



The Cylons were created by humans as robotic workers and soldiers and used in wars between the human Colonies. Eventually they gained sentience, rebelled and fought the humans in a major conflict that devastated both sides. The war lasted nearly 12 years, with the Colonies close to a fall. But an armistice was declared, and the Cylons departed the Colonial worlds in search of a home of their own.

Alongside the Cylon Centurions that resemble "walking chrome toasters" (from which they gain the racial epithet of "toaster" from the Colonials), the Cylons evolved humanoid Cylons, appearing both externally and internally identical to humans. The evolution is most likely a result of learning capabilities incorporated into the early Cylons. With the exception of a glowing red spine, it is quite difficult to determine the difference between a humanoid Cylon and an actual human. There are twelve models of humanoid Cylon, with multiple copies of each model in existence. The humanoid Cylons seem to serve as leaders to the lesser types of Cylon. There is no clearly established hierarchy among the humanoid Cylon models, even though individual Cylons are variously placed within certain hierarchies.

Surprisingly, the Cylons also have a monotheistic religion of their own devising, in contrast to the polytheistic beliefs of the human colonists, who worship a pantheon of gods including Zeus, Artemis, Apollo, and Aphrodite. Despite their artificial origin the Cylons believe they are part of a divine plan, and destroying or decimating humanity is a part of that plan. Cylons consider themselves to be divinely chosen.

Military

The Cylon Alliance tends to rely heavily on fighter swarm tactics with their numerous light Raiders. It is not uncommon for Raiders to perform suicide runs against targets when they are low on fuel or are without carrier transport. In fact, a special suicide bomb was designed to allow greater destructive ability.

Designer's Notes

The Cylon Alliance was designed to blend the flavor of the original television series with that of the re-imagined series and of the unfinished theatrical movie. The majority of the Cylon ships came from Todd Boyce's B5 Wars designs and were converted using a specific formula.

HUMANOID

CYRANNUS

TEM: - ATS: - HY: -

AIX Statistics

AG: 95 IN: 50 XE: 50

TECH LEVEL 9

Government

Collective

Physical Traits

Robotic (+3)

Social Traits

Prejudiced: Organics (-1)

Starting Resources

No additional resources

Total Benefits & Penalties

The Cylon hatred for Organics leads to the following modifiers:

- * There is a 25% chance that any treaty attempt with Organics will fail
- * They gain a +10% bonus to breaking treaties or declaring hostilities/war with Organics
- * They consider Organics systems to have half of their normal output for purposes of trade & commerce income

+20% construction capacity bonus to all systems and shipyards

All Espionage: Tech Intel missions launched by power have a difficulty of 1

Does not experience population growth, but may purchase 1 Census per system per turn

Cylons ignore all climate-related Productivity penalties

Opposing Intel missions have their Difficulty increased by 2

System Morale is always equal to the number of Census

Tech advancement requirements increase to 60% of total domestic product

Elite officers, crew grade levels administrators and diplomats cost twice their normal amount to purchase or train

NPE Modifiers

Offering chance and treaty acceptance chance is halved when dealing with any Organic power

Cylon Alliance

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Basestar II	7344	MT	25	4/2	16	32	24	18	6	132	6	Rare	Y	N	Ballistic, Carrier
Super Base Star	7309	JG	30	6/1	20	37	35	21	10	75	-	Very Rare	N	N	Carrier, Non-Mobile
Basestar (Missile)	7306	DN	20	4/1	16	28	24	18	8	50	-	Rare	Y	Y	Assault, Ballistic, Carrier, Slow Ship
Basestar	7304	DN	20	3/1	16	28	24	18	8	50	-	Rare	Y	Y	Assault, Carrier, Slow Ship

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Imperator	7307	CA	10	2/3	7	10	9	10	3	4	1	Common	Y	N	Command
Invader	7306	CL	4	2/4	5	6	4	6	2	-	-	Common	N	N	
Dominator	7303	CA	8	2/3	6	10	7	8	3	1	-	Common	Y	N	
Devastator	7301	CA	9	3/3	8	6	3	9	4	-	-	Rare	Y	N	Gunship
War Star	7300	CA	11	3/2	6	20	16	9	4	25	-	Common	Y	Y	
Punisher	7298	CL	5	2/4	5	5	3	6	2	2	1	Common	Y	N	

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Skirmisher	7302	DD	4	2/6	3	4	2	3	1	-	-	Common	N	N	Fast Ship
Striker	7299	FF	2	1/6	1	3	2	2	1	-	-	Common	N	N	
Intruder	7298	DD	3	2/6	3	4	2	3	1	-	-	Common	N	N	Ballistic

Scouts & Auxillaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Resurrection Ship	7347	JG	30	6/1	20	0	0	18	10	-	-	Rare	Y	N	Resurrection
Teleportation Ring	7309	AOE	13	+2	5	0	0	7	4	-	-	Common	Y	N	Super Base Star only
Watcher II	7305	EDD	5	2/3	3	5	4	3	1	-	-	Uncommon	Y	N	Scout (2)
Military Freighter	7304	FT	2	1/6	3	0	1	3	2	-	1	Common	N	N	Supply (3)
Military Tanker	7298	FT	2	1/6	3	0	1	3	2	-	1	Common	N	N	Supply (2)
Assault Craft	7298	GB	1	1/12	2	2	2	2	1	-	-	Common	N	Y	Assault
Watcher	7298	EDD	4	2/3	3	5	4	3	1	-	-	Uncommon	N	N	Scout (2)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Berserker Type 3	7305	OSAT	1	1/12	1	4	3	-	-	-	-	Common	-	-	Ballistic
Starpost	7304	Base	9	2/2	9	17	17	9	4	6	1	Common	-	-	Supply (2)
Berserker Type 2	7303	OSAT	1	1/12	1	4	3	-	-	-	-	Common	-	-	
Berserker Type 1	7299	OSAT	1	1/12	1	3	2	-	-	-	-	Common	-	-	

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Raider MK I	7298	LF	1/4	1/16	1	1*	1*	-	-	-	-	Common	N	Y	Ballistic
Raider MK II	7342	LF	1/4	1/16	1	1	2*	-	-	-	-	Common	Y	Y	Ballistic
Marauder Heavy Raider	7348	ASH	1/2	1/6	4	2	2*	-	-	-	-	Common	N	Y	Assault
Recon Drone	7341	MF	1/3	1/8	2	0*	2	-	-	-	-	Common	N	Y	Recon Unit

Ballistic Packages

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Suicide Fighter Load	7305	-	-	+1	-	+4	-	-	-	-	-	Common	-	-	Suicide Unit

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	40	1/3	1	1	0	1	
Centurian Model 0004	-	1	1/3	1	2	d2	2	
Centurian Model 0005	-	2	1/2	2	2	d2	2	Marine
Armored Centurian Model 0008	7345	3	2/2	3	2	d3	4	Marine
Organic Infiltration Model	7343	5	3/3	2	2	d2	3	Special Forces
Centurian Model 0007	7340	1	1/3	3	2	d2	3	
Centurian Model 0006	7320	2	1/2	2	2	d3	2	Marine

Suggested Initial Campaign Date: 7299 or 7340