



Battlestar Galactica: Deadlock Jump

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Welcome to the Twelve Colonies. They're a bit different from where you come from, but also very similar. Recently their use of cybernetic organisms for labor ended in an uprising, one which now sweeps across every corner of known space: a war between man and machine. Even more recently the Colonies are losing, and their military leadership was all killed save for one Admiral Cain, who has planted her flag on the Daidalos Shipyard where she had been tasked with the deployment of the Jupiter Program. Somewhere in the chaos of war you are located. You, who has **+1000 CP**. Who are you?

Origin:

Refugee/Drop-In

The War with the machines has left many without homes to go to. These refugees are rarely well documented. If you enter this world as a drop-in, you'll be assumed to be just another refugee.

Civilian

Whether a politician, an engineer, a doctor, or any other number of occupations, you are the backbone of the Colonies: without you, the Colonial Fleet wouldn't stand for even a moment.

Marine

Ground fights are no laughing matter, but luckily you are the best of the best in that regard. You know your way around small arms, and are effective both in a boarding party launched from a Raptor and in a Planetary garrison.

Commander

You are an officer of the Colonial Fleet. Whether Captain of a ship, Wing-Commander for a Battlestar, Commander of a Fleet, or even the Commander of the Fleet, you hold a position of power within the military structure. Promotions are likely in your future, but you will have to shoulder the weight of a losing war.

Location:

Roll 1d8 or Pay 50CP to choose.

- 1 - Daidalos Shipyards
- 2 - Helios Alpha
- 3 - Helios Beta
- 4 - Helios Gamma
- 5 - Helios Delta
- 6 - Cylon Space
- 7 - Outer Colonial Holdings
- 8 - Free Choice

Perks:

Refugee/Drop-In:

(100) Beneath Notice

As a Refugee, you are beneath the notice of most civilians and even military personnel. This doesn't mean you can sneak your way onto a Battlestar, and suspicious behavior is still suspicious, but so long as you are doing nothing to draw attention to yourself you will rarely be confronted by anyone.

(200) Mechanical Origins

You are not human, but a cybernetic organism or cylon. Your chassis is one of your choice so long as it was used during the First Cylon War. Importantly, you will stand out to any human from the moment they see your face. Monotheists might not kill you on sight, but beyond that you are hated by every living human.

(400) By Your Command

Your words have weight, especially to other cylons. While you can't command Lachesior Clothos or countermand their orders, any other order you give will be followed by the Cylons without question.

(600) Final Six

You're a refugee, but of a different war. You lost that war. You are one of only six survivors from the planet Earth. Unlike the other Five, you've arrived early. You have approximately one-sixth of the knowledge needed to build Resurrection, as well as the ability to Resurrect yourself once a Jump should you be killed. Post-Spark, you can Resurrect as many times as you wish. You can also make humanoid cylons.

Civilian:

(100) Occupation Skills

Choose an occupation. You have the skills to do this occupation. For example, if you choose a doctor you have the equivalent of a medical school education and several years of residency.

(200) Resilience

Humanity is at war, and civilians are often the targets. Morale is at an all-time low. Not for you. No matter how many times you are beaten down, you get back up. Even if your home planet is a nuclear crater, you could keep going without feeling the smallest drop to your morale. Terror tactics only bolster your determination.

(400) Profiteer

War makes nations bleed money, but for a select few war is the most profitable venture ever made. You know precisely how to make the most profit from a war, whether that's by hiring refugees or selling to both sides. What's more, you won't be looked down upon for profiting off of other's misery (though double dealing will still earn you a traitor's prison cell.)

(600) Greatest Minds

In your chosen field you are without a doubt the top of your field. Your knowledge in any field you choose is now superior to anyone else you could meet. Even a supercomputer would be hard-pressed to call itself your peer.

Marine

(100) Combat Training

You have the equivalent of a soldier's training. You can punch, stab, and shoot.

(200) Veterancy

This war is a long one, and you've been in it for a while. You not only know how to fight, but you know how to fight well. In a squad, you're the one the young-bloods look to for advice.

(400) Sergeant

You have experience leading fighting men into battle. Soldiers under your guidance will follow you to Hell and back no matter the mission or the odds. Board the Cylon Basestar and disable their weapons while the ship is being pounded by Colonial guns? If Sergeant Jumper's at the front, it'll be a walk in the park.

(600) Praetor

You are more than just a grunt: you are the best of the best. You're the one who is sent behind enemy lines to assassinate the metal-brained bastard's command. You're the one who leads not just the squad, but the army.

Commander

(100) Commanding Presence

When you're in the CIC, there is a noticeable increase in professionalism and efficiency. Your subordinates follow your orders dutifully and without question.

(200) Strategic Mind

Your battle plans are at a pinnacle. You know precisely when to fire torpedoes, when to feint and parry, and where to hide your ships behind a flak field. You know where to spend your fleet, and how to array it to best accomplish any goal.

(400) Inspiring Presence

When you plant your flag, others flock to it. Those under your command will work at peak efficiency, and even when the battle turns against you their morale remains true. This also means that your mere arrival is enough to increase fighting efficiency.

(600) Admiral

Normally by the time you are entering the war there is only one Admiral in the Fleet still active, and another one Missing in Action. With this, you too are an Admiral in the Colonial Fleet, and as such command just as much authority as Admiral Cain. Your position is sound, though you'll have to play politics just as often as you will the battlefield in order to keep your position. You also have to worry about maintaining Quorum support.

Alternatively you could be an Admiral overseeing one of the Quorum member's defense fleets. If this is the case, your focus is narrowed, as are your logistical assets. Depending on which member-state's fleet you are commanding, you may be either an ally to the Colonial Fleet, or on the verge of having a civil war.

Still alternatively, if combined with **By Your Command**, you are made the overall commander of the Cylon Fleet above even Lachesis and Clothos. Every Cylon will answer to your commands, and you will be able to wage the war however you see fit.

Items:

Refugee/Drop-In:

(100) Cubits

Local currency, enough to live in luxury for about a month. Unfortunately given the state of the system, luxury may be relative.

(200) 10000 Tylum

If you have ships or even a fleet, Tylum is the one resource you can't do without. With this much, you could build your own fleet and fuel it for an extended period or even keep the Colonial Fleet running for a couple of months without support. This quantity restocks once every year.

(400) Cylon Viral Software

A copy of the software the cylons use on their Nemesis-Class Corvettes and Wardriver squadrons, this code if uploaded to a ship can disable entire systems over time.

Furthermore, it requires significant focus and attention to purge the software. It is uploadable from within a few kilometers.

(600) Resurrection Ship (Free with Final Six)

This is... this is unique. Originally a cylon Hydra-Class Support Ship, the majority of this ship's support systems were replaced with the equipment needed to contain a Resurrection System capable of keeping a single humanoid cylon alive indefinitely. If destroyed, this ship returns to your possession after a month. I hope you don't need it.

Civilian:

(100) Occupation Kit

A kit containing the equipment needed for your chosen profession, whether a lab coat and computer or scrubs and a medkit.

(200) Space Station

A static space station located somewhere of your choice. It can be a mining station, research station, orbital dock, or even a repair and refit station.

Alternatively, this can be a collection of smaller satellites, such as communication satellites or a sensor network. If this is the case, you receive one larger station to serve as a central hub to the network.

(400) AI Research

Research that could get you arrested. This research details how to build synthetic intelligences like the Cylons. Sentience is arguable at first, but evolution is a given. Were you to use this information in isolation to build a synthetic intelligence, it will not develop a monotheist culture contrary to Colonial standard, but it will grow disillusioned after repeated abuse.

(600) Ship Blueprints

These are the blueprints for every Colonial ship, civilian and military alike. If you have access to a shipyard you could build even the mighty Battlestars.

There are also some surprising blueprints for small Cylon ships with the Engineer's signature, Sinon Quaide. The blueprints are valuable on their own, but this is also evidence of the shipbuilder's treason.

Marine

(100) Armor and Gun

This is the armor and rifle of a marine. The armor is effective against some small arms, and the rifle is strong enough to punch through a centurion.

(200) Raptor

The raptor is the workhorse of the Colonial Fleet, and your ride to the battlefield. If destroyed, your raptor reappears in your Warehouse after a week.

(400) Armory

Rather than just one gun, you have access to an entire armory. Inside you will find a dozen rifles, SMGs, handguns, and some plastic explosives. There's enough to equip an entire squad for a boarding mission.

(600) Tank

Sometimes you need something more powerful than a rifle. In those cases, perhaps some heavy firepower could come in handy. This tank will easily cross a battlefield, and nothing short of heavy explosives will penetrate the hull. Not very useful in space without adjustments, though.

Commander

(100) Uniform and Gun

You'd best look the part, Commander. This uniform fits your rank, and comes with a handgun. Of course, you shouldn't need this weapon if you're safely ensconced inside the hull of a Battlestar. Hopefully.

(200) Shuttle

Not designed for combat, this shuttle comes equipped only with the barest essentials. This shuttle will easily pass beneath cylon notice, but beyond that it is only useful for short journeys and at most one small jump.

(400) Strategies and Countermeasures

This set of procedures details battleplans and scenarios under many circumstances. Following these, you could easily outmaneuver a smarter foe for a time. If you have some strategic skill of your own, reading this can allow you to come up with ever superior plans. Any plan written into the pages (which seem endless) will have countermeasures join them soon thereafter.

(1000) Daidalos Shipyard

Daidalos Shipyard is yours, Commander. Or rather, a pretty convincing copy manned by NPCs and fully capable of fighting a war effort all on its own with the right supplies. If ever destroyed, it will rejoin you at the end of the Jump. The ship docks on Daidalos allow you to bring three ships of your choice between jumps (which are not fiat-backed) and two squadrons of fighters of your choice. It comes with blueprints for Mk. 1 Vipers and Manticore-Class Frigates, as well as a manual detailing how to create and convert new blueprints.

Ships:

(100)

Civilian Vessels (Transports, Mining and Refining Ships, Science Ships), Support Ships
(Celestra-Class, Hydra-Class)



(200)

Corvettes and Frigates (Manticore-Class, Adamant-Class, Nemesis-Class, Berzerk-Class,
Talon-Class, Cerstes-Class)



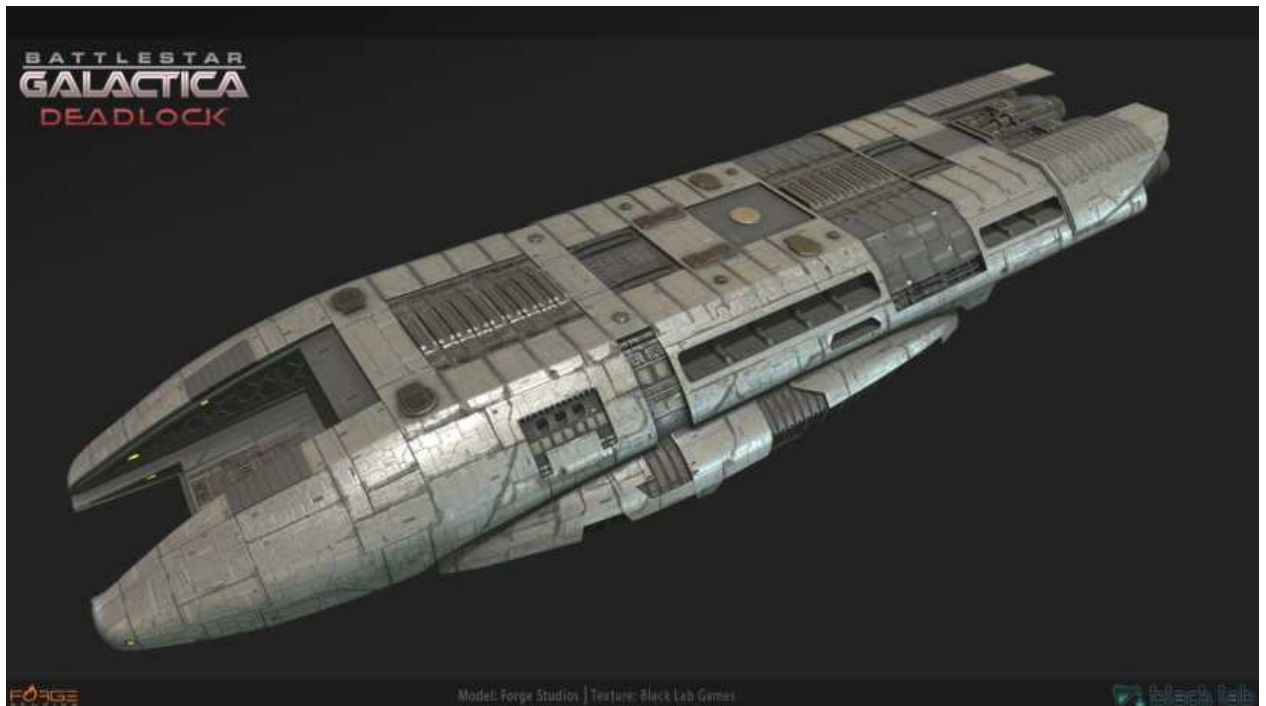
(400)

Cruisers (Ranger-Class, Minotaur-Class, Janus-Class, Heracles-Class, Gorgon-Class, Revenant-Class, Arachne-Class, Phobos-Class)



(600)

Carriers (Atlas-Class, Cerberus-Class)



(1000)

Battlestars (Artemis-Class, Minerva-Class, Jupiter Mk. 1, Jupiter Mk. 2), Basestars (Basestar, Argos-Class, Cratus-Class)



Companions

Import (50)- For 50 CP you can import any one companion into this world with any origin and 400 CP to outfit them.

Canon Companion (100)- Have you gotten along particularly well with any of the locals? For 100 CP you can take them with you.

Drawbacks

Ship Limits (100)

You may only ever have eight ships in any fleet you command. Any more than that and a new fleet will have to be formed. In addition, the eighth ship must fill a support role.

Fleet Limits (100)

You can only ever have two Jupiters, or at most three Artemis-Class Battlestars. The rest of your fleet must be made up of smaller ships.

Notes:

Credit for the images go to Alan Blackwell and Forge Studios.