

BATTLESTAR GALACTICA™

STARSHIP BATTLES



ERRATA / CLARIFICATIONS

VERSION 1.2 — 11/27/2019





ERRATA CLARIFICATIONS

ERRATA

RULEBOOK

PAGE 11

Fire Arc and Range diagram.

The caption of the diagram should say, “The Raider can fire against the Viper at medium range”.

PAGE 14

Current Kinetic Energy chapter.

In the last sentence of the bullet list, there is a terminology mistake.

The sentence “If you move your spaceship forward using a fast ►►► arrow, its kinetic energy is 3.” presents a wrong game term.

The right sentence is: “If you move your spaceship forward using a high speed ►►► arrow, its kinetic energy is 3.”

PAGE 15

Changing Direction chapter.

You can only plan a Change Direction card if you are rotated at the beginning of your turn.

PAGE 17

Changing Direction diagram.

In the caption text of the first image of the diagram, the speed symbol is incorrect. The correct symbol is ►►.

Moreover, in the first image of the diagram, the O mark on the Viper base should be facing upwards.

PAGE 17

Rotating the Spaceship diagram.

The caption text should say, “The inner dial of the Raider base is now rotated in the same way.”

PAGE 20

Blank Maneuver Cards chapter.

The last sentence of this paragraph is not clear.

After revealing the planned maneuvers, the blank card must be returned to the player’s maneuver deck. The revealing of planned cards is part of the movement phase, so the last sentence should say, “Apart from bluffing, the blank card has no practical effect on your movement, and you must return it to your maneuver deck immediately after it is revealed, during the movement phase.”

PAGE 23

Distances in Three Dimensional Space chapter.

The last sentence should say, "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 difference."

PAGE 24

Asteroid Fields chapter.

The second bullet point of the list should say: "During the movement step, two opposite sides of a maneuver card both overlap (even in part) the same asteroid field template."

PAGE 27

Limitations of Nuggets and Rookies chapter.

The third bullet point of the list should say, "If the tailing rule is in use, after choosing which target to tail, the nugget must roll two dice..."

PAGE 28

Pilot Talents and Flaws chapter.

The last sentence of the last paragraph should say, "For example, in a scenario where Colonial pilots want a revenge against the Cylons, they could all have Itchy Trigger Finger as a flaw."

PAGE 28

Assigning Talents and Flaws chapter, the example.

In the example text, the three talent names described as Apollo's talents (Power Pilot, Quick Reflexes, and Sturdy Pilot) are incorrect. The correct names for these talents are "Daredevil, Sharp Reflexes, and Resilient."

PAGE 28

Assigning Talents and Flaws chapter, the example.

In the example text, the Rookie pilot is assigned the talent "Marksman". This is a mistake, because "Marksman" is not a Rookie talent. The correct talent to assign to the Rookie pilot is "Gifted Sniper".

PAGE 30

Faster-Than-Light Movement chapter.

The fourth paragraph of this chapter should say, "Then, you must choose a maneuver card (including an overboost maneuver, if you want) that keeps your kinetic energy the same as in the previous turn."

PAGE 31

A Long Journey chapter.

The second paragraph should say, "This set includes four models, but there is no limit to the number of spaceships you can play with..."

CARDS

BSG001A

GIFTED SHARPSHOOTER (ROOKIE TALENT)

The text should say, "Use before your attack roll. If the attack is at medium range, it has a +1 modifier (instead of 0). If the attack is at long range, it has no modifier (instead of -1)."

The number of times that a player can activate this talent is also incorrect. It can be activated three times per game.

BSG103B

HEAVY GUNS (GEAR CARD)

The text should say, "This Raptor carries heavy alar guns. Its attack value is 6 instead of 8. Reduce acceleration to 2. If used together with Rocket pods, acceleration is reduced to 2 and all **forward movement** cards with a G-value of 3 are excluded from the deck." The right card is at the end of this document.

BSG103C

SHARON VALERII "BOOMER" (PILOT CARD)

Some talents named in this pilot card are written in a wrong color. The talent Fast Learner is a "Others" talent, so it shouldn't be colored in orange, but it should be colored in yellow. The talent Navigator is an Activity talent, so it shouldn't be colored in yellow, but it should be colored in orange. The right card is at the end of this document.

**BSG104A, BSG104B, BSG104C
HEAVY RAIDER MANEUVER CARD 6/12**

The arrows of this card are wrong. The correct arrows are similar to 7/12 maneuver card of the same Heavy Raider maneuver deck. The right card is at the end of this document.

CLARIFICATIONS

RULEBOOK

PAGE 12

Fire! chapter.

The last sentence of the second paragraph should say, "Fire is simultaneous, so a spaceship can still fire in the firing step in which it is eliminated". This change better highlights that the spaceship doesn't stay in play until the end of turn, but only until the end of the firing step in which it is eliminated.

PAGE 12

Elimination of a Spaceship chapter.

The first sentence should say, "When a spaceship is eliminated, its model is removed from the game at the end of the step."

PAGE 22

Three-Dimensional Space chapter.

Question: "Clouds" are listed among the examples of game objects. Is this a mistake, as clouds are not mentioned anywhere else in the rules?

Answer: Clouds will be included in the next expansion.

SCENARIO BOOKLET

PAGE 4

You Can't Go Home Again scenario.

The second bullet point under "Special Rules" should say, "Starbuck reveals herself: Starbuck must execute a [Slow Symbol] maneuver, or stand still with a [Stationary Symbol], while being at short range within the fire arc of the Viper".

BSG001A

rookie talent: **Gifted sharpshooter**

Use before your attack roll. If the attack is at medium range, it has a +1 modifier (instead of 0). If the attack is at long range, it has no modifier (instead of -1).

3

F

BSG_rktInt_fr

BSG103B

gear: **Heavy guns**

This Raptor carries heavy alar guns.

Its attack value is 6 instead of 8. Reduce acceleration to 2. If used together with Rocket pods, acceleration is reduced to 2 and all forward movement cards with a G-value of 3 are excluded from the deck.

BSG_col_gear

BSG103C

BSG_plt_col_004

pilot_id **Sharon Valerii "BOOMER"**



+1 TO HIT MODIFIER

Sharon "Boomer" Valerii thinks she knows who she really is — a Raptor pilot whose parents were killed by Cylons. But are her memories true? Why does she start to behave like a saboteur? She's a great resource to the Colonial Fleet, even if she might become its deadliest enemy.

TALENTS

- ▲ Daredevil
- ▲ Sharp reflexes
- ▲ Lethal
- ▲ Superior aim
- ▲ Navigator
- ▲ Psychologist
- ▲ Troubleshooter
- ▲ Fast learner

FLAWS

- ▼ Distracted

PILOT
Jr. Lieutenant



BSG_plt_col_004

BSG104A
BSG104B
BSG104C



A GAME BY **ANDREA ANGIOLINO** AND **ANDREA MAININI**

BATTLESTAR GALACTICA™

STARSHIP BATTLES

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**

ENGLISH EDITION

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.

THANKS TO FRANK WINSPUR FOR HIS ASSISTANCE TO THE DEVELOPMENT OF OUR MODELS; LESLIE BUHLER, FOR BEING THERE SINCE THE BEGINNING; PAOLO PARENTE, FOR SHARING HIS EXPERIENCE AND INSIGHT WITH US; SIMON GUIBERT FOR HIS HELP IN PROOFREADING THE RULES

A GAME CREATED, PRODUCED, AND DISTRIBUTED WORLDWIDE BY

ARES GAMES SRL



VIA DEI METALMECCANICI 16, 55041, CAPEZZANO PIANORE (LU), ITALY.
RETAIN THIS INFORMATION FOR YOUR RECORDS.

BATTLESTAR GALACTICA IS A COPYRIGHT OF UNIVERSAL CABLE PRODUCTIONS LLC.
LICENSED BY UNIVERSAL STUDIOS 2019. ALL RIGHTS RESERVED.
STARSHIP BATTLES™ IS A TRADEMARK OF ARES GAMES SRL. MADE IN CHINA.

WWW.ARESGAMES.EU