

BATTLESTAR GALACTICA™

STARSHIP BATTLES



RULEBOOK





BATTLESTAR
GALACTICA™
STARSHIP BATTLES

THE CYLONS
WERE CREATED
BY MAN.

THEY
EVOLVED.

THEY
REBELLED.

After 4,571 days, the Cylon War ended with a sudden armistice. Peace lasted 40 years. But now the Cylons are back, as fierce and combative as ever.

They want to exterminate what remains of Mankind. And they have a plan.

The Twelve Colonies are wasted and in ruins. But the Colonial Fleet is there, to face Cylon spaceships and protect what it is left of Mankind.

In this game, players take control of Colonial and Cylon spaceships and face each other in furious dogfights and daring missions.

This Starter Set includes four miniatures: two Colonial Vipers and two Cylon Raiders, and all you need to play with them.

They allow two to four players to engage in a series of battles — from heated dogfights to dangerous missions, with each player controlling one or two spaceships.

You can begin playing with the *Quick Start Rules* on page **6**. The *Quick Start*

Rules explain how to handle a simple dogfight, where the goal is eliminating your opponents.

Once you've learned the basics of flying and fighting with a spaceship, you can then read the *Complete Rules* on page **13** and experiment the other scenarios provided at the end of this booklet.

You can add further details to the game by including some or all the *Optional Rules* on page **20** and using *Optional Features* on page **24**. These add special elements to the game, from pilots' abilities to the use of asteroid fields and planetoids.

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COUNTERS
RULERS



COLONIAL MK. II VIPER



APOLLO'S MK. II VIPER



CYLON RAIDER



CYLON RAIDER



COLONIAL MK. II VIPER SPACESHIP CARDS



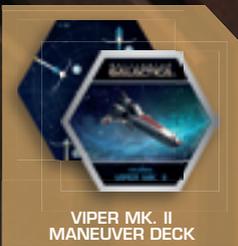
COLONIAL MK. II VIPER SPACESHIP CARDS



CYLON RAIDER SPACESHIP CARDS



CYLON RAIDER SPACESHIP CARDS



VIPER MK. II MANEUVER DECK



VIPER MK. II MANEUVER DECK



RAIDER MANEUVER DECK



RAIDER MANEUVER DECK



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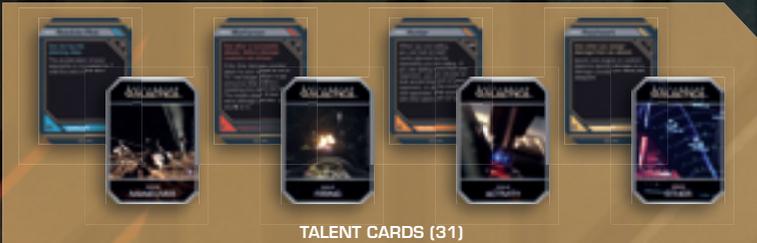
COLONIAL PILOT CARD



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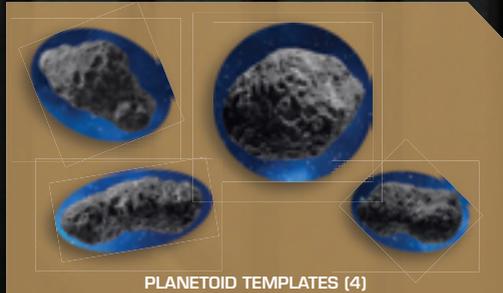
BOOKLETS



THIS RULEBOOK



SCENARIO BOOKLET



PLANETOID TEMPLATES (4)

QUICK START RULES

SETUP

Choose a flat surface, with a minimum size of about 30"x30" (75x75 cm), to play on. A table, rug, or floor section will all work if the boundaries of the playing field are clear. Use a larger area when playing with more than four spaceships, or if indicated by the scenario instructions. A tablecloth or gaming mat may be useful to give better stability to your gaming pieces.

Read the *Quick Start Rules*. Then, choose sides — one player is Colonial, the other is Cylon. Before playing your first game, apply one ID sticker to each spaceship base.

Have each player take a spaceship and set it upon its base (see figure 1), inserting one or more level stands below it.

Then, have each player take a **control panel** and insert the ID tag matching the ID sticker on its corresponding base into the panel.

"The players change, the story remains the same."

— Leoben Conoy

Have each player take the **maneuver deck** of cards with the name of their spaceship on it. Discard the blank card (with a large star on the front) and the change direction card (the one with the  symbol); they are used only when playing with *Optional Rules* and *Complete Rules*, respectively.

Have each player take the **base template** of his spaceship, its **spaceship card**, and a **combat ruler**, and keep them close at hand, near their control panel.



figure 1

Last, take the **damage counters (blue color)**, and put them in an opaque container, such as a large cup or mug (or just place them near the playing area, face down in a pile).

Finally, choose a scenario to begin play. For the first game, we recommend you play *The Hand of God* scenario (page 5 of the Scenario Booklet).

PLAYING WITH MORE THAN ONE SPACESHIP PER PLAYER

If you play with two spaceships per player, the setup is the same for each spaceship you use. Each player must plan movement and keep track of damage separately for each of their spaceships. During the game, make sure to keep the components (for example, maneuver cards or damage counters) of different spaceships separated.

PLAYING WITH MORE THAN TWO PLAYERS

The game can also be played by more than two people. Before starting the game, divide the players into two teams — Colonial and Cylon, with the same number of spaceships in each team.

Players in a team can freely communicate with each other. They can share plans and information with their teammates, either openly or secretly.

Unless a scenario states otherwise, victory conditions and goals are for the entire team — not for individual players.

THE GAME TURN

In each game turn, players go through three steps. All players must complete each step (for example, planning), before starting the next one.

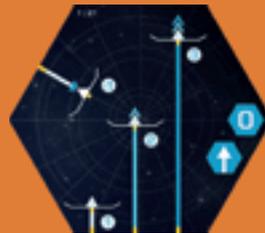
1. **Plan** their movement;
2. Execute their spaceship **movement**;
3. Fire their **weapons**.

After all firing is resolved, a new turn is started with a new planning phase.

“So say we all!”

— William Adama

MANEUVER CARDS



Forward movement arrows



Backward movement arrow



G-value



Kinetic energy
(Complete Rules only)

SPECIAL MANEUVER SYMBOLS

-  Turn
-  Overboost
-  Straight
-  Difficult

PLANNING

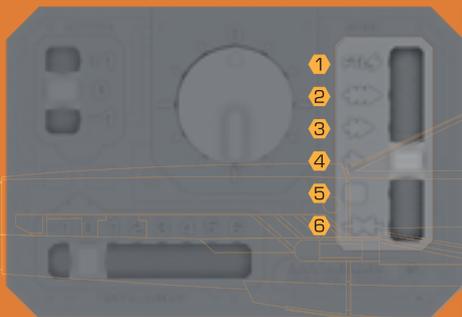
In this step, all players simultaneously and secretly plan the movement of their spaceships. To plan each of your spaceships' moves:

1. Choose one card from your spaceship's maneuver deck (or two cards, if one of them is an overboost, see below), and place it face down next to that spaceship's control panel;
2. Set the slider on the right side of the spaceship's control panel to choose its speed (see *Speed Settings on the Control Panel* box).

The control panel and chosen card (or cards) are kept hidden until the start of the movement step.

Forward movement: Each card has one or more forward movement arrows on it, marked ▶, ▶▶, or ▶▶▶, indicating whether that movement requires low, medium, or high speed to be completed. The spaceship will move using the arrow matching the speed indicated by the slider on its control panel.

SPEED SETTINGS ON THE CONTROL PANEL



- 1 FTL ⚡ FTL — Faster than Light
(Complete Rules only)
- 2 ▶▶▶ High Speed
- 3 ▶▶ Medium Speed
- 4 ▶ Low Speed
- 5 ◼ Stationary
- 6 ▶◀ Back

“So the fate of the entire human race depends upon my wild guess.”

— *Gaius Baltar*

Standing still: If you set the slider to ◼, the spaceship will stand still. A maneuver card is planned anyway, to deceive the enemy, but the spaceship will not move.

Backward movement: Some cards have a backward movement arrow ▶◀, allowing the spaceship to move backward. The speed slider must be set to ▶◀ if you want to use this arrow.

Overboost: Overboost cards show a ⬡ symbol. When one of these cards is chosen, the player must also choose another non-overboost card at the same time. The spaceship will move using both cards. This is only possible when moving forward (the slider cannot be set at ◼ or at ▶◀).

Note: Maneuver cards have a **G-value** (indicated by a white number in a blue hexagon) indicating how hard the maneuver is to complete. When playing more than one card, the sum of their G-values cannot be higher than **four**.

Difficult maneuvers: Difficult maneuver cards show a ⬡ symbol. If you choose a difficult maneuver, take a difficult maneuver marker as a reminder. In the next turn you cannot plan another difficult maneuver for that spaceship. In addition, in the next turn you cannot plan an overboost card, unless it is **straight** (marked with the ⬡ symbol).

MOVEMENT

After all players have completed their planning, they simultaneously reveal their chosen card (or cards) and the settings of their control panels. Then, they move their spaceships, following the rules below.

After movement, the used cards are returned to their respective decks. They can be used again in any subsequent turn (within the limitations described previously).

FORWARD MOVEMENT

Normally, your spaceship moves forward, using the arrow on the card you selected matching the speed indicated on the control panel.

1. Place the maneuver card in front of your model, placing the raised line on the front of the base at the start of the arrow matching the current speed.
2. Move the spaceship, placing the raised line on the rear of the base on top of the arrowhead (**see image**).

FORWARD MOVEMENT

The Raider is at medium \gg speed, so it uses the \gg arrow to move.



BACKWARD MOVEMENT

The spaceship moves backward when you set the speed slider at the \ll position and you planned a maneuver card with a \ll arrow.

Place the card *behind* the spaceship, so the start of the arrow matches the raised line on the *rear* of the spaceship base. Then, move the spaceship, placing the raised line on the rear of the base on top of the arrowhead (**see image**).

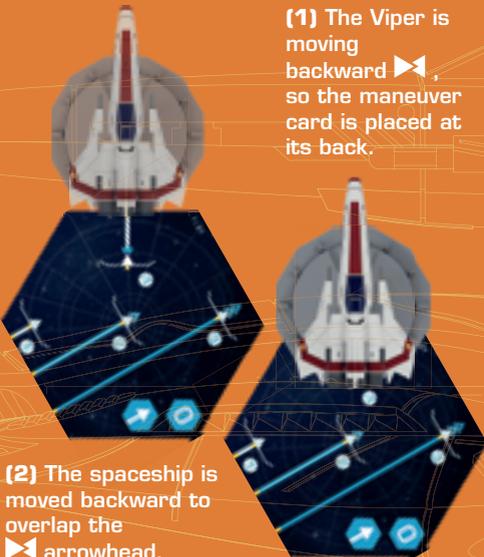
OVERBOOST

The spaceship moves with overboost when you planned an overboost \lll card together with a normal forward movement (\gg , \ggg , or \gggg) card:

1. First, place the **yellow** end of the overboost maneuver line in front of your model, as normal.
2. Then, place your chosen non-overboost maneuver card adjacent to the overboost card, so that the base of the arrow on this card matches the **red** end of the line on the overboost card.
3. Finally, move the spaceship to the end of the arrow on the non-overboost card, as with a normal forward movement.

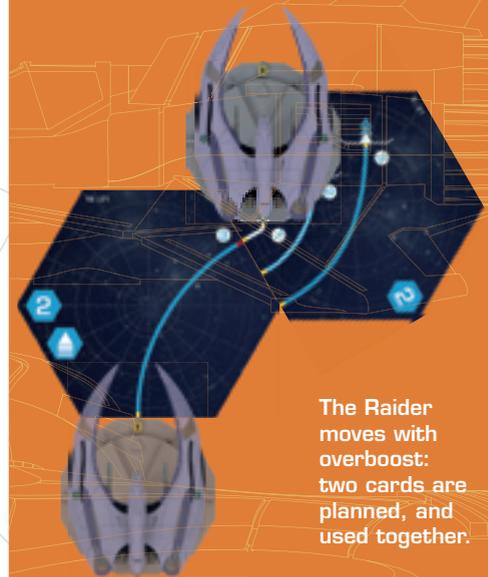
BACKWARD MOVEMENT

(1) The Viper is moving backward \ll , so the maneuver card is placed at its back.



(2) The spaceship is moved backward to overlap the \ll arrowhead.

OVERBOOST



The Raider moves with overboost: two cards are planned, and used together.

SPECIAL CASES

OVERLAPPING SPACESHIPS

When two or more spaceships are very close to each other, it is possible that, at the end of their movement, their bases overlap.

In this case, advance the fastest moving spaceship beyond its final position just enough to avoid the overlapping. You can use the combat ruler to make sure the movement is in a straight line. If two spaceships have the same speed, decide randomly which one advances.

The overlapping spaceships cannot fire in this turn — the pilots are too busy trying to avoid the collision!

If more than two spaceships overlap, the slowest spaceship remains where it ended its current movement. The spaceship with the next highest speed slides forward first, as indicated above, and so on, until all overlapping is resolved. Resolve ties in speed randomly.

OVERLAPPING

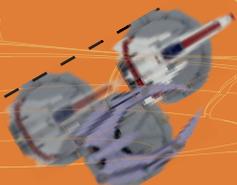
(1) The Viper is moving at  speed while the Raider is at  speed.



(2) After movement, their bases overlap.



(3) As the Viper is faster, it is moved further ahead until the bases do not overlap anymore.



ILLEGAL MOVES

If you plan an illegal move (for example: cards with a total G-value higher than four; a card without a  maneuver while the speed slider is on ; or a difficult maneuver after you played one in the previous turn):

1. Return the speed slider to the position it occupied on the previous turn.
2. Then, move the spaceship using your straight  maneuver, at the speed matching the slider.
3. Take damage, by drawing one damage counter, using only its numeric value. Ignore any other symbol on the counter (such as a  or special damage).

If a spaceship moves out of the playing area, even partially, it is eliminated from the game.

FIRING

After all players have completed their movement, each spaceship with an enemy in line of sight and within range may fire its weapons.

LINE OF SIGHT

To check whether your spaceship has a target in line of sight and within attack range, take the combat ruler and place it (standing on its thin side) the end marked in red touching the stand at the center of the attacking spaceship's base. The ruler must be placed within the **fire arc** (the recessed area on the front of the base) of the attacking spaceship.

If the ruler can reach any point of the target's base, you can shoot.

When more than two spaceships are in play, **you cannot fire through another spaceship**, enemy or friendly. If you cannot reach any point of the target's base without the ruler crossing another spaceship's base, the line of sight is blocked, and you cannot fire at that target.

CHOOSING A TARGET

If more than one spaceship can fire, all players must declare if they want to fire, and their target, before any dice are rolled.

If one player would prefer to declare their choice after another player, who in turn wants to wait for them, randomly choose who declares first.

DETERMINING RANGE

The distance between the stand of the attacker's base and the nearest point of the target's base within the fire arc indicates the **range**.

— The **red** portion of the ruler (10 cm / 4 inches or less) indicates **short range**. Add 1 to the attack roll.

— The **orange** portion of the ruler (between 10 and 20 cm — 4 to 8 inches) indicates **medium range**. The attack roll has no modifier.

— The **light brown** portion of the ruler (more than 20 cm / 8 inches) indicates **long range**. Subtract 1 from the attack roll.

FIRE!

To attack, roll two dice and total the results. A roll equal to or higher than the **attack value** of the spaceship (for Vipers and Raiders, 6 or more), after modifiers to the roll are considered, is a **hit**.

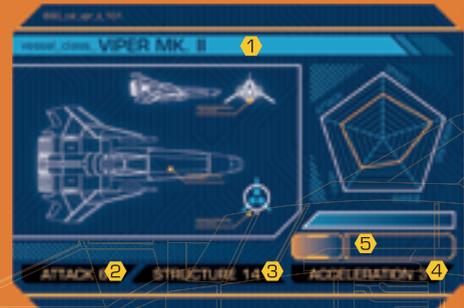
***Example:** A Cylon Raider has a Viper in sight. The distance from the Raider base's stand to the nearest point of the Viper's base is 8 cm, so the shot is at short range. The Cylon player throws two dice, rolling "3" and "2" (total 5). Since the target is at short range, 1 is added. The result is 5+1=6, just equal to the Raider's Attack value — the Viper is hit!*

If the attack hits, the player controlling the target spaceship draws a **damage counter**, secretly looks at its value, and

***"We're in a shooting war.
We need something to shoot."***

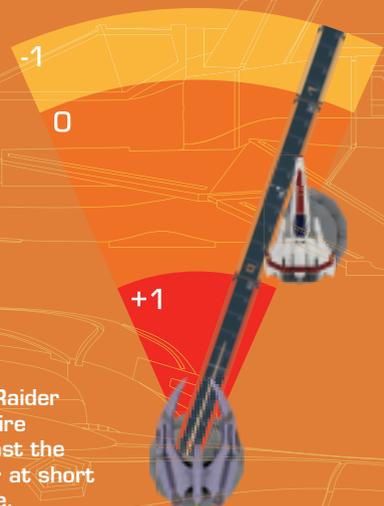
— William Adama

SPACESHIP CARD



- 1 Name
- 2 Attack value
- 3 Structure value
- 4 Acceleration value
- 5 FTL (present or absent)

FIRE ARC AND RANGE



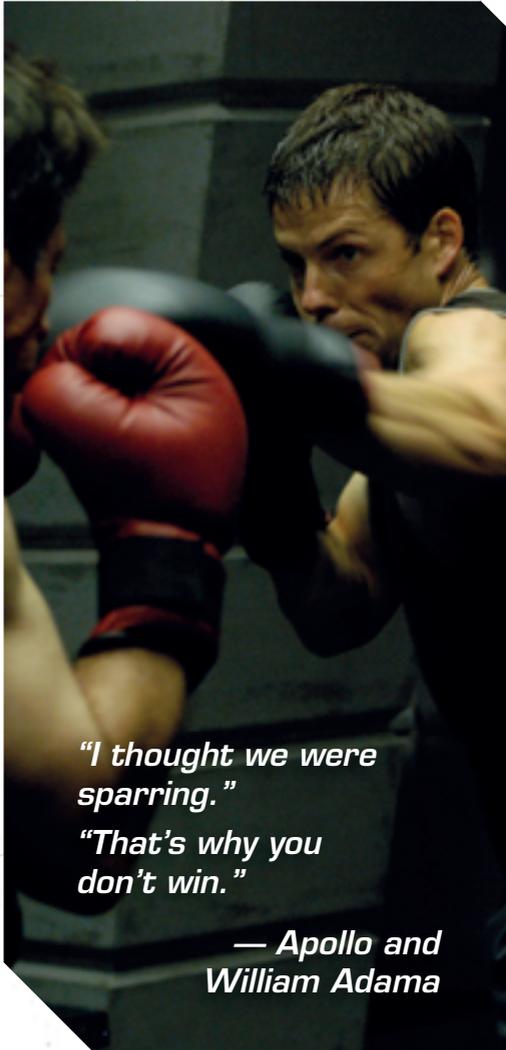
The Raider can fire against the Viper at short range.

places it face down besides the spaceship's control panel. The value of the counter indicates the amount of damage inflicted by the attack.

When the total value of the damage counters taken by a spaceship equals or exceeds its **structure** value, that spaceship is eliminated. Firing is simultaneous, so a spaceship can still fire in the turn it is eliminated.

CRITICAL HITS AND SPECIAL DAMAGE

If the drawn damage counter has a **+** symbol, the target must draw a second damage counter. If this counter also has a **+**, the second **+** is ignored.



"I thought we were sparring."

"That's why you don't win."

— Apollo and William Adama

If there are other symbols on the damage counter, ignore them. They are used only when playing with the *Complete Rules*.

Example: *A Viper has a Raider in sight. The distance from the Viper base's stand to the nearest part of the Raider's base is 16 cm, so the attack is at medium range. The Colonial player throws two dice, scoring "2" and "4," for a total of 6. Since the target is at medium range, there is no modifier.*

The attack hits and the target player draws a Damage counter. The counter is a 4+, so the target player draws a second counter.



The second counter is a 2+ with a shield symbol. The + symbol is ignored because this is the second counter, and the shield symbol is ignored because we are playing with the Quick Start Rules. The owner of the Raider keeps the two counters secret: only he knows his spaceship suffered 6 points of damage. Another 9 points of damage, and it will be out of the game.



ELIMINATION OF A SPACESHIP

When a spaceship is eliminated, its model is removed from the game. The damage counters taken by that spaceship are shuffled back with the other unused counters of the same type.

WINNING THE GAME

When playing with *The Hand of God* scenario, the game ends when only one player has spaceship remaining in play. Spaceships moving out of the gaming surface are considered to be eliminated.

If the last spaceship of each player is eliminated in the same turn, the game is a draw.

Different scenarios may present different conditions for the end of the game and for victory.

COMPLETE RULES

Once you are familiar with the *Quick Start Rules*, the rules in this chapter may be added to make the game more detailed and challenging.

The *Complete Rules* introduce several important new concepts: **rotation**, **acceleration**, **kinetic energy** and **special damages**.

All previous rules are still in force, unless otherwise indicated.

SETUP

When you play with *The Complete Rules*, add the **change direction** card to the maneuver deck of each spaceship. Keep the other components you may need at hand: **firing markers** and **drift rulers**.

GAME TURN

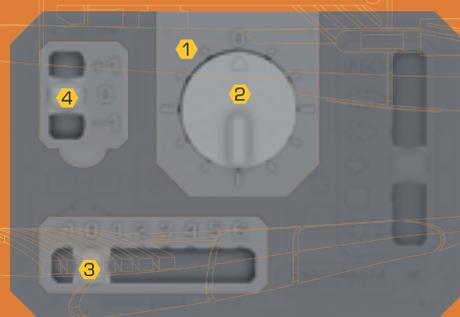
In a game turn, players go through five steps:

1. **Plan** their movement;
2. Execute the first spaceship **movement**;
3. **Fire** their weapons;
4. Execute the second spaceship **movement**;
5. **Fire** their weapons, if they have not fired yet this turn.

PLANNING

In addition to choosing their speed and maneuver cards, during this step players must now decide their spaceship's **rotation** and consider its **kinetic energy** and acceleration.

OTHER SETTINGS ON THE CONTROL PANEL



- 1 Rotation dial
- 2 Rotation arrow
- 3 Kinetic energy slider
- 4 Level slider (Optional Rules only)

KINETIC ENERGY

When playing with the *Complete Rules*, your choice of maneuvers is limited by the current **kinetic energy** of your spaceship and its **acceleration** value.

CURRENT KINETIC ENERGY

The kinetic energy slider, at the bottom of your spaceship's control panel, indicates the current kinetic energy of the spaceship.

At the start of the game, set it to any value you want, from -1 to 6. The slider is updated each turn, according to the maneuver cards you plan.

Your spaceship will have a different kinetic energy depending on your choice of speed and maneuver card (these values are also indicated by the light blue number in a circle, close to each arrow on maneuver cards):

- When you set your spaceship's speed to **0**, its kinetic energy is 0.
- If you move your spaceship using a backward **◀** arrow, its kinetic energy is -1.
- If you move your spaceship forward using a slow **▶** arrow, its kinetic energy is 1.
- If you move your spaceship forward using a medium **▶▶** arrow, its kinetic energy is 2.
- If you move your spaceship forward using a fast **▶▶▶** arrow, its kinetic energy is 3.

An overboost card also has a kinetic energy value (3), which must be **added** to the value of the other card you play (so the total kinetic energy of a maneuver may be up to 6).

As soon as the first planned card for a turn is revealed, adjust your kinetic energy

“The Cylons never asked us what we wanted. Welcome to the big leagues.”

— William Adama

slider to match the total kinetic energy of the card (or cards) you planned in this turn.

ACCELERATION

A player cannot plan maneuver cards with a total kinetic energy value higher than the current value plus the spaceship's acceleration or lower than the current value minus the acceleration.

Example: *A Viper Mk. II has an Acceleration of 3. At the start of the game you set a kinetic energy value of 4.*

*In the first turn, the spaceship moves with a **▶** arrow: the kinetic energy becomes 1. This is legal, as 1 is equal to, but not lower than, 4 (its current kinetic energy) minus 3 (its acceleration).*

*In the second turn, you want to plan an overboost. With your spaceship's acceleration, the new kinetic energy can be, at most, 4 (current kinetic energy is 1, **+** acceleration 3). The overboost itself has a value of 3, so you are limited to choose a slow arrow **▶**, with a kinetic energy of 1, for a total of 4. If you used a medium or high-speed arrow with the overboost, your maneuver would be illegal, as the kinetic energy value would be too high.*

Remember, a backward maneuver has a kinetic energy of -1. So, for example, if your spaceship's acceleration is 3, you cannot decide to move backward, if its current kinetic energy is higher than 2.

Rotated spaceships (see “Rotation” below) are a special case, as explained in detail later. They cannot change their kinetic energy — their acceleration is effectively 0 as long as they remain rotated.

ROTATION

In *Battlestar Galactica Starship Battles*, just like in the series, it is possible for a spaceship to move in one direction while pointing and shooting in another.

ROTATING THE SPACESHIP

If, during the turn, your spaceship is either standing still (that is, speed is set to **0**), or you planned only straight maneuver

ROTATING THE SPACESHIP

The dial is turned three notches clockwise of the 0. This means, the dial on the spaceship base, during the next movement step, will also be turned three notches clockwise of its movement.



cards (↑ symbol), you can also plan to rotate your spaceship, to point (and fire) in a direction different from its movement direction.

To indicate the new orientation, turn the **rotation dial** in the middle of your spaceship's control panel. The 0 mark indicates the movement direction. If the arrow on the dial is set to any position other than 0, the spaceship is considered to be rotated.

LIMITATIONS FOR ROTATED SPACESHIPS

When your spaceship begins its turn rotated (that is, at the start of the turn it is already pointing to any direction other than 0), you are limited in your choice of maneuvers to either **inertial movement** or **changing direction**.

Inertial movement: Your spaceship keeps moving into the same direction as the previous turn, planning a straight maneuver (↑ symbol) with or without a straight overboost. You cannot modify a spaceship's kinetic energy: the chosen card (or cards) must match the current kinetic energy of the spaceship (therefore, if the kinetic energy is 0, no card is used and the spaceship stands still). You can leave the rotation dial as it is; or turn it to a different position to give a new orientation to the spaceship.

Changing direction: You can change the direction of the spaceship, so its movement direction becomes the direction it is now pointing toward. To do so, plan a **change direction** card (↻ symbol) together with another maneuver card (but not an overboost). When you reveal

INERTIAL MOVEMENT



Your Viper has a kinetic energy value of 4 and it is rotated at 60° from the movement direction. You decide not to plan a change direction card, so you must plan a straight maneuver. The total kinetic energy of the spaceship must stay at 4, so the speed must be slow ▶ (kinetic energy 1) with a straight overboost (kinetic energy 3).

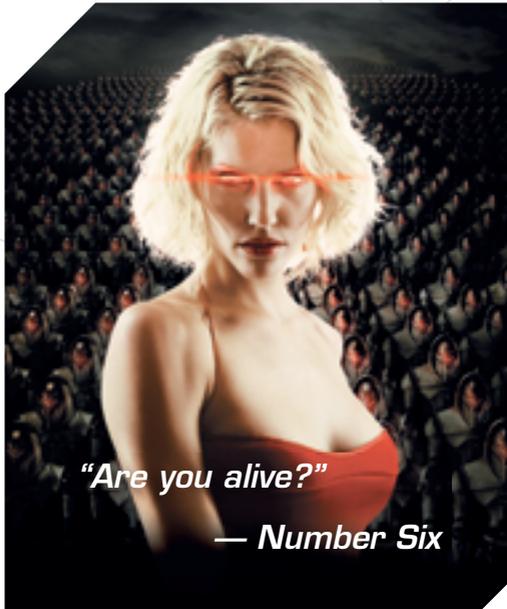
CHANGING DIRECTION



Your Viper begins the turn, rotated 90° clockwise from its movement direction. You decide to use a change direction card and a maneuver card with a left curve. As the kinetic energy was 2, you also take a drift ruler, and flip it to its "2-4" side.



the card, and before you adjust your spaceship's kinetic energy, take a **drift ruler**, if the kinetic energy of the previous turn was 2 or more. Use the ruler as a reminder of your starting kinetic energy: flip it to show the "2-4" side or the "5-6" side, depending on your starting kinetic energy.



MOVEMENT

When playing with the *Complete Rules*, the movement phase is split into two different steps, with a firing step between them. The new sequence is as follows:

First movement step

- After the planning step is completed, each player reveals his spaceships' control panels, and immediately adjusts the kinetic energy of each spaceship (considering both planned cards in the case of an overboost or change direction).
- Each player reveals and executes their first (or only) maneuver card.
- Each player who planned to rotate their spaceship does so.

First firing step

- After the first movement step is completed, players may decide to fire with their spaceships. Place a shooting marker beside each spaceship that fires, as a reminder that the spaceship cannot fire again in this turn.

Second movement step

- Players that executed an overboost or change direction during the first step now reveal and execute their second maneuver card.

Second firing step

- Any spaceship that did not fire in the first firing step may do so now.
- Remove all shooting markers at the end of this step.

OVERBOOST

If you planned an overboost together with a second maneuver card, the execution of the move is different than in the *Quick Start Rules*.

During the **first movement step**, move the spaceship to the end of the overboost movement line, as if it was a normal maneuver. Leave the overboost card where it is through the first firing step.

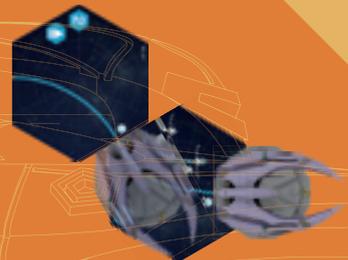
Then, during the second movement step, place **the second maneuver** card adjacent to the overboost card (just as when playing with the *Quick Start Rules*), and complete the movement of the spaceship normally.

Remember, the spaceship will rotate, if planned, after using the overboost card and before using the second maneuver card (see *Rotating the spaceship while maneuvering*, in the next page).

OVERBOOST



(2) In the second movement step, the Raider moves using the normal maneuver card.



ROTATING THE SPACESHIP

During the planning step, the rotation dial was rotated three notches clockwise. The inner dial of the Viper base is now rotated in the same way.



ROTATING THE SPACESHIP WHILE MANEUVERING

If, in the planning phase, you decided to rotate your spaceship, by turning the dial on its control panel to a position other than "0", you must complete the rotation after its **first** maneuver card is executed.

Turn the *inner* dial of your spaceship's base to match the position of the rotation dial on its control panel, so that the firing arc points into the new direction, while the outer ring (indicating the movement direction) does not move. Note, the spaceship fire arc will change its direction.

CHANGING DIRECTION

If you planned a change direction card together with another maneuver card, your spaceship first drifts and re-orients itself, then it moves.

In the first movement step, your spaceship drifts in its current movement direction while it rotates. In the second movement step, it moves using the second maneuver card.

During the **first movement step**, if you got a drift ruler during the planning phase (that is, if your kinetic energy in the previous turn was 2 or more), move the spaceship forward, in its current movement direction, the length of the ruler, using the

CHANGING DIRECTION

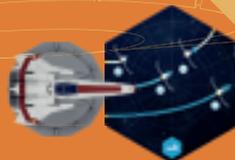
(1) The Viper had a kinetic energy of 2 in the previous turn. In this turn, the player planned a change direction card followed by a left turn at \ggg speed.



(2) During the first movement step, the Viper drifts using the short side of the ruler, then it rotates.



(3) During the second movement step, the second maneuver is executed normally.



appropriate side. A spaceship with kinetic energy of 1 or less in the previous turn will not drift.

Then, your spaceship changes direction. Turn the *outer* dial of the base, so the 0 mark is aligned with the arrow in the middle of the fire arc (note the spaceship fire arc will not change its direction). Then, reset the rotation dial on your spaceship's control panel so the arrow points to 0.

During the **second movement step**, the second maneuver card is executed normally. If the speed is set at \blacksquare , the spaceship remains still, with the movement direction now matching its facing.

SPECIAL CASES

ILLEGAL MOVES

When playing with the *Complete Rules*, there are several possible cases of illegal moves:

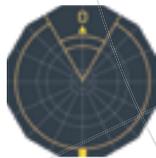
- If you planned any non-straight maneuver card(s), other than a change direction, while rotated, replace the maneuver and/or the overboost with straight ones;
- If the speed you planned, together with the card(s) you played, requires an acceleration higher than the spaceship has, you must raise or lower the speed so that the change of kinetic energy becomes legal;
- If any other choice of an illegal maneuver is revealed (for example, because the total G-value is higher than four, or because there is no maneuver arrow matching the current speed), you must replace it with a straight maneuver, adjusting the speed if necessary.

Draw one damage counter, using only its numeric value. Ignore any other symbol on the counter (such as a **+** or special damage). If the move is illegal for multiple reasons above, draw one counter for each reason.

OVERLAPPING SPACESHIPS

When two spaceships are very close to each other, it is possible that their bases overlap. With the *Complete Rules*, there is a more accurate method to resolve overlapping.

Instead of moving one or more spaceships forward, as in the *Quick Start Rules*, replace one or more models with a **base template**. For movement and firing purposes, the template works exactly as if it were the model base.



As long as two spaceships overlap, neither of them can fire at the other. They can, however, fire at other spaceships, and other spaceships can fire at them. The overlapping spaceships do not block each other's line of sight, nor the line of sight of the spaceships firing at either of them.

As soon as the bases do not overlap each other, replace the template(s) with the original model(s).

When replacing a model with a template, or a template with the original model, make sure you keep the same position and facing, and use the spaceship's base and rotation dial as an indicator of any rotation the spaceship might have.

FIRING

The *Complete Rules* introduce a few new concepts to make combat more realistic:

- Two separate firing steps are introduced, as explained in the previous section.
- The kinetic energy of the attacking and target spaceships influence the odds of a successful hit.
- Special damage may be inflicted to a spaceship, in addition to structural damage.

MODIFIERS TO COMBAT

- To determine the chance of a successful attack roll, you must consider the following additional modifiers:

Target

- Target's kinetic energy is 0: add 1 to the roll.
- Target's kinetic energy is 4 or more (unless a change direction card was planned this turn): subtract 1 from the roll.

Attacker

- Attacker's kinetic energy is 5 or more: subtract 1 from the roll.

SPECIAL DAMAGE

In addition to the numeric value of a damage counter, and to the + symbol, you must consider any other symbol on the counter, indicating the target suffers special damage.

Special damage is also kept secret, unless indicated otherwise in its description.

More than one special damage effect may be suffered at the same time. The effects of special damage are applied starting with the next step (or next turn), as all firing is considered to be simultaneous.



Indicates **the engine is damaged**. Acceleration is halved (round fractions up). If a second such damage is taken, the

spaceship is no longer able to change its kinetic energy value — it must plan maneuver cards that exactly match, with the sum of their values, the current kinetic energy level the spaceship. Additional damage of this type has no further effect.



Indicates **the control systems are damaged**. The total G-value of the cards planned in a turn for this spaceship cannot be more

than 3 (instead of 4). A second such damage means that, in addition, the spaceship cannot rotate for the rest of the game: if the spaceship is currently rotated, it can still play a change direction card to re-align its movement direction with its orientation. Additional damage of this type has no further effect.



Indicates **the pilot is wounded**.

The spaceship subtracts 1 from its attack rolls for the rest of the game, and it cannot plan difficult maneuvers. A second such damage means the pilot is severely wounded, and the attack roll modifier becomes -2. Maneuver cards for spaceships with severely wounded pilots must be planned for the next turn at the beginning of the second movement step, before the other players reveal their plans. If two cards were planned, the second card is executed before planning the next turn. During the planning phase of the next turn, the player may still adjust the spaceship's rotation dial or speed slider, if applicable, but he cannot



“That’s my Raptor wranglers, always looking for new and interesting ways to get killed.”

— Helo

change his choice of cards. A third wound kills the pilot, and the spaceship is eliminated from the game.



Indicates **the hull and/or wings are damaged**. Overboost cards may no longer be played. A

second such damage means the spaceship is crippled — its kinetic energy value is decreased by 1 at the end of each turn, including the current one, until it reaches 0. The spaceship is limited to inertial movement (see *Inertial Movement* on page 15). When the spaceship's kinetic energy drops to 0, the spaceship stands still for the rest of the game. This damage must be announced.



OPTIONAL RULES

This section includes additional rules, which may be added to your game according to the players' preferences, or if required by a scenario. Players should agree on which optional rules they want to use before the game starts.

If you are playing with the *Quick Start Rules*, you may only add optional rules marked with .

AIMING

When a spaceship fires in consecutive turns against the same target, it improves its chances to hit:

- Shooting at a target that was missed in the previous turn: add 2 to the attack roll.
- Shooting at a target that was hit in the previous turn: add 3 to the attack roll.

If a spaceship receives a damage counter of any kind in this turn, it will not get an aiming bonus in the next turn.

ATTACK DECLARATION

If, for any reason, a player does not want to declare whether his fires before one or more opponents do, the players must simultaneously make an attack declaration at the start of the firing step.

Each player takes one shooting marker and one blank counter, and hides one of them in hand: shooting to attack, blank otherwise. Then, all players reveal their choice at the same time.

BLANK MANEUVER CARDS

During planning (if you are not using an overboost or change direction) you can place a blank card along with your chosen maneuver card, to make it seem that



you are planning two cards instead of one.

Apart from bluffing, the blank card has no practical effect on your movement, and you must return it to your maneuver deck at the end of the planning phase.

ROLLING DOUBLES

If, during an attack roll, your dice both show the same result (for example, 3 and 3), you can “split the dice” and use each individual die as a separate attack against your target.

This can be useful when your attack modifier gives you a chance to succeed with the result of just one die. Damage counters are drawn separately for each of the two attacks.

Example: Your spaceship has an attack value of 5, and you have a +2 modifier. If you roll 4 and 4, instead of counting the roll as an 8, you can count each die separately, so you have two attacks each with $4+2=6$, and both attacks hit the target.

△ FUEL

Each spaceship has a starting amount of fuel at beginning of the game (as indicated by the scenario, or as mutually agreed by the players; for example, 50 each). Keep track of fuel with any method you like (for example, with a piece of paper, or glass beads). Fuel is spent to turn, to accelerate, and to decelerate.

△ SPENDING FUEL

- Each maneuver card has a fuel cost equal to its G-value. After using the card, spend the indicated amount of fuel.
- When you turn the rotation dial on your spaceship's control panel, you might spend fuel. If you turn by more than one notch, you spend one point of fuel. If you turn 180° degrees (6 notches), you spend two points of fuel. Note: If you turn the rotation dial because of a change direction card, spend the amount indicated by the card instead.
- When you adjust your spaceship's kinetic energy, spend as many points of fuel as the difference between the previous value and the new value (no matter if it increases or decreases). If the kinetic energy remains the same, no fuel is spent.

Example: A Viper starts the game with a kinetic energy of 4.

- In the first turn, it uses a **▶▶▶** card with a 0 fuel cost; after moving, it updates the kinetic energy level from 4 to 3. It spends 1 point of fuel (0 for the card, 1 because of the change in kinetic energy).
- In the second turn, it moves with a **▶** card with 2 fuel cost. Kinetic energy goes from 3 to 1, so it spends 4 points of fuel: 2 points of fuel for the kinetic energy difference and 2 for the card.
- In the third turn, it plans a straight overboost and a **▶** straight card with 0 fuel cost, and rotates the dial three notches clockwise. Its kinetic energy rises to 4. The total fuel cost is 4: 3 for raising the kinetic energy from 1 to 4, 1 for the rotation, and 0 for the cards.

△ RUNNING OUT OF FUEL

If the fuel of a spaceship drops to 0 or less at the end of a turn, it can no longer rotate nor change its kinetic energy value until the end of the game.

If its kinetic energy is 0, the spaceship stands still in its current position until the end of the game. If its kinetic energy is 1 or more, the spaceship is limited to inertial movement (see *Inertial Movement* on page 15).

“Sometimes you have to roll the hard six!”

— William Adama

△ TAILING

Sometimes a pilot is in a position where they can anticipate the actions of their opponent. This is called **tailing**.

At the start of each turn, before your planning phase, you may check if your spaceship is tailing an opponent.

Take the combat ruler, using its front side, and check the distance between the stand of your base and the stand of your opponent's base.

If all of the following conditions are met:

1. The ruler is within your fire arc
2. The ruler crosses the opponent's base through one of its three rear sides (the one with the raised line, or one of the adjacent sides)
3. The ruler does not cross any other spaceship base except the one you are trying to tail
4. The distance between the spaceship stands is less than the ★ mark on the ruler (15 cm)

then you are **tailing** the opponent. If your spaceship meets the requirements for tailing two or more opponents, you must choose one of them.

When one or more spaceships are tailing another spaceship:

- All spaceships which are *not* tailing another spaceship plan their movements.
- Then, the players controlling a tailed spaceship show their **first planned card** (overboost, change direction, or normal maneuver card) to the player (or players) tailing them, and only to them. The second card (if there is one) and the control panel are not revealed.
- Then, the tailing spaceships plan their maneuvers normally.

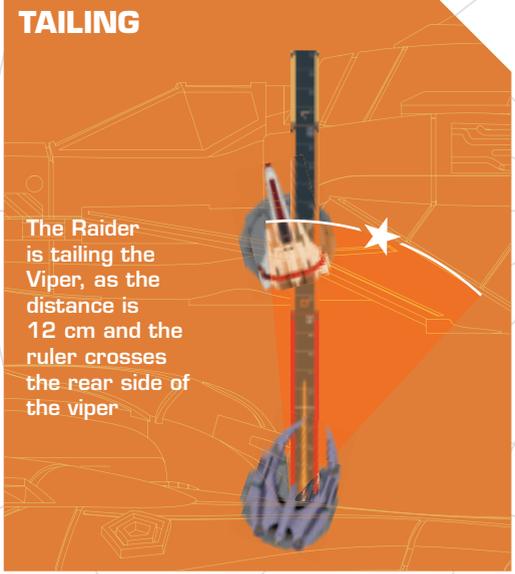
It is possible that tailing spaceships are, in turn, tailed by somebody else. In this case, they will have to show their card before the spaceships tailing them do their planning.

Example: Anthony (Colonial) tails Ben (Cylon), while Ben tails Cher (Colonial), and Cher tails Don (Cylon). Don plans his movement first and shows it to Cher. Then, Cher plans her movement and shows it to Ben, who plans his movement. Finally, Ben shows his movement to Anthony, who does his planning last.

In the rare case there is a “circle” of tailings (A tails B, B tails C, C tails D, D tails A), determine which spaceship must plan first randomly.

Example: Anthony tails Ben, while Ben tails Cher, Cher tails Don, and Don tails Anthony. Ben is chosen randomly. Ben will plan first, then Cher, then Don, then Anthony.

TAILING



The Raider is tailing the Viper, as the distance is 12 cm and the ruler crosses the rear side of the viper

THREE-DIMENSIONAL SPACE

Players may decide to add the “third dimension” to their games. When using this rule, you need the four level stands for each spaceship.

Space is divided into **4 levels**, numbered from 1 (the lowest) to 4 (the highest).

At the start of the game, players must decide the level of each game object — spaceships, asteroid fields, planetoids, clouds (or follow the scenario instructions).

To indicate the level of a spaceship, put a number of stands between the base and the model equal to its current level.

To indicate the level of another object (such as a planetoid), place a level marker nearby or on the object. Objects normally only have an effect on spaceships at their same level and have no effect on spaceships at other levels.

MOVING BETWEEN LEVELS

Players can decide to change the level of their spaceships during the planning phase. Each spaceship has a level slider on its control panel with +1, 0 and -1 marks.

To change level, you must set the level slider to +1 or -1 during the planning phase.

In the turn you change a spaceship's level:

- You cannot plan an overboost card, a change direction card, also backward maneuver are not allowed.
- The kinetic energy of the spaceship is increased by 3, in addition to the value indicated by the planned maneuver.
- During the **first movement step**, announce any change in level you planned, and adjust the spaceship's level stands (adding or removing one stand), but do not execute your maneuver card; just execute any rotation you planned in this turn. During the **second movement step**, use your maneuver card normally.

If a spaceship plans a +1 level change while at level 4, or a -1 level change while at level 1, it leaves the game, and is eliminated.

DISTANCES IN THREE-DIMENSIONAL SPACE

When you are using these rules, the difference in level between attacker and target becomes important whenever you measure a distance.

- A spaceship cannot fire at or tail a target with a level difference of two or more.
- When measuring the distance between spaceships with a level difference of one, use the *back side* of the combat ruler.

DISTANCES IN THREE-DIMENSIONAL SPACE

The Raider (on level 2) is shooting at a Viper Mk. II (on level 3). If they were on the same level, the attack would be at short range. However, when the vertical distance is considered, they are in fact at medium range, as shown by the back of the combat ruler.



- **Spaceships** on different levels are never at short-range. The orange part of the ruler indicates the spaceships are at medium range; the light brown part indicates long range. The black part indicates the spaceships are out of range, and attack is not possible.
- **Tailing** is possible when the distance between the spaceship stands is less than the ★ mark on the back of the combat ruler.

The numbers on the back of the ruler are used in all cases when using the range is not enough, and they take into account the vertical distance between levels as well as the horizontal distance between two spaceships. For example, the distance indicated by the "15" mark on the back of the ruler is equivalent to 15 cm, when two spaceships are at one level of distance.



OPTIONAL FEATURES

Each section in this part of the rules presents some specific game component, which can be introduced if required by a scenario, or if you want to experiment and create different situations in your games.

ASTEROID FIELDS

Before the start of the game, players can agree to place one or more **asteroid fields** in the playing area. Each asteroid field template has two sides, to represent either a **sparse** or **dense field**.

Asteroid fields can be added to any scenario by agreement between players, or they may be required by the scenario itself.

A spaceship is considered to be moving inside an asteroid field if:

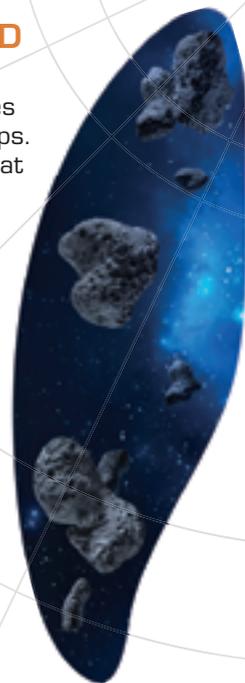
- Any part of the spaceship's base overlaps an asteroid field template at the end of a movement step.
- During the movement step, two opposite sides of a maneuver card both overlap (even in the part) the same asteroid field template.

When a spaceship is moving inside an asteroid field, it can take damage due to collisions with asteroids, as explained below. When this happens, the controlling player draws a collision **damage counter**, secretly looks at its value, and places it face down besides the spaceship's control panel. Damage is only revealed, if the spaceship is destroyed.

SPARSE ASTEROID FIELDS

An asteroid field provides some cover to spaceships. If, when firing, the combat ruler crosses a sparse asteroid field to reach the target's base, or if the stand of the target's base is inside a sparse asteroid field, the attacker **subtracts 2 from the attack roll**.

When your spaceship moves inside a sparse asteroid field, it can take collision damage.



If you are playing with the *Quick Start Rules*, damage depends on your spaceship's speed:

— **If you did not use an overboost card:**

- If the speed is  or : do not draw any collision damage counters.
- If the speed is  or : draw three collision damage counters, discard two of your choice, and assign the third one to your spaceship.
- If the speed is : draw three collision damage counters, discard one of your choice, and assign the remaining two to your spaceship.

— **If you used an overboost card:**

- draw three collision damage counters, discard one of your choice, and assign the remaining two to your spaceship.

If you are playing with the *Complete Rules*, damage depends on your spaceship's kinetic energy.

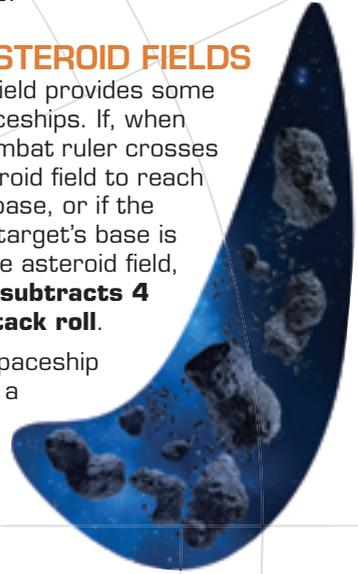
- If the kinetic energy is 0 or 1: do not draw any collision damage counters.

- If the kinetic energy is 2 or 3: draw three collision damage counters, discard two of your choice, and assign the third one to your spaceship.
- If the kinetic energy is 4 or more, or it is -1: draw three collision damage counters, discard one of your choice, and assign the remaining two to your spaceship.

DENSE ASTEROID FIELDS

An asteroid field provides some cover to spaceships. If, when firing, the combat ruler crosses a dense asteroid field to reach the target's base, or if the stand of the target's base is inside a dense asteroid field, the attacker **subtracts 4 from the attack roll**.

When your spaceship moves inside a dense asteroid field, it can take collision damage.



Speed (Quick Start Rules)	Kinetic Energy (Complete rules)	Sparse Field	Dense Field
	0		
	1		
	2	  	 
	3	  	 
 +ANY	4+	  	 
	-1	  	 

If you are playing with the *Quick Start Rules*, damage depends on your spaceship's speed:

- **If you did not use an overboost card:**
 - If the speed is **■** or **▶**: do not draw any collision damage counters.
 - If the speed is **▶▶** or **▶▶▶**: draw two collision damage counters, discard one of your choice, and assign the remaining one to your spaceship.
 - If the speed is **▶▶▶▶**: draw two collision damage counters and assign both to your spaceship.
- **If you used an overboost card:** draw two collision damage counters, and assign both to your spaceship.

If you are playing with the *Complete Rules*, damage depends on your spaceship's kinetic energy.

- If the kinetic energy is 0 or 1: do not draw any collision damage counters.
- If the kinetic energy is 2 or 3: draw two collision damage counters, discard one of your choice, and assign the remaining one to your spaceship.
- If the kinetic energy is 4 or more, or it is -1: draw two collision damage counters, and assign both to your spaceship.

PLANETOIDS

Before the start of the game, players can agree to place one or more **planetoids** in the playing area.

Planetoids can be added to any scenario by agreement between players, or they may be required by the scenario itself.

When a spaceship ends its movement with any part of its base overlapping a planetoid, its player draws a collision damage counter and assigns it to that spaceship. As usual, damage is kept

secret by the controlling player, unless the spaceship is destroyed.

Planetoids also hinder the line of sight of spaceships. If, when checking line of sight, you cannot reach any point of the target's base without crossing a planetoid, you cannot attack that target.

PILOTS

The performance of a spaceship in combat depends not only on the technical features of the craft, but also on the prowess of its pilot. These rules allow you to represent differences resulting from the latter.

PILOT CARDS

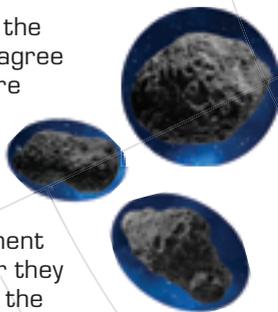
The normal values on the spaceship card represent an average pilot controlling the spaceship. Many pilots, however, have talents which are better than average; while some are inexperienced rookies who have never seen a space battle. A scenario may indicate a given player has one or more specific pilots, or you may simply decide to include pilots in your game, giving equally talented pilots to both opponents.

Each pilot is represented by a **pilot card**, with all the information you need to play that pilot.

Each pilot card has a **name**, a **photo**, and a **rank**. The game can provide more than one card for the same pilot at different levels of experience (different cards are included in different *Battlestar Galactica — Starship Battles* products). In a single game session, there can be no more than one card with the same name (for example, you cannot have two different Apollo cards).

The card indicates who can use the pilot (his or her **affiliation** — Colonial or Cylon) No more than one pilot can be assigned to the same spaceship.

The card also shows a list of talents and flaws that may be chosen from for the pilot (referring to the titles of talent cards and flaw cards — see *Pilot Talents and Flaws* on page **28**) and an **attack bonus**, which is added to (or subtracted from) the attack roll when the pilot's spaceship fires.



PILOT CARD

- 1 Name and photo
- 2 Affiliation (Colonial/ Cylon): Only a player of the correct faction can use the pilot.
- 3 Rank/Role
- 4 Talents: The list of all talents you can assign to the pilot.
- 5 Flaws: The list of all flaws you can assign to the pilot.
- 6 Attack modifier: Value you add to or subtract from the dice roll when you attack with the spaceship of this pilot.



PILOT TOKENS

Instead of a pilot card, players can assign a generic **pilot token** to a spaceship. Like pilot cards, pilot tokens can be required by the scenario, or assigned by the players in a balanced way (for example, in a game with two spaceships each, players may agree to use one Rookie and one Expert pilot each).



Pilot tokens are similar to pilot cards, but they bear no name, just an indication of the experience of the pilot (Nugget, Rookie, Average, Expert, Ace), and an attack roll modifier: nugget tokens have a value of -1, rookie and average tokens have a value of 0, expert tokens have a value of +1, ace tokens have a value of +2.

Spaceships with neither a pilot card nor a pilot token have average pilots and have no attack roll modifier.

LIMITATIONS OF NUGGETS AND ROOKIES

As often happens in war, you cannot always choose whom to send into battle, and so it is in the war between Man and Cylon. A pilot just chosen for training, and totally inexperienced, is called a **nugget**. A pilot with only minimal training and little or no experience in real combat is called a **rookie**. Either status can be indicated by the pilot's card or token.

Nuggets have the following limitations:

- The acceleration of their spaceship is reduced by one (ignore this reduction when acceleration is halved because of damage).
- After an overboost or a change direction card, only a straight maneuver can be planned.
- If the tailing rule is in use, after choosing which target to tail, the rookie must roll two dice and get a total of 7 or more to be able to tail. If the roll is failed, tailing is not possible.

“Pilots call me Starbuck, you may refer to me as God.”

— *Starbuck*
(to a group of nuggets)

Rookies have the following limitations:

- After an overboost or a change direction card, only a straight maneuver can be planned.
- If the tailing rule is in use, after choosing which target to tail the rookie must roll two dice and get a total of 5 or more to be able to tail. If the roll is failed, tailing is not possible.

Nuggets and rookies are also limited in their choice of talents (see Pilot Talents and Flaws, below) — they can only choose rookie talents.

PILOT TALENTS AND FLAWS

If you are using pilot cards or pilot tokens in your game, you can also include **pilot talents** and **pilot flaws**.

Assign the talents as indicated by the scenario, or agree on the number of talents each player must use and how to assign them to the various spaceships (for example, players may agree to use a total of three talents each, to assign to their spaceships as they prefer).

Once you decide a number of talents (for example, three per player), each player may increase the number of assignable talents by also assigning one or two flaws to pilots, together with the same number of additional talents.

Talents and flaws can also be used to balance the game (for example, if players have different game experience, or if the number of spaceships in the game is not even).

Flaws can also be used for scenario reasons. For example, in a scenario where Colonial pilots are supposed to be sleepy, they could all have *Concentration Loss* as a flaw.

“Our job isn’t to be careful, it’s to shoot Cylons out of the frakking sky!”

— *Starbuck*

ASSIGNING PILOT TALENTS AND FLAWS TO PILOTS

A pilot card has a list of possible talents and flaws for that pilot. When assigning talents and flaws to the spaceship used by that pilot, the player must choose from among them.

When using pilot cards, players can decide to assign to the pilot none, some, or all of the talents and flaws indicated on his or her card (always keeping balance in mind).

When using pilot tokens, you may assign a maximum number of talents to the pilot variable with the level of experience of the pilot: 1 for nuggets, 2 for rookies, 3 for average pilots, 4 for experts, 5 for aces. You can only assign rookie talents to nuggets and rookies. If you assign one or two flaws to a pilot, their maximum number of talents is increased accordingly (for example, an ace may have 7 talents and 2 flaws).

***Example:** Players agree to use three talents each, and one rookie and one ace pilot each. The Colonial player chooses a Rookie pilot token and Apollo (who counts as an ace) with the Power Pilot, Quick Reflexes, and Sturdy Pilot talents, and the Tormented Soul flaw. Choosing one flaw, the Colonial player gets another talent, Marksman, which he gives to the Rookie pilot.*

Talents and flaws normally have a limited number of **uses** in each game. During the game, place a use counter on a card each time it is used (unless the card has a **∞** symbol, instead of a number of uses). When the number of counters on the card is equal to the uses value of that card, that card is discarded.

USING PILOT TALENTS

A pilot may have one or more **talents**. Each talent is described by a card.

Take the cards matching the talents selected for your pilots and place these cards close to the control panel of the spaceship they are assigned to.

Each talent has a specific **type**. In any turn, a single pilot can use only one talent of each type, and cannot use the same talent twice (unless another talent allows you to do so).

A wounded pilot cannot use more than two talents in the same turn. A severely wounded pilot cannot use more than one talent in the same turn.

The effects of a pilot's talent only apply to his/her spaceship, unless otherwise indicated by the talent card itself.

USING PILOT FLAWS

A pilot may have one or two **flaws**. Like talents, they “break the rules” of the game, but to the disadvantage of the pilot with that flaw.

Flaws have an **activation value** on them, which is used by any opponent of the spaceship's owner to try to activate the flaw, at any appropriate time.

To attempt to activate a pilot's flaw, an opponent rolls two dice. If the total is equal to or higher than the activation value, the effect indicated on the card is applied and one counter is added to the card. If the total of the dice is less than the activation value, the flaw effect does not apply, and a counter is not added.

No more than one attempt can be made to activate the same flaw in a turn. If a pilot has more than one flaw, an opponent can try to activate each of them, but no more than once each.

**“My flaws are personal,
yours are professional.”**

— Saul Tigh to Starbuck

The effects of a pilot's flaw only apply to his/her spaceship, unless otherwise indicated by the flaw card itself.

TALENTS AND MEASURING

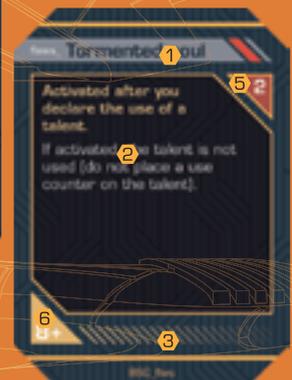
Some pilot talents only have an effect within a certain range. For example, with Technical Eye, the target needs to be at long range (24 cm) or less. The distance is normally measured with the front side of the combat ruler, considering the nearest points of the two objects involved (spaceship bases, planetoid templates, and so on).

When playing with *Three-dimensional space* optional rules (page 22) use the back side of the ruler when referring to spaceships and other objects with a level difference of one (for example, to measure the range of effect of a talent).

Spaceships or other objects with a level difference of two or more are always out of range of talents.

TALENT OR FLAW CARD

- 1 Title: indicates if the card is a normal talent, a rookie talent, or a flaw; and the card name.
- 2 Card effect
- 3 Rules required: choose this card only if the rules indicated are in use in the current game.
- 4 Type: M: maneuvering, F: firing, A: activity, or O: other.
- 5 Uses: a number — 1 or more — indicating the number of times you can activate the card; or the “infinity” symbol ∞ if there is no limit to the activations of the card.
- 6 Activation value (flaws only): a number indicating what an opponent must roll to activate the flaw.



FASTER-THAN-LIGHT MOVEMENT

Some spaceships (as indicated by the FTL symbol at the bottom right of their spaceship card) are capable of faster-than-light (FTL) “jumps.” FTL movement may be used when indicated by a scenario, or by agreement between players.

In game terms, an FTL jump enables a spaceship to move instantly to another point of the playing area, or to enter play directly at a chosen spot, if the spaceship does not begin the scenario play. An FTL jump can also be used to leave the playing area, with the same effect as exiting from a side.

If you want to use FTL, move the speed slider on your spaceship’s control panel to indicate FTL.

Then, you may choose your maneuver card (including an overboost maneuver, if you want), so your kinetic energy remains the same as in the previous turn.

Example: *A Cylon Raider has a kinetic energy of 5 when it decides to do an FTL jump. The controlling player plans an overboost (kinetic energy 3) together with another maneuver, and uses the ➤ arrow on the card (kinetic energy 2), for a total of 5.*

A change direction card cannot be used in the same turn as an FTL jump.

When players reveal their control panels, and before revealing cards, any players using FTL declares it, and places an FTL marker anywhere in the playing area, turning it any way they want. In case it is necessary, determine randomly who must place their FTL marker first.

After all FTL markers are placed, complete the following steps for each jumping spaceship:

1. Roll two dice, to determine on which side of the FTL marker the spaceship reappears. Place the raised line on the rear of the spaceship base adjacent to

the side of the FTL marker matching the dice roll.

2. Then, roll one die, and use the front of the ruler to move the spaceship ahead a number of centimeters as indicated by the die result (each line on the ruler is one centimeter).
3. If the position overlaps any other object (such as a planetoid, asteroid field, or spaceship), the spaceship receives one collision damage counter. If the object is another spaceship, that spaceship also receives a collision damage counter, and the jumping spaceship is moved farther as much as needed to avoid overlapping the bases.

After these steps are completed, the jumping spaceship executes the rest of its turn normally, except it cannot attack during the first firing step of the turn.

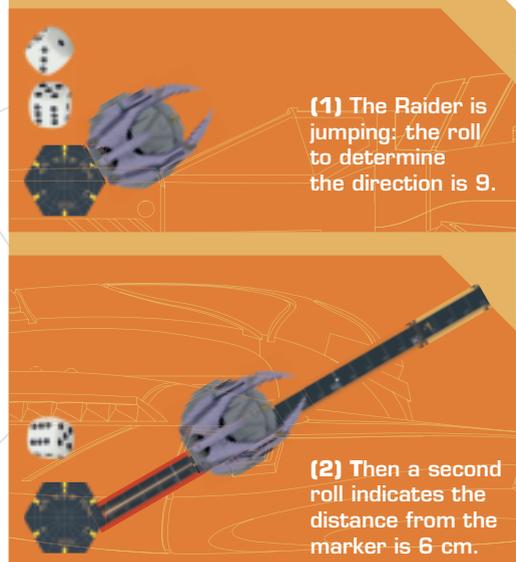
A spaceship cannot use FTL in two consecutive turns, and it cannot use it more than twice in a game to jump from one spot in the playing area to another one.

If you are using the *Fuel* optional rules (see page 21), each FTL jump costs 15 fuel points, in addition to the cost of the maneuver cards.

“Keep jumping.”

— William Adama

FTL JUMP



A LONG JOURNEY

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"I don't know why I have to keep telling you this, but the war is over."

"It hasn't begun yet."

*— Laura Roslin
and William Adama*

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BATTLESTAR GALACTICA™

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DESIGN & DEVELOPMENT **ANDREA ANGIOLINO** AND **ANDREA MAININI**

ADDITIONAL DEVELOPMENT **ROBERTO DI MEGLIO**

ART DIRECTION **FABIO MAIORANA**

GRAPHIC DESIGN & LAYOUT **MARCO PERA**

EDITING **FABRIZIO ROLLA**

PRODUCTION & SUPERVISION **ROBERTO DI MEGLIO**

MODEL DESIGN & ENGINEERING **ANDREA PERFETTI** AND **DUST STUDIO**

BSG CONSULTING **JIM LONG**

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EDITING **KEVIN CHAPMAN** AND **JIM LONG**

PLAYTESTING STEFANIA ANGELELLI, MASSIMILIANO CALIMERA, CHRISTOPH CIANCI, ANDREA GARELLO, STÉPHANE GALLANI, ROBERTO GRASSO, LEONARDO ISOPI, MARCO ISOPI, NICOLA LIPPI, GINO LUCREZI, SIMONE Malfatti, RICCARDO MASINI, PAOLO MORESCALCHI, MARTINO PALLADINI, SIMONE PERUZZI, DEVID PORRELLO, LEONARDO RINA, MARCELLO TAGLIOLI, RICCARDO VADALÀ AND ALL OUR FRIENDS AT PRAGUE SUMMER CON
SPECIAL MENTION TO SPACE ACES ANDY AND REG.

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