



ENEMY ASSESSMENT

A Battlestar Fan Club contribution
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PART 02 CYLON TERRITORY CYRANNUS SYSTEM

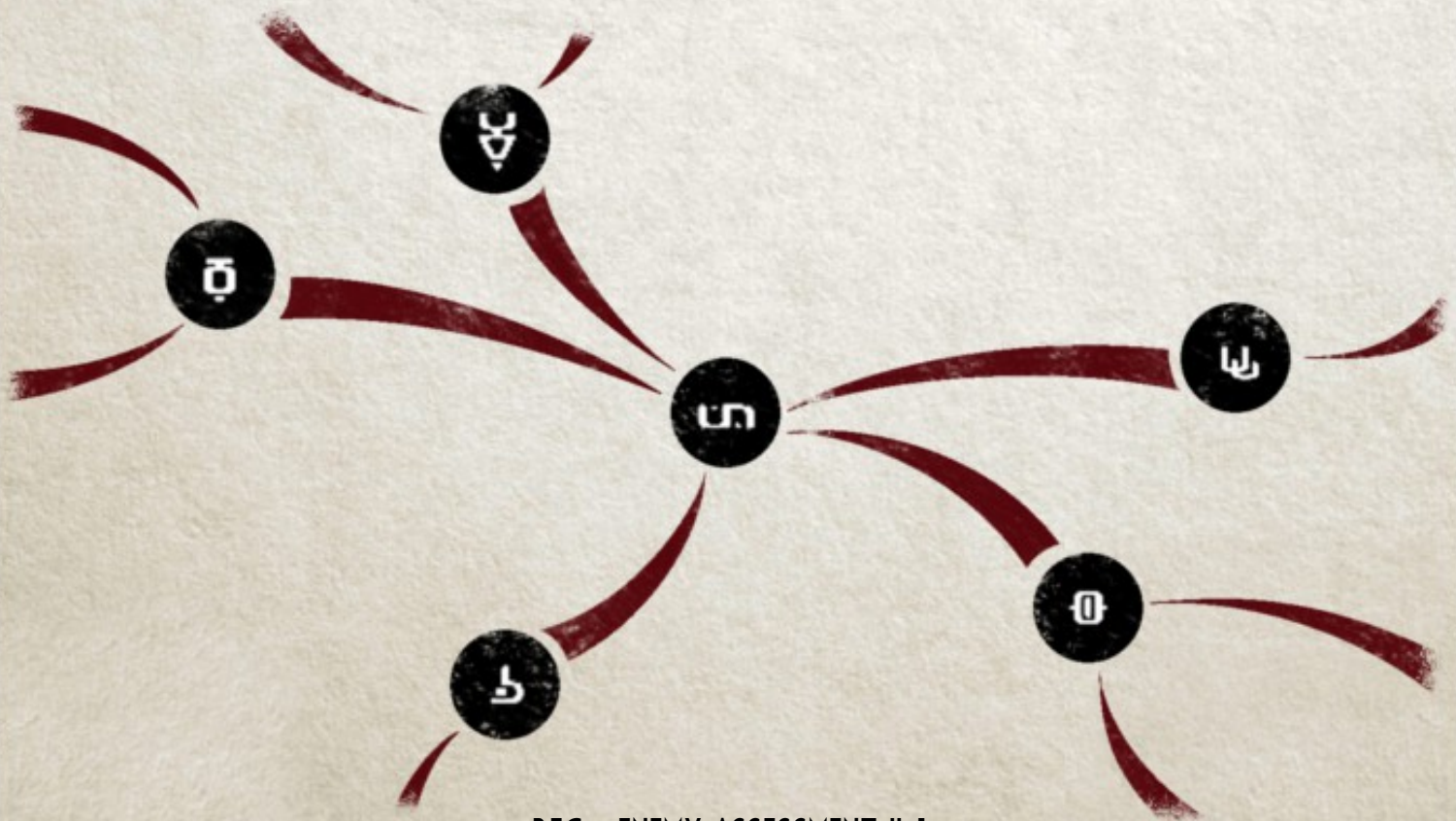


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1. Reconnaissance & Intelligence

1.1 Colonial Intel

For forty years since the signing of the Armistice Treaty, the Colonial Military has been building and enhancing massive communications-, sensor- and early warning system, intended to detect any invasive Cylon Force before entering the Cyrannus Star System. Despite these continued efforts, gathered intelligence and reconnaissance data about Cylon Territories has been in decline and the vast majority of available information has to be considered outdated and incomplete.

This circumstance puts the Colonial Fleet at a considerable disadvantage, as information is the perhaps the most valuable resource in any conflict. The inability to gather information via conventional espionage and long range sensor arrays has pressed the Colonial Fleet to invest massive resources into an experimental stealth program with the ambitious goal of creating ships that are untraceable on DRADIS. Details and results of this program, however, remain highly classified.



1.2 Cylon Espionage & Recon

Beyond Armistice Line, the Cylons faced a similar problem in gathering intel on the massive military build-up by the Twelve Colonies of Kobol. Civilian broadcasts and well-known industrial facilities certainly provided some rough ideas about the general size of the Colonial Fleet, but many details about capabilities and weaponry were treated with high-security standards.

Expeditions and secret weapons test close to Armistice Line during the latter years of the Interwar Period suggested that the Cylon have surveillance capabilities that are far superior to those of the Colonial Fleet. Battlestars stationed at undisclosed positions along Armistice Line reported Cylon Contacts on the other side of Armistice Line, mere hours after arrival and immediately after the conduction of [redacted] maneuvers.

It can be concluded that the Cylons maintain a complete surveillance network over the entire Armistice Line and have fast response fleets at the ready to respond to threats at any time. The logistical challenges of succeeding in this cannot be overstated.

2.1 Armistice Line

The Armistice Line describes a sphere encompassing the entire Cyrannus Star System, consisting of the Four Stars Helios Alpha, Beta, Gamma, and Delta. The Sphere spans a diameter of 0.16 light years or 10,091 Star Units (1 SU = 150mio km). Within Armistice Line lie the Twelve Colonies and a number of minor planets, moons and asteroid belts. A total of 468 Bases, Outposts and Habitats have been established in this vast territory.

[illegible]

The area of space dominated by the solar wind and magnetic field of a local star can be described as its Astrosphere. It extends far beyond the outer planets and is often seen as the outer border of the star system.

In the case of the Cyrannus Star System, four astrospheres of the Helios Stars interact with a complicated system of intersecting Astrospheres, that together form the Cyrannus Star Sphere, which is often referred to as the "natural" Armistice Line. It is, theoretically, the utmost extent of colonial territory, however, actual sensor- and DRADIS coverage of these areas are much smaller. Because of this, there have been several instances over the past forty years when supposed Cylon activities were reported to the Colonial Fleet. However, the confirmation of such reports has become increasingly harder, as tensions between the colonies led to secret maneuvers, weapon tests and operations close to Armistice Line, which could have been the cause for misleading reports.

In the event of a reignited Cylon-Colonial Conflict, it can be assumed that the Cyrannus Astrospheres will quickly be controlled by invasive forces, as the Colonial Fleet does not maintain a continued presence in this area, apart from Ragnar Anchorage that is Part of the Helios Delta/Gamma Astrosphere.



2.3 Oort Cloud

Beyond the Cyrannus Astrosphere lies the Oort Cloud, a region of space that has been described in the Scrolls of Pythia as "the scattered shards of Elysion, the lost salvation of those that were" by the early settlers of the Twelve Colonies of Kobol.

This desolate cloud of icy planetesimals stretches between 0.8 and 3.2 light years into the interstellar medium and is therefore far beyond Armistice Line and the control of the Colonial Fleet.

The Oort Cloud is primarily made up of icy bodies and leftovers of the protoplanetary disk that never formed into an icy giant. The biggest planetoids believed to exist in this region are dwarf planets, some of which could, in fact, harbor precious resources that are plentiful in the inner Cyrannus Star System. These bodies were the first places Cylon forces retreated to when the Armistice Treaty was signed. The majority of Cylon activity is believed to take place in this region, focussing around larger bodies that originated in the Cyrannus Star System and drifted outward, or were captured by the system's gravity well.

2.4.1 Interstellar Space

Intersecting with the Oort Cloud is the medium of Interstellar Space. In contrast to common beliefs, interstellar space is far from empty. The interstellar medium is filled with rogue planets, asteroids, and icy bodies, but is extremely less dense than a star systems Astrosphere. The vast distances between the few larger bodies in this region would be a serious detriment to any civilization relying on sub-light travel. However, FTL Jump Drives, especially the potent Cylon variant, circumvents that problem. On the contrary, it could be argued that the spread out nature of all resources in the interstellar medium could offer favorable strategic opportunities for the Cylons and be a less easy target for a counter offensive by the Colonial Fleet.

2.4.2 Rogue Planets

The most notable bodies in interstellar space are undoubtedly Rogue Planets, large planetary bodies that have been flung out from the Cyrannus Star System during its formation, or captured by the collective gravity of the four stars. These planets can be just as rich in resources as those of the inner star system and are therefore the ideal base Cylons to gather resources and especially asylum for energy.

In addition to their rich resources, Rogue Planets have an especially favorable property for strategic purposes: They are incredibly hard to detect. Far enough from any star to be easily visible via telescopes and too cold to be picked up by sensors, these bodies are practically invisible to the Twelve Colonies of Kobol. Any installation built by Cylons on the side of such a planet that is facing away from the Cyrannus Star System could not be detected by the colonial sensor arrays.

Because of this, the Colonial Fleet has been unable to confirm any Rogue Planets housing large Cylon Installations. It is, however, a highly likely possibility, as a large industrial complex could hardly be sustained by the Oort cloud alone and the only alternative is interstellar expansion.



2.5 Interstellar Expansion

FTL jump drives make the journey between stars not only feasible but also potentially profitable. In the immediate neighborhood of the Cyrannus Star System, there are several stars believed to have planets that could potentially be colonized by the Cylons to gather resources and build a functioning civilization.

That implication is especially important because it proves that the Cylon continue the conflict with the Twelve Colonies by choice. There is no practical reason forcing them to stay around the Cyrannus Star System if the only goal is to expand and build a prosperous civilization. This has often been fielded as an argument for the always imminent danger of another Cylon Invasion.



3. Spaceborne Infrastructure

3.1 Communication

Communication over interplanetary distances poses a significant challenge for both the Colonial Fleet and Cylon Military. Even messages sent via laser or radio at light speed may often time be delayed by minutes or hours, with real time communications being impossible over distances greater than a few light seconds.

The only way to circumvent these issues is the usage of jump capable courier ships. This offers the additional advantage of the security, as courier ships are not as easily intercepted as wide-spreading radio signals.

Since Cylons have successfully miniaturized highly effective FTL drives to fit even raiders, it can be concluded that their communications network is more effective than that of the Twelve Colonies, despite Cylon Territories being larger and spread further apart.

Within the Colonial fleet, it falls to Raptor Pilots and specific courier ships to convey information as fast as possible. On most occasions, the Colonial Fleet heavily relies on prepared protocols and planning to enable each unit to react independently to any incoming threats without the need to communicate actions with other parts of the Colonial Military.

3.2 Navigation

During the first Cylon War, the network of navigation satellites and buoys proved to be a critical weakness of the colonial military. Once it was destroyed during the earliest months of the war, ships were forced to make long series of short jumps to reach destinations within colonial space. Modern Battlestars have far more precise jump drives, allowing the Fleet to rely far less on the pre-existing network.

The Cylon Fleet doesn't seem to use such methods at all. On the contrary, the Cylon seem to use as little immobile infrastructure as possible, equipping stations and installations with FTL jump drives

to be able to constantly move their assets in the most favorable position. This makes it hard to assess the exact position and composition of Cylon space-borne infrastructure. On the other hand, that may very well mean that Cylon forces are not as numerous as they are made to appear.

3.3 Industrial Capacity & Mining

As established, the Cylon activity is likely limited to the outer fringes of the Cyrannus Star System and rogue stellar bodies in the interplanetary medium, rather than interstellar colonies. That limits the resources and energy deposits available to the Cylon Fleet and therefore its industrial capacity. However, it must be noted that the Cylon were able to forge an entire fleet of warships during the First Cylon War from little to no pre-existing industrial infrastructure. Therefore, it should be expected that they were able to use resources in the Oort Cloud and beyond far more efficiently than the colonial industrial complex would be.

Cylon Strategy suggests that the Cylons do not have the means to simply overwhelm the Colonial Fleet by sheer force of numbers. Limitations to their capacities are therefore still in existence. On the other hand, the willingness of Cylons to treat Raiders and even Baseships to some extent as expendable assets suggests, that their industrial capacities are great enough to replace lost ships without straining the overall war effort too much.

Little is known about Cylon industrial hubs, dockyards and mines. Since most resources in the Oort Cloud are spread in small deposits, it would be logical to assume that many installations are fully automated and highly mobile, like the rest of the fleet. Up until now, however, this assumption has yet to be backed by reports.

4. Cylon Capital/Base of Operations

The question of a "Cylon Capital" is not only a question of military assessment but also one of the nature of Cylons in general. Does something like a Cylon Society exist?

The Twelve Colonies of Kobol have clearly stated that no Cylon or associated assets are to be considered civilian. That did hold true for the First Cylon War, but the development of Cylons over the past 40 years can be described as so unpredictable, that it remains unclear whether or not the Cylons established something like a functioning society with internal hierarchies.

It has even been questioned whether or not the Cylons need a central base of operations for military and possibly political command. The nature of their hierarchy might be completely decentralized and independent from anything like a capital. Other sources suggest that the Cylon, despite all differences, are still very much a mirror image of the Twelve Colonies and will likely follow roughly similar command structures.

At this moment, no trace of a centralized Cylon Colony or installation has been found. The search for such an important target remains one of the most important tasks of Colonial Intelligence.

Colonial Map:

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[ak0.pinimg.com/originals/90/cd/80/90cd80a424ddb9db1c910b6620a65684.jpg](https://s-media-cache-ak0.pinimg.com/originals/90/cd/80/90cd80a424ddb9db1c910b6620a65684.jpg)

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