

FLEET

By default, your Fleet has:

- 34,560 souls.
- 47 civilian ships (mixture of civilian transport, agricultural, fuel refinery, cargo, mining, recycling, medical, pleasure, and others).

Your fleet has survived the Fall of the Twelves Colonies because (choose 1):

- The Argonaut is old and doesn't have network systems that were vulnerable when the Cylons infiltrated the Colonial Defense Mainframe and Colonial Navigation Programs.
- Your fleet was "off the grid" when the Cylons attacked and by the time they found you, you had received word of Fall and were able to prepare your defences.
- The Argonaut was offline for maintenance when the Colonial Defense Mainframe was destroyed and your systems weren't networked. You escaped during the attack.
- Another Battlestar (Choose 1: Galatica, Pegasus, Athena) was destroyed covering your retreat. Thousands of lives were lost so that you could escape.

However, scarcity is ever present (choose 1):

- The fleet is **TERRIFIED**. Fights are breaking out on civilian ships.
- Tylum supplies are low and the fleet only has enough **FUEL** for three more jumps.
- Word that Cylons can look like humans is spreading. **PARANOIA** is running rampant.

BATTLESTAR

By default, your Battlestar has:

- A crew of 2,215 souls (included in the fleet's total).
- Battlestar armaments (large military unit, harm by weapons, 1-armor, **REPAIRS**).
 - 24 large antiship gun turrets (3-harm, far, **LIMITED ARC, CROSSFIRE, AMMO**).
 - 514 smaller point-defense turrets (2-harm, close, **AMMO**).
- 2 squads of Vipers (medium military unit, 2-harm, 0-Armor, **REPAIRS, RECKLESS**).
- Several Raptor multi-role vehicles (Flight, FTL, surveillance, cargo, **FUEL, REPAIRS**).
- A platoon of about 37 green marines (medium military unit, 3-harm, 1-armor, **GREEN**).

Strengths (Choose 3):

- Your platoon includes veteran soldiers Tagaris and Polati (remove **GREEN**).
- An XO on fire support: Vipers get +1 armor when fighting in defense of the Battlestar.
- Vipers are jury rigged with missiles +1 harm (**MESSY**).
- The Argonaut has a skilled doctor and medical supplies.
- Your Viper pilots have earned their wings a hundred times (add Fearless, CAG Only).
- 3 nuclear warheads (4-harm, AP, far, **MESSY, RADIOACTIVE, Commander only**).

Weaknesses (choose 1):

- Vipers are in bad shape. (Vulnerable: **BREAKDOWN**)
- Crew has low morale. (Vulnerable: **INSUBORDINATION**)
- Crew is tired and unwell. (Vulnerable: **SICK**)
- You lost a squad of Vipers. (Drop population by 20, Small military unit)



FLEET
BATTLESTAR ARGONAUT

NPC NAME ROSTER

MALE:

Hamish
Kelso
Cosmo
Nikias
Pyrros
Seth
Horatio
Taurin
Acario
Joseph
Samuel
Mikah
Nedim
Nesip
Okan
Isha
Jasvinder
Maneesh
Delun
Bohai
Junjei

FEMALE:

Marion
Nora
Rowena
Selena
Athina
Thais
Adorna
Donata
Ilaria
Chanah
Susan
Mara
Melodi
Yeliz
Gulay
Seema
Kanti
Tara
Jaiying
Dongmei
Jingfei

SURNAME:

Murphy
Bell
Burns
Valakas
Skleros
Tagaris
Albus
Celsius
Santori
Bercow
Forman
Halphen
Kurtogl
Polati
Sadik
Pauravi
Raza
Sangappa
Shih
Fu
Hsing

CALLSIGNS:

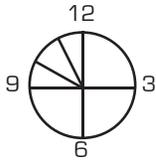
Freeze
Hercules
Fender
Lunchbox
Beeper
Stump
Easy
Dropout
Hiccup



ROSTER

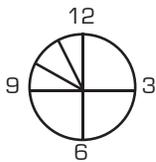
CRISIS CLOCKS

HUNGER



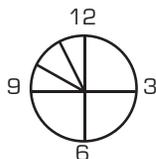
0:00 - Everyone has enough to eat and drink.
3:00 - Shortages require salvage and recon operations, or leaders to make trade agreements.
6:00 - Rationing required. Medical and social services taxed. Coping strategies adopted. Several sick.
9:00 - Scarcity is everywhere. Survival strategies (migration in search of help, abandonment of weaker members of the community) adopted. Many sick, several dying.
10:00 - Drought divides the haves and have-nots. Markets close; survival strategies widespread. Everyone is hungry, many dying.
11:00 - Famine affects all but the most wealthy or protected. Social breakdown. Widespread mortality.
12:00 - The population has been decimated by starvation.

SECURITY



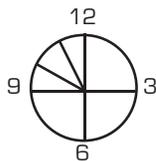
0:00 - No Cylon threats detected.
3:00 - Cylons are chasing the fleet, scouts seen but fleet destination unknown. Frequent jumps or immediate destruction of scouts necessary.
6:00 - Raiders attacking the fleet. FTL jump, fire support or viper response necessary. Some casualties.
9:00 - Fleet being tracked, Basestar and Raiders appear at unknown intervals. Many casualties.
10:00 - Constant attacks. Civilian ships lost. Horrible casualties.
11:00 - FTL impossible. Basestar[s] attacking, Centurions on the Battlestar. All out war. Terrible casualties.
12:00 - Cylons have destroyed the fleet.

MORALE



0:00 - The fleet has confidence in the political and military leaders.
3:00 - Suspicion of Cylons inside the fleet. Difficult demands on leaders. Fleet needs assuaging.
6:00 - Belief that Cylons are inside the fleet. Conflicting demands on leaders. Civil unrest.
9:00 - Cylons are present and manipulating the populous. Impossible demands on leaders. Riots.
10:00 - Government challenged at every turn. Leaders removed from office. Civilian ships divided.
11:00 - Cylons control a majority of the population. Humans killing each other. Leaders in immediate danger.
12:00 - Anarchy. Government is non-existent or controlled entirely by Cylons.

RESOURCES



0:00 - Adequate fuel for every ship in the fleet.
3:00 - Fuel levels monitored closely. Extraneous use (Viper training, exploration, civilian ship to ship transfers) restricted. "Lights out" curfews in place.
6:00 - Fuel shortage increased. Extraneous use forbidden, necessary use (Raptor scouting, salvage missions) restricted. Blackouts. About 40 fleet jumps possible.
9:00 - Rolling power outages. Difficulty with lighting, heating and cooking. A dozen fleet jumps possible. Dangerous accidents start. A few souls lost.
10:00 - A few ships scrapped for parts and supplies. Widespread outages. A handful of fleet jumps possible. Several souls lost to accidents, cold, and lack of medical attention.
11:00 - Life support failing. Many souls lost. One remaining fleet jump possible.
12:00 - The fleet, including the Battlestar, is stranded in space, gasping for their final breath.



CRISIS CLOCKS

DEAR CYLON,

You have Resurrection and 1 other Cylon move. Any time you gain an advancement you may take another Cylon move. Your special move also changes.

■ **Resurrection:** When you die, you are not dead. Your body is reborn on the nearest resurrection ship with all of your memories, including the last known location of the fleet!

□ **Believe in the One True God:** When you try to seduce/manipulate someone, roll+faith instead of +hot.

□ **Experiment:** When you have time and physical intimacy with someone - mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table - you can read them more deeply than normal. Roll+faith. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:

- What was your character's lowest moment?
- What does your character crave forgiveness for, and from who?
- What are your character's secret pains?
- In what ways are your character's mind and soul vulnerable?

On a miss, you inflict 1-harm [ap] upon your subject, to no benefit.

□ **Inhuman Strength:** Choose one:

- Your hard becomes +2.
- You inflict +1 harm.

□ **Inhuman Stamina:** You gain 1-armor, are immune to most diseases, and can resist the effects of radiation much more so than a human could. Your armor works against radiological weapons even though they are normally ap.

□ **Ambush the Fleet:** To contact a Basestar roll+cool. On a 10+, you've sent the coordinates to the Cylons and an ambush will soon follow. Increase the Cylon attack crisis clock. On a 7-9, flinch, hesitate, or risk being caught. The MC can offer you a worse outcome, a hard bargain, or an ugly choice. On a miss, you are caught before the transmission can go out.

□ **Projection:** You can consciously induce an extraordinarily realistic hallucination in the form of an artificial environment around yourself, blocking out all pain and distraction, yet you are still able to continue your actions in the real world. When projecting, roll+cool. On a 10+, physical and psychological pain will neither impede you nor force information from you. On a 7-9, you can block out your surroundings, but the real world keeps beckoning you back; each time someone tries to interact with you, you are acting under fire. On a miss, even your own visions haunt you; your projection fails and you take 1-harm ap. You can share this hallucination with other Cylons by touching them.

CYLON SPECIAL

If you and another character have sex act as though you have rolled 10+ on Experiment, even if you do not possess that move.



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