

TWELVE COLONIES OF MAN

2



HUMANOID

CAPRICA

TEM: 05 ATS: 05 HY: 07

AIX Statistics

AG: 60 IN: 50 XE: 50

TECH LEVEL 8

Government

Confederate (player chooses sub-type)

Physical Traits

None

Social Traits

Civil Disturbances (-1)
Expert Wing Commanders (+2)
Spiritual (+1)

Starting Resources

No additional resources

Total Benefits & Penalties

All Morale checks with negative effects have their target number increased by 1

All morale effects are doubled

Increase the effective DV of all of the powers' flights by 1

All opposing Intel missions have their Difficulty decreased by 1 (min 1)

Total Domestic Product reduced by 10% (round down), Tech advancement uses original unmodified total

Once per twelve turns the power can attempt to change its sub-type without initiating a Political Reform

Systems roll a special Morale check when power attempts focus change (see pg 44 "The Menagerie")

Additional Modifiers as per sub-type:

Military Sub-type: Maintenance reduced by 10% (round down) (ex: $64 * 90\% = 57$ EP)

* Elite fleet, flight, ground officers or crew grades levels cost 25% less XP to purchase (round up)

Scientific Sub-type: Tech advancement requirements decreased to 40% of total domestic product

Social Sub-type: Maintain 12 Intel points per 1 EP of maintenance

* Expert administrators or diplomats levels cost 66% of normal (round down)

Trade Sub-type: Trade income increased by 20% (round up) (ex: $9 * 120\% = 11$ EP)

NPE Modifiers

None

Approximately 3,600 years ago the Thirteen tribes of Man lived in an idyllic utopia with their Gods on the planet Kobol. Roughly 1,600 years later, this coexistence was ended as God of Kobol warred with each other. The Lords of Kobol were powerless to intervene and when it was over they chose to leave. Twelve of the tribes find and occupied a solar system with at least 12 habitable worlds, while the thirteenth tribe located a world they named Earth.

After settling on their new homes, another cataclysm befell the twelve tribes, order breaking down amongst the handful of refugee survivors that fled Kobol with only what supplies they could carry. This resulted in the destruction of much of their knowledge base, including that of interstellar spaceflight, and plunged the colonies into a dark age.

After their return to space, the Colonies established many observatories, listening posts, research stations and armories in their system. Inequity and war were common between the Colonies for most of this time period. Various shifting alliances and attempts at unified government came out of these conflicts, which would later form the bedrock of the Articles of Colonization, but it would still be some time before a practical colonies-wide government was established.

The Colonials also created a line of robots, called Cylons, to do work which they found unpleasant, including mining and serving as soldiers in their civil wars. Such was the extent to which the Colonies had invested their military power in the Cylons that when they chose to rebel, the Colonials found themselves well-matched. In response to the great threat posed by the Cylons, the Twelve Colonies formed a unified Government for the first time ever. After the Cylon War ended, a long and bloody struggle of approximately 12 years, an armistice was declared, and the Cylons departed for a world of their own.

Government

The Government of the Twelve Colonies, established by the Articles of Colonization, is a federal republic, lead by a democratically elected president and legislature. The Colonial legislature is bicameral. The upper house is the Quorum of Twelve, with each colony represented by a single delegate, each with one vote. The President of the Colonies is also the presiding officer of the Quorum, with the authority to break tie votes.

The lower house is apparently larger, and may be elected on a proportional basis. The government also apparently recognizes an unelected religious body in an advisory capacity, similar to the British House of Lords, and maintains a separate judiciary

Colonial religion is centered on the Lords of Kobol, analogous to the Greek Gods. There is little separation of church and state. The presidency maintains a priest in an advisory capacity within the administration. Priests also preside over military funerals, without regard for the beliefs of the deceased.

Designer's Notes

The Twelve Colonies was designed to blend the flavor of the original television series with that of the re-imagined series. The majority of the Colonial ships was loosely based on Todd Boyce's B5 Wars designs and Tyrel Lohr's Starlight campaign conversions.

Twelve Colonies

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Mercury Class Battlestar	7329	BB	18	5/2	20	22	14	16	8	26	4	Rare	Y	N	Carrier, Gunship, Factory (1)
Battlenova MK II	7325	BB	14	4/2	13	16	10	13	5	-	1	Uncommon	Y	N	Gunship
Columbia Class Battle Star	7304	BB	15	4/2	16	18	12	16	7	13	2	Rare	Y	N	Carrier, Gunship
Battlenova	7299	BB	11	4/2	12	14	10	13	5	-	1	Uncommon	Y	N	Gunship

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Protector Carrier MK II	7303	CVA	11	4/3	8	9	6	9	3	8	2	Common	Y	N	Carrier
Protector Carrier	7275	CVA	10	4/3	8	8	5	8	3	8	2	Common	Y	N	Carrier
Guardsmen	6846	CVE	4	3/6	3	4	3	3	1	2	-	Common	N	N	Carrier

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Athena Light Cruiser	7339	CL	7	2/4	6	5	5	6	2	2	1	Common	Y	N	
Olympus Heavy Cruiser	7322	CA	9	3/3	8	9	4	9	3	-	-	Common	Y	N	
Assault Star	7306	BC	11	3/2	12	8	4	12	6	-	6	Common	Y	N	Assault, Ballistic
Gunstar	7207	BC	12	4/3	12	10	8	12	4	6	1	Uncommon	Y	N	
Taurus Heavy Cruiser	7232	CA	7	3/3	8	8	4	8	3	-	-	Common	Y	Y	
Guardian Light Cruiser	7283	CL	6	2/4	6	5	3	6	2	1	1	Common	Y	N	
Artemis Ballistic Cruiser	7217	CL	5	2/4	5	5	2	5	2	-	-	Common	Y	N	Ballistic

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Defender MK II	7337	DD	6	2/6	6	4	6	4	1	1	1	Common	Y	N	
Ranger Escort MK II	7332	FF	3	2/6	4	3	5	4	2	1	-	Common	N	N	
Tiger Destroyer	7307	DD	5	3/6	6	5	3	4	2	1	1	Common	Y	N	
Guardian	7305	DD	6	3/6	4	5	4	6	2	1	-	Common	Y	N	Fast Ship
Defender	7301	DD	5	2/6	5	4	4	3	1	1	1	Common	Y	N	
Titan Assault Lander	7300	DD	3	2/4	3	0	2	3	1	-	2	Common	Y	Y	Assault
Warden	7238	DD	5	2/6	4	3	3	6	2	-	-	Common	Y	N	
Ranger Escort	7219	FF	3	2/6	3	3	5	4	2	1	-	Common	N	N	

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Botanical Cruiser	-	FT	2	2/6	4	0	0	4	2	-	1	Common	Y	N	Supply (1)
Colonial Movers	-	FT	1	1/8	3	0	0	3	1	-	-	Common	Y	Y	Supply (2)
Fabrication Ship	-	FT	12	2/4	5	0	0	4	3	-	-	Common	Y	N	Factory (3)
Foundry Ship	-	FT	15	3/2	6	0	0	4	2	-	1	Common	Y	N	Foundry (1)
Gemini Freighter	-	FT	3	2/6	4	0	0	5	2	-	1	Common	Y	N	Supply (3)
Intersun Passenger Cruiser	-	LN	2	2/4	4	0	0	5	2	-	1	Common	Y	Y	Passengers (2)
Mining Ship	-	FT	2	1/6	3	0	0	5	2	-	1	Common	Y	Y	Harvester
Searcher Explorer MK II	7308	EX	5	3/4	2	3	3	3	1	-	-	Uncommon	Y	N	Scout (2)
Electronics Ship	7302	EDD	6	3/3	4	4	5	4	2	-	1	Uncommon	N	N	Scout (1), Jammer (1)
Military Transport	7292	FT	3	1/6	5	0	1	5	2	-	1	Common	N	N	Supply (2)
Searcher Explorer	6811	EX	4	3/4	2	2	3	3	1	-	-	Common	Y	N	Explorer (2)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
DEFSAT	-	OSAT	1	1/12	1	2	2	-	-	-	-	Common	-	-	Ballistic
Prometheus Starbase	-	Base	70	7/1	52	45	24	-	-	24	8	Rare	-	-	Supply (3)
Phoebe Outpost	-	Base	9	1/1	8	6	6	-	-	2	-	Common	-	-	Supply (1)
DEFSAT MK II	7308	OSAT	1	1/12	2	2	2	-	-	-	-	Common	-	-	Ballistic

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Cargo Shuttle	-	ST	1/6	1/20	3	0*	0*	-	-	-	-	Common	N	Y	Supply (1/10)
Scorpion	-	LF	1/4	1/16	1	0*	1*	-	-	-	-	Common	N	Y	
Blackbird	7351	LF	1/2	1/4	2	2	2	-	-	-	-	Rare	Y	Y	Ballistic, Stealth (2)
Raptor	7342	LF	1/3	1/9	4	0	1*	-	-	-	-	Common	Y	Y	Assault, Ballistic, Recon Unit
Viper MK VII	7338	LF	1/4	1/16	2	2	2	-	-	-	-	Common	N	Y	Ballistic
Viper MK VI	7333	LF	1/4	1/16	2	2*	2	-	-	-	-	Common	Y	Y	Ballistic
Viper MK V	7327	LF	1/4	1/16	2	1	2	-	-	-	-	Common	Y	Y	Ballistic
Viper MK IV	7320	LF	1/4	1/16	2	1*	2	-	-	-	-	Common	Y	Y	Ballistic
Viper MK III	7312	LF	1/4	1/16	2	1*	2*	-	-	-	-	Common	Y	Y	Ballistic
Viper MK II	7304	LF	1/4	1/16	2	1*	1	-	-	-	-	Common	N	Y	Ballistic
Viper	7297	LF	1/4	1/16	2	0	1*	-	-	-	-	Common	N	Y	

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	1	1	0	1	
Warriors	-	1	1/3	1	2	d2	2	
Elite Warriors	-	2	2/3	2	2	d3	2	Marine

Suggested Initial Campaign Date: 7299