

Saurians... (or Cylons)

This is meant to bring to life, a foe that I greatly enjoyed as a child. I give credit to those that brought this icon into being. This can be used in an alternate timeline for those of you that do not use the Saurians. If you do use them, they can be used as ... (dum, dum, dum),,, *THE CYLONS!* I will provide more updates in the future for additional caste and adventures.

The Saurians were a race that was organic beings that used a heavy amount of cybernetic support. The Saurians were destroyed by their own cybernetic creations during a revolt. The cybernetic creations have since taken on the name of their creators. Their Imperial Leader wears the skin of an original Saurian, as a symbol of power.

The Saurians are a group that in many ways are organized somewhat like insects. The lower level workers and Warriors are in many ways almost drones that simply do their assigned jobs. They can leave the bonds of their programming slightly but not by any great amount. Due to complex factors, some Saurians have the capacity to receive an extra brain. All Saurians that can receive a second brain are assigned to be warriors but they are only a small percentage of the Warriors. Of the Saurians that can qualify to receive a second brain, only a small number actually get that second brain due to the fact that the warrior must distinguish itself and many of the Saurians with the capability to receive a second brain take huge risks. The few that get a second brain become High Officers. These Saurians become much more skilled, intelligent, and independent with this second brain. They need this because these Saurians act as the command personnel for Base-Star Capital Ships and Planetary Installations. One among the ... potential Saurians is chosen and becomes the Imperial Leader. The Imperial Leader itself is the ultimate authority in the Saurians Empire and makes all high level decisions.

The Saurians goal is to enslave any race they find, if they cannot enslave the race, they will attempt to annihilate the race in question. This is the goal with the Saurians with regard to the humans.

Saurian Technology:

The Saurians Empire is more advanced in some areas of technology and in other areas they are less advanced.

The main areas that the Saurians are more advanced in are the fields of Gravitics and Shielding. The Basestar uses a form of gravitic propulsion that enables the ship to travel at sublight speeds without burning the huge amounts of fuel. These drives have not been developed for smaller ships so no ship smaller than the Base Star has this system of propulsion.

The main areas that the Saurians lag behind are in structural materials and the Ion engines. The Saurians ships are not constructed out of strong materials. This means that the hull of the ships will not be able to withstand more damage in combat on the hull. The Ion engines on Saurians ships are also less advanced. The ships of the Frontier can outrun a Base-Star but consumes a lot of fuel in the process. The Frontier fighter is also much faster than the Saurian Raider.



Saurian Warrior:

The Saurian Warriors are the common Saurians seen in the silver chrome suits. Both they and the workers Saurians have only one brain and they have specific programmed skills. The warrior Saurians have some limited ability to solve problems and do independent actions but for the most part simply follow instructions. Saurian Warriors who survive for long periods of time can learn and will improve their skills.

- Lifespan:** Unknown
- Size:** 6.5 feet (2 meters) tall
- Weight:** 550 lbs (250 kg)
- Equipment:** Blaster Pistol (5D10 per shot, 800 ft (244 m) range, 4 shots per SEU-Clip)

Saurian High Officer:

A small number of Saurian warriors become Saurian High Officers. These Saurian have two brains and act as leaders and administrators within the Saurian Empire. The look virtually identical to normal Saurians but their armor is **gold** chrome instead of silver chrome. The High Officers are far more intelligent and able to solve problems that the Warrior Saurian cannot but still follow all commands from Imperious Leader

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Type:	Warrior	High Officer
Number:	Varies	Varies
Move:	Slow	Slow
IM/RS:	5 / 45	6 / 55
STA:	100	100
ATT:	60%	70%
DAM:	2D10 or by Blaster Pistol	2D10 or by Blaster Pistol
Skills:	Piloting 1, Astro. 1, Eng. 1, Energy Weapons 1, Rocket Weapons 1, Melee 1	Piloting 2, Astro. 2, Eng. 1, Energy Weapons 2, Rocket Weapons 1, Melee 1
Special Defense:	Laser Resistant (1/2 damage) Immune to vacuum Infravision	Laser Resistant (1/2 damage) Immune to vacuum Multi Optics vision

Saurian Basestar "Hades" class:



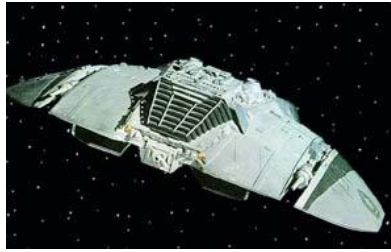
The Saurians "Base Star" is the backbone of the Saurians Imperial Fleet. This ship is massive being 1,800 feet (550 meters) and has a mass of 3 million metric tons

Each ship carries a 30 Raider Starfighters. The ship has 10 laser turrets for point defense, and has two heavy disruptor cannons. These cannon are capable of destroying smaller capital ships in just one hit and are capable of destroying all but the largest with just a few hits. These ships are considered a match for any ship but the lack of heavy missile launchers is a dangerous weakness.

These massive ships are in a double saucer configuration and do not have an external thruster. Instead the ships are propelled by a Gravitonic drive that is buried deep within the ship.

In many ways, the ships are more advanced than the capital ships used by the humans. The ships do not use ion drives do but instead used the previously mentioned Gravity based propulsion system. This means that the ship itself does not use fuel for itself in normal space. The ship does use fuel to make Hyperspace jumps and does carry fuel for its fighters because they use Ion Engines.

	Basestar
Hull Size:	20
HP:	160
ADF / MR:	2 & 2
DCR:	200
Engines:	8 Atomic "C"
Life Support:	0
Crew:	119; 5 Officers, 24 gunners, 90 Pilots
Weapons:	2 x DC, 10 x LB
Fighters:	30
Defenses:	Heavy Amor
Emergency Equip.:	None



Saurian Raider (Heavy Fighter):

This fighter is feared on numerous planets. This fighter is used by the Saurians and while not as maneuverable as the Frontier fighters, is still dangerous and often attack in large numbers. This fighter can be launched from both ground bases and starships.

The fighter is armed with two pod lasers beside the pilot's cockpit as its main weapon system. The fighter can also carry 2 anti-ship missiles for missions against capital ships. Missiles are carried on the underbelly of the craft.

	Raider
Hull Size:	2
HP:	12
ADF / MR:	3 & 4
DCR:	38
Engines:	1 Ion "A"
Life Support:	0
Crew:	Three (Pilot, Navigator, and Commander)
Weapons:	2 x PL, 2 x HBR
Defenses:	Light Amor
Emergency Equip.:	None

	Range	Damage	Space	Modifer
DC = Disruptor Cannon	9 hex	3D10	60 m3	plus 20
LB = Laser Battery	9 hex	1D10	25 m3	n/a
PL = Pod Laser	5 hex	1D10	20 m3	n/a
HBR = Heavy Bomb/Rocket	3 hex	3D10	10 m3	minus 20
RH = Reflective Hull	n/a	n/a	n/a	n/a

Credits:

Battlestar Technical Manuel - <http://www.tecr.com/galactica/index.html>

Star Frontiersman # 22