

The Gates of Hell

A *Cerberus* scenario for the
Battlestar Galactica Role-playing Game

By Ken Newquist

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About this adventure

The *Gates of Hell* is a one-shot scenario for the *Battlestar Galactica Role-playing Game* by Margaret Weis Games. I wrote it for my gaming group's playtest of the game, which I used as the basis for my subsequent reviews at SCIFI.com and Nuketown.com

Since that playtest ran, a number of people have asked me for a copy of my scenario notes to get a sense of how I ran the game. I'll warn you in advance; this is a fairly rules-light, straightforward scenario. It was designed to be run in a single session, and as a result, it's exceedingly linear.

Of course, one of the many cool things about the *Battlestar Galactica* RPG (and *Cortex* system that it's based on) is that players have the opportunity to hack the scenario by spending Plot Points. What may seem overly linear on paper can bend and change in unexpected ways depending on the player characters. This is the case with most RPGs, but it's doubly true with *Battlestar Galactica*,

This document includes the main scenario, vehicle stats, a rules summary and character bios (with assets and complications but not full statblocks; if I have a chance, I'll add those as well). It also makes reference to music tracks; when I ran this scenario I had a custom playlist drawn from the *Battlestar Galactica Season 1*, *Season 2* and *300* soundtracks.

Related Nuketown Reading:

- Game Day: Battlestar Galactica: The Flight of the Cerberus
<http://www.nuketown.com/games/gameday/20070830>
- Playtest Results: Battlestar Galactica RPG
<http://www.nuketown.com/games/playtests/battlestargalactica>
- Review: Destroy Cylons, Save Humanity with the Battlestar Galactica RPG
<http://www.nuketown.com/games/reviews/battlestargalacticarp>

Web Resources:

- Cortex RPG
<http://cortexsystemrpg.org>
- Margaret Weis Productions
<http://www.margaretweis.com/wp/>
- Battlestar Galactica RPG home page
<http://www.margaretweis.com/wp/game-products/battlestar-galactica/bsg-rpg/>

Flight of the Cerberus

The *Cerberus* is an ancient warhorse whose keel was laid down a 150 years -- maybe more -- before Unification and the first Cylon War. Built by the Leonids in the waning days of their military power, the ship was one of six experimental *Hellion*-class heavy cruisers. Each ship was built around a gigantic, three-barreled railgun capable of firing projectiles at significant percentages of the speed of light. The energy unleashed when such projectiles hit their target was awe-inspiring, and the *Cerberus* broke the backs of two basestars, and crippled a third, using the weapon during the First Cylon War.

Accelerating the projectiles to such near-impossible speeds required a tremendous amount of power, which in turn required huge reserves of tyllium. This drawback, and the cost of maintaining such stockpiles, led the Twelve Colonies to decide that conventional arms and nuclear weapons were more cost effective.

Most of *Cerberus'* kin fell within two decades of their commissioning, but Hell's Guard Dog survived. He was operated by a half-dozen different factions over a century of service. His name changed with every navy he served in, yet some how its true name was never forgotten. Whatever the fleet might have called him, the ship was always as *Cerberus*.

The ship's legend grew during the first Cylon war, when its guns proved so deadly to the Cylon rebels, and its compartmentalized systems -- created to withstand the powerful electric surges generated by its guns -- allowed it to resist cy-infiltration. It's said those systems inspired a good deal of the technology that went into the Cylon-fighting battlestars, and it's a well-known fleet legend that the three-headed wolf was never once overrun by the Cylons, either by viruses or their toaster minions. The ship was decommissioned after the First Cylon War, as the battlestars finally outshone him, and consigned to a fleet graveyard outside of **Sagittaron**.

His story did not end there.

A ship with a history as long as his -- more than 150 years of active service -- gains a reputation and respect among its former crews. Life was hard on the *Cerberus*, impossible some days, but it built character and formed bounds that nothing, not war, not even death, could break.

The Dogs of *Cerberus* formed to preserve the old hulk, and during the 40 years its decommissioning its former crew would travel to it, helping with odd-ball repairs, bringing new equipment, and providing a stream of parts and fuel to keep the old boy alive, if only just barely.

And then the Cylons attacked again.

The battlestar groups, the pride of the fleet, were vaporized in an instant. The 12 Colonies were nuked to a new Stone Age. Humanity was all but destroyed. A few rallied to *Galactica*, the sole surviving battlestar, and fled for deep space. Even fewer remembered

ancient *Cerberus*, slumbering at the very edge of the system. And somehow, some way, they found their way to him.

After three years of catch-as-catch-can maintenance, the *Cerberus* was barely operational when its crew returned. Fortunately, the ship's devoted weren't alone in their pilgrimage. They brought with them a small halo of deep space ships, whatever they were traveling on (or in some cases, commanding) at the time. Most of these ships were incapable of faster-than-light travel, but represented the crucial hardware and brainpower the survivors needed to get *Cerberus* operational again.

Thankfully, *Galactica* and her ragtag fleet attracted the bulk of the Cylons attention in the Twelve Colonies. By the time a basestar was finally sent to investigate the Sagittaron boneyard, the *Cerberus* and her burnished halo were able to jump out.

At the time they jumped merely to escape. But after weeks on the run, the technical crew of the *Cerberus* made a startling discovery. The ship, or at least its components, weren't just ancient, they were near-legendary. Parts of the core dated back to the initial migration to the Twelve Colonies by the Lords of Kobol.

It remembered things. Things like the Gates of Hell, a prison colony that Phobos, one of sons of Ares had been banished to during the migration. Thousands of followers had gone with this son in to exile. It may be crazy to try and find the descendents of a man whom even the Lords of Kobol could fear and hate ... but if Phobos was that powerful, his descendents just might have the tools and weapons needed to strike back at the Cylons.

The Cylons

The Cylons know nothing of the *Cerberus*' self-appointed mission. The legend of Earth is known throughout the Twelve Colonies, but the Exiled Lord Phobos is less than a myth.

And yet, still the Cylons chase the *Cerberus*. Why? Several reasons. First, their investigations at Tauris have revealed that computer components from the original ship that transported the Lords of Kobol to the Twelve Colonies were incorporated into the *Hellion*-class cruisers.

The *Cerberus* is the last of these ships, and their only chance of securing the ancient knowledge within. It is, fundamentally, just a hunk of steel, ceramic and plastic. It has no soul, it has no intelligence, yet those who served aboard him -- and even the sons and daughters of those who served -- show an irrational level of devotion to the ship. For this reason, the Cylons have infiltrated several skin jobs among the ranks of the ship's followers. These skin jobs have learned much, including the nature of the ship's mission, but they have not been able to communicate their findings back to the Cylon fleet yet. Their time is coming however.

Finally, the Cylons fear *Cerberus*. The ship's guns may be hideously expensive to fire, but they all but destroyed three basestars during the first war, a feat accomplished by few other ships. Moreover, the railguns themselves are capable of acting as particle

accelerators, working to produce exotic particles capable of paralyzing, and even destroying, Cylon brains. The humans do not realize the true power of their weapon... and the Cylons are very concerned that they will.

So the Cylons chase the *Cerberus* from system to system, hoping to finally catch, neutralize and study their nemesis and the humans who operate him.

Adventure: The Headwaters of the Styx

The *Cerberus* has been on the jump for weeks, fighting waves of Cylon fighters, troublesome equipment and sheer exhaustion. Time and again, the key to *Cerberus'* victory has been their elite operations squadron, the Hellfire Aces. The Aces are comprised of five Vipers, two Raptors, and a contingent of Marines. All told they number 24 men and women and they are renowned in the fleet as the ultimate risk takers, the ones who put everything on the line to save everyone else.

A week ago, the ship's brain trust discovered the secret of Phobos and uncovered the first clue to finding the exiles: the Headwaters of the Styx. The Headwaters are located on an icy world in a remote corner of space lightyears away from the Twelve Colonies. It's planet orbits a binary star system comprised of a decaying red giant and the black hole that is slowly devouring it.

The Headwaters' world orbits six AUs from the red giant. It's a frigid planet, covered in a miles-thick crust of black ice broken by abyssal canyons and punctured by giant mountains of ice. Still volcanically active, the planet generates just enough heat to melt ice and generate terribly cold -- but breathable -- oxygen/nitrogen atmosphere.

The Headwaters of the Styx is located within a cathedral located in the depths one of the planet's canyons. The Hellfire Aces must find the cathedral and retrieve its secrets before the Cylons inevitably arrive in-system.

The **Headwaters of the Styx** is a great cathedral carved into the heart of one of the planet's canyons, all but encased in ice. The Hellfire Aces must:

1. *Cerberus* Debriefing
2. Fight off a wing of Cylon raiders to reach the planet.
3. Land on the ice and deal with the traitor in their midst who destroys a raptor and draws down a group of Centurions on them.
4. Uncover the secret within the long lost cathedral.
5. Deal with the betrayal of a skinjob whose been lurking in their midst.

1. Debriefing

- **Track:** "The Wolf", *300 Motion Picture Soundtrack*

Col. Ian Durnam, XO of the *Cerberus*, stands before you, the assembled Hellfire Aces looking as dour and stern as ever. When he speaks, it's in a gravelly voice made horse by

too many cigarettes. "Looks like the eggheads finally found something useful" he says, glancing at Hugo, the squadron's resident geek, as he says this.

"There's a ice planet orbiting a red giant/black hole binary. They say that the path to the gates of Hell starts on that planet, in a place called the Headwaters of the Styx. Its supposed to be some sort of ancient cathedral left behind by the Lords of Kobol, a marker on the road to the prison world that holds Phobos. The *Cerberus* is going to leave the fleet here, then jump in to the system alone. Your job is to find the Headwaters, and learn whatever you can about where the Gates lie."

"We're sending twelve of you to the planet with two Vipers and a Raptor. It's going to be a hard go on the planet -- this place makes Tauron look like a vacation spot. You'll be bringing cold weather survival gear, but don't plan on staying long. We don't expect hostiles on the planet, but you know as well as I do that it's only a matter of time before the toasters jump in. So you need to get there, find what you can, and get out as quickly as possible."

"Don't expect to be able to call back here for help. Radiation from the black hole is expected to havoc with communications. Your Raptor will attempt to act as a relay back to the *Cerberus*, but x-ray spikes -- and worse -- will likely break the link. So if you've got questions ... ask them now."

2. Dogfight

- **Track:** "Starbuck Takes on All Eight", *Battlestar Galactica: Season 1 Soundtrack*

Immediately after jumping into the Headwaters star system, the *Cerberus* finds its DRADIUS system momentarily thrown into disarray from the surging radiation emanating from the black hole as it slowly devours its red-giant neighbor.

After visually confirming the location of the Headwaters planet, they dispatch a group of Hellfire Aces -- two Vipers, a Raptor and a small contingent of Marines to investigate. As the ships approach the planet however, they're jumped by a Cylon raider which they must engage or evade in order to reach the world below.

Colonial Viper, Mark II

Agi d10, **Str** d6, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d6, **LP** 12

Init d10+d8, **Scale** Planetcraft

Speed 8 (6 in atmosphere)

Traits Past It's Prime (d6) **Skills** None

Armaments 2 medium planetcraft scale skirmish range MEC-A6 30mm Throxon autocannons (d8); 8 medium planetcraft scale capital range HD-10 Lightning Javelin missiles (d12)

Armor Wound 3, Stun 2

Description 27.5 x 8.8 x 15.4 feet, **Crew** 1

Colonial Raptor

Agi d8, **Str** d8, **Vit** d8, **Ale** d12, **Int** d8, **Wil** d6, **LP** 14

Init d8+d10, **Scale** Planetcraft

Speed 7 (5 in atmosphere) [JC]

Traits None **Skills** Mechanical Engineering d4, Perception d6, Pilot d4, Technical Expertise d6

Armaments None

Armor Wound 3, Stun 5

Description 28 x 9.5 x 18 feet, **Crew** 2 **Passengers** 10

Equipment DRADIS, electronic countermeasure support, decoys

Cylon Raider

Agi d12, **Str** d8, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d6, **LP** 22

Init d10+d12, **Scale** Planetcraft

Speed 9 (7 in atmosphere) [SL/JC]

Traits None **Skills** None

Armaments 2 medium planetcraft scale skirmish range autocannons (d8); 12 medium planetcraft scale capital range missiles (d12)

Armor Wound 2, Stun 2

Description 29.3 x 18 x 5 feet, **Crew** Biomechanical

Moving Away

Ships can attempt to break away from the Raider by making an Agility + Pilot roll. The Cylon gets a +2 step on its check vs. the Raptor and +1 vs. the Viper, Mark II. The Viper is a -1 step and the Raptor is a -2 step.

Attacking

Cylons attack with guns using Agility.

Raptors and Vipers attack with guns and missiles using Agility + Pilot.

Dodging

Cylons use Agility to Dodge

Raptors and Vipers use Agility + Pilot to Dodge

3. Touchdown at the Canyon

- **Track:** "Dark Unions", *Battlestar Galactica: Season 2 Soundtrack*

Once they're down on the planet, the group finds the coordinates are located deep within a box canyon. The Raptor and the Vipers set down at the opening to the canyon. The crew immediately begins unloading their gear, with the Marines suiting up for their trek into the canyon. The party should discuss their plan of attack, their marching order, who's staying behind, etc.

As they do so though, an explosion suddenly rips through the Raptor, killing its pilot Bernard Bree instantly, strafing both Vipers and slaying six Marines who'd been checking

their gear near the ship. Everyone else can make Agility + Dodge or take 2 wounds and two stun.

With their ships destroyed, and along with it, their link to the *Cerberus*, the group will have little choice but to press on ... eventually.

Investigating the wreckage is difficult. The fire burns terribly, causing the hulk to melt down into the ice. There is no direct evidence of the fire, which was an explosive planted and detonated remotely by a Cylon skinjob ... a skinjob who isn't aware of his own guilt.

This skin job is **Eli Jameson**, the group's tracker. He will realize his true nature in a few hours ... and will then have to decide where his loyalties lie.

Cutscene: The Jackals Arrive

- **Track:** "Scar", *Battlestar Galactica: Season 2 Soundtrack*

As you start your dangerous trek into the canyon, eyes turn skyward one last time ... and catch a glimpse of a new star suddenly appearing. The view cuts to space, where a Cylon basestar has just jumped in. It immediately launches several flights of raiders, which are quickly met by your space-borne counterparts. The Hellfire Aces live up to their name, destroying an enemy squadron before **Commander Alfred Thorne** orders their recall to *Cerberus*.

The ancient battle cruiser breaks orbit, sending up a halo of anti-aircraft against the raiders while sending a barrage of anti-ship missiles at the basestar. The Cylon ship's point defenses defeat most of them, but one missile slips through. The basestar shudders under the force of a 50-megaton nuclear explosion, but presses on with its attack.

The *Cerberus*' sublight engines flare, and he begins running, heading toward the accretion disk whirling around the black hole. Our last view of the chase sees the *Cerberus* slipping into the glowing plasma stream falling toward the dead star, with the basestar following.

4. The Darkest Depths

- **Track:** "Something Dark Is Coming", *Battlestar Galactica: Season 2 Soundtrack*

The obsidian ice walls looming above the Hellfire Aces make the entire canyon feel like a tomb. Torch light is devoured by the inky blackness around them and the sky above seems a million miles away.

As the Hellfire Aces slowly work their way through the canyon; they'll need to establish a marching order, and determine who will be on point.

The Ice Bridge

Two miles in, the group finds themselves having to deal with a 40-foot wide ice crevice bridged by an arch of ice and rock. If Strider was allowed to go ahead to scout ahead, he will have a chance to plant a grenade and bury a tripwire at farside of the bridge.

In this case, Strider most likely go first across the bridge again. The first person other than him crossing the bridge must make a Formidable (15) Alertness check (with any other possible skills) to spot the wire. Those who don't spot the wire make an Average (7) Agility + Athletics/Dodge check; those who fail it trip the trap (but tell those who make it that they narrowly avoid slipping on the ice).

Failure causes the grenade to explode, destroying the bridge and causing those on it to make a Heroic (19) check to avoid plummeting deep into the ravine. The ravine itself is 70 feet deep, but counts as 40 because of its sloping sides (the individual hits the side of the ravine and slides down against it to the bottom). This is a Formidable (15) Agility + Athletics/Gymnastics check.

The survivors also need to make Easy (7) Agility checks to stay on their feet in the aftermath of the explosion. Those who fail fall to the ground and take 2 stun.

5. The Cylons Attack

- Track: "Escape from the Farm", *Battlestar Galactica, Season 2*

Once the Aces recover from the collapse of the ice bridge, they press on. Another few hours travel finds the canyon narrowing down to a mere 30 feet across and the going getting tough. Large boulders litter the canyon floor, which is partially obscured by a white mist that has started flowing from further up the canyon. As the Aces press on there is a growing sense that they are not alone.

A Hard (11) Alertness + Perception/Hearing check reveals the distant sound of metallic boots softly ringing against snow. A Formidable (15) Alertness + Perception/Sight check notices a faint red pulsing illuminating the surrounding walls.

This is coming from five Cylon Centurions who have been making their way up the canyon. They become increasingly easy to spot (checks drop by 4 every turn) and eventually they will attack the group, which will then have to decide how to react – fight, attempt to bring down the ice on the toaster's heads or simply run.

Cylon Centurions

Agi d6, **Str** d12, **Vit** d12, **Ale** d6, **Int** d6, **Wil** d10

Life Points 22, **Initiative** d6+d6

Skills Athletics d6, Covert d4, Discipline d6, Guns d6, Machine Guns d8, Heavy Weapons d6, Demolitions d8, Mortars d8, Mech Engineering d4, Melee Wpn Combat d6, Perception d4, Tech Engineering d4

Hardware Armor 4W, Automatic Weapon d5W (Range 60 yards, one per arm), Blades d2W (each hand counts as a weapon).

Special Cylon Centurions ignore Stun damage and do not suffer Wound penalties

Cutscene

- Track: “Fight in the Shade” *300 Soundtrack*

The *Cerberus* groans as its buffeted by the searing plasma of the accretion disc. The ship’s armor is melting under the torrent, systems are screaming alarms as they overheat and fail. Col. Durnam breaks from his conference with the chief engineer, and moves next to Cmdr. Thorne. The old man is peering over the unlit tactical map and he doesn’t look up as Durnam says “Olsen says we’ve got another three hours of this. Then things will break, and even his crew won’t be able to fix them.”

Thorne nods. “We need to be ready. Prep Hellfire; tell them to scramble as soon as we clear the envelope. And tell Weapons to get the Big Gun ready. It’s time to remind the Cylons that this dog can bite.”

6. The Headwaters of the Styx

- Track: “Lords of Kobol”, *Battlestar Galactica, Season 2 Soundtrack*
- Track: “Epiphanies” *Battlestar Galactica, Season 2 Soundtrack*

Prisoners and Rebels

After the fight, the Hellfire Aces make their way to the end of the canyon, where they find two great pillars. A classical, Romanesque warrior is carved into each pillar, and their spears join to form a peak over the entrance.

Moving into the tunnel, they find bas reliefs carved into the walls of the chamber depicting a great battle followed by 12 men and women standing triumphant over their prisoners, who kneel before them, bound. As they proceed, they find that the original bas relief has been all obliterated in favor of new, more stylized designs. The original artwork showed the prisoners being led to a great ark, but the new designs show stylized prisoners breaking their bonds.

Subsequent scenes feature the 12 in a fight for their lives, eventually falling before their former prisoners. The Lords are shown either dead, bound or in the process of being tortured, and over all of this, angel-like, is a larger-than life entity with a great spear in one hand and a sword in the other. His eyes glare menacingly through a Greek-like helm.

The Fallen Cathedral

Proceeding further, the tunnel opens up into a great, high-ceilinged chamber. Light falls in 12 ghostly circles on the floor, revealing 12 ruined statues, statues that clearly depicted the gods. As the group enters the room, it is suddenly suffused with a reddish light, which reveals a statue carved from the obsidian ice.

And it speaks.

As it does so, hand **Strider's** character a note that says he is a Cylon skinjob ... and that he knows another half-dozen Centurions are just outside, awaiting his order to come in.

A booming voice says:

“Do you accept terror as the scythe that culls the strong from the weak

“Do you accept fear as the forge that shapes men’s souls?”

“Do you accept tyranny as the just rule of the great?”

“Do you accept the Lord of Phobos as your one true leader?”

It waits for responses to each of these questions, repeating each one once. If no answer is forthcoming, then the statue falls silent. If they answer no to any of the questions it will respond:

“The Gates of Hell are denied to those blind to the truth. Go now ... and fear the coming of Phobos.”

If they answer yes to all the questions, the giant statue says:

“You have the answers. The Trials will determine if you have the wisdom. Seek them on the Horns of the Old Bull.”

Cutscene

- Track: “Fever Dream” *300 Soundtrack*

The *Cerberus* break from the cover of the black hole’s accretion disk, breaking through the surface like a breaching submarine. The basestar is there, waiting, along with the full might of its squadrons swarming around it.

Commander Thorne smiles bitterly. “Fire” he says in a thundering voice and faster than anyone can see, the electromagnetic coils deep within the *Cerberus* erupt, sending three slugs streaking toward the basestar. No one sees the slugs hit; three deadly blossoms simply consume the basestar. The surrounding raiders are disintegrated by the blast wave.

But the strain is almost too much for the old ship. His start electrical systems short under the strain, and his sublight engines struggle to keep the ancient ship from slipping back into the accretion disc. But some how, the ship proves it has at least one more fight still in him.

“Set a course for the Headwaters,” Thorne says. “And tell the Hellfires to find out what happened down on that planet!”

6. The Final Battle

- Track: “To Victory” *300 Soundtrack*

After the Cutscene, the Centurions attack. If the Hellfire Aces have pledged their support (along with the Skinjob) then the Statue will begin to glow. Three rounds into combat, a blast of violent, blood-red energy explodes from the statue, instantly frying the Centurions. Three rounds later, a Raptor appears with Marines to take them home.

“Behold a taste of the power of Phobos. Come, worship him ... and be rewarded”.

If they chose not to accept the statue’s terms, then they are alone in their fight. Six rounds into it, a Raptor will come screaming into the canyon, and another Hellfire squadron will disembark, attacking the Cylons from the rear and destroying them.

7. The End

When the Battle is finally one, the survivors are taken to Commander Thorne, who asks for a full accounting of events on the planet. And then asks what they think should happen next...

Appendix I: Character Summaries

Major Derrick Soloman

Derrick is the epitome of what it means to be a Colonial Marine. Others may be a better shot or more knowledgeable in the art of war, but he has a presence that makes him a near legend aboard the *Cerberus*. The leader of the Marine contingent assigned the Hellfire Aces, he's led his team on a dozen combat missions since the Fall of the Colony and succeeded at every last one.

But the cost of that success is wearing on him; with Corps decimated by the Cylon's genocide, he puts an extreme value on the life of everyone of his men. He'll die before he'll leave a man behind, a noble sentiment, but one that could end up getting his entire squad killed.

Assets

So Say We All [d6]

You can spend Plot Points to add bonus dice to any action made by those under your command, as long as they are currently acting under your orders or believe they are trying to fulfill your orders.

Hardy Constitution [d4]

Add your Trait die to rolls when resisting physical harm, unconsciousness, death, poisons, disease, etc.

Formidable Presence [d4]

Add your Trait die when you are threatening someone.

Hindrances

Duty [d10]

You live and die for the Marine Corps.

Idealist [d4]

You believe in the Corps, the Colonies, and the Unification. To believe otherwise ... is inconceivable.

Hugo Perrin

Personality

Hugo is an unrepentant nerd, but one whose proved himself on the battlefield. Although a bookworm/hacker before the war, his hours spent shooting aliens on computers paid off surprisingly well when he picked up a gun for the first time. He's also surprisingly quick, though most think that's the result of a life spent consuming caffeine.

A student of history and obsessive about code, Hugo's found a niche for himself on the *Cerberus* as one of the few geek's whose capable of going planet side to conduct research without getting himself killed. He's passionate about knowledge, and that gives rise to a contrarian nature that tends to grate on those around him. He'll argue a topic into the ground and then tunnel a few miles deep to make sure it's really done.

Assets

Talented [d6]

You can use this trait when making History or Hacking roles.

Intuitive [d4]

You've got a "sense" about things. Once per session, you may ask the GM a single "yes or no" question. Unless the answer would ruin the overall story, the GM must answer you truthfully.

Complications

Contrarian [d4]

You are always drawn to the cause of the underdog. You champion causes that seem doomed or otherwise unpopular.

Phobia: Claustrophobia [d4]

You don't like tight spaces. Add your trait die to the Difficulties of all tasks when exposed to the source of your fear.

Weak Stomach [d2]

Lt. j.g. Bruce "Vulcan" Beltran

Vulcan loves flying Vipers. It's all he's ever dreamed of, and he let everyone know it as a kid. As an "adult", he won't let anyone forget that he made it.

A member of the Academy Pyramid Team (second string, but he rarely mentions that) he's in top shape and truth be told there really are few who can beat him in the air or on the ground. One who can is Draco, whose been his rival since flight school and whose beaten him time and again in mock combats and scored a dozen more kills since the Cylons returned.

Assets

Dogfighter [d2]

Add this Trait when piloting a Viper.

Lady Luck [d4]

Once per session, you may reroll any single attempt (except botches). Use the better of the two rolls.

Split Second Timing [d4]

Add your Trait die to all Initiative, Dodge and other quickness-related rolls, at the GM's descretion

Complications

Gloryhound [d4]

You've got an eye for the spotlight. You never pass up an opportunity to show others how impressive you are, even if it's a stupid stunt.

Rebellious [d4]

You have a problem with authority. When butting heads with superiors, add the Trait die to all difficulties.

Rival: Draco [d2]

Draco gets this bonus die when in competition with you.

Lt. Seth “Draco” Neldon

Draco is a cold, unfeeling bastard, or at least that's how most people view him. And most people are right. It's not that Draco is inhuman or cruel ... it's just that he doesn't give a rat's ass about most people. That's been tempered somewhat by his time in the service -- he now respects at least some of his fellow pilots -- but one he can't stand is Vulcan.

He's been going up against Vulcan ever since flight school, when the kid was two years behind him. He's beat him a hundred times in the air and on the ground, yet some how -- and this is what really grates on Draco's nerves -- it's always Vulcan in real life. He gets the girls. He gets the commendations. And he does all of it while constantly stretching, if not outright breaking, the rules.

Assets

Dogfighter [d2]

Add this Trait when piloting a Viper.

Athlete [d4]

Add this trait to Athletic skill checks.

Sharp Sense: Sight [d6]

You have eagle eyes. Add this Trait die to Perception/Sight rolls.

Complications

Rival: Vulcan [d2]

Vulcan gets this bonus die when in competition with you.

Sadistic [d4]

You're not a true sadist, however, you are callous, cold and uncaring. You have to work extra hard to earn people's trust.

Toe the Line [d4]

There's a right way and a wrong way. You do everything by the book.

Lance Corporal Eli Jameson (Strider)

Eli's mad at the worlds. He likes nothing better than to lose himself in the deepest recesses of the wilderness, be that a trackless desert, a subarctic forest or an abyssal swamp. He joined the Colonial Marines because they'd pay him to do these things, and in time he found most of his fellow soldiers, particularly grunts, to be his kind of people.

The soft, city-grown fools of Caprica are *not* his people. He's openly hostile toward these helpless idiots, and even fellow marines have been subject to his unrelenting hatred until having proved themselves on the field of battle.

Assets

Tough [d4]

Added two more life points to your characters total.

Fast On Your Feet [d2]

+5 feet movement

Faith [d2]

Add this trait to rolls dealing with people who share or admire your faith

Complications

Prejudice: Capricans [d4]

Eli hates city dwellers in general, and Capricans in particular. He won't kill them, but he does make life hard for them.

Superstitious [d4]

If you do something and have a good day, you keep doing it. If something messes you up, you avoid it at all costs. You know everyone's a skeptic, but that doesn't bother you; you believe because you know it's true. Your superstitions may make other people uncomfortable or cause you to take extra time prepping for an action.

Appendix II: Vehicles

Colonial Viper, Mark II

Agi d10, **Str** d6, **Vit** d8, **Ale** d8, **Int** d6, **Wil** d6, **LP** 12

Init d10+d8, **Scale** Planetcraft

Speed 8 (6 in atmosphere)

Traits Past It's Prime (d6) **Skills** None

Armaments 2 medium planetcraft scale skirmish range MEC-A6 30mm Throxon autocannons (d8); 8 medium planetcraft scale capital range HD-10 Lightning Javelin missiles (d12)

Armor Wound 3, Stun 2

Description 27.5 x 8.8 x 15.4 feet, **Crew** 1

Colonial Raptor

Agi d8, **Str** d8, **Vit** d8, **Ale** d12, **Int** d8, **Wil** d6, **LP** 14

Init d8+d10, **Scale** Planetcraft

Speed 7 (5 in atmosphere) [JC]

Traits None **Skills** Mechanical Engineering d4, Perception d6, Pilot d4, Technical Expertise d6

Armaments None

Armor Wound 3, Stun 5

Description 28 x 9.5 x 18 feet, **Crew** 2 **Passengers** 10

Equipment DRADIS, electronic countermeasure support, decoys

Appendix III: RPG Quick Notes

Actions

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

Plot Points

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

Attacking

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

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

Special Attack Actions

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

Automatic Weapons

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

is an action, and no other attack action is possible. Spray into dark/concealed area is harder, with a difficulty of Average (7).

Defending

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

Damage

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

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

There are consequences to being hit:

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

Healing

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