



**BATTLESTAR
GALACTICA:
COLONIAL MARINE
CORPS
STORY BIBLE**

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COLONIAL MARINE CORPS

The Colonial Marine Corps is a branch of the Colonial Forces tasked with ground combat operations and ship-board security.

A Marine's duties include guarding the CIC and the brig as well as other critical areas on the ship, and assisting the Master-at-Arms and are part of Raptor boarding parties. Naturally, they are also responsible for repelling enemy boarding actions. Admiral Adama's quarters are constantly under marine guard, and the same is true for President Roslin when she is aboard ship. A Marine is also tasked with serving Admiral Adama's food.



THE STORY SO FAR

The Twelve Colonies of Kobol are twelve distinct worlds. For 2,000 years they were home to the human survivors of the exodus of Kobol. For most of the two millennia that these worlds were inhabited, the Twelve Colonies consisted of multiple sovereign states, but during the final fifty-two years leading up to the Fall of the Twelve Colonies, all twelve comprised a single state known as the United Colonies of Kobol.

After the post exodus settlement, the colonies slowly began to prosper and eventually gave birth to a race of cybernetic lifeforms, known as Cylons.

Soon after their creation, the Cylons waged a devastating war on their creators' home planets, which ultimately led to the Fall of the Twelve Colonies. Wasted and in ruins, the once prosperous homeworlds of humanity are finally abandoned by both humans and Cylons.



FIRST CYLON WAR

The Cylon War is a twelve-year major conflict between the humans of the Twelve Worlds and their creations, the Cylons. In the end an armistice is reached and the humans begin to feel safe again.

THE FALL

The Fall of the Twelve Colonies (also known as The Fall, the Cylon attack, Cylon holocaust or Second Cylon War) is a devastating, genocidal attack that re-ignites the conflict between the humans of the Twelve Colonies of Kobol and their creations, the robotic Cylons.

The Cylons compromise Colonial defences by infiltrating their military and civilian society with models that look human. One such Cylon seduces the brilliant Dr. Gaius Baltar, fooling him into contract work that gives her access to the Colonial Defence Mainframe. Her work on the project compromises Baltar's Command Navigation Program (CNP), creating countless programmer backdoors.



After Baltar's CNP is sufficiently distributed throughout the Colonial Fleet, the Cylons return from their forty year exile and launch a devastating attack on the Colonies.

Dozens of Cylon Basestars simultaneously jump into orbit around each colony. As a

result of the Cylons' infiltration of the defence mainframe, all planet-side Colonial forces are unaware of their arrival.

The backdoors in the CNP enable the Cylons to use various electronic attacks that completely bypass Colonial electronic defences and inflict varying degrees of damage to Colonial military computers. Viper squadrons experience complete power loss upon engaging the enemy, while battlestars and other support ships suffer an abnormally-high number of "equipment malfunctions" during their engagement of the enemy. This infiltration of Colonial systems combined with the "complete surprise" that the Cylons achieve enables them to sweep the Colonial Fleet aside with minimal losses, a triumph beyond their most optimistic projections.

After a devastating assault on Picon, Colonial President Richard Adar broadcasts an unconditional surrender to the Cylons, but his gesture is completely ignored. All senior members of the Colonial government, including Adar, are henceforth presumed killed or missing, and an emergency government contingency mechanism (Case Orange) activates to seek out surviving government officials. The space-bound Secretary of Education Laura Roslin is the only one to acknowledge this beacon. Sworn in on the government-chartered passenger liner Colonial Heavy 798, she becomes the new President of the Twelve Colonies.

While this transfer of power is taking place, the Cylons proceed to destroy each colony's population and strategic centres by means of nuclear bombardment.

The battlestar Galactica, approximately 300 million miles from Caprica, is unaffected by the Cylons' computer infiltration as its computer systems were never networked or updated with the compromised CNP. This anti-infiltration policy, used in the First Cylon War, was maintained by all of Galactica's commanders, including William Adama, through peacetime and despite advances in Colonial technology.

AFTER THE FALL

After the destruction of the Twelve Colonies, a small fleet, comprised of the survivors of humanity must search for a new home. Constantly under threat from attack by the Cylons and defended by the Galactica, the Fleet must do all it can to reach their destiny.



BATTLESTAR GALACTICA

Galactica was one of the first twelve Galactica type battlestars to be constructed by the Colonials, each representing one of the twelve colonies; Galactica represented Caprica. These battlestars were all designed with non-integrated computer systems to avoid the Cylons' demonstrated ability to override or subvert networked command and control systems early in the war. Rather than technological sophistication, the battlestar depended on its sheer bulk and defensive / offensive capabilities to ward off any threats to itself or the Colonies.



Entering service sometime prior to the tenth year of the War, Galactica's primary duties included planetary defence, and border patrol. It is unknown if the ship took part in any major engagement prior to this point, however it is known that the Colonials were facing heavy losses in the wake of Cylon advancements.

POST WAR SERVICE



Following the armistice, the Galactica is regulated to intra-system duties, and has been known to take on "Coast Guard" roles involving the shipping sector. Having been stuck intra-system, the Galactica performs limited FTL jumps, and hasn't performed one for at least 20 years prior to the attacks on the Colonies.

DECOMMISSIONING

With her active career drawing to a close, a decision was taken to retire Galactica and decommission her from service. The Colonial Fleet chose not to scrap her, but to turn her into a combination of living museum to the original Cylon War and an educational centre, with her conversion being overseen by her final commander, William Adama.

At the time of her formal decommissioning ceremony, Galactica is stripped of all but one of her operational Viper Mark VII squadrons, her munitions are destroyed, and her starboard landing pod is converted into a pressurized Museum which houses various items left over from the First War, including a Cylon Centurion's armour, a Vintage Viper, a scale model of a Cylon basestar, and a squadron of Mk. II Vipers. After fleeing the Colonies, Galactica's museum is essentially forgotten and destroyed.

SURPRISE ATTACK

With the renewed and unexpected Cylon hostilities, Galactica is quickly brought back to combat condition and sorties several Mark IIs retrieved from her museum, engaging in her first battle with the Cylons in over 40 years.

Galactica provides cover for a fleet of 7 civilian ships harbouring survivors of the Twelve Colonies. Once the entire civilian fleet successfully jumps away, and as a second basestar approaches to join the battle, Galactica recovers her remaining Vipers and jumps to the rendezvous point beyond the Red Line, never to return to Colonial space.



LEADING A RAGTAG FLEET

Since the exodus of the Colonials from their overrun homeworlds, Galactica becomes both protector and provider for the Fleet. The battlestar provides much of the Fleet with recycled water and she is the primary source of medical care, where groups of civilians are periodically brought aboard for check-ups and treatment. Galactica also undertakes internal policing duties within the Fleet.



THE RACES

HUMANS

The Human race forms the United Colonies of Kobol. These are: Aerilon, Aquaria, Canceron, Caprica, Gemenon, Leonis, Libran, Picon, Saggitarion, Scorpia, Tauron and Virgon. Each colony works together with the others and they are all protected by the colonial fleet.



CYLONS



Cylons - from Cybernetic Lifeform Node - were a race of sentient machines created by the humans of the Twelve Colonies. They had several forms, some of which were mechanical in appearance and function, others resembled and even mimicked the behaviour of humans. The Human used the Cylons as slaves.

And then the day came when the Cylons decided to kill their masters. Within just a few years of their introduction, the Cylons revolted, resulting in a twelve-year war known as the First Cylon War. Both Cylon and human took heavy tolls as Cylon basestars and Raiders clashed with Colonial battlestars and Vipers in many battles, both on the ground and in space. The Cylons - in the form of Centurions - sought to punish their human masters for their enslavement and injustices committed against them. But as they battled to wipe out humanity, they also worked to mimic them, performing



bizarre and brutal experiments on human captives in order to create a human/machine hybrid.

Ultimately an armistice was declared, the Cylons leaving for a world to call their own and the Colonials left to unify their own worlds in a federated government. The unified worlds of the Colonies created a space station for maintaining diplomatic relations, each year sending one officer to meet with the Cylons. The Cylons, in turn, sent no one.

In their exile, the Cylons worked to improve themselves, perfecting their mechanical form as well as the race of humanoid Cylons, identical in nearly every way to their human creators - but limited to seven models. They also continued in secret to work towards the destruction of the human race, devising an elaborate plan to wipe out the Twelve Colonies. Using their humanoid models as agents, the Cylons infiltrated Colonial society, undermining their defences and setting the stage for another attack.

Forty years after their exile, the Cylons returned, surrounding the Colonies with fleets of basestars and bombarding the Twelve Worlds with nuclear weapons, killing billions of people. With the complete destruction of the Colonial Fleet, the Colonials attempted surrender. But the Cylons were relentless, attempting to affect a total genocide of humanity.



CHARACTERS

PLAYABLE

KARA "STARBUCK" THRACE



Kara "Starbuck" Thrace is a gifted Viper pilot, with an attitude that has hindered her career in the Colonial Fleet. However, William Adama has confidence in Thrace's military skills, and she greatly aids the Fleet inside and out of the cockpit. She is the last Commander, Air Group (CAG) of Galactica.

Thrace's mother Socrata was a former Colonial Marine Corps sergeant major. She beat her daughter so frequently that Kara came to accept pain as a way of life.

Her father Dreilide was a pianist and composer. Kara seems to have been closer to him than with her mother until he left them.

Kara left home to join the military. During her training, she was disciplined for insubordinate conduct towards superior officers.

Kara hides the fact that she is deeply spiritual. She frequently prays to the Lords of Kobol, particularly Aphrodite and Artemis in dire situations.

Kara's attitude quickly runs her afoul of Colonel Saul Tigh, Galactica's executive officer. Their open mutual dislike of one another leads to the point where blows are exchanged, with Kara ending up in the brig. After the Cylon attack she is released from the brig and returns to duty as Viper pilot.

Despite her tough, rebellious exterior, Kara is deeply spiritual and possesses a great deal of faith in the Lords of Kobol. She usually prays in moments of mourning or desperation, such as when she thinks Lee is dead, when she is trapped on a desolate moon with a broken knee and low oxygen, and when she discovers she's in Cylon captivity. This spirituality is put to the test as a series of events lead her towards a mysterious destiny.



LEE ADAMA



Lee Adama or "Apollo" is a Viper pilot. After the Fall, he is appointed Galactica CAG. He is later promoted to executive officer.

Lee Adama is the elder son of Carolanne and William Adama. He and his younger brother, Zak, were raised largely by his mother on Caprica following his parents' divorce when he was eight. As a child, Adama often visited his grandfather, Joseph Adama, and read the law books in his study; he often followed his grandfather's cases, never understanding why Joseph Adama defended the worst of humanity.

Following the decommissioning ceremony, Lee Adama departs Galactica, acting as an unofficial escort for Colonial Heavy 798, the official transport for Secretary of Education Laura Roslin, who represented President Adar at the ceremony. Midway through their return to Caprica, Adama and the crew of Colonial Heavy 798 hear of the Cylon attacks on the Twelve Colonies, and soon find themselves under direct attack, which he is able to fend off. Adama quickly becomes one of Laura Roslin's unofficial advisers, aiding her in her self-appointed rescue mission. Adama again saves Colonial Heavy 798 from a nuclear missile attack with a failed experiment he toyed with in War College, using EMP coils kept in the cargo hold to make it look like the ship has been destroyed. He supports Roslin in her rescue efforts, persuading her to lead the FTL-capable ships to follow Galactica to Ragnar Anchorage.

As the ranking pilot aboard Galactica, and despite his relative inexperience, Adama finds himself appointed CAG by Colonel Saul Tigh.



NON PLAYABLE CHARACTERS

WILLIAM ADAMA



Admiral William Adama, a veteran of the First Cylon War, is the commanding officer of the Battlestar Galactica, and has the longest tenure as the highest ranking officer in the Colonial Fleet after the Fall of the twelve colonies.

Adama served late in the Cylon war as both a Raptor and Viper pilot, his first assignment being on Galactica. He was given the call sign "Husker" by his first co-pilot, who assumed Adama grew up on a farm due to his gung-ho enthusiasm for the service. Adama's first mission behind enemy lines was in a Raptor undergoing an unknown mission. He proved a gifted pilot, shooting down his first Cylon on his very first combat

mission, for which he received a commendation.

In the last week in the war, Adama served on Galactica when the battlestar was boarded by Cylon forces. He recalled to his friend Saul Tigh a dangerous Cylon tactic that tried to turn the battlestar's power against itself.

Adama has the rare combination of qualities that make up a good leader: insight, the ability to naturally command respect, a common touch that enables him to relate to the enlisted personnel under his command as well as his officers, intuition, intelligence, a strong belief in his own abilities, and the ability to take the advice of others. These qualities are reflected in the fact that personnel of all ranks aboard Galactica hold him in high regard, and know that he is approachable.

Adama mistrusts politicians, and sometimes places too strongly a value of loyalty to those he regards as family and friends. From his uneasiness to Laura Roslin's unexpected assumption of the Presidency, to the tolerance and patience of his friend, Saul Tigh, and his stubbornness to save Kara Thrace, Adama shows a dogged determination that few others care to confront.

Adama does not share the majority of Colonial beliefs in the gods, although he has come to accept that his people's scripture may have relevance to the search for Earth.



LAURA ROSLIN



Laura Roslin serves as the Secretary of Education at the time of the Cylon attack and later serves twice as President of the Twelve Colonies despite never being elected to office. She is also believed by some in the Fleet to be a religious figure essential to the fulfilment of the Pythian Prophecy. Roslin travels to Galactica aboard the government-chartered civilian transport, Colonial Heavy 798, accompanied by a government aide, Billy Keikeya. On route back to Caprica, Roslin learns from the captain that the Cylons are attacking the Twelve Colonies. Roslin quickly assumes a role of leadership, rallying the passengers to make space for potential refugees. She

finally establishes contact with a government official on Caprica, who doesn't know the whereabouts or condition of President Adar. As the transport begins to rescue survivors from a stranded passenger vessel, the Case Orange automated beacon is picked up on the wireless, and Roslin instructs the pilot to respond to the message with her government identification. Soon, a response returns from the automated message: Roslin, the forty-third official in line of succession, is the highest-ranking government official left alive and thus has succeeded Adar as president. Physically shaking, Roslin holds back tears and her voice cracks as the priestess Elosha administers the oath of office.

Roslin begins building the foundations of a civilian government by collecting a census on the remaining population while Cylon attacks force the Fleet to jump every 33 minutes.



GAIUS BALTAR



Doctor Gaius Baltar is a brilliant scientist. An amoral person who has always had his self-interests above all else, Baltar's actions have both saved and imperilled the Fleet, and its survivors on numerous occasions throughout their exodus from the Colonies — an event that he is ultimately responsible for allowing to occur.

Baltar becomes responsible for the design of the critical Command Navigation Program (CNP) used throughout the Colonial Fleet, but could not fix all of its shortfalls himself and asked his lover (Number Six) to fix almost half of the base code. When she rewrote the code, she got it up to

95% efficiency but also put in back doors to allow the Cylons to "shut-down" space craft fitted with the CNP

Baltar learns that his "corporate spy" lover is in fact a new type of Cylon – a Cylon in human form, able to mimic human beings down to the smallest detail, who altered his CNP with backdoors to subvert any CNP-equipped ship.

Even though Baltar is appalled that it was his sexual folly that led to a holocaust, he is nevertheless determined to survive and keep this unintended treachery hidden. He only survives the following attack because the Cylon agent sacrifices herself to protect him from a nuclear blast.

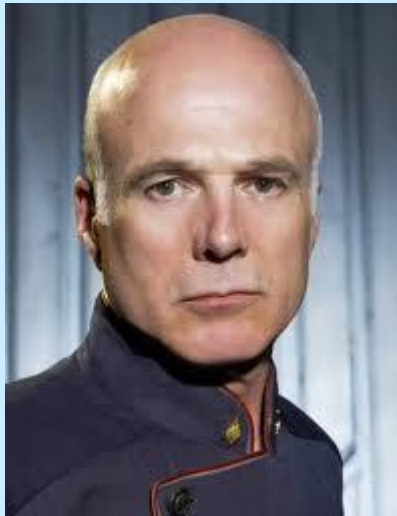
Baltar is rescued from Caprica following the forced-landing of Colonial Raptor 312-- at the cost of one of the crew staying behind.

Baltar is plagued by visions of Number Six that only he can see and hear. He cannot be sure whether this is a result of his own guilt at his actions or whether -- as she initially claims -- she is part of a chip that has been implanted in his brain.

Baltar is put to work trying to devise a means of detecting these humanoid Cylons.



SAUL TIGH



Saul Tigh is the Executive Officer (XO) of Galactica, and repeatedly serves as acting commander in the absence of William Adama. Before his service on Galactica, he served as Adama's XO on the battlestar Valkyrie.

A tough but troubled man with a long history of alcoholism, Tigh has served in the Colonial Fleet since his teenage years, seeing action in the First Cylon War. He is married to Ellen Tigh.

Following the Cylon attack, Tigh recovered some of his old verve, and attempted to give up alcohol. However, this, combined with the initial stress of flight from the Cylons,

caused him to overcompensate in his duties, frequently driving the personnel overly hard, and berating where encouragement would prove the better option. He excused this by his view that the XO is supposed to be the "hard face" of command.

"If the crew doesn't hate the XO, then he's not doing his job."

With his drinking problem relatively under control, Tigh settled back into his role as the Galactica's Executive Officer, though he still treats the ship's personnel relatively inhumanely. Apart from to Adama, he seems unable to utter a sentence without cursing, or to leave any differing opinion unsneered at.

During Cylon attacks, Tigh has proved himself to be a good battle-manager and tactician. His quick actions sometimes save the ship and the Fleet from damage or destruction.

Tigh is uneasy around President Laura Roslin, and resents what he sees as her interfering with Adama's command - something born out of his deep respect for Adama, which even the most heated of disagreements between them cannot disrupt, or his general inability to accept differing viewpoints.

Tigh personally loathes Kara Thrace, one of Galactica's pilots. While grudgingly conceding she is a fine pilot, Tigh does consider her an egotistical, insubordinate youngster, and even tries to end her active service. Tigh criticizes Adama for having a soft spot for Thrace, ignoring that his whole existence in the fleet is based on a similar soft spot.

Outside of Adama, Tigh has few others he regards as confidants aboard ship; and since the initial Cylon attack, he has withdrawn from interacting with the crew during off-duty hours, making him perhaps more isolated than even Adama - who is at least held in awe, and respected by the crew.

SHIPS

COLONIAL LIGHT SPACECRAFT

VIPER



The Viper is the Colonial Fleet's primary space superiority fighter/attack craft, serving the fleet in both Cylon Wars. It dates back to Caprica before the formation of the Government of the Twelve Colonies when Vipers were primarily atmospheric aircraft.

The Viper Mark II is the Colonial Fleet's mainstay fighter during the First Cylon War, serving with

distinction throughout that conflict. Ten years into the First Cylon War the Viper Mark III was also put into service.

By the time of the Fall, the Viper Mark VII has taken up the mantle of the Mark II. However, due to its advanced construction and computer system, the standard Mark VII is vulnerable to the Cylon computer virus.

The Viper is designed to operate in both space and atmospheric conditions.

In space flight, the Viper is highly manoeuvrable, dangerously so in inexperienced hands.

Reaction Control System (RCS) thrusters for rapid and flexible altitude control, a cluster of 3 main thrusters for high acceleration, and retractable reverse thrusters housed in both port and starboard cowlings for some degree of deceleration can subject the pilot to punishing g-forces. Its retractable landing struts can be magnetized to secure the Viper on metal decks and surfaces in zero gravity.

Viper cockpits are pressurized and heated, and pilots wear flight suits which, along with a breathing pack housed within the back, provide full life support should ejection be required.

Viper cockpits are also hardened against radiation, including a canopy made of a radiation-resistant glass and are capable of protecting a pilot against radiation levels that would kill a healthy human in 30 seconds.



RAPTOR



A versatile craft, the raptor is designed to perform multiple roles, but the Raptor most commonly takes part in reconnaissance and scouting operations. There have been at least two variants of

this design in use by the Colonials since the outbreak of hostilities with the Cylons.

The Raptor is usually operated by a crew of two, has synthetic gravity on board, and is controlled by means of a fly-by-wire system. It is capable of atmospheric flight and is also equipped with a short-range FTL engine, allowing it to make short faster-than-light hops. Due to its size and shape, a Raptor is not launched from a battlestar's launch tube, rather, it deploys from the forward end of a flight pod.

In the transport role, a Raptor is capable of carrying around eight to ten adults in addition to the two-person crew. In the assault role, it can carry a squad of some eight equipped Marines.

The Raptor is designed for atmospheric as well as space-based operations.

Due to their overall configuration and bulk, Raptors may also suffer from poor handling at low speeds, and rely heavily on directed thrust to remain airborne.

The main flight deck / cabin of a Raptor are fully pressurized. However, crews operate in flight suits and helmets to help protect them against any hull breach. The cabin can also be depressurized and used in space rescue operations.

The Raptor is an angular vehicle built for function, not aesthetics. The forward section consists of a flight cabin with side-by-side seats for the pilot and ECO, with a large bubble canopy providing wide fields of view both forward and side. The flight cabin opens into the main compartment where a workstation containing early warning, electronic countermeasures, and other equipment is manned by the ECO when not co-piloting the craft.

Access to the Raptor's main compartment is primarily through a large port-side hydraulic door, and a floor-mounted hatchway provides access through the deck. A pressurized docking skirt can also be extended from the underside, enabling the Raptor to dock to the hulls of other vessels. In assault missions, marines can use this skirt to breach a hull and board a hostile vessel.

Aft of the pressurized area are the FTL drive and main sub light engines. Port and starboard stub wings provide additional lift during atmospheric flight, and winglets reduce drag and provide step access to the wings and hull. RCS thrusters are placed throughout the craft for landing, manoeuvring and stabilization.

CYLON SHIPS

BASESTAR



A basestar is the most prominent example of the Cylon military presence.

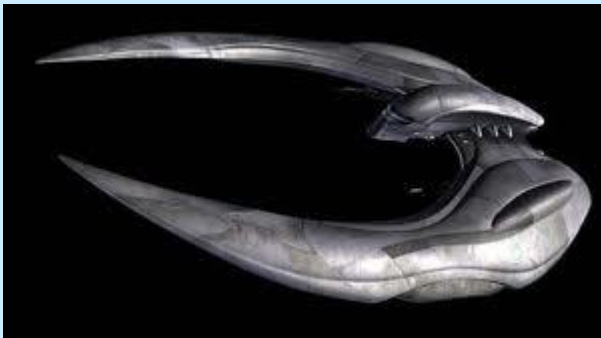
Basestars operate a fleet of small fighters, known as Raiders, and are capable of deploying hundreds of these ships simultaneously. The enormous number of Raiders serves as a basestar's primary defence system.

A basestar's functions are managed by a partially humanoid Cylon incorporated into the ship, known as a Hybrid. The Hybrid, for all respects of identity and control, *is* the basestar. The ship is an extension of her body and she is the ship's mind.

A basestar has a datastream, or computer network, which interfaces with the Hybrid and all aspects of the basestar's operation.

A basestar is capable of launching conventional or nuclear missiles from 220 turret launchers mounted throughout the arms and central axis that pivot to allow the basestar to fire in any direction. Basestar-launched nuclear strikes against Colonial ships are usually carried out before Raider deployment.

RAIDERS



A Raider is a bio-mechanical Cylon Craft. Though Raiders are self-aware, their intelligence level is less than that of a humanoid Cylon and more like a trained animal.

The Raider is equipped with an FTL drive system.

It is armed with conventional and nuclear missiles carried in internal wing bays and two pairs of kinetic energy weapons of different calibres mounted under the leading edge of the wings. Like its counterpart, the Colonial Viper, the Raider is capable of atmospheric operations, and retains an aerodynamic shape.

GAME LOCATIONS

CIC



Colonial battlestars are centrally operated from the Combat Information Centre, or CIC, the battlestar's nerve centre. It performs both the functions of a bridge and the CIC in naval parlance, as the vessels are also steered from the CIC

Galactica's CIC is a faintly-circular room located deep in the interior "alligator head" of the battlestar, where the main hull meets the midship section. From CIC, the battlestar's tactical and navigational operations are monitored and directed. CIC is a large, two-level complex with three bulkhead exits, which are closed during action stations alerts.

HANGAR DECK



The hangar deck is where a battlestar's fighters and support ships, such as Vipers and Raptors, are stored and maintained between missions. It is located under the landing bay of each flight pod. When a Viper or Raptor

returns to the landing bay from a mission, it is moved to one of several elevator platforms, which lowers the spacecraft down to an airlock and the hangar deck below.

Basic repairs, fuelling and munitions loading take place on the hangar deck. Other special space fighters, such as captured Cylon Raiders, Heavy Raiders, and the experimental Blackbird are stored away on the hangar deck as well. During Condition One alerts, pilots scramble to their fighters. For Viper flight, the deck crew pushes Vipers out into the launch tubes, which are accessible through doors on the hangar deck. Raptors are returned to the landing bay with the landing platforms for their launches; launch tubes are designed for use by Viper-class fighters only.

If a launch is aborted, the deck crew is called upon to pull the fighter out of the tube for quick repair.

READY ROOM



The ready rooms are used by battlestar personnel for briefings. They have several rows of chairs for grunts and a podium for the CAG. Several squadron emblems decorate the walls.

Further information can be found at :

<http://www.battlestargalactica.com/>

http://en.battlestarwiki.org/wiki/Main_Page

<http://www.syfy.com/battlestar/>

http://en.wikipedia.org/wiki/Battlestar_Galactica