

# SAVAGE GALACTICA



# SAVAGE GALACTICA



**"THERE ARE THOSE WHO BELIEVE... THAT LIFE HERE... BEGAN OUT THERE. FAR ACROSS THE UNIVERSE. WITH TRIBES OF HUMANS... WHO MAY HAVE BEEN THE FOREFATHERS OF THE EGYPTIANS... OR THE TOLTECS... OR THE MAYANS... THAT THEY MAY HAVE BEEN THE ARCHITECTS OF THE GREAT PYRAMIDS... OR THE LOST CIVILIZATIONS OF LEMURIA... OR ATLANTIS... SOME BELIEVE THAT THERE MAY YET BE BROTHERS OF MAN... WHO EVEN NOW FIGHT TO SURVIVE... SOMEWHERE BEYOND THE HEAVENS."**

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## ***SAVAGE BATTLESTAR GALACTICA***

2/22/05

Version 1.0

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This setting uses the Savage Worlds Game Rules. It is available from RPGNow.com as well as directly from the Pinnacle Web Site at [www.greatwhitegames.com](http://www.greatwhitegames.com).

You can use the Test Drive Rules to play this, but the full version rules are well worth the money.

It is not necessary to have any real knowledge of the Galactica Universe, but if you wish to have some *extremely detailed* information, visit [www.battlestargalactica.com](http://www.battlestargalactica.com), [www.kobol.com](http://www.kobol.com) or the SCI-FI Channel web site for information about the new series.

All of my Savage Worlds Ideas are my own and in no way, shape or form should they be construed as reflecting on the makers of Savage Worlds or any of the other fine web sites linking to mine. If it sucks, its my fault. Not theirs.

<http://cmdrcody.bravepages.com/>  
<http://cmdrcody.bravepages.com/savage.html>

Please feel free to go there and download some of my crap. It might prove useful (but, then again, it might not ☺)!

I hope you enjoy this as much as I had in creating it.

If you have any suggestions (and/or snide remarks!) email me:

[Cmdrcody\\_2000@yahoo.com](mailto:Cmdrcody_2000@yahoo.com)

cya  
jp

Created on an iMac G4  
Using Apple Works 6 and Adobe Acrobat 6 to make the pdf file.



Yes I still have mine, and it still works great!  
(aren't they beautiful!)

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*The information presented here is based on what little knowledge I have been able to gather of one of my favorite shows growing up in the backwoods of Kentucky. Every night I would go outside of our little shack on the side of what city folk would call a mountain, and we called hills, and look out into the vastness of Space. Where others in my family only saw stars, I saw Foundations and Empires. Vast, empty stretches of the "Void" with merchant ships plying the space ways between worlds of alien creatures.*

*Then in I would go to set in front of the TV to tune in to that "reality". I \*was\* Starbuck, flying by the seat of my pants, carousing with the beautiful women, firing my Laser gun at Cylons as they charge over the hill.*

*God, I was in \*heaven\*!*

*So, as a Gamer, I have to do it. Create a background and setting for BattleStar Galactica to play in. And, of course I have to share it. I only hope someone will enjoy this setting as much as I do.*

*This document will contain only information on the late 70's era Galactica, hence the Ralph McQuarrie Concept Art (I pretend Galactica:1980 never happened, except for the Starbuck episode). I have no knowledge of the new SciFi version, nor do I really \*want\* any. I like my memories just the way they are 8-)*

*Well, enough of my little jaunt into yesteryear.*

*I'm gonna pop in my DVD of "Saga of a Star World", sit back with a beer and get out my Notebook.*

*"By your Command."*

*Sweet!  
2/15/05  
jp*

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*Battlestar Galactica* premiered on the ABC television network in September 1978. It was one of the most spectacular shows ever produced for television, and despite its relatively short life, today it has an active fandom, and can still be seen on television stations and video stores around the world.

*Battlestar Galactica* was the brainchild of Glen A. Larson, and evolved from an earlier project called *Adam's Ark*. Larson had pitched the show in the late 60's, the same time that the original *Star Trek* was in its death throes, but the project was put on the back burner. In the intervening years, Larson worked on many popular television programs, including *It Takes a Thief*, and *McCloud*. It wasn't until *Star Wars* hit movie theaters in 1977 that Larson's pet project became something viable.

Larson once remarked in *Science Fantasy Film Classics* (October 1978):

*"Adam's Ark was sort of about the origins of mankind in the universe, taking some of the biblical stories and moving them off into space as if by the time we get them to Earth, they're really not about things that happened here, but things that might have happened someplace else in space. It was influenced by Von Däniken's Chariots of the Gods and some of those things... Adam's Ark helped bring a focus into what my concept had been. Ultimately, Battlestar Galactica is my original idea refined down to where I now have fixed on what my point of view is on how all humans throughout the galaxy probably evolved from some mother colony."*

*Galactica* has often been described as the *Star Wars* of the small screen. Several *Star Wars* graduates worked on *Galactica*, including John Dykstra's special effects, and Ralph McQuarrie and Joe Johnston, who worked on the initial designs. The cast of television's new "Wagon Train to the stars" was led by Lorne Greene, best known as patriarch Pa Cartright of *Bonanza*. An important component in the series is Supervising Producer Leslie Stevens (*The Outer Limits*), who also produced Glen Larson's *Buck Rogers of the 25th Century* for NBC.

Special costumes from Jean-Pierre Dorleac contributed to the unique look and feel of the *Battlestar Galactica* universe, as did the stirring musical score and theme from Stu Phillips and the Los Angeles

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Philharmonic. The *Galactica* theme was cowritten with Glen Larson, former member of *The Four Preps*. *Galactica's* costumes, names and themes were influenced by classical sources -- Egyptian, Phoenician, Hebrew -- plus some more modern ones (Erich Von Däniken, Larson's own background as a Mormon.)

The three-hour pilot episode premiered on ABC on September 17, 1978, and audiences were treated to several scenes not seen in the theatrical releases. For the next eight months, 17 original episodes of the series appeared, consisting of 24 television hours. These include the three-hour television pilot, 4 two-part episodes, 1 two-hour special, and 11 one-hour episodes. *Battlestar Galactica* was canceled in April 1979, its last episode "The Hand of God" making its appearance on April 29.

*Information taken from the Battlestar Galactica FAQ (<http://www.kobol.com/archives/BG-FAQ.html>)*  
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## *Background:*

The story unfolds in a distant galaxy as Mankind has reached its Seventh Millennium of recorded history. Twelve (12) worlds in a multi-star system are home to the Twelve Colonies of Man. According to the ancient writings, the Twelve Colonies were settled by those who journeyed from a mother world, Kobol. Of particular note: a thirteenth tribe of humans moved across the stars to settle another world: Earth. By the present Colonial day in the series, Earth was considered a myth and little was known about the Colonials' true origins, save for the writings in the Book of Kobol (the Colonials' "bible"). It is unknown how the Colonials came to know about Earth, since they did not appear to maintain communications with their distant brethren.

For the past one thousand years (yahrens), Man has fought the robotic Cylon Alliance. (According to Commander Adama, it began when the Colonies intervened in Cylon

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aggressions against the Hassarians in a neighboring star system.) During the introduction of the series, we see that the Colonies are united by a President (Adar) and governed by The Council of the Twelve, a ruling body comprised of one representative from each Colonial world. The state of war is ever-present.

The Colonies have deployed space-borne military defenses against the Cylons (and unseen hostiles, such as pirates). The strongest of these defenses are the Colonial battlestars. At the start of the series, the Commander Cain, the battlestar *Pegasus* and the Fifth Fleet are presumed destroyed two years earlier at the Battle of Molocay. Council member Baltar has struck a peace agreement with the Cylons. He has convinced President Adar and the rest of the Council of the Twelve to accept the Cylons' word. Only Adama of the battlestar *Galactica* shows concern and muted resistance. The Colonial fleet is gathered as a peace envoy under a joint Cylon/Colonial truce.

When the series begins, we see the Cylons deploying a Trojan Horse strategy against the Colonies: Under the guise of peace, the Colonial military is ambushed and destroyed (with the *Galactica* able to survive by retreating) while the unprotected civilian populations are assaulted. With no hope of survival against overwhelming Cylon forces--and no true defensive capability remaining--a handful of surviving Colonials flee the Twelve Colonies in civilian starcraft. Under the command of Adama on the *Galactica*, they head into deep space, searching for the Thirteenth Tribe of Man who are "on a shining planet known as Earth."

The Cylons move into the Colonial worlds. While rounding up prisoners, they discover that surviving Colonials have fled to the stars. The Cylons' Imperious Leader orders Baltar to finish his mission of destroying the Colonials. He provides him with the necessary Cylon forces to do the job. It is up to the intrepid crew of the *Galactica* to lead the Colonial survivors to safety while encountering new friends and foes, tackling internal strife and starvation, and outmaneuvering Baltar and pursuing Cylon forces.

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## Game Play

Players may game in any time period they wish. Fighting Cylons in the thousand year war, defending the Colonies from the dreaded Space Pirates just before the Declaration of Peace. Establish diplomatic ties to the other races being assaulted by the Cylons. Or join the intrepid crew of the the last Battlestar, Galactica, as stick jockeys who pilot the swift and powerful Vipers (or even as the support crew for the ship). Or they can even be survivors on one of the ships of the “ragtag fleet”. The possibilities are endless.

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While this series did have “aliens”, they were not the focus of the show and will not be the focus of this document (*I may work on an alien anthology later. If you have any ideas send them to me*).

## Genre Bits!

### Character Creation

Players may choose only to play Humans ( at this time).

1. Receive one free Edge
2. Choose Home World
3. Distribute five points among Base Attributes
4. Distribute fifteen points among Base Skills
5. Calculate Derived Statistics
6. Choose Career Path
7. Determine Rank if necessary
8. Choose Edges and Hinderances
9. Choose Gear and Starting Wealth
10. Fill in Background Details

All of the rules from the Savage Worlds Rulebook apply.



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## Character Creation Information

Choose one free edge. This is in addition to any gained based on their home world.

Determine Characters Home World. Characters may choose to have been born on any of the twelve colonies or they may roll a d12 and consult the following chart:

**Colonies Chart**

1	Caprica
2	Gemoni
3	Canceria
4	Piscon
5	Sagitara
6	Leo
7	Libra
8	Aquaria
9	Virgon
10	Aeriana
11	Taura
12	Scorpio

Distribute points among Attributes and Skills and calculate derived statistics.

Choose Career Path. You may choose or roll randomly on the chart, your choice.

Roll	Carrer Path	Examples
1-3	Colonial Warrior	Shuttle Pilots, Council Security
4-5	Colonial Civilian	Merchants, Criminals, Socialators, Technicians
6	Other	Noble Class, Buritician

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## Colonial Warrior

### Colonial Army - Infantry

The Colonial Army are the ground troops of the Colonial military might. They are the ones who get shuttled around by the Fleet and then get sent into action with tanks, heavy weapons and other heavy equipment. While it is not considered as fancy as the Colonial Warrior flyboys, the Army does have an important role to play.

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## Colonial Army - Tanker

The Tankers are the part of the Army that drive the heavy vehicles, including the ground assault vehicles and personnel carriers. They are usually up in the thick of things messing it up with Cylon combat sleds.



## Colonial Warrior

The Colonial Warrior is the main trooper of the Colonial Fleet. As well as being the pilot of the Viper fighter craft, they also act as boarding parties, commandos and first in strike troops of the fleet. They are trained for large scale battles, that's the job of the Colonial Army, but sometimes being first on the scene, it sometimes appears that way.

## Medtech

The Medtech is the medic of the Colonial Armed Forces and the one who patches you up when you're hit. Medtechs are given the same level of training as other troops and they are expected to fight with the rest. This is generally because the Cylons do not recognise medics and medical symbols as anything other than additional targets. A valued member of any team.

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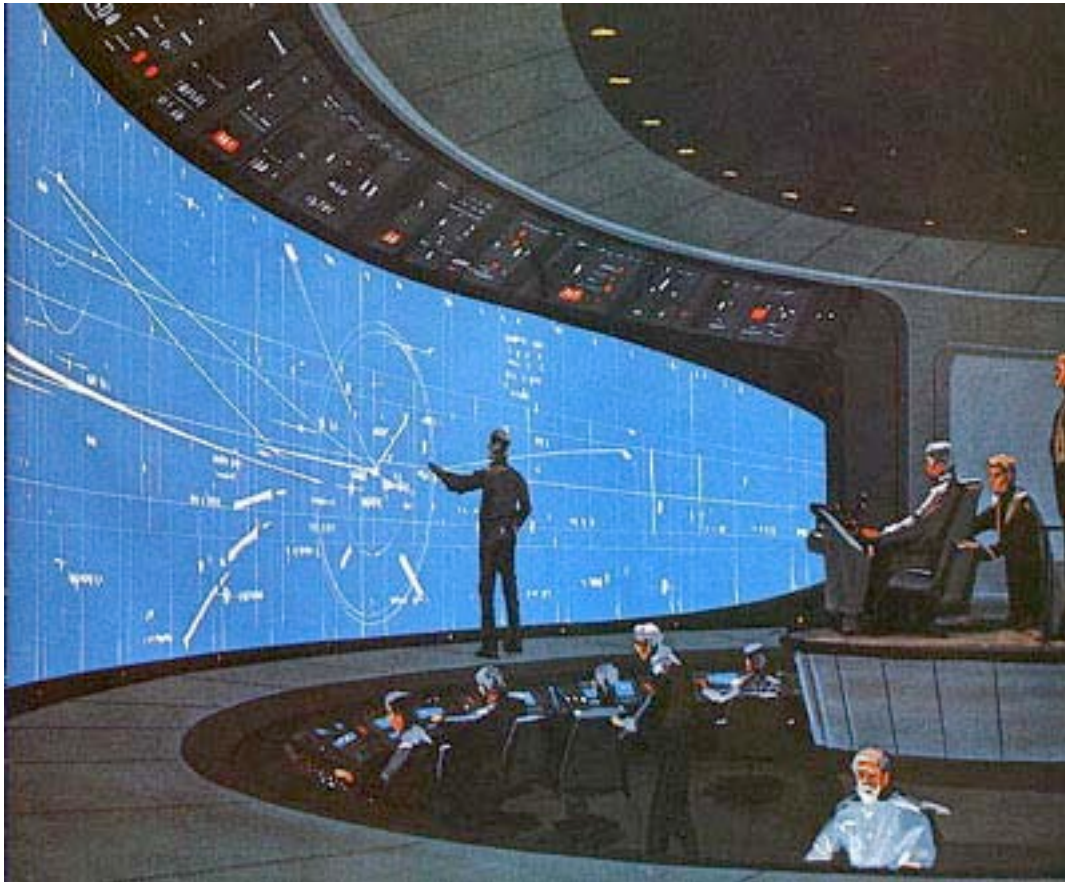
## **Shuttle Pilot**

The shuttle pilot is the standard transport pilot of the fleet. As well as flying all of the standard resupply missions, a shuttle pilot flies the troops to the surface of a planet or disabled ship and is usually in the midst of the action on strike missions. They might not get the same publicity as Colonial Warriors, but they take their share of the action.

## **Starship Crew**

This is a catch all for all the various positions within a starship, from the Bridge crew running communications, gunnery and piloting, to the engineers who keep the ship working, to the emergency crew and so on. When this designation is chosen, a character must select what actual section of the ship they wish to work for.

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## Colonial Civilian

### Merchant

Merchants in the **Battlestar Galactica** Universe tend to own their starships - usually small tramp freighters - and sell their cargoes all across the Colonies and their colonies, for profit of course. Most merchants are reasonably respectable people, but some are little more than pirates and smugglers preying on the weak.

### Security Guard

The security guard is a standard civilian designation for privately founded enforcers. They don't have the powers of proper law authorities, but are useful for corporations and other privately owned organisations. They are only empowered to carry normal civilian laser pistols, not military armament. The Quorum of Twelve have their own security guards (nicknames the "black shirts" - a derogatory term) who are entitled to carry standard Colonial warrior laser pistols. Council security are generally considered arrogant and have a bad reputation.

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## **Shuttle pilot**

The Colonials are a starfaring race, and there are many ships in the various Colonial merchant ships. These ships require pilots. Many types of people make up these pilots from all walks of life, and many people go from being a shuttle pilot to pilot on the interstellar starships.

## **Socialator**

The socialator is a designation which hails from the planet Gemon, and is open to both male and females. A socialator is a person who is trained in the arts of pleasure and companionship. More than simply prostitutes as they generally thought of outside of Gemon, socialators are trained in the arts, dance, song, the ability to talk, as well as the arts of sex. Socialators can have a hard time - some people want to use them for their sexual skills and some just want to have them banned. Some religious orders on Gemon think that they are the lowest forms of scum.

## **Starship Crew**

This is a catch all for all the various positions within a starship, from the Bridge crew running communications and piloting, to the engineers who keep the ship working, to the emergency crew and so on. When this designation is chosen, a character must select what actual section of the ship they wish to work for.

## **Triad Player**

Triad is the most common sport in the Colonies, and it is played everywhere. Courts are even located on most respectable starships - including all major military ones. Triad is played in a small enclosed court, where two teams of two layers have to score points by getting a ball within a hole on one of the walls. The other team have to stop this by blocking and intercepting. Skillful players can get far in Colonial becoming respected members of society.

## **Gambler**

All worlds have these somewhere

## **Criminal**

Not all societies are perfect.

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## Other

### Noble

The Noble is one of the many people with money and status on the Colonies. Whether they use this status for their own well being or the good of the Colonies is up to them. The generally held opinion of nobles is of a someone living the good life while the masses do all the work, and while this is certainly true of some nobles, the vast majority are trying to make things better. The more status a noble has, the more they are expected to take an active interest in the running and politics of their particular Colony.

### Buritian

The hereditary nobility of the twelve colonies, originally appointed by the Lords of Kobol, to rule over each colony. Over teh millenia, many of the original families died out, and new buritian families were founded by great military and political leaders in each colony.



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Determine Rank if necessary. Being a military organization, there are ranks among the personnel in the Colonial fleet. Each level the character has is compared to the chart below.

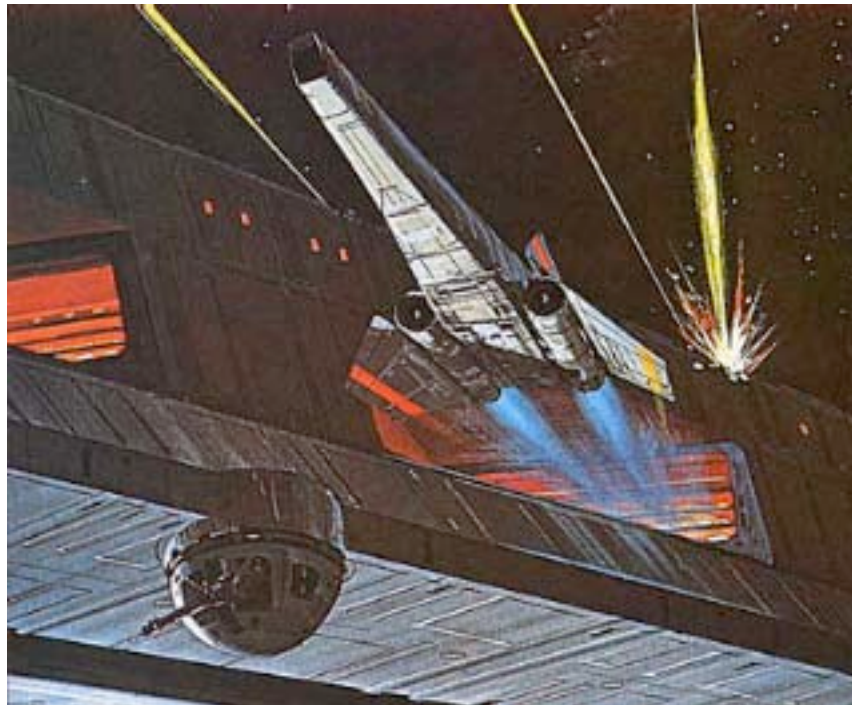
## Colonial Warriors

<i>Rank</i>	<i>Experience Points</i>	<i>Level</i>
Ensign/Warrior	1-19	Novice
Lieutenant 2nd Class	20-39	Seasoned
Lieutenant 1st Class	40-59	Veteran
Captain	60-79	Heroic
Colonel	80+	Legendary
Commander	Special(GM Call)	Special(GM Call)

## Rank pins

A Warrior is allowed to wear up to two rank pins to denote their rank. If one pin is worn, then it is worn in the centre of the neckline of the uniform. If two pins are worn, they are worn on each side of the collar.

While rank pin locations never change, the actual pin may as several capital ships use their own design.



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Choose Edges and Hinderances. All Edges and Hinderances are allowed. Since this is a game of almost “Biblical” scope, Arcane Background should be allowed as well. But, it is your game and you should do what you want to do, not what I tell you to do...

Some Hinderances may be inappropriate for certain time periods, while others maybe almost *required* (Lame for after the Caprica Attack, Outsider (Does not trust Cylons) before the attack, etc...).

Choose Gear and Starting Wealth. This also depends on the era and also the Career Path. If the player is playing a Survivor they gain the Poverty Hindrance unless they buy it off immediately. If playing a Noble, they gain the Wealth Edge, unless it is traded off. Also, some Colonies were better off than others and this is noted in the Homeworld chart.

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All Colonial Warriors start off with one Laser Pistol, one Pressure Suit with Helmet, one Warrior Uniform, one Comm Unit and one Warriors Jacket.

The standard monetary unit is the Cubit and most Warriors start out with around 1,500 Cubits.



Fill in Background Details. Get funky here. Ham it up. Remember, this \*is\* Space Opera after all!

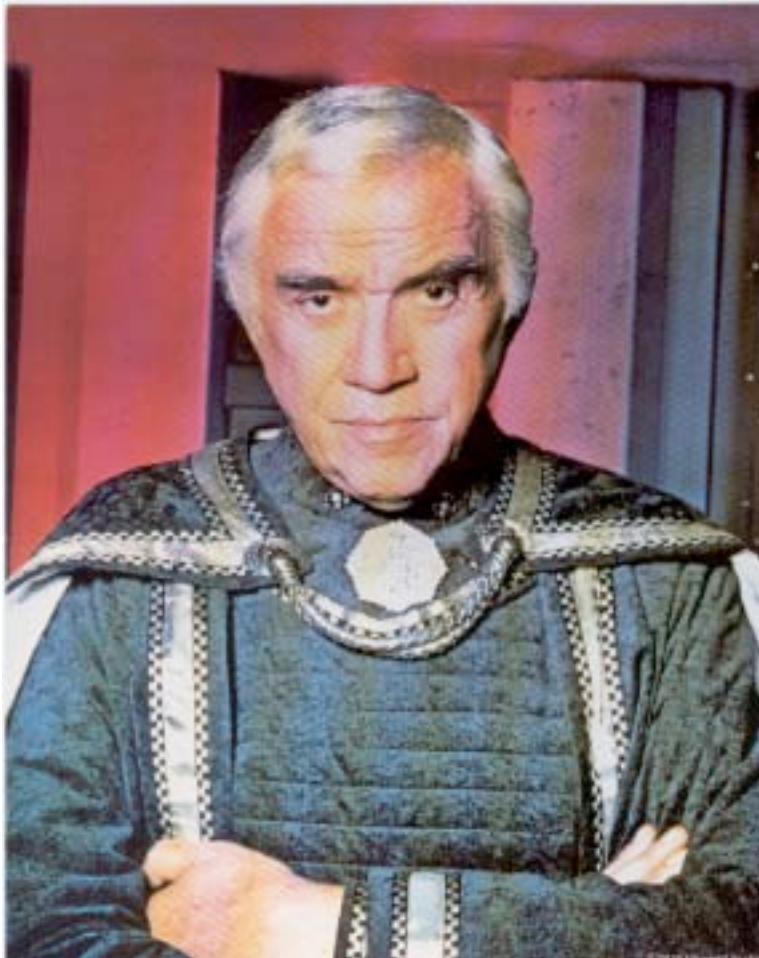


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## Personalities



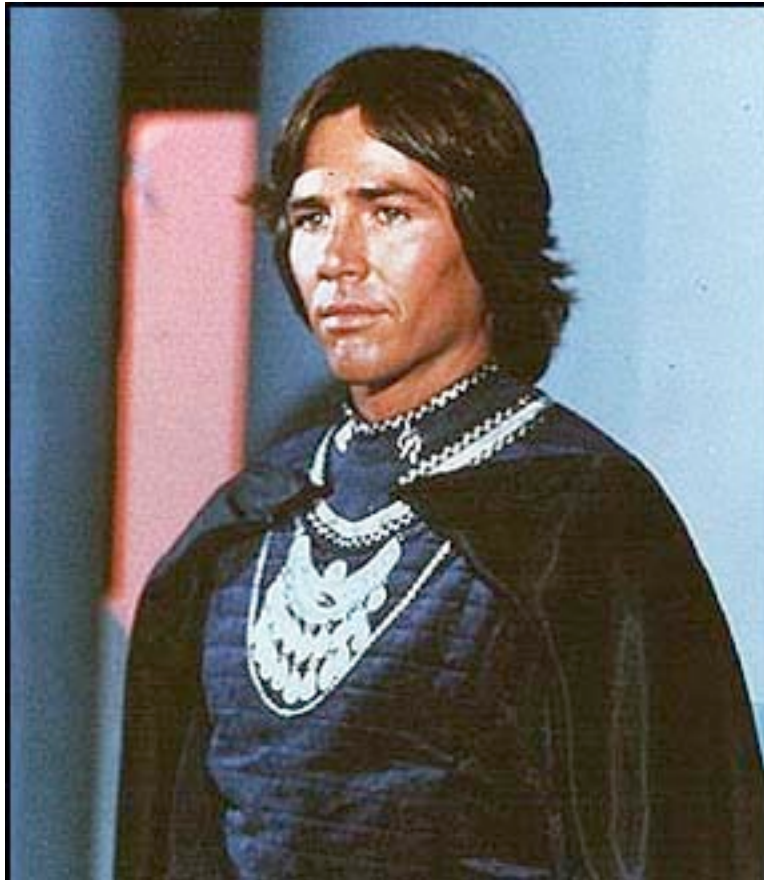
# **SAVAGE GALACTICA**



**Commander Adama**

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## Apollo



**Name:** Apollo

**Colony:** Caparica

**Rank:** Captain

**Squadron:** Blue Squadron, Commander

**Family:** Adama (Father), Athena (sister), Boxey (step-son)

**Friends:** Starbuck and Boomer

**Hair:** Dark Brown

**Eyes:** Brown

# SAVAGE GALACTICA

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4

**Charisma:** 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

**Hindrances:** Hindrance A, Hindrance B, Hindrance C

**Edges:** Edge A, Edge B

**Gear:** Item 1, Item 2,

**Encumbrance:** 5lbs.; **Limit:** 20; **Penalty:** 0

## Background

Apollo and Starbuck are best friends and always teamed up with each other in Triad. Apollo is a man of peace forced to fight. A straight shooter, who dislikes privilege he is a champion of the little guy and a man of faith who gives of himself to protect the Fleet.

Shortly after the Holocaust he married news reporter Serina, who became a colonial warrior when the men were stricken with disease. She was killed by the Cylons on Kobol, and he raises Boxey. Toward the end of Season One he found himself becoming attracted to Sheba and she to him.

**Quote:** A witty saying to summarize the character's attitude.

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## Starbuck



**Name:** Starbuck

**Colony:** Caprica

**Rank:** Lieutenant

**Squadron:** Blue Squadron

**Family:** Chameleon (Father)

**Friends:** Apollo and Boomer

**Special Talents:** Beautiful women gravitate to him. [If there is only one beautiful girl on a planet Starbuck will find her and she will want him.]

**Hair:** Golden Brown

**Eyes:** Brown

# SAVAGE GALACTICA

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4

**Charisma:** 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

**Hindrances:** Hindrance A, Hindrance B, Hindrance C

**Edges:** Edge A, Edge B

**Gear:** Item 1, Item 2,

**Encumbrance:** 5lbs.; **Limit:** 20; **Penalty:** 0

## Background

Starbuck and Apollo are best friends and always teamed up with each other in Triad. Starbuck has a reputation as a ladies' man and is a gambler par excellence. [If there is a chancery anywhere in the galaxy, Starbuck will know what its action is.] His favorite game is pyramid and he takes as many chances while flying his Viper as he does at the gaming tables. Starbuck, however, seems to as lucky at cards as he is at love.

A native of the Caprican city of Umbra (near the Thorn Forest), Starbuck was orphaned in a Cylon attack on Umbra in 7322. His father, Chameleon, survived but had amnesia for five years and as a result was permanently seperated from little Starbuck. Chameleon eventually hid the proof that Starbuck was his son from hi so that Starbuck would not leave the Colonial Warriors.

Athena and Cassiopeia constantly competed for Starbuck's affections and Starbuck tends to play them off one another so as to avoid letting anyone get to close. He has problems with intimacy, and part of his devil-may-care attitude is an attempt to hold others at bay.

**Quote:** A witty saying to summarize the character's attitude.

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## **Boomer**



**Name:** Boomer  
**Colony:** Leo  
**Rank:** Lieutenant  
**Squadron:** Blue  
**Family:** Unknown  
**Friends:** Apollo and Starbuck

**Hair:** Black  
**Eyes:** Brown

# SAVAGE GALACTICA

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4

**Charisma:** 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

**Hindrances:** Hindrance A, Hindrance B, Hindrance C

**Edges:** Edge A, Edge B

**Gear:** Item 1, Item 2,

**Encumbrance:** 5lbs.; **Limit:** 20; **Penalty:** 0

## Background

A Leonid who lived on Caprica in his youth. Boomer serves as Starbuck's straight man. He represents 'normal' or *everyman* to Apollo's super straight shooter and Starbuck's swashbuckler. He is super loyal and dislikes Council Security whom he refers to as "Black Shirts".

Early in the series he is a Flight Sergeant. Boomer is Apollo and Starbuck's regular rival in triad; but he has only beaten them one time and that with Count Iblis' help in *War of the Gods*.

**Quote:** A witty saying to summarize the character's attitude.

# **SAVAGE GALACTICA**

## Athena



**Name:** Athena

**Colony:** Caparica

**Rank:** Ensign

**Squadron:** Bridge Officer and shuttle pilot

**Family:** Adama (Father), Apollo (brother)

**Friends:** Former and still sometimes lover of Starbuck

**Hair:** Dark Brown

**Eyes:** Brown

# SAVAGE GALACTICA

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4

**Charisma:** 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

**Hindrances:** Hindrance A, Hindrance B, Hindrance C

**Edges:** Edge A, Edge B

**Gear:** Item 1, Item 2,

**Encumbrance:** 5lbs.; **Limit:** 20; **Penalty:** 0

## Background

Adama's only daughter Athena is younger than Apollo but older than Zac (deceased). She is an Operations officer on *Galactica's* bridge. Athena is also fully rated as a Viper and shuttle pilot but her presence is considered absolutely essential on the Bridge and as a result she gets left out of a lot of choice assignments.

She is in an on again/off again love/hate relationship with Starbuck and competes with Cassiopeia for his affections.

**Quote:** A witty saying to summarize the character's attitude.

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## **Sheba**



**Name:** Sheba  
**Colony:** Gemoni  
**Rank:** Captain  
**Squadron:** Silver  
**Family:** Cain (father)  
**Friends:** Bojay, Apollo

**Hair:** Dark Brown  
**Eyes:** Brown

# SAVAGE GALACTICA

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4

**Charisma:** 0; **Pace:** 6"; **Parry:** 4; **Toughness:** 4

**Hindrances:** Hindrance A, Hindrance B, Hindrance C

**Edges:** Edge A, Edge B

**Gear:** Item 1, Item 2,

**Encumbrance:** 5lbs.; **Limit:** 20; **Penalty:** 0

## Background

Daughter of the legendary Commander Cain of the *Battlestar Pegasus* Sheba was Bojay's wingman in Silver Spar Squadron. Evacuated to the *Galactica* during the Battle of Gamoray she was later promoted to Captain by Adama and put in command of *Galactica's* newly formed Silver Squadron which was created when the survivors of *Pegasus'* Silver Spar Squadron was incorporated into *Galactica's* fighter compliment.

She is currently close friends with Apollo but it remains to be seen whether or not their relationship is to become more than that (*The Hand of God*).

**Quote:** A witty saying to summarize the character's attitude.

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## Serina



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## Equipment

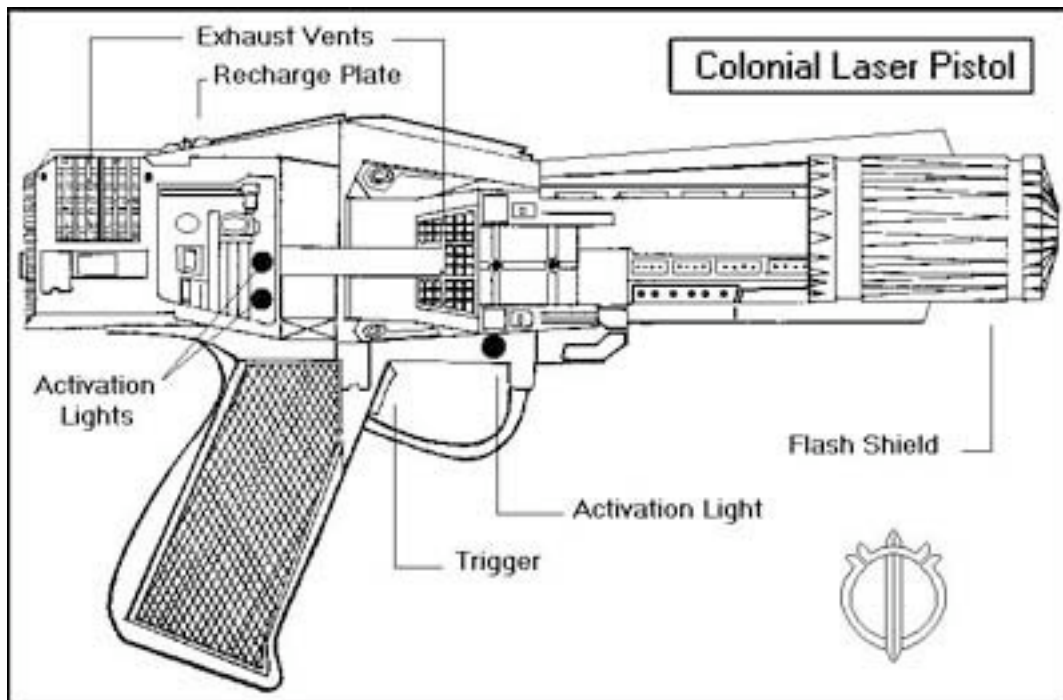


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Universal Translator

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## Laser Pistol

Range 15/30/60, 2d6 Damage, RoF 1, Cost 200, Wt 4, 25 Shots

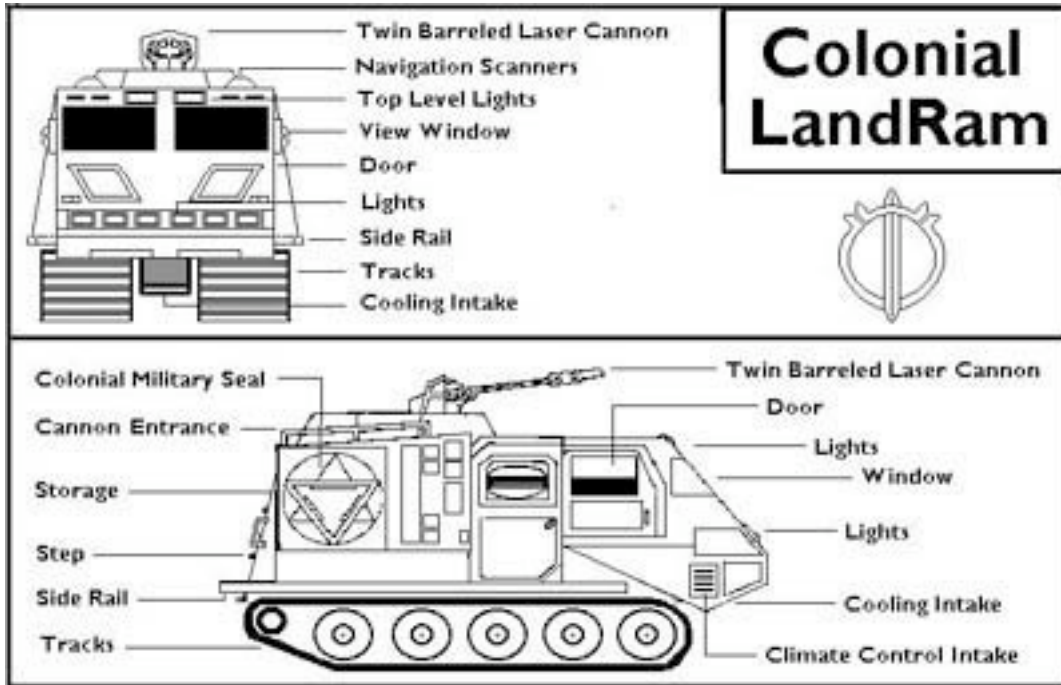
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## Warrior Uniform and Jacket

Armor +2 without Jacket, +3 with Jacket to Torso and Arm hits only.

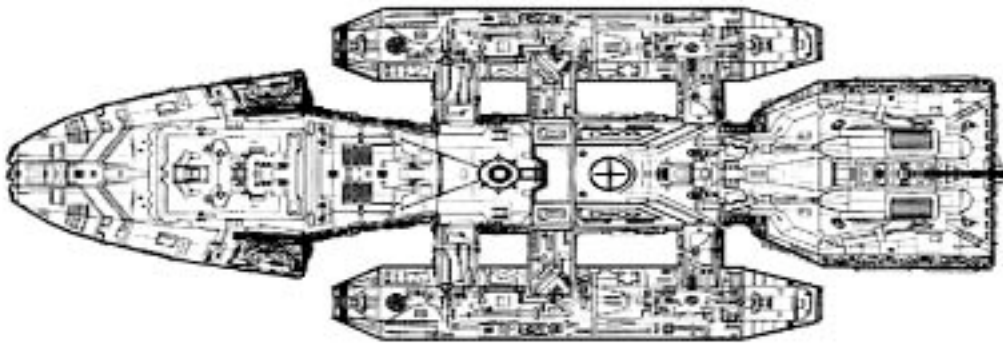
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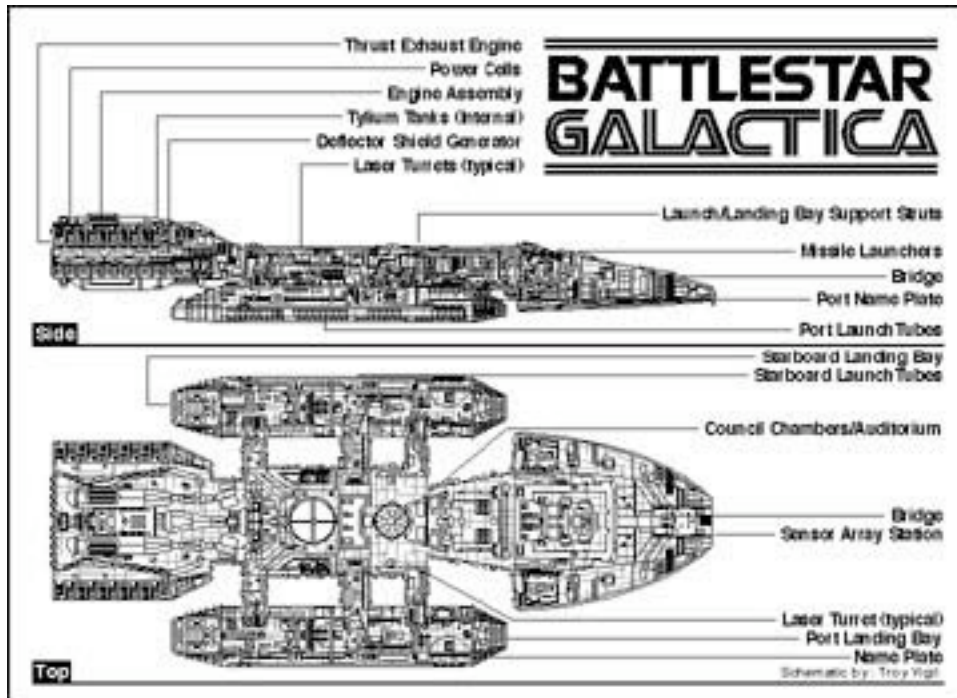
## SHIPS OF THE COLONIAL FLEET:

**Battlestars:** These ships are nearly a mile (1265 meters) in length, with a maximum crew capacity of 1200. Each battlestar carries a complement of 80 Vipers, plus numerous shuttles and probe craft. They are equipped with 32 automatic IFF turret-lasers, 12 (20 megaton) ship-to-ship solonite missiles and 20 (1000 megaton) solonite missiles for planetary bombardment. Each Battlestar is also equipped with two spinal mounted pulse-lasers for ship-to-ship combat. In combat operations, battlestars can launch 20 Vipers simultaneously (10 from each bay).



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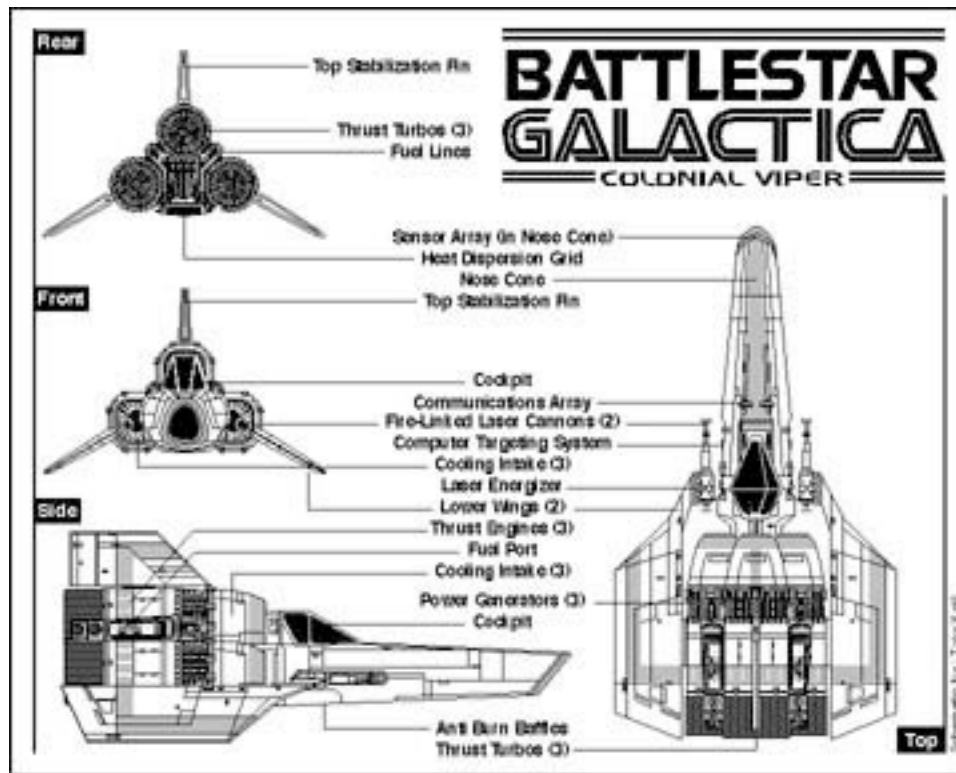


**Named Battlestars:** *Galactica*, *Pegasus* (missing after Battle of Gamoray), *Atlantia* (lost in Battle of Cimtar), *Columbia* (lost at Battle of Cimtar) *Rycon* (lost in Battle of Cosmara Archipelago).



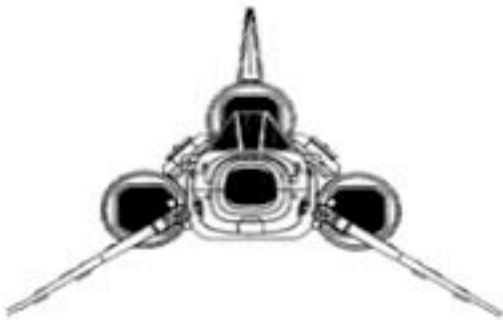
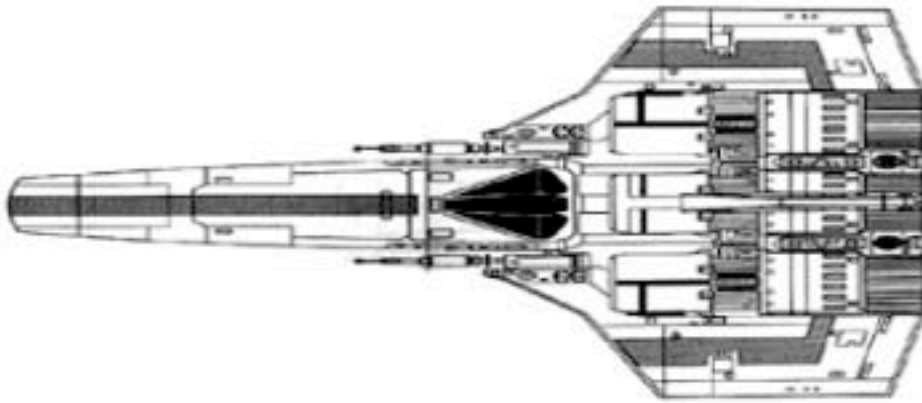
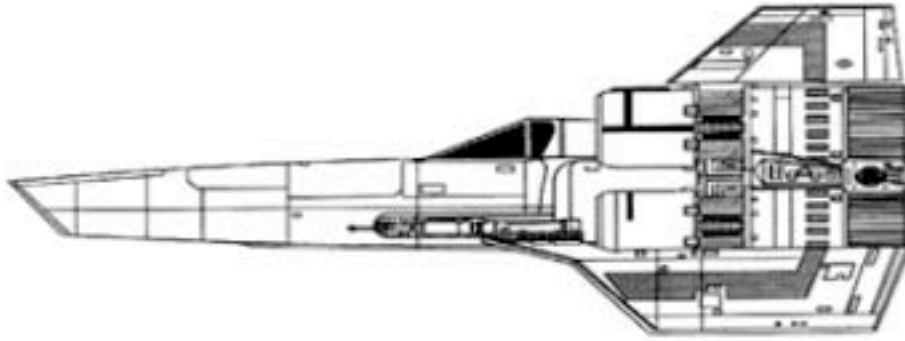
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**Vipers:** One-man craft each carries two turbolasers. Capable of FTL velocities with afterburners. Early in the series it was established that Vipers were manufactured on foundry ships. The fleet built Vipers were not up to the high standards of those manufactured in the homeworlds, but eventually the bugs were worked out.



**Recon Viper:** A specially modified viper intended for use on deep probe missions ahead of the fleet, its weaponry has been removed in favor of more powerful engines. It is also fitted with the CORA advanced flight computer.

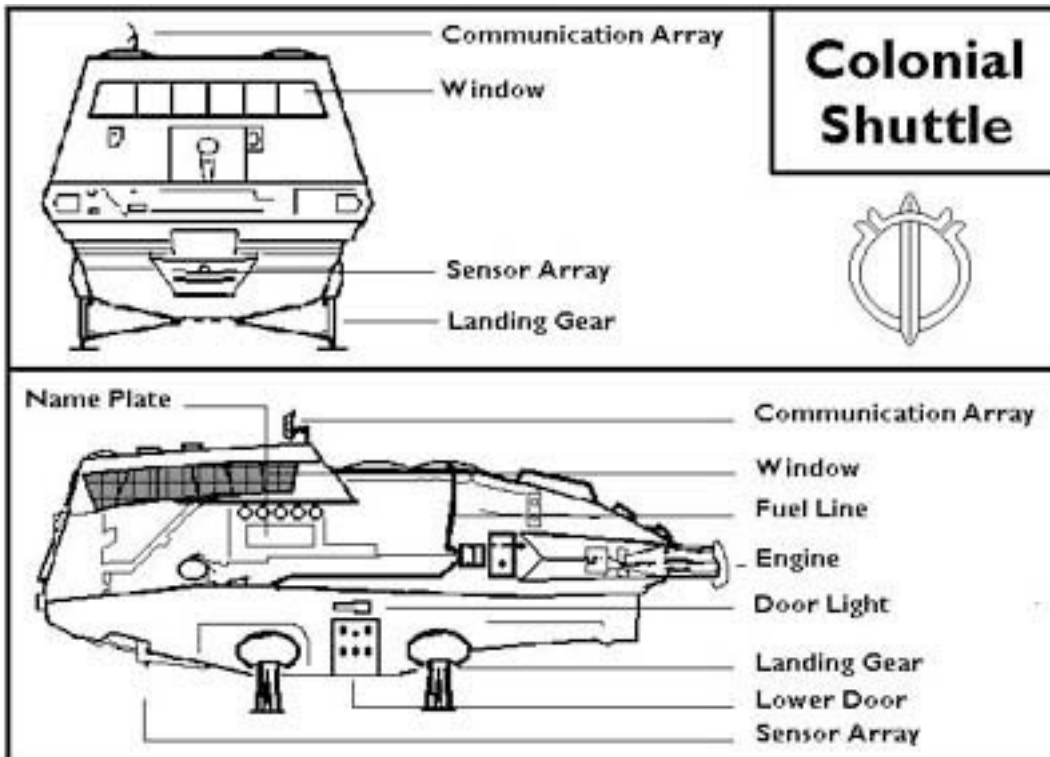
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## CIVILIAN SHIP TYPES:

**Shuttle** small ships designed to carry passengers or freight short distances, often to and from orbit.



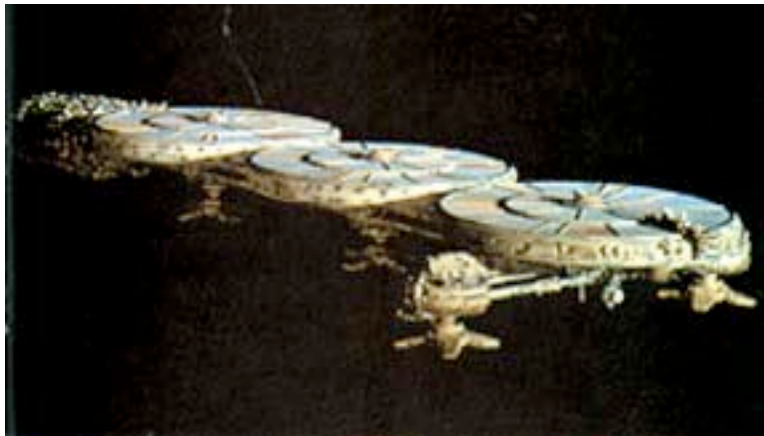
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**Starliner:** luxurious passenger ships run by Trans Stellar Spacelines



ship depicted is the *Rising Star*

**Agro Ships:** Enormous spacecraft in the fleet that carry vast geodesic domes in which food for the people of the fleet is grown.



ship depicted is *Argo Ship Nine*

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Industry Ships: include Electronics, Foundry, Textile and Parts Ships



ship depicted is the *Celestra*



Foundry Ship

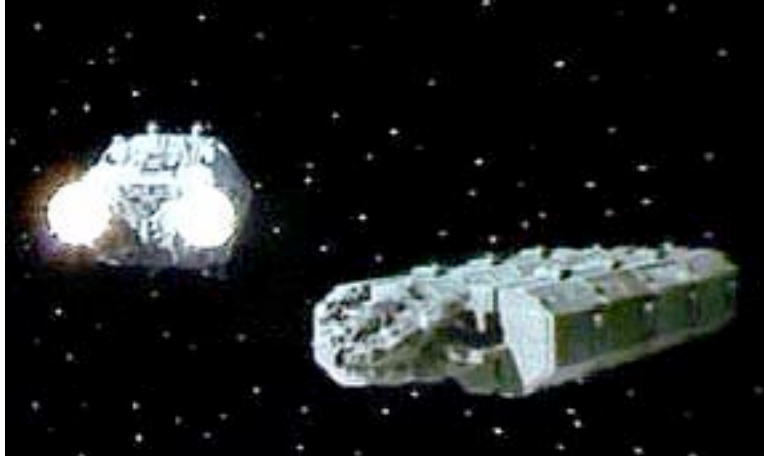
**Barge:** large bulk cargo carrier



Ship depicted is Prison Barge

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**Frieghter::** cargo and passenger carrier



ship depicted is Gemini Freighter *Delphi*:

**Skybus:** small passenger ships run by Tauron Bus Lines

**Livestock Ships:** Argo ships that graze/raise livestock.

**Sanitation Ships:** Recycling/Garbage ship

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## SHIPS OF THE RAG-TAG FLEET:



***Celestra***: electronics manufacturing and maintenance ship

***Adena***: A ship of the fleet that experiences difficulties in the Void

***Agro Ship Nine***: the surviving agro ship in the fleet

**Shuttle *Canaris***: civilian shuttle transporting human passengers amongst ships of the fleet

**Freighter *Borellus***: Home of the Borellian Nomen

**Gemini Freighter *Delphi***:

**Starliner *Rising Star***: A sleek Colonial passenger liner, formerly owned and operated by Trans Stellar Spacelines and featuring the Astral Restaurant

**Cargo Ship *Colonial Movers***: a transport ship converted to carry passengers.

**Prison Barge (name not given)**: Ship in the fleet that houses criminals

**Tip Barge**:

**Orphan Ship (name not given)**: Ship in the fleet that apparently houses large

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numbers of parentless children rescued from the Colonies

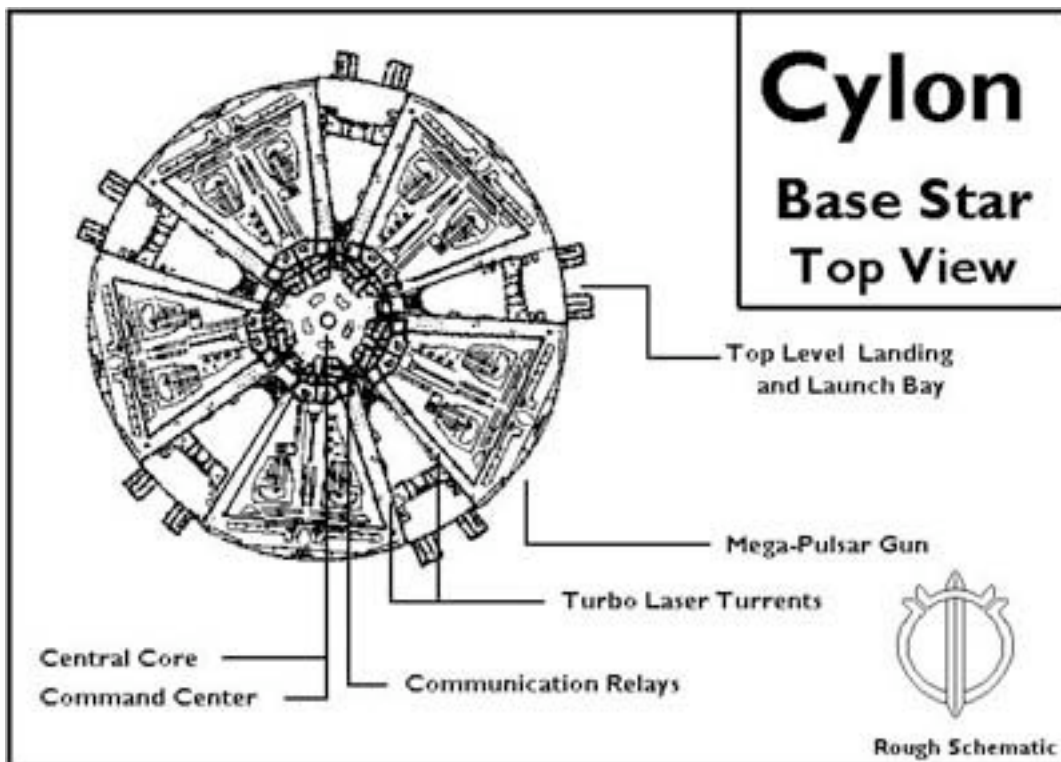
**Senior Ship (name not given):** One of the ships in the fleet, apparently inhabited mostly by older people.



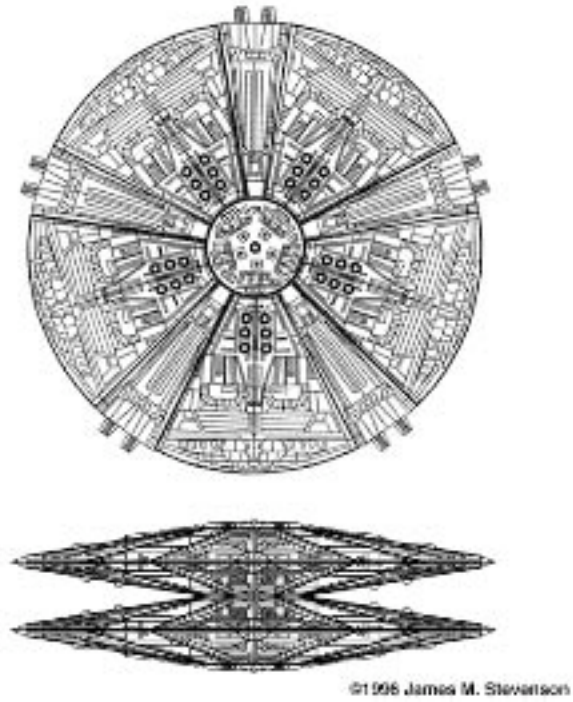
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## KNOW YOUR ENEMY: THE CYLON FLEET:

**Base Stars (aka Base Ships):** Equivalent of a Battlestar, they often operate in groups of three. Normal complement of armaments includes 300 raiders, over 100 IFF laser turrets, and two mega-lasers for ship-to-ship combat (*The Hand of God*).



# SAVAGE GALACTICA

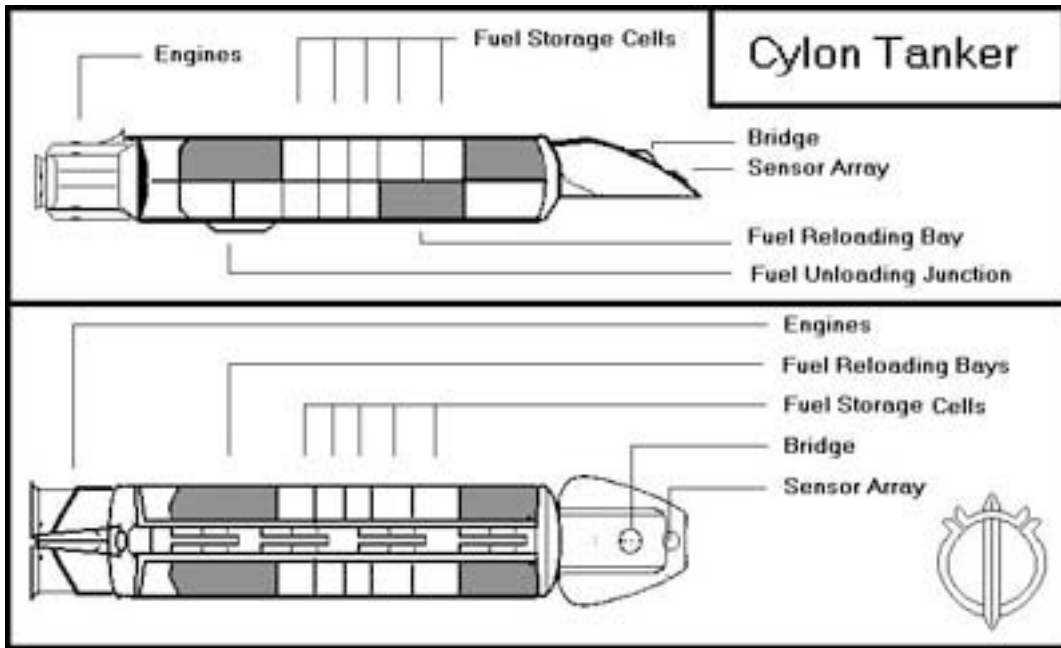


Cylon BaseStar

**Tankers:** These carried fuel for Cylon raider squadrons, but sometimes were used to hide them as well. Easy pickings for Vipers.



# SAVAGE GALACTICA

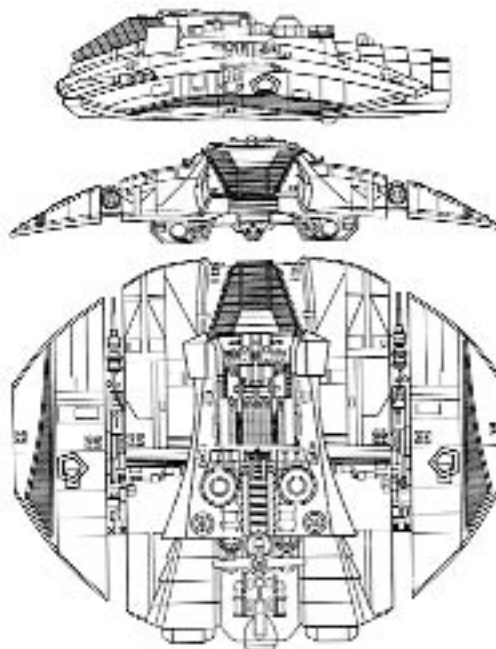
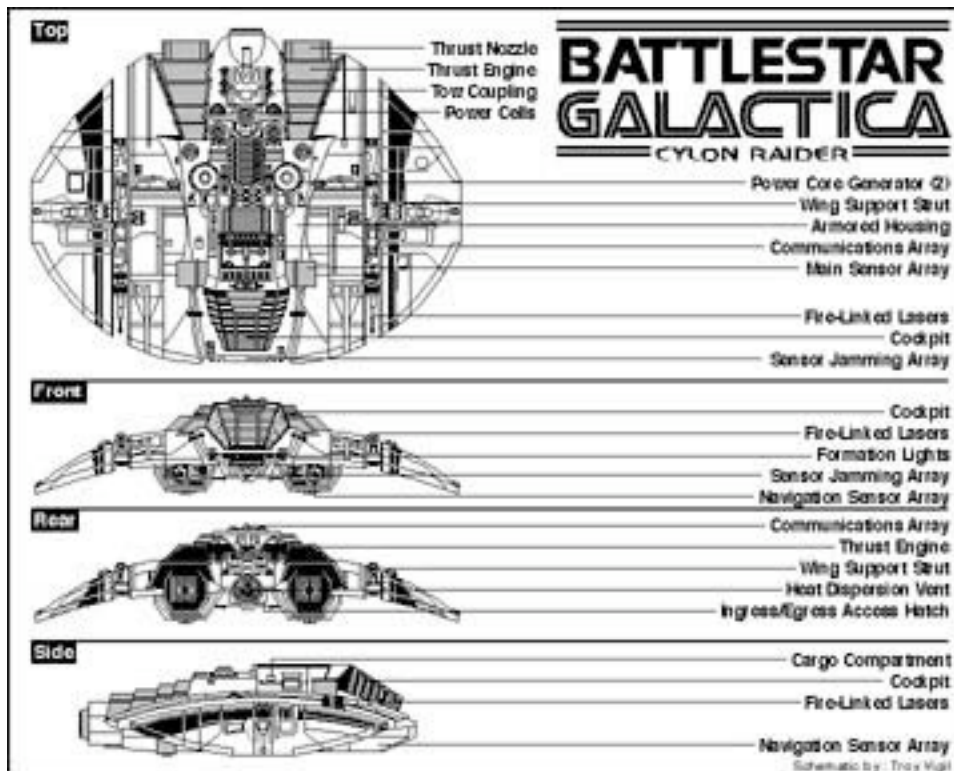


**Cylon Raider:** piloted by three centurions, Cylon Raiders operate in flights of three and would normally only stand and fight Vipers when they had 10-to-1 advantage or better (anything less would be considered a fair fight).



Cylon Raider, expanded view

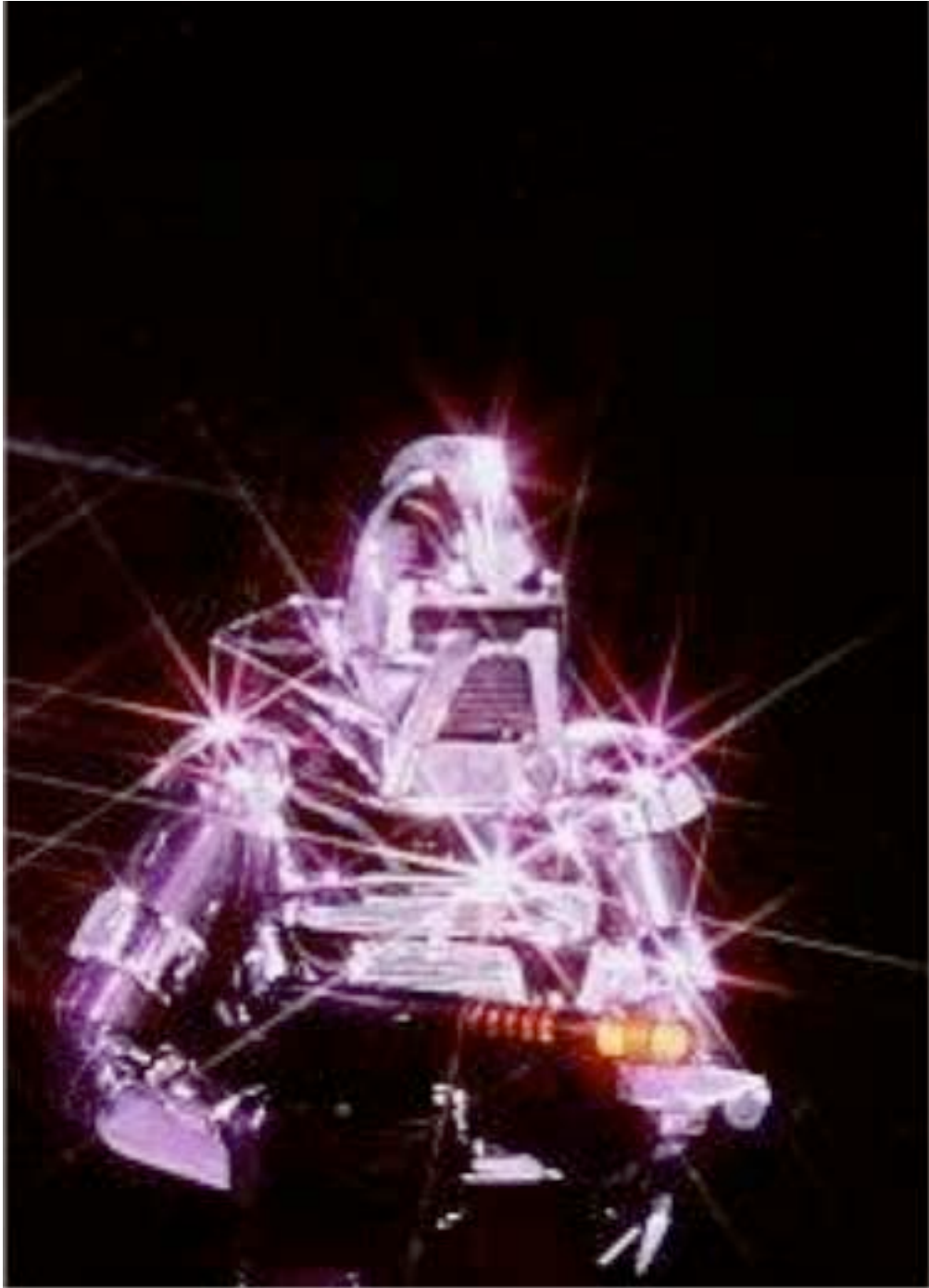
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Cylon Raider Mk II

# **SAVAGE GALACTICA**

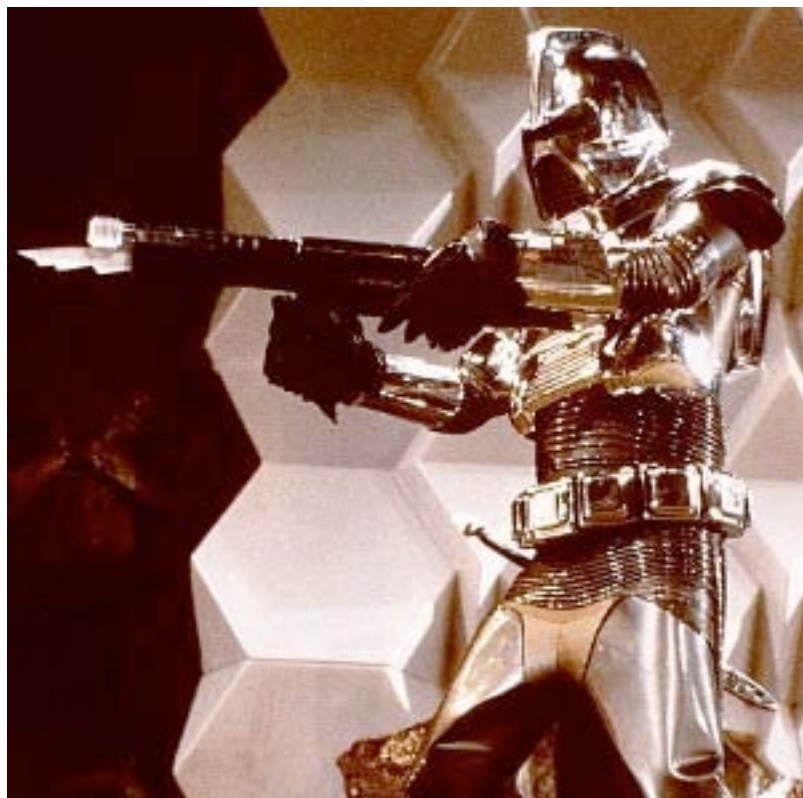
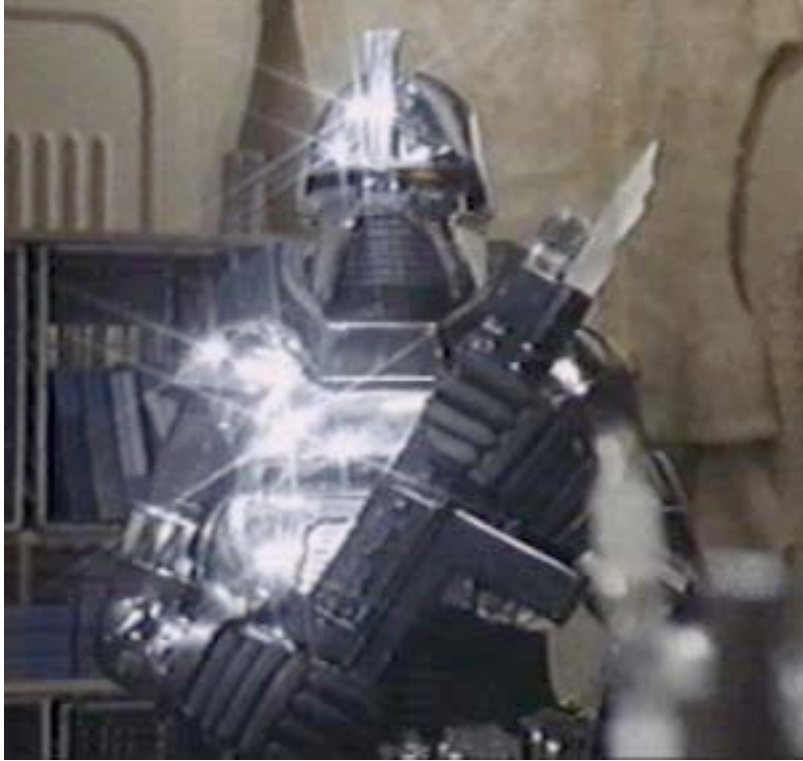
## The Enemy



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# SAVAGE GALACTICA



# SAVAGE GALACTICA



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## TIMELINE

Battlestar Galactica was loosey-goosey about all kinds of details and one of the loosest was time management. The show was fun; the game is supposed to be too! And it accomplishes little to nitpick the weak science or lack of background detail that BSG is based on. Still a timeline does serve to delineate events, as well as provide us with a brief outline of Colonial history and it will help to keep us all on the same page.

Only one solid date is ever given in BSG and that is 7322. This date was when Starbuck was orphaned on Caprica, some twenty yahrens previously and would put the date of the Exodus around 7342 (*The Man With Nine Lives*). From there, we can pick out some other details, like the fact that mankind is nearing its seventh millennium at the time of the Peace Conference (*Saga Of A Star World*), that the Galactica is some five hundred yahrens old (*Hand of God*), that the Colonials landed on their moon a couple of thousand yahrens ago (*Hand of God*), that the Battle of Molecay was two yahrens ago (*Living Legend*) and that the Proteus prison has been distilling ambrosia for 700 yahrens (*The Long Patrol*). All the rest is idle speculation and actual dates are of little importance.

What is important and useful to us as players in a BSG role-playing game is the events themselves and the sequence in which they happen.

**A long time ago, in a galaxy far, far away...** The beings that later appear to Apollo and Starbuck within the 'City of Light', intervene at the beginning of human development. Adama refers to these beings as the 'Mother Race.' (*War of the Gods*)

**0001:** Founding of Kobol. "After their home planet was known to be doomed, the people set forth across a great void which seemed endless until a bright shining star appeared as if from nowhere and guided them to safety." - The Book of the Word. (*Lost Planet of the Gods*)

### 1300 – 2099: THE AGE OF PHILOSOPHERS

**1342:** Six thousand yahren before the destruction of the Twelve Colonies the Oral traditions of the Thirteen Tribes of Man are written down to form the Book of the Word. (*Saga of a Star World*)

A series of great rulers, the Lords of Kobol, come to rule the planet. Human civilization flourishes, pyramids and other great monuments to mankind's development are created and a golden age ensues.

# SAVAGE GALACTICA

**2099:** The Industrial Age explodes on Kobol as the Lords continue to lead the Thirteen Tribes back to the stars.

## **2100 - 3495: THE FALL FROM GRACE**

**2301:** Over industrialization, and too rapid growth, begins to take its toll on Kobol as the Philosopher Kings lose sight of their philosophy in a race into space. Environmental disaster ensued. "...Incredible waste occurred. The rivers and oceans were contaminated. The skies couldn't support even the heartiest of creatures." -Adama, (*Lost Planet of the Gods*, telemovie only).

Ultimately, the planet begins to decay. City by city civilization falls. The largest city, Eden, was the first to fall. It was likely there that the Ninth and final Lord of Kobol was entombed. (*Lost Planet of the Gods*)

**3495:** The Thirteen Tribes leave Kobol and head out into space.

**3500:** The Twelve Colonies of the Three Suns founded. Twelve of the tribes settle near each other, the remaining thirteenth tribe heads to Earth. The twelve colonies were named as follows: Caprica, Gemoni, Canceria, Pison, Sagitara, Leo, Libra, Aquaria, Virgon, Aeriana, Taura, Scorpio. (Official Battlestar Galactica scrapbook, p. 14).

## **3501 - 5300: THE DARK AGES**

**3503:** The rise of the Anti-technologists. "And when they settled the Colonies, they turned on the very technology that could have saved them had they used it properly. They destroyed the ships, the machines, everything." - Adama, (*Lost Planet of the Gods*, telemovie only).

**3506:** On Earth, the thirteenth colony is established. This is apparently the beginning of human life on Earth. These visitors influence several great ancient Earth cultures. These likely included the civilizations of the Toltecs, Egyptians and Mayans as well as possibly those of the lost continents of Lemuria and Atlantis. But they too, ultimately rejected high technology. (opening vocal)

"It took them hundreds of yahrens to revive even the most primitive crafts." - Adama, (*Lost Planet of the Gods*, telemovie only).

# SAVAGE GALACTICA

## 5342 – 6342: THE AGE OF PEACE

**5342:** Caprica ‘re-invents’ space travel. At this time, the Colonials were using sub light craft reminiscent of the early space vehicles launched from Earth in the 1960s and 70s. (*Hand of God*)

**5349:** Capricans land on their moon.

**5352:** Capricans discover human life outside their own world, eleven other worlds among the three star systems are ultimately discovered. The common link is established and a trade network between the Twelve Colonies flourishes. The Colonies find that together they are stronger than any one is apart and the Quorum of Twelve is established uniting the Colonies under a single unified government.

**5367** Early Marron Drive developed and interstellar exploration begins. With the discovery of other planets, new colonies are formed, and alien contact occurs.

**6341:** Last of the Reptilian Cylons, a dying humanoid race, are eliminated by their robot slaves in a cybernetic revolt. A super Cylon henceforth known as The Imperious Leader, becomes ruler of the new machine Empire. Count Iblis provides the voice for the Imperious Leader at the time of his assembly and sends the new robot race down a path that suits his purposes alone. (*War of the Gods*)

## 6342 – 7342: The Thousand Yahren War

**6342:** The Cylons attack the Hasaris, whose territory neighbors the Colonies. The Colonies intervene in the conflict siding with the Hasaris, beginning The Thousand Yahren War. (*Saga of a Star World*)

**6345:** The Colonial fleet is destroyed and the Hasaris race is exterminated by the Cylons.

**6640:** With the war progressing badly, many outer outposts and penal colonies start to be abandoned or forgotten. (700 yahren before *The Long Patrol*)

**6842:** The Galactica is launched. Back then, the Celestial Temples on the Galactica were used to confirm navigational headings. (500 yahrens before *Hand of God*)

**7234:** Adama is born. (He reveals he is over a hundred yahrens old in *Lost Planet of the Gods*.)

**7315:** Apollo is born on Caprica to Adama and Ilya. Starbuck is born on Caprica. His

# SAVAGE GALACTICA

father is Chameleon.

**7322:** (only solid date in BSG) After one of the first Cylon attacks on Caprica, the people of the farm village of Umbra are scattered. One of the members of the community, Chameleon, is separated from his son, Starbuck. Starbuck is later found alone at the edge of the Thorn Forest and is presumed to have been orphaned. (*The Man With Nine Lives* At this time, Starbuck was the same age Boxey was during the series - that is, seven yahrens old.)

**7327:** Chameleon recovers from amnesia. (*The Man With Nine Lives*)

**7335:** Boxey is born to Serina in the Colonies. (Based on Noah Hathaway's age at the time of filming - seven).

**7339:** The Fourth Fleet engages the Cylons at the the Battle of Cosmara Archipelago. The Colonial flagship, the Battlestar Rycon, commanded by Commander Kronus is lost. (a few yahrens before *Take the Celestra*).

**7340:** The Fifth Fleet engages the Cylons at the Battle of Molecay. The Battlestar Pegasus is the only Colonial vessel to survive. Commander Cain, realizing there will be Cylons lying in wait along the entire route back to the colonies, orders the Pegasus out into deep space. (2 yahrens before *The Living Legend*)

**7341:** The Pegasus heads out into deep space, eventually winding up in the Delphian Empire, which is in the process of falling to the Cylons. (*The Living Legend*)

**7342:** Destruction of the Colonies, (just before the 7th millennium of recorded time) and the end of the Thousand Yahren War. (*Saga of a Star World*)

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Season One begins...

The events of *Saga of a Star World*.

The events of *Lost Planet of the Gods*.

The events of *The Lost Warrior*.

The events of *The Long Patrol*.

*The events of Gun on Ice Planet Zero.*

The events of *The Magnificent Warriors*.

The events of *The Young Lords*.

The events of *The Living Legend*.

The survivors of *Pegasus*' Silver Spar Squadron are incorporated into the *Galactica*'s fighter compliment once more giving her four complete squadrons Blue, Red, Yellow (the primary colors) and Silver [formerly Silver Spar and now under the Command of Sheba].

The events of *Fire in Space*.

The events of *War of the Gods*.

The events of *The Man with Nine Lives*.

The events of *Murder on the Rising Star*.

The events of *Greetings from Earth*.

The events of *Baltar's Escape*.

The events of *Experiment in Terra*.

The events of *Take the Celestra*.

The events of *The Hand of God*.

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7344: ...

Season One ends with Adama in command of the Galactica, and the rag-tag fleet continuing its trek toward the shining planet Earth. The Cylons have been routed and left behind (at least for the time being), Baltar has been released on an uninhabited world and John, of the Ship of Lights, has provided the Colonials with a heading for Earth that seems to be bringing the fleet into contact with more and more Human worlds. A promising sign...



# SAVAGE GALACTICA

## EPISODE GUIDE

### *Cast: Major Players*

- **Adama** (Lorne Greene) – Commander, *Galactica's* Commanding Officer, President of Council of Twelve
- **Apollo** (Richard Hatch) - Captain, Blue Squadron Commander, Adama's son
- **Starbuck** (Dirk Benedict) - Lieutenant, Blue Squadron
- **Boomer** (Herbert Jefferson Jr.) - Lieutenant, Blue Squadron, electronics/communications expert
- **Tigh** (Terry Carter) – Colonel, *Galactica's* Executive officer
- **Athena** (Maren Jensen) - Bridge Officer, shuttle pilot. Adama's daughter
- **Boxey** (Noah Hathaway) – natural son of Serina, adopted son of Apollo
- **Cassiopeia** (Laurette Spang) - Med-tech and former socialator
- **Jolly** (Tony Swartz) - Flight Sergeant, Blue Squadron
- **Omega** (David Greenan) - Bridge [Ops] Officer aboard the *Battlestar Galactica*
- **Rigel** (Sarah Rush) - Flight Corporal and *Galactica* Bridge Officer [Voice of Core Command]
- **Salik** (George Murdock) - Senior medic and *Galactica's* Chief Life Officer
- **Wilker** (John Dullaghan) – *Galactica* Engineer/technician
- **Greenbean** (Ed Begley Jr.) – Lieutenant, Flight Leader Blue Squadron
- **Sheba** (Anne Lockhart) - Captain, Silver Squadron Commander, Cain's daughter

### *Cast: Minor Players and Special Guests*

- **Zac** (Rick Springfield) - Younger son of Adama and Ila (dead)
- **Adar** (Lew Ayres) - President of the Council of the Twelve (dead)
- **Serina** (Jane Seymour) - Newswoman, Boxey's mother, Apollo's wife (dead)
- **Uri** (Ray Milland) – Sire, Councilor, leader of Peace Faction
- **Anton** (Wilfred Hyde-White) – Sire, Councilor
- **Deitra** (Sheila De Windt) – Lieutenant, Shuttle and Viper pilot
- **Brie** (Janet Louise Johnson) - Flight Sergeant, Shuttle and Viper pilot
- **Giles** (Larry Manetti) - Blue Squadron Warrior
- **Komma** (Jeff MacKay) – Corporal, *Galactica* Computer technician
- **Carmichael** (Olan Soulé) - Chief planter on fleet agrosip
- **Belloby** (Brett Somers) – Siress, old friend of Adama
- **Cain** (Lloyd Bridges) - Commander of the battlestar *Pegasus*
- **Bojay** (Jack Stauffer) - Captain, Silver Spar Squadron leader
- **Tolen** (Ron Haase) - Bridge [Ops] Officer aboard the battlestar *Pegasus*

# SAVAGE GALACTICA

- **Chameleon** (Fred Astaire) - Professional con man, Starbuck's father
- **Blassie** (Anne Jeffereys) – Siress, lady of wealth, seat companion of Chameleon
- **Zed** (Frank Parker) - IFB newscaster, sports commentator
- **Zara** (Patricia Stitch) - IFB newswoman/interviewer
- **Lomas** (Bruce Wrought) - Corporal
- **Solon** (Brock Peters) – Chief Opposer
- **Barton** (W. K. Stratton) - Wing Sergeant, Viper pilot
- **Tinia** (Ina Balin) – Siress, Councilor, supporter of Adama?
- **Dorma** (John Host) – Sire, Councilor
- **Reese** (Ron Kelly) - Council security officer
- **Geller** (Murray Matthew) – Bureautician
- **John** (Edward Mulhare) – from the City of Light
- **Kronus** (Paul Fix) - Commander of the Celestra (dead)

## *Cast: The Villains*

- **Baltar** (John Colicos) - Count, human traitor, Cylon base star commander
- **Imperious Leader** (voice of Patrick Macnee) - Leader of the Cylons
- **Lucifer** (voice of Jonathan Harris) - IL series Cylon, aide to Baltar
- **Spectre** (voice of Jonathan Harris) - IL series Cylon, Commander of Garrison at Attila
- **Iblis** (Patrick Macnee) - Count, human incarnation of the Devil
- **Maga** (Lance LeGault) – Leader of Borellian Nomen
- **Bora** (Robert Feero) - Borellian Nomen
- **Taba** (Anthony DeLongis) - Borellian Nomen
- **Leiter** (Lloyd Bochner) - Commandant of Terra's Eastern Alliance fleet

(SPOILER ALERTS! DANGER WILL  
ROBINSON! DANGER!)

# SAVAGE GALACTICA

## 1-3. *Saga of a Star World: Parts 1, 2 and 3*

[original air date: Sept. 17, 1978]

The twelve colonies of man have been at war with the Cylons, a machine race with a hatred of all things living and illogical, for 1,000 yahren!

Deceived by a Trojan Horse gambit human Bureauticians betray the Colonies military forces into the Cylons' hands. A one-sided battle is fought at Cimtar, the human military is utterly destroyed and the original Council of Twelve, the ruling body of the Colonies, lost.

One Battlestar, the *Galactica*, commanded by Adama survives Cimtar. Aided by his long time friend and executive officer Colonel Tigh, Commander Adama gathers up the surviving members of the Twelve Colonies of Man and with a *rag-tag* fleet of 220+ civilian starships flees the Colonies, seeking safety amongst the stars, in quest of the lost Thirteen Tribe and a shining planet known as Earth. The Cylons, led by Baltar, the human traitor, who helped orchestrate the holocaust, are in hot pursuit.

Cassiopeia joins the Colonial Service and is given a posting as a nurse on the *Galactica*, serving under Dr. Salik.

After Apollo, Starbuck and Boomer blast the Fleet a clear path though a minefield the *Galactica* arrives at Carillon which appears to be a vacationer's paradise, imagine a Las Vegas where you never lose, and the fleet begins to refit and refuel. Once again the Bureauticians attempt to disarm the people by ordering all of *Galactica's* Viper pilots to a celebration for Captain Apollo and Lieutenants Starbuck and Boomer, the undeniable heroes of the day.

Apollo and company discover that the insectoid Ovions, who run the Casino on Carillon, are feeding the guests to their young just about the time that Baltar attacks. Thanks to Adama and Tigh, who deceived the Bureauticians, led by Sire Uri, by sending non-flying crewmen down to the Casino in pilot's uniforms. The *Galactica's* Viper squadrons are in position to save the day, and do.

APPEARANCES BY: Omega, President Adar, Sire Uri, Sire Anton, Zac, Serina, Rigel, Greenbean and Dr. Wilker

## 4-5. *The Lost Planet of the Gods: Parts 1 and 2* [original air dates Sept. 24, and Oct. 1, 1978]

Apollo plans to 'seal' [marry] with Serina but his plans are interrupted when he and

# SAVAGE GALACTICA

Starbuck, on long range probe, discover a vast magnetic Void ahead of the fleet.

At the same time Boomer and Jolly discover a Cylon listening post on an asteroid and end up bringing a rare viral plague back to Apollo's 'send off' party, inflicting all the Viper pilots and crippling *Galactica's* military capabilities.

In a scramble to replace her Viper pilots Adama issues an order to convert shuttle pilots, many of whom are female and one of which is Serina, to fighter patrol duties.

Starbuck is captured by the Cylons. Adama becomes convinced that Apollo's magnetic anomaly is the Void of legend and that it will lead them to the planet Kobol and orders the fleet to go through, despite the fact it will be totally blind once inside.

Apollo and Serina 'seal' as a lone star appears within the Void and Colonial Fleet uses it as a guide to steer by coming at last to planet Kobol, the sacred home of mankind where all life began.

While Dr. Salik and Cassiopeia return to the Cylon listening post escorted by the new female pilots, to save the regular Viper pilots, who are all dying, Adama surveys a dead world which is covered with Egyptian-like ruins and appears to hold the secret of Earth's location. Baltar appears and bargains with Adama, promising peace and safety if he turns the fleet over to Baltar but Cylons choose this moment to betray Baltar attacking the fleet and the planet and interrupting Adama's attempts to open the secret vaults of Masters of Kobol: the new pilots, who are sorely outnumbered face sure destruction until the ill pilots recover in time to bolster their ranks.

Starbuck is returned. Serina is killed and the fleet is on the run again!

APPEARANCES BY: Omega, Lt. Deitra, Salik, Serina, Brie, Greenbean, Rigel,

## 6. *The Lost Warrior*

[original air date Oct. 1, 1978]

While on patrol Captain Apollo leads a Cylon attack force away from the fleet. Running out of fuel he is marooned on a Western frontier-like planet, where he meets a woman, trying to run her farm without a husband and her young son. The pair are being terrorized by a local thug... and his malfunctioning Cylon henchman who has become the notorious gunslinger, known as Red Eye.

APPEARANCE BY: Giles

# SAVAGE GALACTICA

## 7. *The Long Patrol*

[original air date Oct. 15, 1978]

Starbuck manages a visit to the luxurious *Rising Star* and almost manages to successfully date Cassiopeia and Athena at the same time but they bump into each other in the passage way and compare keepsakes.

Fleeing into deep space Starbuck tests the new ultra-fast, but unarmed, Recon Viper #1, equipped with a talking computer named C.O.R.A. [Computer Oral Response Activated]. Starbuck and his computer get off to a rough start ["A hot pilot doesn't need all that electronic feldercarb"] but come to an eventual understanding.

Starbuck helps a bootlegger shake pursuit and is rewarded by having a bottle of Ambrosa busted over his head. The bootlegger steals Recon Viper #1, Starbuck finds himself arrested by the Galactic Police who are operating a long-forgotten prison planet, whose inmates are the descendants of the original prisoners and which is totally unaware of the Cylon holocaust. Starbuck leads a prison revolt and his plans to move 500 yahren worth of Ambrosa production are interrupted when the Cylons, who home in on an old Aerian merchant code being a transmitted by the bootlegger back to the colonies, attack the prison.

APPEARANCES BY: Omega, Rigel, Komma

## 8-9. *The Gun on Ice Planet Zero: Parts 1 and 2* [original air dates Oct. 22, and Oct. 29, 1978]

Baltar's Cylon forces herd the Colonial Fleet towards a Cylon-controlled Ice planet with an ultra-powerful laser pulse weapon, designed by, Dr. Ravishol, a former Colonial Scientist.

A Colonial patrol, including cadets in training, is fired on by the pulse cannon, Cadet Bow is vaporized instantly and Cadets Shield and Cree close with the unknown weapon in order to discover its true nature. Wanting a prisoner the Cylons vaporize Shield but force Cree down.

Now aware of the terrible new danger of the pulse cannon, whose destructive power is infinite up to two hectons and which could destroy the *Galactica* with a single pulse, Adama plans a ground assault as only viable method of attack. Unable to accept the fact that he left Cree behind Starbuck falsifies computer data to get himself put on the ground mission.

Time is quickly running out for the fleet as the range closes between it and the Ice planet that houses the pulse laser and a team of Warriors and knowledgeable Colonial convicts

# SAVAGE GALACTICA

will be forced to work together to destroy the weapon, which is fully capable of destroying the entire fleet by itself.

On the Ice Planet the team discovers an entire colony of clones [Theta Class Life Forms] led by Ser 5-9 and Tenna. The Clones are secretly having children on their own and are ultimately convinced, by their human creator Dr. Ravisol, to help the Colonial Warriors to destroy his terrible weapon when he promises he will be able to protect them and their children from the Cylons.

Croft, the leader of criminals and a former Colonial Warrior, remains loyal to the cause and the gun is destroyed even as the fleet comes into range. Baltar's plans are foiled, the Ice Planet is secured for the Thetas and Starbuck gets kisses from three identical women at once.

APPEARANCES BY: Omega, Giles, Greenbean, Rigel, Komma, Cadet Cree, Cadet Shields, Cadet Bow

## 10. *The Magnificent Warriors*

[original air date Nov. 12, 1978]

When a Cylon attack destroys two Colonial agro ships and damages a third it leaves the fleet with virtually no food supply. The Galactica must trade equipment for seed and foodstuffs on the planet Sectar, a backwater Colonial agricultural outpost plagued by the Borays, a group of pig-like marauders.

Adama is forced to court Siress Belloby to get an old model energizer, not marked with Colonial markings for trade.

Starbuck is duped into becoming Constable of Serenity, the agro community. Constable is a lifetime appointment although their lives are relatively short as their only job is to divert the attacking Borays, who are heard animals and follow their leader. The Borays are diverted without Starbuck losing his life but they kidnap Siress Belloby in their attack. Muffet tracks the Borays to their camp and Adama negotiates with their leader Nogow but the master diplomat fails complaining, "that is the most obstinate, self-centered, opportunistic, selfish, lazy creature I have ever meant in my life! He's interest in one thing only, his own personal comforts. You can't bargain with a creature like that! Starbuck, who understands Nogow better than most has a plan however.

Belloby is returned, the Borays go back to growing their own food, the Fleet gets seed and foodstuff, and Serenity gets a new Constable: Nogow, the good for nothing who turned his people into marauders because he was too lazy to work, and as long as he is kept in food

# SAVAGE GALACTICA

and drink there will be no more attacks.

APPEARANCES BY: Omega, Greenbean, Rigel, Belloby, Carmichael

## 11. *The Young Lords*

[original air date Nov. 19, 1978]

Starbuck crashes on Attila, a medieval-like planet on the far edge of the Omega sector, where the Cylons have destroyed all the humans except for a band of children, who have become warriors to save their enslaved father.

Spectre, one of the early IL series, is commander on Attila. He manages to convince Baltar he has the situation under control even though he is being confounded by family of children.

Kyle, the oldest child and their leader, plans to exchange Starbuck for their father. Miri, who has a crush on Starbuck, is against the plan and warns Starbuck who convinces Kyle that you can't make deals with Cylons. The Cylon's do in fact, go back on their word failing to free the children's father at the exchange and Starbuck and the kids plan an assault on the family castle to free their father.

The raid is a success and by the time Apollo and Boomer arrive to rescue Starbuck he no longer needs rescuing.

The *Galactica* offers to take the family with them but they decide to stay and defend their world, which is their home. Starbuck has a parting scene with Miri which leads Boomer to note, "I don't know how he does it!" Apollo grins and admits, "Neither do I."

APPEARANCE BY: Spectre

## 12-13. *The Living Legend: Parts 1 and 2*

[original air dates: Nov. 26 and Dec. 3, 1979]

The entire fleet is running out of fuel and while on a long-range recon patrol in search of more, Apollo and Starbuck encounter the supposedly lost Battlestar *Pegasus*, commanded by the greatest military commander who ever lived [and Apollo's idol], Commander Cain.

Morale grows in the Fleet with Cain's return but his all or nothing, go for broke attitude starts to clash with the diplomat in Adama.

The brash Commander Cain insists that the *Galactica* join the *Pegasus* in on a frontal attack on the Cylons -- an attack that Adama believes would be suicide and lead to destruction of

# SAVAGE GALACTICA

the fleet. When Adama orders Cain to stand down, he chooses to lead an attack on a group of Cylon tankers [Adama's plan for solving the fuel shortage] and purposely destroys the tankers and the fuel the fleet so desperately needs forcing Adama to accept Cain's plan for a full frontal attack on Gamoray, the Cylon Capitol in this sector.

Cain and Cassiopeia turn out to be former lovers. Starbuck grows jealous and Sheba, Cain's daughter, grows restful of Cassiopeia.

Clashes between *Galactica* and *Pegasus* warriors reflect their divided loyalties to their two commanders. Especially when Adama orders reserve fuel transferred from the *Pegasus* to the fleet.

At the same time Baltar, reinforced by two more basestars, decides that the time has come to strike the final blow and that once he has destroyed the *Galactica* he will make Gamoray his own Capitol. Still unaware of the *Pegasus* Baltar decides to lead the attack himself.

Baltar attacks with the largest Cylon taskforce seen since the destruction of Caprica. Cain admits that Adama was right and that if they had followed his plan the fleet would have been totally helpless. The *Living Legend* comes up with a plan to defeat the Cylons by using the *Galactica* as a decoy.

Baltar's plan to defeat *Galactica's* Vipers by concentrating the attacks of his slower less mobile Cylon fighters on *Galactica's* landing bays and thereby preventing the faster better piloted fighters from being able to refuel, reload or land is working. As the battle progresses he has the Cylon fighters led the Viper's away from the *Galactica* running out their fuel.

With the *Galactica* burning in space Cain closes on the Cylons and launches his Vipers. Baltar, whose fighters have also expended a great deal of fuel, orders the retreat rather than face the fresh Vipers from the *Pegasus*.

Cain comes up with a plan for an assault on Gamoray. Adama is reluctant, he is afraid of a repetition of the 'tanker incident' but has little choice but to agree to Cain's plan.

Apollo, Starbuck, Boomer Sheba, Bojay, and Cassiopeia make a para-assault on Gamoray while Baltar plans another attack and the Imperious Leader arrives at the the airdome.

The attack on Gamoray succeeds. Sheba and Cassiopeia make peace when Cassiopeia risks her life to help Bojay.

When he is informed that Warriors are 'pounding the pogeas' out of Gamoray Baltar tries to launch his attack on what should be a helpless fleet, but Lucifer informs him that the

# SAVAGE GALACTICA

Imperious Leader is on Gamoray and Baltar changes tactics ordering the basestars to defend Gamoray and not attack the fleet.

Cain plans to drive the *Pegasus* through Baltar's fighter task force so as to attack his basestar directly. The *Viper's* clear a path though the Cylon fighters, which Cain uses as a corridor to attack the basestars. When the *Pegasus* fails to engage the Cylon fighters Baltar figures her attack is a faint and orders the Cylon fighters on to defend Gamoray and the Imperious Leader.

Adama orders Cain to stand down his attack but Cain convinces him it is the only way. When Baltar learns that the *Pegasus* is coming for him he orders the fighters back from Gamoray to defend the basestars.

Cain attacks, driving the *Pegasus* between two basestar and Apollo and Starbuck go back to help attacking the basestars missile launchers.

The *Pegasus* launches her own missiles and disappears in the brilliant flash of the two basestars blowing up.

*Pegasus* isn't heard of again but everyone is convinced that she is maintaining radio silence and has headed out into deep space like it did after the Battle of Molecay.

APPEARANCES BY: Cain, Bojay, Tolan

*[These episodes introduce Sheba to regular cast]*

14. *Fire in Space* [original air date: Dec. 17, 1978]

Boomer, Athena, and Boxy are relaxing in a rejuvenation center when the Cylons mount a major attack using over a hundred Raiders in order to ensure that a special suicide squadron gets through to the *Galactica*.

The *Galactica* 'secures all compartments' for battle, trapping Boomer and company in the rejuvenation center. The suicide squadron manages to ram the *Galactica* severely damaging the Bridge and setting Alpha Bay on fire.

Adama is critically injured, with shrapnel dangerously close to his heart.

Despite the best efforts of firefighters the solonite fires in the landing bay spread rapidly; the solonite fueled fires resist the boraton normally used to fight fires on *Galactica*.

# SAVAGE GALACTICA

The fires close in on the rejuvenation center, where communications with the Bridge have been cut off and the first aid supplies, including the life masks, have been destroyed.

Adama has a shrapnel fragment near the wall of his heart but Doctor Salik is reluctant to operate because the fires have already knocked out one of *Galactica's* two energizers and if the other one goes out his operating room will shut down.

The Bridge knows that Boomer and company are trapped in rejuvenation center but they don't know what their status is or even if they are still alive.

Apollo discovers that the ventilation systems going into the rejuvenation center connect to the Command Bridge. They are too small for a man to get through though. Col. Tigh asks what about a boy? Apollo says that Boomer would never risk Boxey's life like that but that Muffit might be able to get through. Tigh shows Apollo how the ducts also head off in eight or nine directions that lead to three or four other compartments besides the Bridge and explains that they haven't enough men to cover all the compartments, even if they knew Boomer and company were still alive. The fire has already destroyed the Boraton Mist Control Center and if it reaches either the energizer or the solium fuel supplies the *Galactica* is doomed and all resources have to go to fighting the fires.

When Fire Chief tells Tigh they'll never get the fire out unless they can put it all out at once and that that is impossible in launch bay Apollo suggests they replace the Turbo Lasers in three Vipers with Mega pressure pumps and shoot boraton into the launch bay from space.

Boomer and Boxey send Muffit into *Galactica's* ventilation system in order to bypass the fire and let the bridge know that they are alive but cut off by the fire.

Apollo's plan for the boraton strafing runs fail to put out the fires in the bay.

Doctor Salik decides to go ahead with Adama's operation because the fire is endangering to destroy *Galactica's* power supply and Tigh visits Adama in sickbay before they put him under. Adama tells him to let the vacuum of space put the fire out by using explosive charges to blow a hole in *Galactica's* hull and deprive the fire of oxygen.

Apollo and Starbuck make an ATV walk in space to place the explosive charges while Sheba supervises from a Viper. While floating in space Apollo remembers that Boxey has trained 'Muffy' to find mushies and asks Col. Tigh to set out a plate for the daggit to sniff out in order that he might find the bridge.

Muffit makes it to the bridge and Tigh gives him a bag of life masks to take back to Boomer and the others for when they 'space' the fire.

# SAVAGE GALACTICA

Adama's operation proceeds, as the fire spreads it comes very close to wiping out the power supplies and brownouts occur in the Sickbay.

Apollo sets the last charge but miss times his 'jump' and misses a handhold setting himself adrift in space. Starbuck launches himself after Apollo. Sheba Finds Apollo and Starbuck drifting in space and they send a shuttle to rescue them.

The fire is put out, Adama recovers from the open-heart surgery, and Muffit is repaired.

15-16. *War of the Gods: Parts 1 and 2* [original air dates: Jan. 14 and Jan. 21, 1979]

While the fleet is plagued by glowing lights that constantly fly past them too fast to be followed, Apollo, Starbuck, and Sheba find the remains of a shipwreck, with a mysterious and seemingly all-powerful being named Count Iblis, who helps them capture Baltar.

APPEARANCES BY: Omega, Iblis, Brie, Bojay, Greenbean, Wilker, Rigel,

17. *The Man With Nine Lives* [original air date: Jan. 28, 1979]

An old con man known as Chameleon [aka Captain Dimitri] meets Starbuck and claims to be his father.

convinces him that he may be Starbuck's father, to gain Starbuck's help in evading a trio of bloodthirsty Borellians who are after him in revenge for another con.

APPEARANCES BY: Omega, Siress Blassie, Maga, Bora, Taba, Corporal Lomas, Zara, Zed

18. *Murder on the Rising Star* [original air date: Feb. 18, 1979]

When Starbuck's rival in the popular sporting event is found murdered, the evidence all points to Starbuck; and Apollo is about the only person who believes in his innocence.

APPEARANCES BY: Wilker, Solon, Barton, Komma, Zara, Zed

19-20. *Greetings From Earth: Parts 1 and 2* [original air date: Feb. 25, 1979]

When Apollo and Starbuck find a primitive sleeper ship carrying a man, a woman, and four children, the inhabitants reveal that they are from Terra, an Earth-like planet at war with the evil Eastern Alliance.

APPEARANCES BY: Salik, Wilker, Reese, Geller, Lieter

21. *Baltar's Escape* [original air date: Mar. 11, 1979]

When Baltar plans his escape with the help of the three Borellians and the Eastern Alliance Enforcers, members of the Council of Twelve are taken hostage, and Adama must give in to the escapees demands.

APPEARANCES BY: Omega, Wilker, Rigel, Reese, Leiter, Maga, Bora, Taba

## SAVAGE GALACTICA

22. *Experiment in Terra* [original air date: Mar. 18, 1979]

Apollo and Starbuck follow the escaped Eastern Alliance ship back to Terra, where they help the Terrans overcome a nuclear holocaust, with the help of the race of white lights that had earlier helped them defeat Count Iblis.

APPEARANCE BY: John

23. *Take the Celestra* [original air date: Apr. 1, 1979]

Starbuck runs in to his long-lost love, Aurora, who is involved with a group trying to free the passenger ship Celestria from its supposedly dictatorial captain.

APPEARANCES BY: Omega, Kronus,

24. *The Hand of God* [original air date: Apr. 29, 1979]

Rather than continue fleeing from their enemies, the crew of the Galactica commences an all-out attack on a Cylon base.

APPEARANCE BY: Omega



# SAVAGE GALACTICA

## LEXICON OF WORDS

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The following is a small collection of words and expressions that are in common use with Colonial and Cylon people and their equivalent in modern day English.

This is not a collection of terms and names which can be used to identify certain events, names and locations from the series. Instead this is more of a dictionary of words which are in common use, although slanted towards the Colonial way of life.

You will not find names of people, places, ships or events here unless relevant.



### **Agron Outpost**

Agriculture/Farming colony

### **Ale**

Beer type of alcoholic drink

### **Ambrosa**

Fine wine [*Note the correct spelling*]

### **Android**

A robot made to look and act like a human.

### **Arment Day**

Colonial National Holiday

### **Ascensor**

Lift, elevator

### **Asteral Winds**

Winds produced by gravities interacting between close orbit planets.

### **Astralon**

Asteroid

### **Avion**

Bird

# SAVAGE GALACTICA

## B

### **Bacteria Trap**

Slang for the decontamination chambers aboard starships

### **Baharri**

Intoxicating spirit drink

### **Barge Lice**

Slang for prisoners on a prison ship

### **Bio-Pulse Lines**

Pulse and vital signs of a patient

### **Bio-robotics**

The study of robots designed to look and mimic a particular race.

Note that these are not biological robots though, they are still mechanical inside. Colonial Institutes are quite advanced in this respect.

### **Blackshirt**

Slang for Council Security personnel

### **Book of Strategy**

Colonial Warriors manual

### **Book of the Word**

Colonial sacred texts

### **Boraton**

Firefighting foam

### **Bovine**

Cattle, mainly cows

### **Brig**

Detention centre on starships

### **Buritian**

Hereditary noble, usually leaders of the Colonies

# SAVAGE GALACTICA



**Carbide**  
Carbon Dioxide

**Celestial Chamber**  
Early navigation domes on ships

**Centar**  
Hour

**Centon**  
Minute

**Centuron**  
100

**Chancery**  
Gambling den

**Commanders Court**  
Military court

**Computron**  
Computer

**Council of the Twelve**  
See Quorum of the Twelve

**Crawlon**  
Spider

**Cubit**  
Standard money of the Colonials. Gold coin, valued by weight.

**Cryogenic Suspension**  
Process of freezing the human body in a Cyrogen tube until a cure can be found. Early cultures also use these to travel between the stars.

**Cyrogen Tube**  
A device used to put a person in cyrogenic suspensions, or deep freeze

# SAVAGE GALACTICA

## D

### Daggit

Dog

### Datapad

Hand held palm computer

### Death Stone

Grave stone

### Designation

Career, job

### Diablos

The Devil or a demon

### Di-ethene

A toxic gas given off by Cylon weapons, and sometimes Tylium refining

### Drone

Robot, usually slow and dumb, for menial or heavy labour duties.

### Duckit

Permit, ticket

## E

### Electro-Identification System

Colonial system for determining whether a ship is friendly or not. If the result of a EIS scan is positive, then the ship is friendly. All Colonial ships broadcast this and thus it can be turned off to avoid detection.

### Electronic Defence Shields

The main defence for ships, this is electronic warfare designed to confuse and jam enemy electronics.

### Elite Class

First class or luxury class

# SAVAGE GALACTICA

## **Energiser**

Power generator

## **Epistle**

Letter, as in, "to write a letter"

## **Equine**

Horse

## **F**

## **Feldercarb**

Sh\*t or Cr\*p

## **Finite Laser Extractor**

Medical tool for extract a holographic image of a neuro cell.

## **Finite microlaser**

Medical tool for use in surgery

## **First Orbit Cadet**

Slang for a rookie pilot

## **Fleet Commline Alpha**

Secure and scrambled communications channel between Colonial warships

## **Forced Nitron Process**

A Colonial method for force growing plants to create a crop very quickly

## **Frak**

F\*ck

## **Fumarello**

Cigar

## **Furlon**

A leave period

## **G**

## **Gamma Frequency**

Old and obsolete radio frequency

# SAVAGE GALACTICA

## **Grid Barg**

Slang for a prison transport.

## **Grid Rats**

Slang for prisoners on a prison transport

## **Grog**

Beer type drink. A good quality grog actually has mild aphrodisiac qualities.

## **H**

### **Hades**

Hell

### **Hand Mine**

Grenade

### **Hectare**

14,500,000 kilometres

### **Hemo-type**

Blood type

### **High Band**

Communications Channel, possible an emergency frequency

### **Hi-Lo**

A card game where the objective is to get higher or lower than the dealer

### **Hovermobile**

An air cushion vehicle, the common transport for Colonials

## **I**

### **Instructional Period**

A period for learning.

### **Ion Trail**

The exhaust trail given off by Colonial starships

# SAVAGE GALACTICA

## K

**K-Biscuit**  
Snack food

**Kinsman**  
Family relative

**Kobol**  
Planet from which all human life originated

## L

**Languatron**  
Language translator computer

**Laser**  
Standard term for most weapons, even though most weapons are in fact blasters and not really lasers.

**Laser Range**  
Firing range, used for practise

**Laseronic Ergon Scan**  
A test to determine whether the output of a laser weapon is the same as the impact of a laser on a target.

**Launch Field**  
Landing area, airport

**Life Center**  
Medical bay

**Life Pod**  
A medical unit for holding a critically ill patient

**Life Station**  
Medical bay

**Lords of Kobol**  
Ancient rulers of Kobol

# SAVAGE GALACTICA

**Lupine**  
Wolf

## **M**

**Marker Beacon**

A signal given off by Colonial ships to allow other friendly ships to track them.

**Marron Drive**

Standard Faster Than Light drive of the Colonials

**Maxim**

10 microns (distance)

**Mephistopheles**

The Devil

**Meteor Fire**

A meteor storm that enters and burns up in a planets atmosphere

**Metron**

1 metre

**Micron**

Second

**Micron**

Kilometre

**Microcenton**

Micron, not widely used

**Millenium**

1,000 yahrens

**Millicenton**

10 centons

**Modocker**

An expletive, a rude - but friendly - name for someone.

# SAVAGE GALACTICA

## **Mushies**

Snack food, sweets

## **N**

### **Night Flyer**

Night owl

### **Numo**

Primitive compressed air rifle type weapon

## **O**

### **Officiator**

Sports referee

### **Opposer**

Prosecuter in a court of law

### **Oregg**

Gold

### **Orion Cheques**

Monetary unit of Orion and legal tender within the Colonies.

### **Ovine**

Cattle, mainly Oxen

## **P**

### **Parsec**

1 Astronomical Unit

### **Pluton**

A form of radition, deadly

### **Pods**

Generic term for any hidden or camouflaged Cylon ground base

### **Powersled**

A tracked cargo transport vehicle

# **SAVAGE GALACTICA**

## **Praesidium**

Central governing body of a planet. Each Colonial world had its own Praesidium.

## **Primaries**

Basic food types, healthy

## **Protector**

Defending council in a court of law

## **Pyramid**

Card game

## **Psycho-Electron Recall**

A mechanical method of helping or forcing the recipient to reveal hidden memories or to get them to reveal the truth.

## **Q**

### **Quarton**

Week of 5 days, not widely used

### **Quorum of the Twelve**

Leadership of the Colonials

## **R**

### **Radion**

Radiation. Radion Levels are radiation levels, the higher, the more deadly.

### **Rejuvenation Center**

Rest room or common area

### **Respiratory Probe**

Device to monitor the breathing of a patient

## **S**

### **Sagan**

God, or a good Colonial Deity

### **Sagitarian Straight Arrow**

Spirit drink

# SAVAGE GALACTICA

## Seal

Marriage

## Secton

Week

## Sectar

Month

## Servitor

Servant, waiter

## Seven and Eleven

Card game

## Sire/Siress

Male or Female noble, not necessarily a Buritician

## Spacedome

A spaceport or landing ground. Larger than a launch field.

## Socialator

A Scorpion female trained in the art of entertainment and the pleasure of others. Training includes the arts, dance, music and sex. Can speak knowledgeably on most subjects, and on their home world, looked on with respect. Not everyone appreciates them though.

## Solium

A refined liquid fuel of Tylium

## Solenite

A powerful explosive, made from refined Solium

## Star

In addition to being an astronomy reference, the word "Star" can also refer to a space ship, and is interchangeable with that word. For example *Baseship* and *Basestar*, The star *Kobol* and the ship *Kobol*.

## Stripped and Moduled

A military punishment. Means to be stripped of ones rank and thrown in the brig.

# SAVAGE GALACTICA

## Support Vapors

Artificial oxygen supply on board space ships

## T

### Tape Corder

An audio recording device, the name being a hold over from primitive devices which used magnetic tape.

### Tech Levels

Engineering decks of a spacecraft

### Testing Drones

A term for a testing device. Human testing drones would be human guinea pigs.

### Travelator

Travel agent

### Triad

Popular Colonial sports game

### Tribunal

Court hearing

### Turboflush

Toilet

### Turbowash

Shower

### Tylium

A volatile substance, which when refined into liquid, is used for fuel

## U

### Ultrasonic Scub

A procedure to clean and sterilize a medical personels body before a medical operation.

### Unicom

Standard Colonial Fleet communications channel.

# SAVAGE GALACTICA

## Unicorn

The standard riding animal of the Colonials. A Unicorn is much like a horse only they have a small horn on their heads. Some are rumoured to have telepathic powers.

## V

### Valcron

Material used to make clothing

### Vapor Point

Boiling Point for a liquid

### Victurals

Consumables, mainly referring to snacks

## W

### Warbook

Computer identification system

### Wing Command

Flight operations centre on a spacecraft

## Y

### Yahren

Year

### Expressions:

*"Cut through the feldercarb"*

Cut through the bull

*"Sniff plant vapors"*

To take drugs

*"Scare the pogeas out of"*

To frighten

*"Jar my chips"*

Stir up, shake me up

# SAVAGE GALACTICA

***"For Sagans sake!"***

For gods sake

***"Eating ion vapors"***

Eating dust

***Equinus' Altrum***

Horses ass

***To be Starbucked***

To be out maneuvered where the only possibly outcome is defeat (7335 onwards)

**"Felgercarb!"** (c\*\*\*/Bulls\*\*\*\*) [writer's guide]

**"Frack!"** (you guessed it)

**"Hades (Hole!)"** (Hell)

**"Cylon Throne Room"** (Head/toilet)

**"For Sagan's sake!"** [writer's guide]

**"Eating ion vapors"** (eat my dust) [writer's guide]

**"Cut through the feldergarb"** [writer's guide]

**"The felgercarb's so thick you couldn't fly a Viper through it!"**

**"Equinus' A(s)trum"** (horses' ass) [Apollo (about himself)/ *Man with Nine Lives*]

**"Our backwash should knock him silly and scare the pogeas out of him."**  
[Starbuck/*Long Patrol*]

**"[insert adjective] Bureautician(s)!"** [Starbuck/*Greetings from Earth*]

**"Gallmonging Snitrat"** [Boomer/*Greetings from Earth*]

**"Dirty rotten crasoneys! "** [Boomer (at thieves)/ *Magnificent Warriors*]

**"I've hot-linked more hover mobiles than there are doors on this ship."**  
[Boomer/*Fire in Space*]

# SAVAGE GALACTICA

“Prepare *Galactica* for heavy attack!” [Adama/*Fire in Space*]

“you old wardaggit” [Cassiopeia/*Living Legend*]

“We'll ionize them” (vaporize) [Dietra/*Lost Planet of the Gods*]

“Stay clear of my ion trail, I'm on target.” [Jolly/*Man With Nine Lives*]

“...sitting on your astrums!” [Cain/*Living Legend*]

“How is the old modaka?” [Cain (to Apollo regarding Adama)/*The Living Legend*]

“Tin-headed gol-monging Cylons” [Cain/*Living Legend*]

“Mong-raking Cylons” [Cain/*Living Legend*]

”Mine (his instruments) are spinning like fire-tons.” [Bojay/*War of the Gods*]

“Tinheads” (Cylons) [Bojay/*The Living Legend*]

“stripped and moduled” (punishment) [Greenbean/*Lost Planet of the Gods*]

“Don't jar my chips” (shake me up) [C.O.R.A/*Long Patrol*]

“...blowing the pogeas out of it!” [Lucifer/*The Living Legend*]

“Daggit Drivel” [Lucifer/*The Young Lords*]

“Those little sclime...” [Spectre (after viewing Straw-Starbuck on raft)/ *Young Lords*]

“Barge Lice” demeaning term used to refer inmates of the prison barge [Croft & Thane/*Gun on Ice Planet Zero*]

“Grid Rats/bilgerats” more demeaning terms used to refer inmates of the prison barge  
*Gun on Ice Planet Zero*]

“Tincans” (Cylons) [Kyle/*The Young Lords*]

“First Orbit Cadet” (a rookie pilot)

# SAVAGE GALACTICA

“If it weren't for that diplomatic bilge you tried to sell that Bork!” [Siress Belloby/*The Magnificent Warriors*]

“for the glory of Caprica!” [*Gun on Ice Planet Zero*]

“Thank the Lords of Kobol”

“By the Lords of Kobol”

“You speak the wisdom of the Lords”

“By the good graces of the Lords of Kobol” [*Greetings from Earth*]

“In the name of the the Lords of Kobol” (*Murder on the Rising Star*)

“You have the blessings of the the Lords of Kobol” (*Lost Planet of the Gods*)

“What's a base star to an old warjock like me?” [*Lost Planet of the Gods*]

*Launch Sequence [Saga of a Star World]*

**Rigel:** “Secton 12: Launch Bay Alpha, stand by to Launch.”

**Zac:** “Acknowledged. Input recorded and functioning.”

**Rigel:** “Vector coordinates coded and transferred. Acknowledge?”

**Zac:** “Acknowledged. Ready to Launch.”

**Rigel:** “Core Systems: transferring control to Probe Craft, launch when ready.”

“...transferring launch control for Viper Fighters, launch when ready.”  
[Rigel/*Lost Planet of the Gods*]

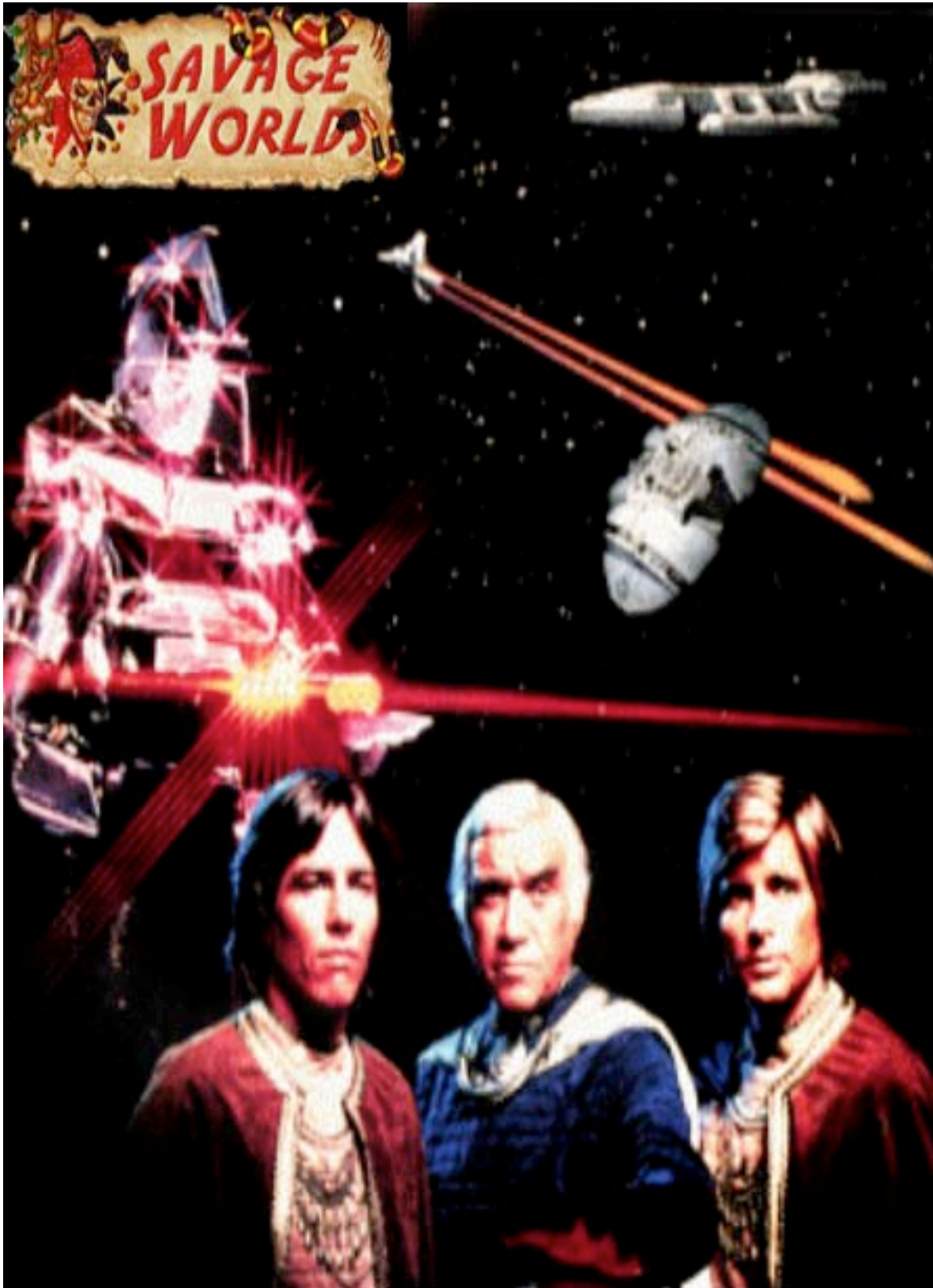
# SAVAGE GALACTICA



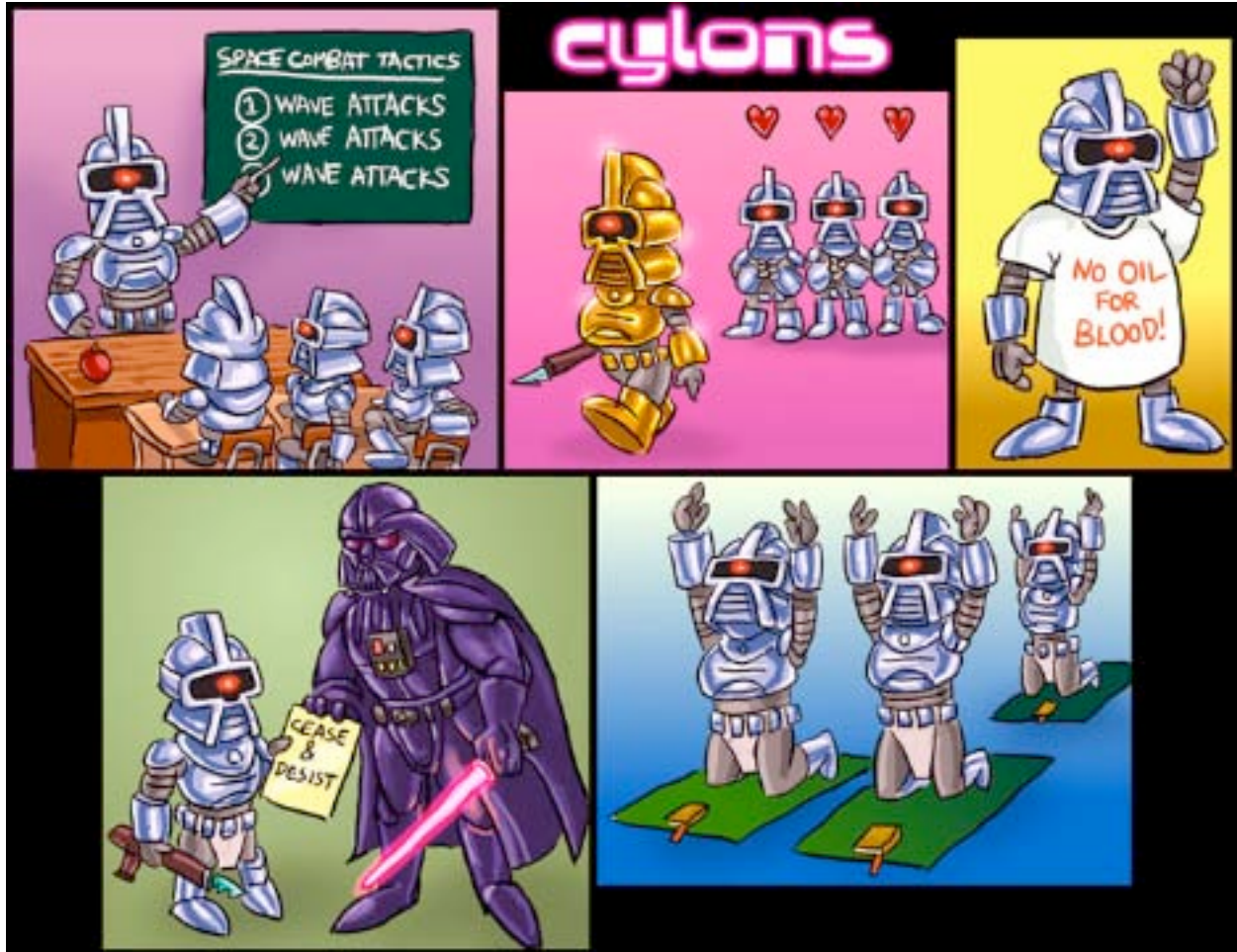
Well, thats about all I have. I hope you enjoy it as much as I enjoyed making it!  
cya  
jp

2/22/05

# SAVAGE GALACTICA



# SAVAGE GALACTICA



*Too damn funny!*

*jp*