that people in the military are more competent and reliable than civilians. When this trait causes conflict, it may be worth Plot Points.

Leadership (Major Asset) – Despite being rigid and a bit biased, Phil is a natural leader. He's good at both directing and inspiring others. Once per game session, characters following Phil's orders may gain a bonus d6 added to any one action (subject to the GM's discretion). Phil may also donate Plot Points to those under his leadership.

GEAR

Phil wears his fatigues and carries 50 cubits of walking-around money. He wears an unusual necklace concealed beneath his uniform, made from a smooth piece of scrap metal from a Viper crash he survived some six years ago.

DESCRIPTION & HISTORY

Phillip Everette is a born-and-bred military man and is comfortable with the structure and discipline of the Colonial Fleet. Indeed, the thought of leaving the military for civilian life has never occurred to him. He enjoys flying, particularly combat flying. His friends often view him as stiff, uncompromising, and prejudiced, but they also know him to be honest and reliable.

An atheist, Phil considers the Lords of Kobol to be myths. He considers religious people as naive and delusional. What people do here and now is what's important. Military service is the only way to live one's life, a belief instilled by his strict father. He also believes that the military exists to protect the citizens of the Colonies.

Phil was married to Ann Vaughn for three years, and has been divorced for an equal number of years. After a long stint on *Battlestar Galactica* he was re-assigned (along with many others from the soon-to-be-retired battleship) to Caprica to work in the development and test phases of experimental spacecraft. His current project is the *Griffon*, a craft much like a Raptor, but more self-sufficient and with more defensive capabilities, including a better FTP drive. Working with his ex-wife was not Phil's choice, and being around her makes him uncomfortable. But orders are orders.

ROLE PLAYING NOTES

Role Playing Opportunities – Phil's failed marriage to Ann is a source of tension for him. Is it really over? Does he want it to be? How will the impending crisis change things between them? Will he decide that the military must be in charge of law and order in these desperate times? His strict, regimental approach to life and his prejudices against civilians will undoubtedly cause conflict with the group. Still, he does have the training to handle this situation and the leadership skills to carry it off.

Themes – Phil is a conservative who holds the strong belief that the military is the backbone of civilization. He is dismissive of religious faith, and civilians and is prejudiced against those of other colonies.

GETTING STARTED

You've been working your ass off testing the *Griffon*, putting it through flight maneuvers. First shoddy components made her unsafe. Now that the bird is flight capable, the software goes buggy whenever you exercise its Advanced Systems. Milo swears he'll have the glitches fixed before the next flight, but you've heard that plenty of times before now. You're not surprised, though, with civilians running things!

BATTLESTAR GALACTICA
—ROLE PLAYING GAME—

Personnel File

Name: Tomas Somerset, M.D.
Age: 44
Sex: Male
Height: 6'2"
Weight: 275 lbs.
Branch: Colonial Fleet Reserves
Rank: Lieutenant (Junior Grade)
Home Colony: Caprica

Discipline   d4
Tom keeps his thoughts focused on his task. He is expert at hiding his emotions. Use this Skill for trying to maintain concentration or to resist interrogation.

Guns   d6
Tom trained with weapons during his time in the Colonial Fleet and is a fair shot, though not expert. He is proficient in pistols, rifles, shotguns, and other small arms. Use this Skill when dealing with small arms weapons.

Influence   d12
Tom has finely honed his powers of persuasion and manipulation. His honeyed tongue has served him well in business, politics, and even in the military. Use this Skill to make friends and sway people to your point of view.

Knowledge   d10
Highly educated, Tom has information on a wide variety of subjects. His specialties include medicine, politics, government, and law. Use this Skill whenever information is required on any of these subjects.

Medical Expertise   d10
Though he is not currently practicing full-time, Tom is a skilled physician, proficient in either general practice or combat medicine. Use this Skill for any sort of medical diagnosis or treatment.

Perception   d8
Tom is a keen observer of both his surroundings and other people. Use this Skill when looking for non-obvious clues or when trying to read someone's body language.

Planetary Vehicles   d4
Tom has enough experience behind the wheel to handle himself in stressful situations or poor driving conditions. Use this Skill for driving a car or other ground vehicle.

Survival   d4
Tom is often considered "soft" by friends and colleagues, who view him as having led a pampered life. In truth, Tom can tough it out with the best of them. Use this Skill to find food, water, or shelter in harsh surroundings or under difficult circumstances.

Attributes

Agility	d6
Strength	d4
Vitality	d6
Alertness	d10
Intelligence	d8
Willpower	d10
Initiative	8

Tomas Somerset

Traits

Looking for the Angles (Minor Complication) – Throughout life, Tom has always had things his own way and he has come to expect life to treat him well. He seems to find a way to benefit from nearly every situation and he will, either consciously or unconsciouly, try to manipulate people and events to meet his own agenda. When this trait causes problems for his associates, the GM will likely award you a few Plot Points.

Friends in High Places (Minor Asset) – Tom's active interest in politics and government has given him access to people with both money and power. He might be able to use these connections to get access to information or other resources for the price of a few Plot Points—more or less depending on the nature of the favor. (Note that the GM may veto your ideas if it does not fit in with the story.)

Gear

Tom wears his signature two-piece suit made from Caprican silk. In addition to his credit cards, he is carrying 300 cubits in cash, along with a picture of his girlfriend in his wallet.

Description & History

Now in his mid-forties, Tomas has always carried a little extra weight. He dresses in conservative fashion, preferring expensive two-piece suits, avoiding sloppy chic or more utilitarian gear. His brown hair is starting to turn gray. His small moustache is currently in the latest fashion for men, especially in the halls of the government.

Tomas is always polite and cheerful in company. He is a listener, not a talker. He finds he learns more about people this way, information he can often use later. Since people enjoy having someone listen to their problems, they often end up revealing more about themselves then they'd intended. Only his girlfriend, Tina, sees him relax and she is one of the few who knows he has a keen sense of humor. Though Tomas is not a practicing physician, he has maintained his skills. He listens to his patients and analyzes their medical problems well. He will admit to no particular political ambition, but he likes to keep his options open. Thus he avoids being officially associated with the "wrong sort" of people or projects that might reflect badly on him in some future election.

Tom spent four years in the reserves onboard *Galactica* in exchange for the money for his medical education. His specialty on the *Galactica* was data analysis. He served as part of a Raptor team on scouting exercises. His military record and status as a physician opened doors for Tomas in the halls of the Colonial Government, where he now acts as advisor to the Minister of Health. He knows a lot about back room politics, though he has avoided miring himself in the worst of it. His political connections caused him to become assigned to the Griffon Project. When the Ministry of Security wanted inside knowledge on the controversial project they sent Tom to oversee it. Tomas dislikes this, for the project is way over-budget and riddled with problems. But, like it or not, he's been given control of the project and his name is tied to it now, so he has to make certain it is a success. Tomas has a girlfriend, Tina, who is an artist. She works in a studio he built for her in their home in the city.

Role Playing Notes

Role Playing Opportunities – Tomas always has one eye on a future in politics and will consider all events from this perspective and tending to act as circumspectly as possible, taking no chances. Thus he might not make the best leader in a crisis. He will be far more comfortable letting others shoulder the responsibility for tough decisions. He is a compassionate man, albeit a selfish one, and will relate to the suffering of survivors and want to help them. He loves Tina and most important to him is finding Tina and taking her to safety.

Themes – While Tomas would try to help as many people as he could, he won't be eager to sacrifice his own life to save others. Better he survive to help more people in the future. Tomas isn't looking to be a hero.

Getting Started

The Griffon Project is over-budget and riddled with problems and you're in charge. This is the last thing you wanted to see happen. You were assigned to it by a political crony and you were hoping it would be a springboard to launch your political career. Now you're afraid it might take you down with it. Milo keeps saying he's almost got the software bugs fixed. Ann puts on a show of confidence, but Phil no longer tries to hide his concern. You're afraid this is going to blow up in your face. You've got to prove that you're in control of the situation and that you can get things done.

BATTLESTAR GALACTICA
—ROLE PLAYING GAME—

THE *GRIFFON X7*

Summary: The *Griffon* is a prototype test plane. Essentially it is a larger version of the Raptor with many extra features.

GRIFFON

SIDE

TOP

BOTTOM

FRONT

BACK

Work on the *Griffon* was started four years ago as a defense development project. The *Griffon* was intended to fill the Colonial Fleet's need for a larger, more capable alternative to the Raptor, The *Griffon* was designed for greater FTL capability and larger passenger capacity, which would allow it to undertake search and rescue missions, and scientific exploration, as well as serving as a drop ship for troop insertion or extraction. The *Griffon* is also a more self-reliant craft than the Raptor, making it suitable for long-term missions without requiring access to a base ship.

The longer the *Griffon* was in development, the more scientists were tempted to tinker with it and more technological advancements were added to its mission profile. Advances in sensor and anti-detection technology were fast-tracked and added without sufficient testing. The team was forced to abandon the addition of a high firepower missile-sled configuration due to design flaws. They were prepared to install a mobile command center for field operations role, but only some features reached the development or test phase.
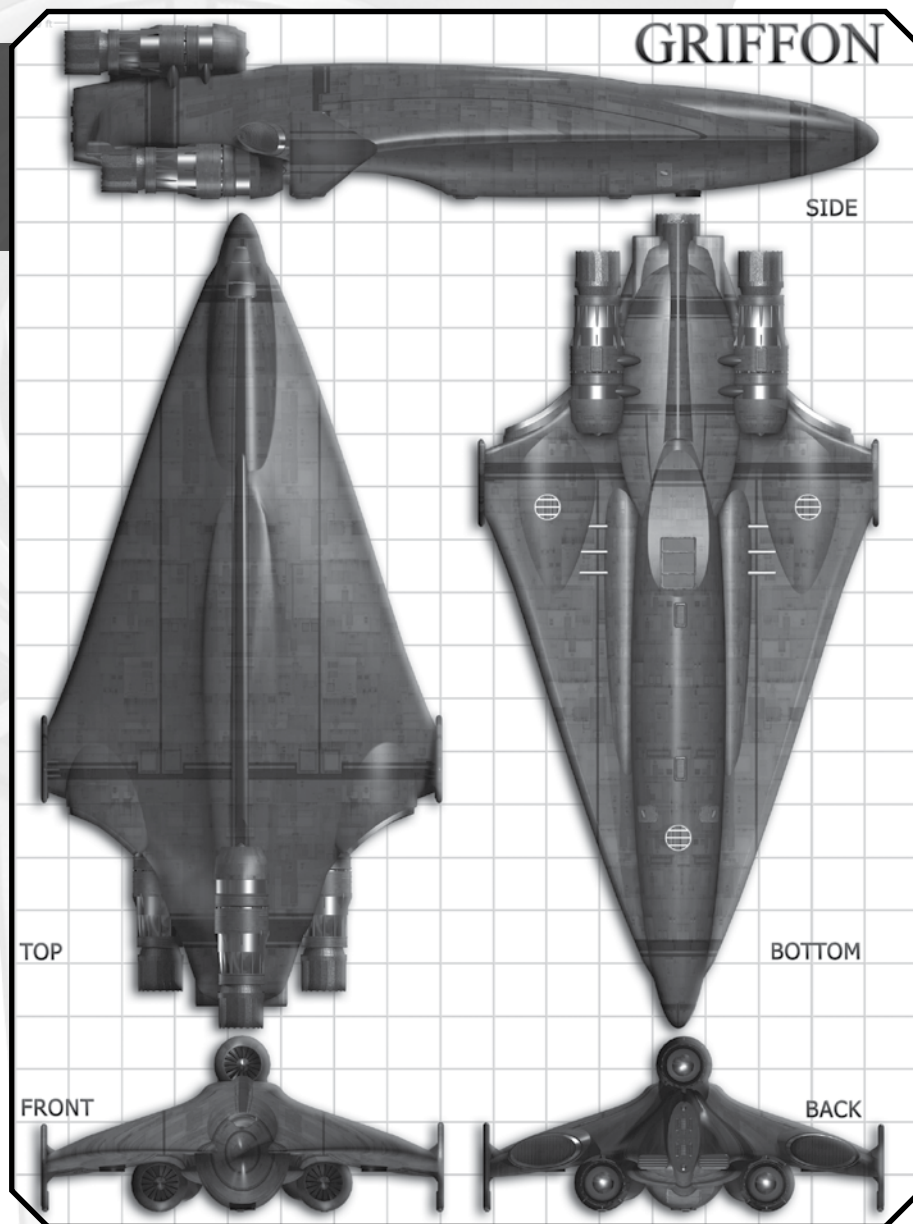
The flight characteristics of the ship were suffering due to all these changes until Lt. Phil Everette was assigned to the team. He froze the feature testing for four months as he took the bird through grinding air trials, then demanded structural changes to address key problems. Feature development was restarted two months ago.

Currently the feature set in test on the X7 prototype includes:

Signal Silence Mode: Reduces transmissions and electromagnetic signatures to near zero while maintaining 45–50% operational flight capabilities.

Signal Cloud: Produces a 3–kilometer radius cloud of signal reflectors and repeaters, effectively hiding the *Griffon* by making it extremely difficult for any missile or another ship to get a lock on it.

Sheep's Clothing: Alters the visual and emanation signature of the ship to resemble a different ship of a similar size, at least at a distance. Available ship types already programmed in are: non-military transport, freelance cargo-hauler, prison ship, quarantine ship.

Deception Missile: Attaches itself to another ship, and for a brief period (2 minutes) broadcasts a different signature, essentially transforming the target ship into a different vessel to anyone viewing it from at least a kilometer away.

Features implemented but untested include:

- Long-range FTL drive.
- Configuration and ergonomics for drop-ship missions.
- Configuration and ergonomics for mobile command missions.

5 ft

UPPER DECK — LOWER DECK

FLIGHT DECK
CLOSET
LOUNGE
RESTROOM
GALLEY
LOCKERS
BUNKS
ENGINEERING

ELECTRONICS
LADDER
CARGO AREA
AIR LOCKS
LIFT
SHOWER RESTROOM
LADDER
LOCKERS
CLOSETS
VEHICLE BAY
RAMP

GRIFFON

"Topbird" - Archimedes Executive Transport

Summary: *Topbird* **is basically an over-sized, interplanetary Lear Jet.**

The Krieger Aerospace Crimson Eagle is a popular interplanetary transport designed for the comfort of corporate executives on the long journey between colonies. The ship has a sleek design, looking much like a fat cigar, with stubby wings for optimal aerial control. This particular ship got the nickname "*Topbird*" because it has mainly been used to transport the company executives around the colonies.
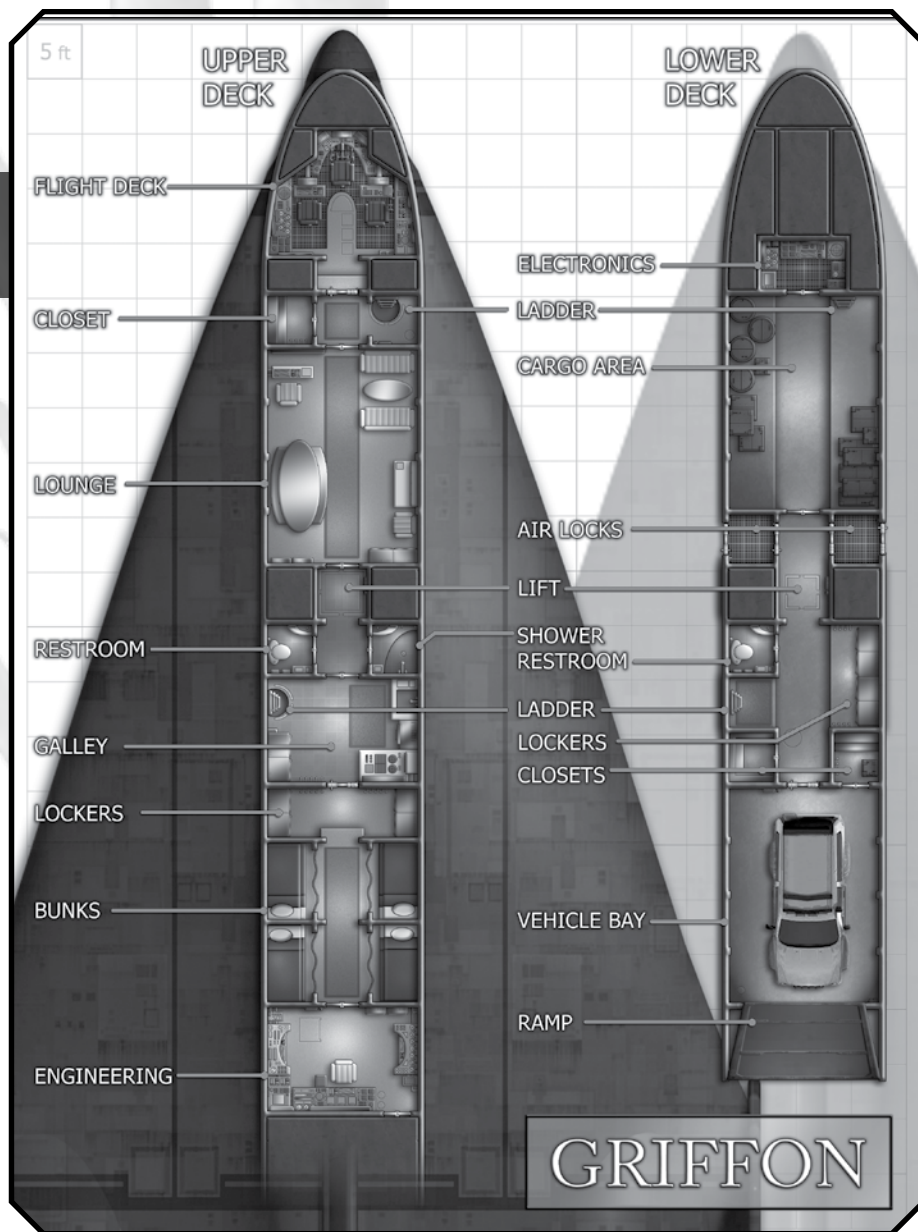
BATTLESTAR
GALACTICA
—ROLE PLAYING GAME—

THE CYLONS WERE CREATED BY MAN.

THEY REBELLED.

THEY EVOLVED.

AND THEY HAVE A PLAN...

COREBOOK

➤ *Self-contained role playing game using the Cortex System rules featured in the Serenity Role Playing Game.*

➤ *Play the characters from the show or create your own characters for completely new adventures.*

➤ *Information on the ships, personnel, and organizations of the fleet — along with detailed maps of Galactica.*

➤ *Rules for ship-to-ship combat at both small and large scale!*

BATTLESTAR GALACTICA
—ROLE PLAYING GAME—

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Forty years ago the Cylons withdrew into the cold blackness of space. When the robots returned to attack their makers, the war was over in less than a day. Unlike the clunky "toasters" of old, these Cylons are sleek and deadly Centurions, graceful and terrible Raiders, and even some that look and feel completely human. Now the Cylons pursue a rag-tag fleet of ships carrying the human survivors across the galaxy. Standing between the humans and their deadly foe is only one military vessel — the war-scarred *Battlestar Galactica*.

The *Quickstart Guide* contains a preview of the full *Battlestar Galactica Role Playing Game*, with easy-to-learn rules, pre-made characters, and a short scenario that will allow the players to participate in the fall of Caprica, viewing it from a completely new perspective. Enjoy the game as a one-time experience or use it to launch a new series of adventures!

Bring the action and drama of the hit television show to your game table. All you need to get started is this book, some dice, your friends, and imagination.

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