

# BATTLESTAR GALACTICA™

STARSHIP BATTLES



FASTER THAN LIGHT  
RULES & SCENARIOS



# BATTLESTAR GALACTICA™

## STARSHIP BATTLES

This set, Battlestar Galactica — Faster than Light Expansion Pack, enlarges the *Battlestar Galactica — Starship Battles* game, introducing optional rules that allow the players to broaden their game experiences and possibilities.

In this booklet, you will find some additional rules for **planetoids** and **clouds**, spaceship **take-off** and **landing**, use of **missiles**, and finally **advanced FTL movement** rules.

Jump into your seat and start your engine — there's a war to win!

**Note:** All the introduced rules are playable with *Quick Start Rules*, except the rules playable with *Complete Rules* that are marked with ⬠.

# INDEX

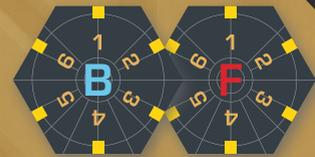
CONTENTS .....	2
NEW RULES .....	4
SCANNING A PLANETOID .....	4
ORBITING PLANETOIDS .....	4
△ CLOUDS .....	5
TAKE-OFFS AND LANDINGS .....	5
TAKE-OFF PROCEDURE .....	5
LANDING PROCEDURE .....	5
MISSILES .....	6
LAUNCH SEQUENCE .....	7
MISSILE MOVEMENT .....	7
MISSILE EXPLOSION .....	9
PLANETARY ATMOSPHERE .....	10
⬠ SPECIAL DAMAGE .....	10
GROUND LEVEL .....	10
USING THE FUEL RULES .....	11
⬠ USING THREE-DIMENSIONAL SPACE RULES ..	11
⬠ FASTER-THAN-LIGHT .....	
ADVANCED RULES .....	12
DECLARING AN FTL JUMP .....	12
CHOOSING COORDINATES OF AN FTL JUMP ..	12
PREPARING AN FTL JUMP .....	12
EXECUTING AN FTL JUMP .....	13
SCENARIOS .....	15
LOOKING FOR TYLIUM .....	15
WHEN THE GOING GETS TOUGH .....	16
THIRSTY .....	17
SCATTERED .....	18
THE SECRET BASE .....	19
THERE AND BACK AGAIN .....	20
FRAGGED .....	22



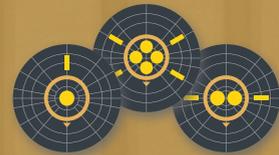
NAVIGATION PANELS (2)



FTL MARKERS (12)



FTL LOCATION MARKERS (12)



FTL PREPARATION COUNTERS (10)



FTL RULERS (2)

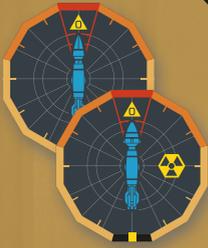
FTL COMPONENTS



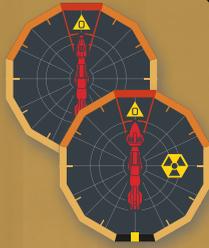
THIS RULEBOOK

# CONTENTS

MISSILE TEMPLATES AND COUNTERS



COLONIAL MISSILE TEMPLATES (2)  
Standard/Nuclear



CYLON MISSILE TEMPLATES (2)  
Standard/Nuclear



COLONIAL MISSILE MANEUVER CARDS (2)



CYLON MISSILE MANEUVER CARDS (2)



MISSILE DAMAGE COUNTERS (24)



BACK



WATER MARKER (2)



TYLIUM MARKERS (6)



WATER/TYLIUM MARKER (2)



CREW MARKER (2)



AA BATTERY MARKER (2)



CYLON BASE MARKER (2)



BLANK MARKERS (4)

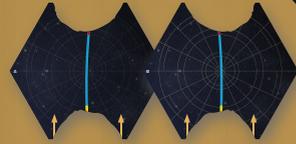


ENTRY POINT MARKERS (8)



ENTRY POINT TOKENS (8)

MARKERS



ORBITING PLANETOID MOVEMENT CARDS (2)



ORBITING PLANETOIDS (4)



PLANETOID TEMPLATES (5)



DUST CLOUDS/CLOUDS (3)

SCENARIO ELEMENTS



# NEW RULES

## SCANNING A PLANETOID

To scan a planetoid, a spaceship must usually end the turn within medium range (20 cm) from the planetoid while at slow, medium, or high speed with no overboost (individual scenarios may alter these conditions). Each scenario that provides for scanning a planetoid indicates which element markers are contained in the markers pool. When a planetoid is scanned, draw a random marker from the markers pool to determine which element or material is present on the planetoid. A scenario may instead indicate to place a random marker, face down, on the planetoid at setup, which after scanning can be turned over to show the element or material present.

It's always explained in each relevant scenario how to scan a planetoid.

If there is more than one planetoid in the playing area, only one can be scanned per turn by each individual scanning spaceship.

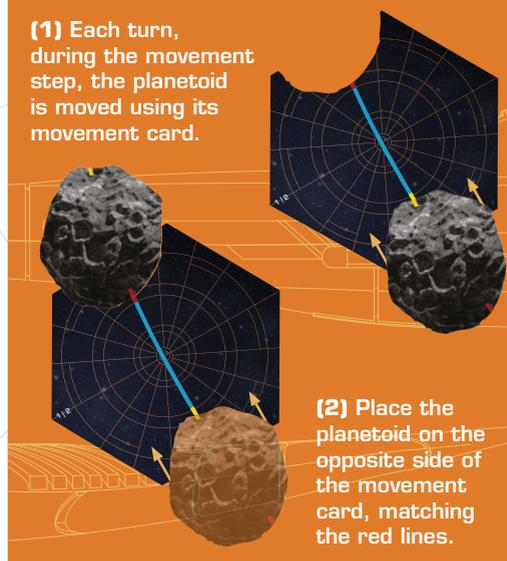
## ORBITING PLANETOIDS

An orbiting planetoid does not stand where it is placed at the start of the game but moves along an orbit in the playing area. Each orbiting planetoid has a matching movement card. Each turn, during the

movement step (during the first movement step with the *Complete Rules*), the card is placed in front of the planetoid, matching the yellow line of the card with the one present on the planetoid, and then the planetoid is moved using the movement card, placing the planetoid on the opposite side of the movement card, matching the red lines (see figure)

## ORBITING PLANETOID MOVEMENT

**(1)** Each turn, during the movement step, the planetoid is moved using its movement card.



**(2)** Place the planetoid on the opposite side of the movement card, matching the red lines.

Spaceships interact with orbiting planetoids in the same way that they do with normal planetoids (see *BSG Rulebook, Planetoids*, page **26**). If an orbiting planetoid overlaps another planetoid or an asteroid field, there is no effect, as they are assumed to miss each other.

If a spaceship is landed on an orbiting planetoid (see *Landing Procedure* below), it moves with the planetoid until it takes off.

## CLOUDS

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

Clouds can be added to any scenario by agreement between players, or they may be required by the scenario itself. They can be used in space scenarios, as clouds of fine dust, and in scenarios within an atmosphere, as clouds of vapor.

A cloud provides some cover to spaceships. If, when firing, the combat ruler crosses a cloud to reach the target's base, or if the stand of the target's base is inside a cloud, the attacker **subtracts 3 from the attack roll**.

## TAKE-OFFS AND LANDINGS

Players can use these rules if planetoids are used in the game, or if the game is set in a planetary atmosphere instead of in deep space (see *Planetary Atmosphere* on page **10**).

Vipers of any model need landing stripes to land and launching tubes or ramps to take-off, so they follow slightly different rules for take-offs and landings.

### TAKE-OFF PROCEDURE

To execute a take-off, a landed spaceship must plan either standing still or a straight maneuver  with the speed slider set in the  position on its control panel, without using any overboost card. The level slider must also be set to +1 to indicate take-off,

but the spaceship's level is not changed by the maneuver.

When executing a take-off from a planetoid, a collision with it is not considered to have occurred, even if the spaceship's base overlaps the planetoid at the end of the movement.

Furthermore, a collision cannot occur with that planetoid until after the spaceship ends a movement with its base not overlapping it. In other words, it must move off the planetoid and then move back onto it in order to collide with it.

Vipers of any model can take-off from starships provided with proper launching tubes or from bases with launching ramps. They cannot do so planning to stand still, but they can plan a straight maneuver at any speed, without an overboost card.

### LANDING PROCEDURE

To execute a landing, a spaceship must have its level slider set to -1 to indicate landing, but the spaceship's level is not changed by the maneuver.

To land on a planetoid, a spaceship must also plan a straight maneuver  without an overboost and with a kinetic energy value of 1 or 0 (Vipers of any model must have a value of 1 and can only land on planetoid or ground zones defended as "smooth" by the scenario or the landing is considered a collision).

 If the *Three-dimensional space* optional rules are in use (see *BSG Rulebook, Three-Dimensional Space*, page **22**), the spaceship must also be on the same level as the planetoid, and a second non-straight, non-overboost maneuver must be planned, which will be discarded as soon as the cards are revealed (the purpose of this second card is only to show the intention of landing on the planetoid, and not of changing level).

A planetoid landing is only successful if, after the maneuver, at least a part of the spaceship's base, including the raised line on the front of the base, overlaps the planetoid.

A landing maneuver on a planet may end anywhere in the playing area (unless the scenario states otherwise) and is always successful. However, if a spaceship lands and the other landing conditions specified above for a planetoid landing (maneuver and kinetic energy) are not met, a crash landing occurs. Vipers of any model have the additional restriction that they may only land in planetary zones or on planetoids designated as "smooth" by the scenario, and a landing in any other area is always considered to be a crash landing. Upon a crash landing, a spaceship draws two collision damage counters.

In planetary atmosphere scenarios, players may agree to mark some parts of the playing area as hard terrain. A normal landing in such an area results in drawing a collision damage counter, while a crash landing results in drawing three collision damage counters.

After a successful landing (normal or crash), if the spaceship is rotated (if the arrow on the dial is set to any position other than 0), turn the *outer* dial of the base so that the 0 mark is aligned with the arrow in the middle of the fire arc.

A landed spaceship cannot fire but can be fired upon. A ship landed on an orbiting planetoid moves with the planetoid until it takes off.

After landing, a spaceship must remain still for at least 2 turns. Then, if desired, the spaceship can take-off according to the procedure described previously (see *Take-off procedure* on page 5).

Scenarios can specify that only specific planetoids can be landed on by a spaceship.

If a spaceship ends its movement with any part of its base overlapping a planetoid and any of the above landing conditions are not met, the spaceship is not considered landed and a collision occurs, and it draws a collision damage counter.

***"Politics. As exciting as war.  
Definitely as dangerous."***

— *Cpt. Lee 'Apollo' Adama*

## ROTATING THE SPACESHIP

**(1)** In turn 4, a Raider plans a straight maneuver with the speed slider set in ► position on its control panel and without an overboost: the kinetic energy value of that maneuver is 1.



**(2)** After the maneuver, part of its base overlaps the side of a planetoid.



**(3)** Now the spaceship is considered landed. On the 7th turn, the Raider can take-off.



## MISSILES

Spaceships can be armed with missiles, both conventional and nuclear. These semi-intelligent weapons look for the nearest enemy spaceship and head toward it, as quick as the quickest spaceships, until they hit the target and explode.

Players can agree if any ships in the game have one or more missiles, and if they have nuclear warheads or not. However, if you play a scenario, spaceships don't have missiles onboard unless the scenario explicitly says so. Sometimes a scenario can even include an already fired missile that is in the playing area at the start of the game.

A missile is represented by a small cardboard **missile template**. There are different ones for Colonials and for Cylons. On one side, the template has a nuclear symbol to represent a nuclear missile. Each missile has only one maneuver card, a straight maneuver of the same size as the other maneuver cards.

## LAUNCH SEQUENCE

A spaceship can launch a missile in any turn, at the very end of a movement step, immediately before a firing step. If it does so, it may not fire its guns in that firing step. Remember to place the missile template with the nuclear side face up if it is a nuclear missile, or with the other side face up if it is a conventional missile.

When a missile is launched, it immediately executes a first movement. Place the missile maneuver card in front of the spaceship base, aligning the start of the red arrow to the raised line on the front of the base, and then place the missile template so that the yellow line at its rear is on top of the arrowhead of the red arrow on the maneuver card. Then the missile executes an additional movement, following the same procedure, but starting from the front of the missile template instead of the spaceship.

## MISSILE MOVEMENT

After the movement step in which it is launched, a missile is moved during every movement step.

The missile template is moved after all spaceships have been moved.

If you are playing with the *Quick Start Rules*, the missile moves twice in the single movement step of each turn.

◊ If you are playing with the *Complete Rules*, it moves once in each of the two movement steps of each turn.

In either case, each movement of the missile uses the following procedure (repeating it in its entirety when moving twice under the *Quick Start Rules*).

During the turn the missile is launched and the following turn, the missile can only move straight ahead. Place the maneuver

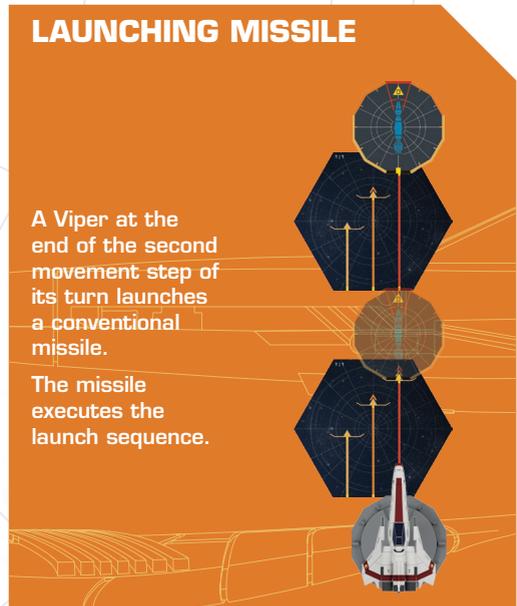
card in front of the template, matching the start of the red arrow on the card with the red line on the template. Then place the yellow line at the rear of missile template on top of the arrowhead of the red arrow on the maneuver card.

From the third turn onward, the missile searches for a target. To choose the target, measure the distance from the center of the missile template to the nearest point of every enemy spaceship or missile that can be reached by the combat ruler while crossing the red or orange sides of the missile template. The missile chooses the nearest among them. If the missile cannot find any target across the red or orange sides of its template, place the ruler across its yellow and black sides. When checking yellow and black sides, if the last target the missile has moved toward is still within a ruler from the missile's center, the missile chooses it; otherwise, the missile chooses the nearest enemy target within medium range. If the nearest target is reached by the ruler through a corner between two sides of the missile template, the ruler is considered to have passed through the side that is the nearest to the front of the missile. Once the target, if any, is chosen, the missile must be moved.

## LAUNCHING MISSILE

A Viper at the end of the second movement step of its turn launches a conventional missile.

The missile executes the launch sequence.



If the missile has no possible enemy target, it moves straight ahead, as described above. Otherwise, it moves toward its chosen target, based on the color of the template side crossed by the ruler when it was found:

▀ **Red or ▀ Orange:** Place the maneuver card in front of the missile template side crossed by the ruler, matching the start of the arrow of the same color on the card with the line on the template. Then place the missile template in front of the maneuver card with its yellow line on top of the arrowhead of the arrow of the same color as that template side.

▀ **Yellow:** Place the maneuver card in front of the front-most yellow missile template side (90° from the front of the template) which is connected to the side crossed by the ruler, matching the start of the yellow arrow on the card with the line on the template.

Then place the missile template in front of the maneuver card with its yellow line on top of the yellow arrowhead.

▀ **Black:** Turn the missile 180°, and do not move it.

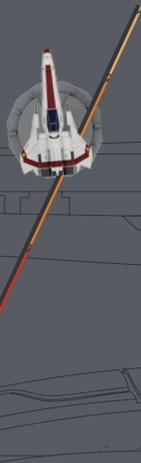
### ◇ MISSILE MOVEMENT IN THREE-DIMENSIONAL SPACE

If the *Three-dimensional space* optional rules (see *BSG Rulebook*, *Three-Dimensional Space*, page **22**) are in use, when you determine which enemy spaceship is closer to the missile, use the back side of the combat ruler to measure distances to starships with a level difference of one. If a spaceship at one level of distance is overlapping the missile, it is considered to be at a distance of 13 (or 0 if it was targeted by the missile in its last movement). Ignore spaceships with a level difference of 2 or more.

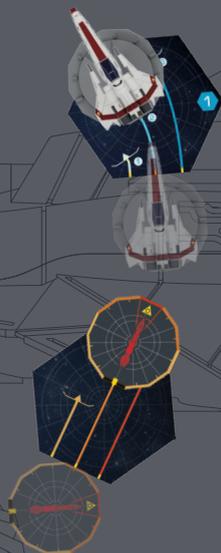
If the nearest target is at one level of distance, the missile does not move, but changes level to reach the level of the target. After the level change, if the missile does not face the nearest part of the target followed, turn it up to 90° toward the target.

## ◇ MISSILE MOVEMENT — ORANGE SIDE

(1) In the third turn, the player after having checked whether crossing the red side of the missile template, checks with the combat ruler if crossing the orange sides it can choose a target. The ruler reaches a Viper as a target.



(2) The missile can execute this movement, placing the maneuver card in front of the orange side of the template, and then moving the missile template on the orange arrow of the missile maneuver card. Meanwhile the Viper executes its maneuver. The missile does not reach its target with its maneuver, so in the next firing step a new check will be done to determine where the missile will go looking for its target.



## MISSILE EXPLOSION

If, during its movement, either the missile's template or its maneuver card touches any solid object (even a friendly one), the missile immediately explodes. (When two missiles, enemy or friendly, touch each other, they both explode, with the effects of each explosion resolved separately.) If the missile's template or its maneuver card overlaps an asteroid field, roll two dice: if the die result is 4 or less, the missile immediately explodes.

If both the missile template and the maneuver card overlap the asteroid field, roll for each of them.

**Exception:** A missile does not explode either in the turn that it is launched or the next one, even if it overlaps spaceships. However, if it overlaps either a planetoid or an asteroid field during that time, it is removed from the game without exploding.

When a missile explodes, the point of explosion is the closest point of the hit object to the missile template's center. If more than one object is touched, the point of explosion is the closest object touched by the maneuver card, with enemy spaceships taking precedence

over other touched objects regardless of distance (if more than one enemy spaceship is touched, the closest is the point of explosion).

**Example:** A missile is launched in turn 1. Even if it overlaps a Raider, it does not explode. On turn 2 the missile moves twice straight and does not explode even if it overlaps ships, while it is lost if it overlaps asteroid fields or planetoids. On turn 3, it starts moving toward the nearest target according to the rules and it explodes if it overlaps anything.

Missile explosions are resolved at the end of the movement step in which they explode, after all movement is completed, but before missiles are launched. A spaceship eliminated by a missile is removed immediately and can neither launch missiles nor fire.

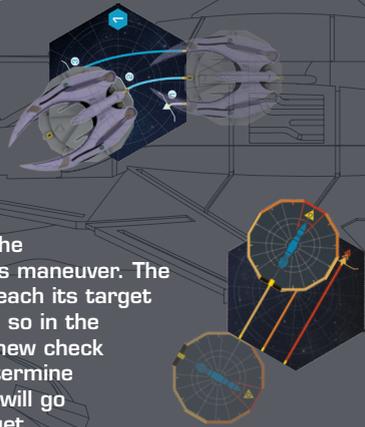
If the missile is conventional, any spaceship touched by the missile template or the maneuver card draws a **missile damage counter**. If the drawn damage counter has a **+**, the target must draw a second damage counter. If this counter also has a **+**, the second **+** is ignored." Any spaceship

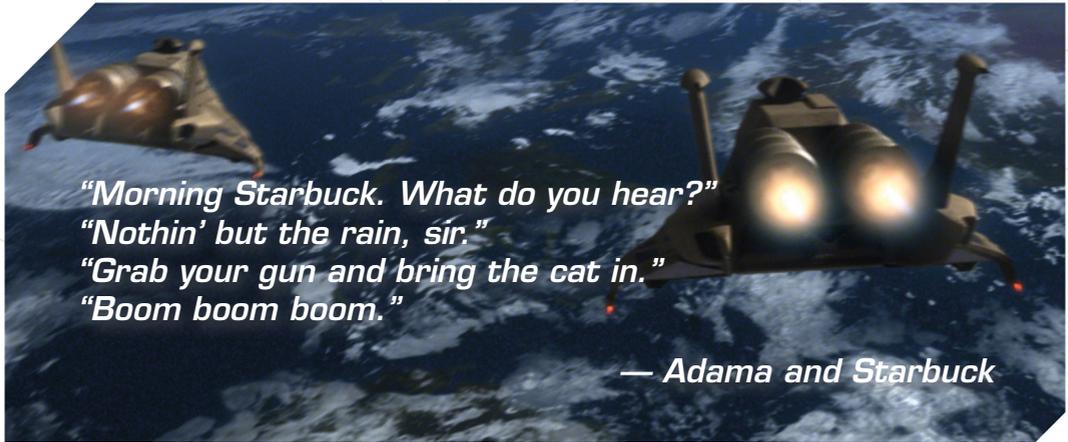
## MISSILE MOVEMENT — YELLOW SIDE

(1) In the third turn, the player after having checked whether crossing the red or orange sides of the missile template, checks with the combat ruler if crossing the yellow and black sides it can choose a target. Crossing the yellow side, the ruler reaches a Raider as a target.



(2) The missile can execute this movement, placing the maneuver card in front of the front-most yellow missile template (90° from the front of the template), and then moving the missile template on the yellow arrow of the missile maneuver card. Meanwhile the Raider executes its maneuver. The missile does not reach its target with its maneuver, so in the next firing step a new check will be done to determine where the missile will go looking for its target.





“Morning Starbuck. What do you hear?”  
 “Nothin’ but the rain, sir.”  
 “Grab your gun and bring the cat in.”  
 “Boom boom boom.”

— Adama and Starbuck

whose base is within short range from the point of explosion point rolls two dice, and if the result is the number of cm distance (rounded down) or more, it is hit with debris and draws a missile damage counter (ignoring the **+**).

If the missile is nuclear **☛**, the touched spaceship is destroyed, as well as any other spaceship with at least part of its base within short range from the point of explosion.

Spaceships can fire at a missile, using the same procedure as against spaceships, but only if they are at short range. There is no modifier for the kinetic energy of the target, but the speed and the smaller size of the target results in a subtraction of 5 from the attack roll. An additional subtraction of 2 is applied if the closest point of the missile to the firing spaceship’s stand is a yellow or black side. If the missile is hit, draw a damage counter and show it to everybody: if it is a 0 nothing happens, while if it is a 1 or more the missile explodes, and the explosion point is its template’s center.

◊ If the *Three-dimensional space* optional rules (see *BSG Rulebook, Three-Dimensional Space*, page **22**) are in use, an object must be on the same level as a missile in order to cause it to explode.

## PLANETARY ATMOSPHERE

Before the start of the game, players can agree that in a scenario the battle occurs in a planet’s atmosphere instead of in outer space. If the scenario is set in an atmosphere, players can decide whether the game is played at high altitude or at ground level.

### ◊ SPECIAL DAMAGE

Use this rule if you are playing with the *Complete Rules*. All special damage effects are the same in a planetary atmosphere, apart for the fact that a second engine damage or a second hull/wings damage eliminates the spaceship.

### GROUND LEVEL

In ground level scenarios, all of the playing area is considered to be the planet’s surface, the *Take-offs and landings* rules (see page **5**) are in use, and players can land a spaceship on any point in the playing area (unless the scenario states otherwise). If not using the *Three-dimensional space* optional rules (see next page), the level sliders on the control panels must be set to 0 for the whole game, unless the spaceship is landing or taking off. Players can mark some parts of the playing area as difficult terrain. A regular landing in such an area results in drawing a collision damage counter, while a crash landing results in drawing three collision damage counters instead of two.

## USING THE FUEL RULES

If the *Fuel* rules (see *BSG Rulebook*, *Fuel*, page **21**) are in use, each spaceship has a starting amount of fuel equal to 99 (a scenario can specify a different amount of fuel). In a planetary atmosphere, fuel is spent only to move and rotate, not to turn, so the G-values on maneuver cards are ignored for fuel consumption purposes. Each turn, each spaceship spends an amount of fuel equal to its new kinetic energy value, rather than the difference between the previous and the new values. If the kinetic energy of a spaceship is -1 or 0, 1 point of fuel is spent.

Turning the rotation dial is paid for in fuel as described in the rulebook (see *BSG Rulebook*, *Spending Fuel*, page **21**): one point if turning by more than one notch, two points if turning 180°, or the amount indicated by the card when rotating because of a change direction card.

**Example:** *A Viper Mk. II starts the game in a planetary atmosphere with a kinetic energy of 4. In the first turn, it uses a maneuver card with a fast ►►► arrow and a G-value of 0. Before moving, its player updates its kinetic energy from 4 to 3, so it spends 3 points of fuel. In the second turn, it uses a slow ► arrow with a G-value of 2, and its player updates its kinetic energy from 3 to 1, spending 1 point of fuel. In the third turn, it uses an overboost and a maneuver card with a slow ► arrow and a G-value of 2, updating its kinetic energy from 1 to 4, so it spends 4 points of fuel.*

A spaceship whose fuel drops to 0 or less falls down onto the planet's surface at the end of the game turn. It crashes and is eliminated from the game.

## REFUELING

In some scenarios, certain parts of a planet or planetoid surface can be designated as refueling stations. A landed spaceship with any part of its base overlapping a refueling station can refuel. For each turn entirely spent refueling (nothing else may be done), the spaceship gains 25 points of fuel. A spaceship cannot raise its fuel above the fuel level it had

at the start of the scenario, unless the scenario explicitly allows it. A scenario may state that a spaceship starts "low on fuel", with a limited quantity of it, setting a higher level of fuel that can be reached by refueling during the game.

## ◇ USING THREE-DIMENSIONAL SPACE RULES

If the *Three-dimensional space* optional rules (see *BSG Rulebook*, *Three-dimensional space*, page **22**) are in use and the scenario is set in an atmosphere, changes in level have certain additional effects. A spaceship that plans a +1 level change cannot plan an overboost and reveals and executes its maneuver card during the second movement step rather than the first. A spaceship that plans a -1 level change has its kinetic energy increased by 3 for the level change (if an overboost is used, its kinetic energy is set to 6), and acceleration limits (see *BSG Rulebook*, *Acceleration*, page **14**) are ignored; it reveals and executes its maneuver card(s) in the normal manner. If the *Fuel* rules are also in use, a spaceship that plans a -1 level change spends 3 points of fuel less, with a minimum of 1 point, while a spaceship that plans a +1 level change, spends 3 points of fuel more.

Scenarios set at ground level have additional effects. Spaceships planning a +1 level change while at level 4 are considered to be leaving the game and are eliminated. Spaceships planning a -1 level change while at level 1 must check the conditions for a landing (see page **5**), and the above adjustments to its kinetic energy and fuel consumption for a -1 level change do not apply. A landed spaceship is considered to be at level 1 when fired upon.

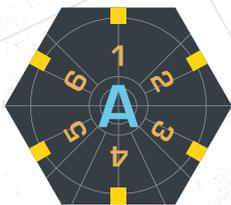
Using the *Three-dimensional space* optional rules in a scenario set in an atmosphere also affects firing. Spaceships firing at a target at one level lower have an advantage: the attack roll gains a +2 modifier in addition to the usual modifiers for range. The same +2 modifier is given to spaceships that fire at a target on the same level in the same turn that they executed a -1 level change.

## ◇ FASTER-THAN-LIGHT ADVANCED RULES

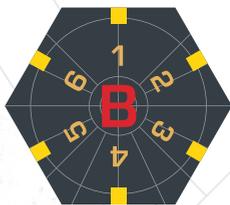
Some spaceships (as indicated by the FTL symbol on the bottom right of their spaceship card) are capable of faster-than-light (FTL) “jumps”. As stated in the Rulebook (*BSG Rulebook, Faster-Than-Light Movement*, page **30**), FTL movement may be used when indicated by a scenario, or by agreement between players. In this advanced version of the rules, jumps are planned in advance, and their precision is related to the time spent programming them. These rules replace the basic rules presented in the *BSG Rulebook*. The two versions of the rules cannot be used together, as one excludes the other. 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 in play. An FTL jump can also be used to leave the playing area, with the same effects as exiting from a side.

### DECLARING AN FTL JUMP

If you want to begin programming an FTL jump, set the speed slider on your spaceship’s control panel to indicate FTL. Choose your maneuver card normally, including an overboost maneuver if you want. When players reveal their control panels, and before revealing their maneuver cards, any player who planned an FTL jump has to declare it. You cannot execute an FTL jump during the turn you have declared the jump, but only from the next turn onward. If there are no **FTL location markers** in the playing area for the side(s) executing jumps, they must be placed now. A series of 6 Colonial location markers and another series of 6 Cylon location markers are provided with this expansion.



Colonial



Cylon

Each series is marked with letters from A to F. Place yours anywhere in the playing area, orienting them as you like. They can overlap items and spaceships if you like, but your markers must be at least 1 ruler away from one another. In the case that it is necessary, determine randomly the order in which players must place their FTL location markers. In some scenarios with FTL jumps directed out of the playing area, FTL location markers need not be placed. Note that after FTL jump declaration, maneuvers are executed normally.

### CHOOSING COORDINATES OF AN FTL JUMP

For each of your spaceships jumping, you must secretly choose three FTL jump coordinates on the three dials present on the **FTL navigation panel**:

- The **navpoint dial** (1) indicating the letter of the FTL location marker you want to jump to (or the ★, if the jump is directed out of the playing area);
- The **direction dial** (2) indicating the chosen direction you want to take starting from the FTL location marker (in case of a jump out of the playing area, ignore this dial);
- The **distance dial** (3) indicating the distance in cm from the FTL location marker that you are aiming for (in case of a jump out of the playing area, ignore this dial).

### PREPARING AN FTL JUMP

In the next turns, you can either continue preparing the jump, abort the jump, or jump. From the turn after the FTL jump declaration, if you decide to keep on preparing, you plan and move normally, and you receive one **preparation counter** each turn. If you decide to abort the jump or to jump, you must declare it when players reveal their control panels, before they reveal their cards. In the case that it's necessary, determine randomly the order in which players declare. If you decide to abort the jump, discard all preparation counters you have received.

If there are no other ships on your side

preparing a jump, remove all of your side's FTL location markers from the playing area; if there are other such ships, leave the location markers where they are. If you decide to jump, in this turn plan your maneuver cards (including an overboost maneuver, if you want), so that your kinetic energy remains the same as in the previous turn. A change direction card cannot be used in the same turn that you execute an FTL jump. When all declarations have been made, all players show their FTL navigation panels, and all spaceships whose navpoint dial say ★ are removed from the playing area. Note that a jump out of the playing area is possible only after having collected 6 preparation counters (unless otherwise stated in the scenario).

### EXECUTING AN FTL JUMP

At this point, to execute and complete the jump, follow these steps for each jumping spaceship:

1. Place the combat ruler on its back side adjacent to the FTL location marker matching the letter present on the chosen navpoint dial. Place the ruler on the marker side matching the number present on the chosen direction dial.
2. Take the **FTL marker** matching the number of preparation counters you have (0, 1, 2, ...). Place it on the combat ruler, at the distance in cm matching the number present on the chosen distance dial. The yellow arrowhead on the FTL marker must point directly away from the FTL location marker.
3. Roll two dice and place the **FTL ruler** adjacent to the FTL marker side matching the result.



### FTL LOCATION MARKER PLACEMENT

A Cylon Raider plans an FTL jump. The Cylon player places the FTL location markers in the playing area at least 1 ruler away from one another. It doesn't matter the distance from Colonial FTL location markers or whether they overlap anything.

The player has chosen the location marker B for his jump, so he then secretly sets the navpoint dial to B (1), the direction dial to 2 (2) and the distance dial to 10 (3). So, the Raider's jump will aim 10 cm in direction 2 from Cylon FTL location marker B.

## FTL JUMP PROCEDURE



**(1)** The FTL location marker has been placed in the example shown in the previous page; now the Cylon Raider, after two turns, finally executes an FTL jump. Its chosen coordinates are B (FTL location marker B), direction 2, and distance 10. Its player places the combat ruler next to the B location marker, on the “2” marker side. Then he checks where the “10” value is on the combat ruler and places there the “2” FTL marker, matching the number of collected preparation counters. Now he rolls two dice, and the result is 11.



**(2)** With a dice result of 11, the player will have to place the FTL ruler next to the “10, 11” side of the FTL marker. Now he rolls a single die, and the result is 4. He has to subtract 2 (the number of collected preparation counters) from the die roll, so the final result is 2. Now the player places the Raider’s base after the “2” value on the FTL ruler, with the facing of its outer dial pointing in the opposite position of the FTL marker. Now the Raider has executed its FTL jump, and this is its new position in the playing area.

4. Then roll one die, subtract from the result the number of preparation counters you have, and place the spaceship at the distance from the FTL marker matching the modified result (if 0 or less, place the spaceship adjacent to the FTL marker). The facing of the outer dial of the spaceship base must be opposite to the FTL marker. Discard all preparation counters, and if there are no other ships on your side preparing a jump, remove all of your FTL location markers from the playing area.
5. If the new position of the spaceship overlaps any other object (such as a planetoid, asteroid field, or spaceship), the spaceship draws one collision damage counter. If the object is another spaceship, this second spaceship draws a collision damage counter also, and slide the jumping spaceship forward as much as needed to avoid overlapping the bases.

After these steps are completed for all jumping spaceships, the jumping spaceships execute the rest of their turns normally, with the exception that they cannot attack during the first firing step. Each spaceship cannot use FTL more than twice in a game to jump from one spot of the gaming area to another one.

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

### DAMAGE FROM FASTER-THAN-LIGHT MOVEMENT

When a spaceship jumps, it distorts the space around itself, and this can damage other ships that are too close.

At the moment of the jump, just before executing it, each ship that is 4 cm or less distant (from base to base) from the jumping spaceship draws a collision damage counter.

# SCENARIOS

When a scenario indicates to use entry point marker, place an entry point token with the matching symbol on the spaceship card, as a reminder of its entry point.

## LOOKING FOR TYLIUM

(INSPIRED BY SEASON 1, EPISODE 10)

With the Fleet in desperate need of tylium, patrols of one Raptor and one Viper Mk. II each are sent around to scan some planetoids. A couple of Cylon Raiders intercept one of them.



**Players:** 2–4

**Spaceships required:**

- Colonial player(s): 1 Viper Mk. II, 1 Raptor
- Cylon player(s): 2 Raiders

**Other game components required:**

- 1 entry point marker
- 3 small planetoid templates
- 3 tylium markers, 1 water/tylium marker, 1 water marker, 2 blank markers

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup:** Three small planetoids are placed as in the figure. The Colonial Raptor and Viper Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area, at no more than 20 cm from each other, with an entry point marker to mark the entry point of the Raptor.

Then, the Raiders are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area.

Prepare a marker pool containing three tylium markers, a water+tylium marker, a water marker, and two blank markers.

### Special rules:

- The *Planetoids* optional feature should be used in this scenario.
- **Scanning planetoids:** To scan a planetoid, a Raptor must end the turn within medium range (20 cm) from the planetoid while at slow, medium, or high speed with no overboost. When a planetoid is scanned, draw a marker from the pool and place it face up on that planetoid: it will show whether it contains tylium, water, or nothing of use. Vipers may not scan planetoids.
- **Exiting the playing area:** After all three planetoids are scanned, or after the Raptor is eliminated, Colonial spaceships can exit the playing area from their own side within 20 cm from the Raptor's entry point without being eliminated.

### Victory conditions:

- The Colonial side scores a strategic victory if the Raptor scans all of the planetoids. Victory is awarded for scanning planetoids, whether or not something of use is found on them.
- The Colonial side also scores a strategic victory if both Raiders are eliminated and the Raptor is still in the playing area. The Raptor is then assumed to complete its mission.
- If the Colonial side fails to obtain a strategic victory, a victory point score is calculated for each side, and the side with the highest score is the winner. If the difference is larger than 12 points, it's a strategic victory:
  - **The Colonial** side scores 4 points for each planetoid that was scanned and 5 points for each Raider eliminated.
  - **The Cylon** side scores 9 points for each Colonial spaceship eliminated.

### Variants:

Add the same number of Vipers and Raiders to each side. If you are playing with 5 or more spaceships on each side, increase the size of the playing area to 90 x 140 cm (36 x 56 inches), six planetoids are placed in the same area and at the

same distance from each other as in the scenario setup, and replace one of the Vipers with a second Raptor. All Colonial spaceships must enter and exit within 30 cm from an entry point chosen by the Colonial player(s) and marked by an entry marker.

The marker pool contains three tylium markers, a water marker, a water+tylium marker, and four blank markers.

## WHEN THE GOING GETS TOUGH

(INSPIRED BY SEASON 2, EPISODE 1)

A Viper force intercepts a Heavy Raider and a Raider on a patrol mission.



**Players:** 2–4

### Spaceships required:

- Colonial player(s): 2 Vipers Mk. II
- Cylon player(s): 1 Raider, 1 Heavy Raider

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup:** The Raider and Heavy Raider (with the Heavy Raider Auto-cannons gear) are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area. The Vipers Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area.

**Special rules:** None

**Victory conditions:** If one side eliminates all enemy spaceships, that side is the winner.

### Variants:

- Replace the Raider with a second Heavy Raider (with the Heavy Raider Auto-cannons gear).
- Add the same number of Vipers to the Colonial side and Raiders or Heavy Raiders (with the Heavy Raider Auto-cannons gear), Cylon players' choice, to the Cylon side, limited only by the number of spaceships available. With more than 8 spaceships in total, increase the playing area to 140 x 90 cm, adding a further 70 cm to the Colonial and Cylon sides for each 8 spaceships over 16.
- Use the Three-dimensional space and/or Planetary atmosphere optional rules. With the latter, you can also add clouds.
- Equip each spaceship with one conventional missile.

## THIRSTY

(INSPIRED BY SEASON 1, EPISODE 2)

A Raptor is sent to take some samples of a water deposit on a planetoid to examine them. It has an escort of a Viper Mk. II, but a Cylon Raider intercepts them.



**Players:** 2-3

### Spaceships required:

- Colonial player(s): 1 Viper Mk. II, 1 Raptor
- Cylon player(s): 1 Raider

### Other game components required:

- 1 large planetoid template, 5 small planetoid templates

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup:** One large planetoid is placed at 5 cm from the Cylon side and at 5 cm from the side on the Cylon left. The five small planetoids are placed anywhere in the playing area by the Colonial player(s), at least at 10 cm from each other.

Then, a Raptor and a Viper Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area, within 10 cm from the side on the Colonial left.

Then, the Raider (equipped with a conventional missile) is placed by the Cylon player(s), touching the edge of the Cylon side of the playing area, within 10 cm from the side on the Cylon right.

### Special rules:

- The following optional rules and optional features should be used in this scenario: *Large planetoids, Take offs and landings, Missiles.*
- **Exiting the playing area:** The Raptor can exit the playing area from the Colonial side within 10 cm from the side on the Colonial left without being eliminated.

### Victory conditions:

- The Colonial side scores a strategic victory if the Raptor lands on the large planetoid, then exits the playing area as described above.
- The Colonial side also scores a strategic victory if the Raider is eliminated and the Raptor is not. The Raptor is then assumed to complete its mission.
- The Colonial side scores a tactical victory if the Raider is eliminated but the Raptor does not complete its mission.
- The Cylon side scores a strategic victory if the Raptor is eliminated, or if it exits the playing area without completing its mission and the Viper is eliminated.

## SCATTERED

(SEASON 2, EPISODE 1)

A Heavy Raider is sent to ram the Battlestar Galactica.



**Players:** 2–6

### Spaceships required:

- Colonial player(s): 3 Vipers Mk. II
- Cylon player(s): 2 Raiders, 1 Heavy Raider

**Playing area:** 90 x 140 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup:** The Raiders and the Heavy Raider are placed by Cylon player(s), touching the edge of the Cylon side of the playing area, within 20 cm from the side on the Cylon right.

Then, the Vipers Mk. II are placed by Colonial player(s), touching the edge of the Colonial side of the playing area. All of the Colonial side of the playing area is considered to be the Battlestar Galactica.

### Special rules:

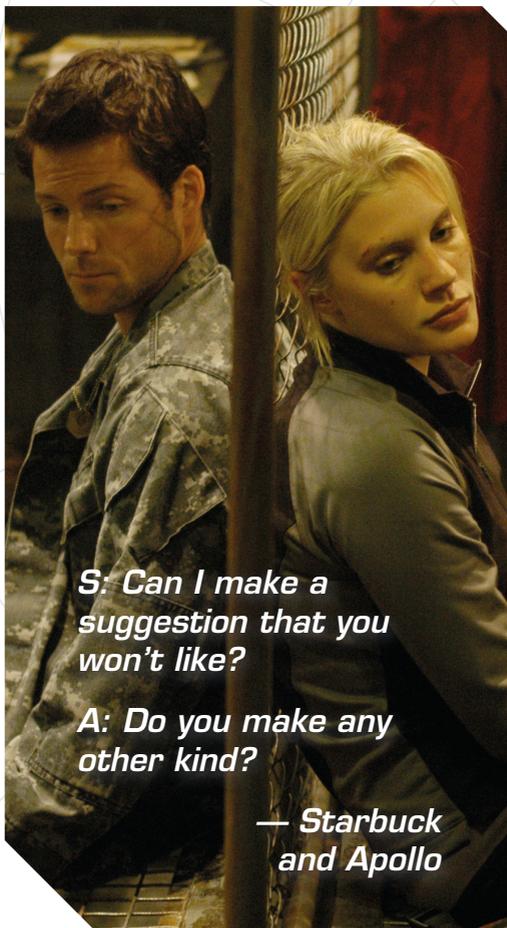
- **Galactica battery fire:** Once per turn, at the end of the turn, any Cylon spaceship within a combat ruler's length (24 cm or less) from the edge of the Colonial side of the playing area is fired upon twice by the Galactica. Attacks succeed on a roll of 5+, with normal range modifiers and normal target speed modifier. No other modifier applies.

- **Friendly fire:** Vipers within range of the Galactica battery fire and within 6 cm distance from a Cylon spaceship which is attacked by the Galactica are also fired upon.

- **No FTL jumps:** The *Faster-than-light Advanced* rules cannot be used.

**Victory conditions:** The side scoring the most victory points wins:

- The Cylon side scores 10 points, if the Heavy Raider exits the playing area from the Colonial side, within 10 cm from the side on the Colonial right, ramming the Galactica. The Cylon side also scores 7 points for each Viper eliminated.
- The Colonial side scores 10 points if the Heavy Raider is eliminated and 6 points for each Raider eliminated.



**S:** *Can I make a suggestion that you won't like?*

**A:** *Do you make any other kind?*

— *Starbuck and Apollo*

## THE SECRET BASE

(INSPIRED BY SEASON 1, EPISODE 10)

A secret Cylon base has been localized to a group of planetoids with abandoned mines. One of them is the secret Cylon base. In the first phase of this scenario, a Raptor with an escort of one Viper Mk. II is sent to discover which one, to prepare for a subsequent attack. Two Cylon Raiders intercept them.

In the second phase, a Viper attack force is sent to destroy the base.



**Players:** 2–4

### Spaceships required, phase 1:

- Colonial player(s): 1 Viper Mk. II, 1 Raptor
- Cylon player(s): 2 Raiders

### Other game components required, phase 1:

- 1 asteroid field, 3 small planetoid templates, 3 markers (one “Cylon base” and two blank ones)

### Spaceships required, phase 2:

- Colonial player(s): the surviving spaceships from phase 1, 1 or 2 additional Vipers Mk. II
- Cylon player(s): the surviving spaceships from phase 1, 1 additional Cylon Raider

### Other game components required, phase 2:

- Same of Phase 1, left in the same positions.

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup, phase 1:** The three small planetoids and the asteroids field are placed as in the figure. Then a Colonial player mixes the three markers and puts one of them on each planetoid, face down, without looking at them.

Then, the Raptor and Viper Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area.

Finally, the Cylon player(s) may secretly look at the markers on the planetoids, then place the Raiders, touching the edge of the Cylon side of the playing area.

**Setup, phase 2:** Planetoids and markers are left as they were at the end of phase 1.

The surviving spaceships of phase 1 plus another Viper Mk. II are placed by Colonial player(s), touching the edge of the Colonial side of the playing area. If the Raptor survived the first phase, the Colonial player can exchange it for another Viper Mk. II.

Then, the surviving Raiders plus an additional Raider are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area.

All damage counters from phase on both sides 1 are discarded. If either side had no surviving spaceships from phase 1, it can decide to get an extra Viper Mk. II or Raider in addition to the new ones already assigned, but its opponent scores 3 victory points.

### Special rules:

- The following optional rules and optional features should be used in this scenario: *Planetoids*, *Asteroids*.
- **Scanning planetoids:** To attempt to scan a planetoid, a spaceship must end the turn within scanning range from the planetoid while at slow, medium, or high speed with no overboost. Scanning range for the Raptor is medium range (20 cm), and its scans are always successful. Scanning range for the Viper is 12 cm, but its player must roll its distance from the planetoid (in cm) or more on two dice in order for the scan to be successful. A spaceship can attempt to scan only one planetoid per turn. When a planetoid is scanned successfully, its marker is turned face

up to show whether or not the secret base is there.

- **Exiting the playing area:** In phase 1, spaceships can exit the playing area from their own side at any time without being eliminated, and they are then considered to be surviving spaceships. If at any time there are only Colonial spaceships in the playing area, all planetoids are considered to be scanned and all markers are turned face up.
- **Attacking planetoids:** In phase 2, Vipers are equipped with bombs and can attack planetoids to destroy the base. If the base has been discovered, they can attack it; if not, they can attack un-scanned planetoids, and it will be revealed whether or not they contain the base either at the end of the game or if they are later scanned. Vipers attack planetoids with the usual procedure, including the normal bonus for kinetic energy O targets. Damage counters are assigned face up. The base is destroyed if it takes 12 damage. If at any moment there are only Colonial spaceships on the playing area, including at least one Viper, the base is considered destroyed.

**Victory conditions:** The side scoring the most victory points wins:

- Each side scores 5 points for each enemy spaceship eliminated. The Colonial side scores 12 points if the base is destroyed, or 6 points if it is damaged but not destroyed. The Cylon side scores 5 points if the base is undamaged at the end of phase 2, and/or 7 points if it is both un-scanned and not destroyed.

## THERE AND BACK AGAIN

(INSPIRED BY SEASON 1, EPISODES 2, 10)

A search for precious resources aims to locate water and tylium, and to get some samples to examine.

If the mission is not completed, a second wave of Raptors is sent.



**Players:** 2–4

### Spaceships required, phase 1:

- Colonial player(s): 1 Viper Mk. II, 1 Raptor
- Cylon player(s): 2 Raiders

### Other game components required, phase 1:

- 2 entry point markers, 3 small planetoid templates, 3 tylium markers, 1 water/tylium marker, 1 water marker, 2 blank markers

### Spaceships required, phase 2:

- Colonial player(s): 1 Viper Mk. II, 3 Raptors
- Cylon player(s): 2 Raiders

### Other game components required, phase 2:

- 4 entry point markers, 3 small planetoid templates, 3 tylium markers, 1 water/tylium marker, 1 water marker, 2 blank markers

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite longer sides of the playing area.

**Setup, phase 1:** Three small planetoids are placed as in the figure.

The Raptor and Viper Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area, at no more than 20 cm from each other, with entry point markers to mark the entry points of each spaceship.

Then, the Raiders are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area.

Prepare a marker pool with three tylium markers, a water+tylium marker, a water marker, and two blank markers.

**Setup, phase 2:** Planetoids and markers are left as they were at the end of phase 1.

Colonial spaceships are placed by Colonial player(s), touching the edge of the Colonial side of the playing area, within 20 cm from each other, with an entry point marker to mark the entry points of each spaceship. Then, the Raiders are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area.

### Special rules:

- The following optional rules and optional features should be used in this scenario: *Planetoids, Take-offs and landings.*
- **Exiting the playing area:** Colonial spaceships can exit the playing area from their own side within 20 cm of their own entry point after turn 6 of each phase without being eliminated. Raptors can exit earlier if they have either successfully scanned a planetoid or retrieved a sample. Vipers can exit earlier within 20 cm of an entry point if they exit in the same turn as the Raptor, or if there are no more Raptors in the playing area.

**Victory conditions:** If at any moment of the game there are no Cylon Raiders in the playing area and there is still at least one Raptor, the game ends, and all still un-scanned planetoids are considered scanned and all samples not taken yet are considered taken.

- Play phase 1 in the same way as in the "Looking for Tylium" scenario, with the addition that a Raptor can land on a planetoid to get samples of water and/or tylium, if the planetoid contains



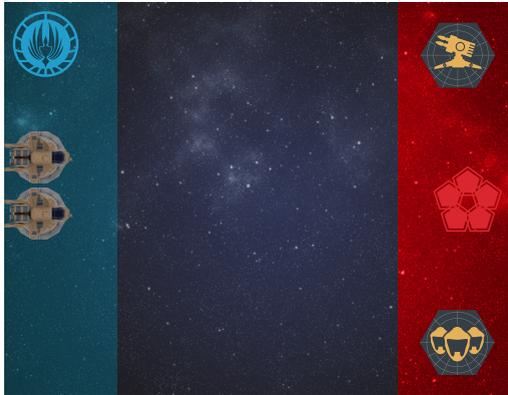
them. If all planetoids are scanned and samples of each planetoid containing water and/or tylium are brought back, exiting from the Colonial side of the playing area in the way described above, it is a strategic victory for the Colonial player.

- If there is no strategic victory in phase 1, play phase 2 until one side has no more spaceships in the playing area and then calculate victory points. The Colonial side scores 2 points for each planetoid scanned in phase 1, 1 point for each planetoid scanned in phase 2, and 4 points for each Raider eliminated. Samples brought out by a Raptor exiting the playing area in the way described above score 4 points if from a planetoid with tylium, 5 points if from a planetoid with water, and 6 points if from a planetoid with both, with a bonus of 2 points each if brought out in phase 1. More than one Raptor can take samples from the same planetoid, but points are scored only once for each planetoid.
- The Cylon side scores 9 points for each Colonial spaceship eliminated and 3 points for each planetoid still un-scanned at the end of phase 2. The player with more points scores a tactical victory or, if the difference is greater than 9 points, a strategic victory.

## FRAGGED

### (SEASON 2, EPISODE 3)

Two Raptors are sent to Kobol to rescue the crew of a third one, which has been previously shot down. The Cylons try to shoot down them with a missile battery taken from a disassembled Heavy Raider.



**Players:** 1

#### Spaceships required:

- Colonial player(s): 1 Assault/Combat Raptor, 1 SAR/ECM Raptor
- Cylon player(s): None

#### Other game components required:

- 1 lost crew marker,
- 1 AA battery marker

**Playing area:** 90 x 70 cm (36 x 28 inches), Colonial and Cylon sides are on opposite shorter sides of the playing area.

**Setup:** The lost crew marker is placed at 10 cm from the Cylon side of the playing area and 10 cm from the side on the Cylon left. The AA battery marker is placed at 10 cm from the Cylon side of the playing area and 10 cm from the side on the Cylon right.

Then, one Assault/Combat Raptor with ECM and Rocket pods and one SAR/ECM Raptor with DRADIS jammer are placed by the Colonial player(s), touching edge of the Colonial side of the playing area.

#### Special rules:

- The following optional rules and optional features should be used in this scenario: *Three-dimensional space*, *Take-offs and landings*, *Missiles*, *Planetary atmosphere*.

- **No FTL jumps:** The *Faster-than-light Advanced* rules cannot be used.
- **Atmosphere:** All of the playing area is the surface of Kobol, so the Planetary atmosphere rules are in effect.
- **AA battery:** The AA battery fires a missile at the end of the 1st turn and then another every 4 turns (on the 5th turn, on the 9th turn, and so on) towards the nearest Raptor until it is silenced. The battery can be fired at as a 0 kinetic energy spaceship. If the battery suffers 6 points of damage, it is silenced.
- **Picking up the lost crew:** If a Raptor lands within 5 cm from the lost crew marker, it can pick it up on the next turn if the marker is within 1 cm, or on the following turn if it is at more than 1 and less than 5 cm.
- **Exiting the playing area:** Raptors can exit the playing area from the Colonial side without being eliminated.

#### Victory conditions:

- If a Raptor picks up the lost crew and then exits the playing area as described above, the Colonial side scores a tactical victory if the other Raptor is eliminated or a strategic victory if it also exits the playing area as described above.
- The Colonial side also scores a victory as described above if the AA battery is silenced and there are no missiles in play, as the Raptors are assumed to complete their mission.
- Any other result is a victory for Cylon side.



## IT'S ALWAYS TIME TO FIGHT!

This Expansion Set introduces new rules and new game components, as the missiles, that expand the firepower of the spaceships you can play with, the old and the new ones, highly enlarging the game options for *Battlestar Galactica — Starship Battles* players.

Remember that you can always add more spaceships to your games with additional **Starter Sets** or **Spaceship Packs**.

You can find additional control panels to pilot those additional ships in the **Battlestar Galactica Control Panels** accessory.

If you play with many ships, you will also find it is useful to include additional sets of damage counters, from the **Additional Counter Set** accessory or from another *Starter Set*.

The *Battlestar Galactica — Starship Battles* game is growing month after month, with new exciting releases.

Visit our website, [aresgames.eu](http://aresgames.eu), to remain up-to-date with what's new for this game and all the other Ares Games products.



*“God doesn’t take sides. He only wants your love.  
Open your heart to Him and He will show you the way.”*

— Number Six

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**

**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, MATTEO DZIEDUSZYCKI, ANDREA MAGNO, ANDREA MORVIDUCCI, RICCARDO VADALÀ AND ALL OUR FRIENDS AT PRAGUE SUMMER-CON & WINGS OF PRAGUE. 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.

A GAME CREATED, PRODUCED, AND DISTRIBUTED WORLDWIDE BY

**ARES GAMES SRL**

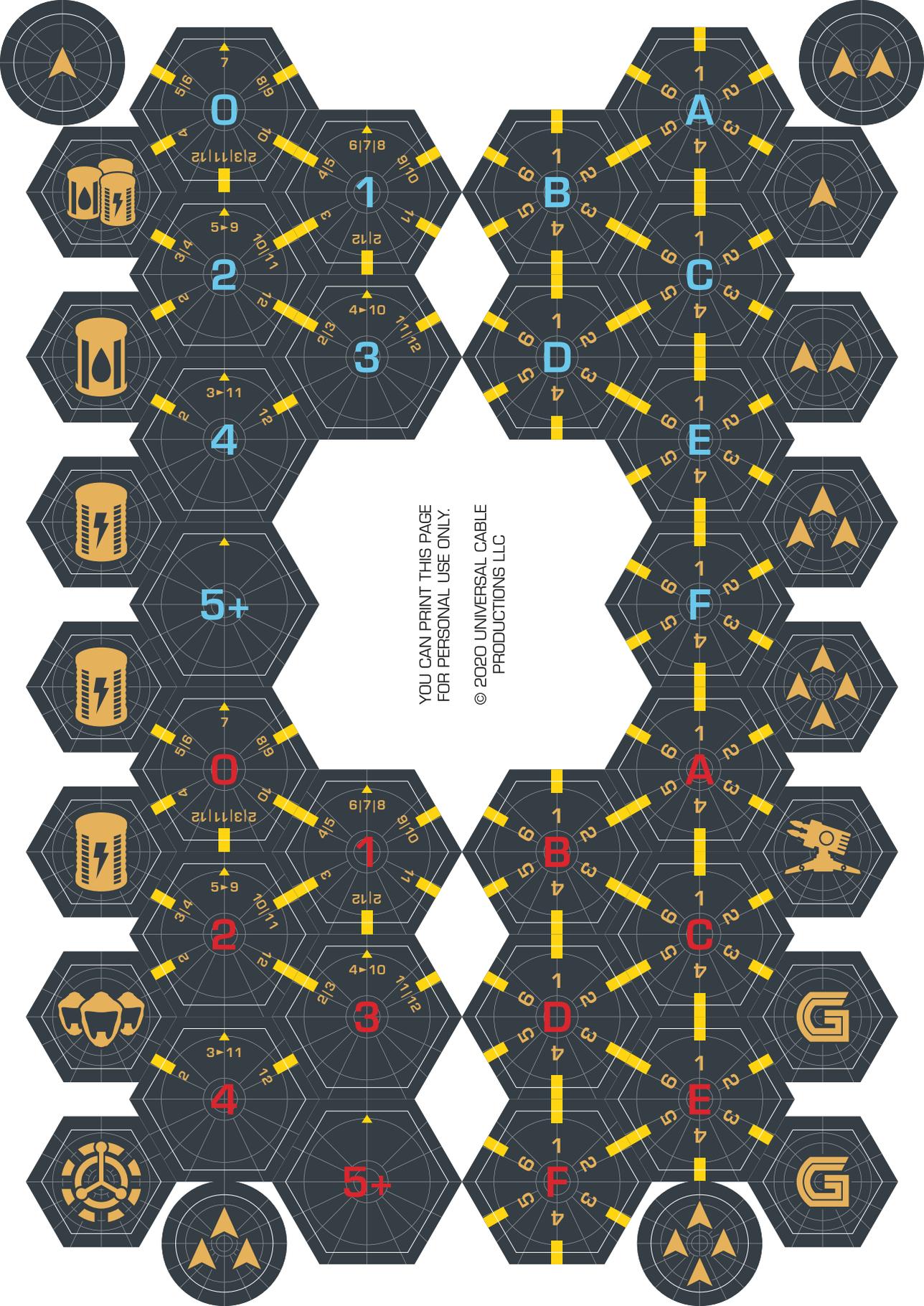


VIA DEI METALMECCANICI 16, 55041, CAPEZZANO PIANORE (LU), ITALY.  
RETAIN THIS INFORMATION FOR YOUR RECORDS.

BATTLESTAR GALACTICA IS A COPYRIGHT OF UNIVERSAL CABLE PRODUCTIONS LLC.  
LICENSED BY UNIVERSAL STUDIOS 2020. ALL RIGHTS RESERVED.  
STARSHIP BATTLES™ IS A TRADEMARK OF ARES GAMES SRL. MADE IN CHINA.

YOU CAN PRINT THIS DOCUMENT FOR PERSONAL USE ONLY.

**WWW.ARESGAMES.EU**



YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.

© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC



Hexagonal grid with letters A, B, C, D and numbers 1-6. A vertical dashed yellow line runs through the center of the letters A, C, E, and G.

Hexagonal grid with numbers 0, 1, 2, 3, 4 and 5+. A vertical dashed yellow line runs through the center of the numbers 0, 2, 4, and 5+.

Hexagonal grid with letters F, G, H, I and numbers 1-6. A vertical dashed yellow line runs through the center of the letters F, H, and J.

Hexagonal grid with numbers 0, 1, 2, 3, 4, 5+ and numbers 6-12. A vertical dashed yellow line runs through the center of the numbers 0, 2, 4, and 5+.

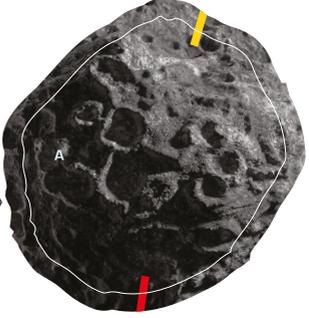
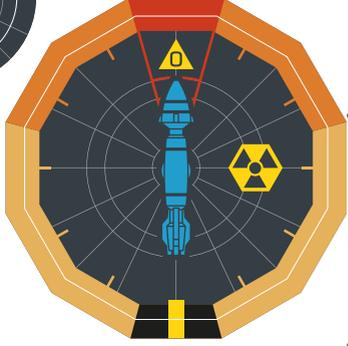
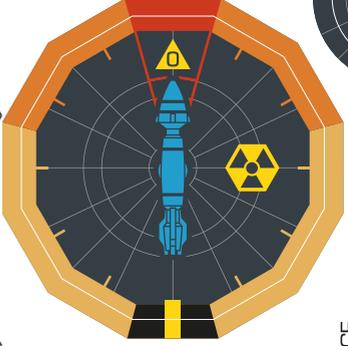
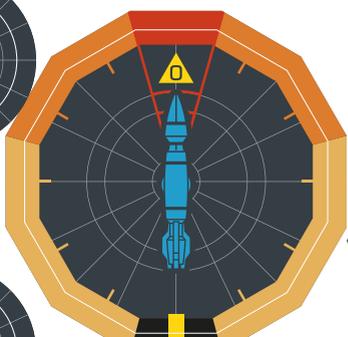
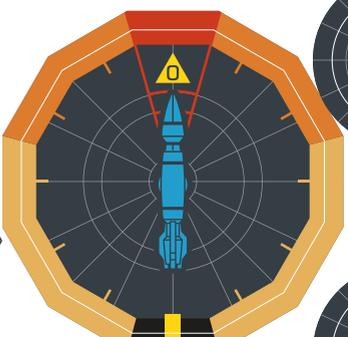
YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.

© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC

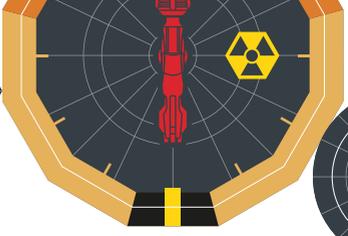
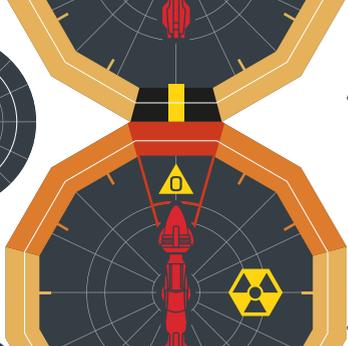
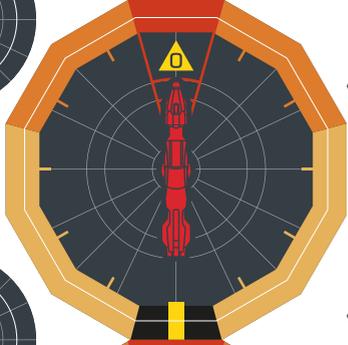
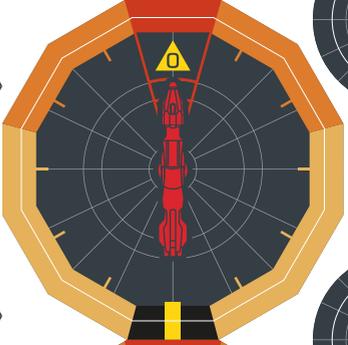
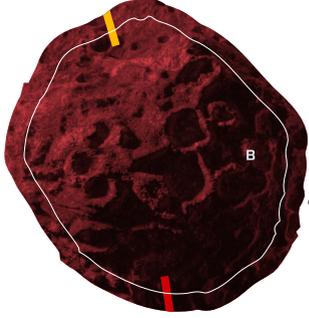
Hexagonal grid with letters A, B, C, D, E, F and numbers 1-6. A vertical dashed yellow line runs through the center of the letters A, C, E, and G.

Hexagonal grid with numbers 0, 1, 2, 3, 4, 5+ and numbers 6-12. A vertical dashed yellow line runs through the center of the numbers 0, 2, 4, and 5+.



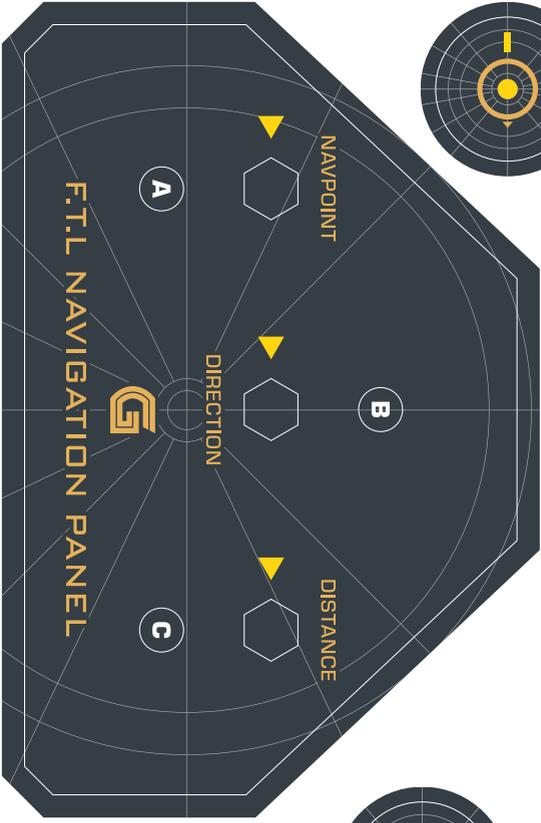


YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC

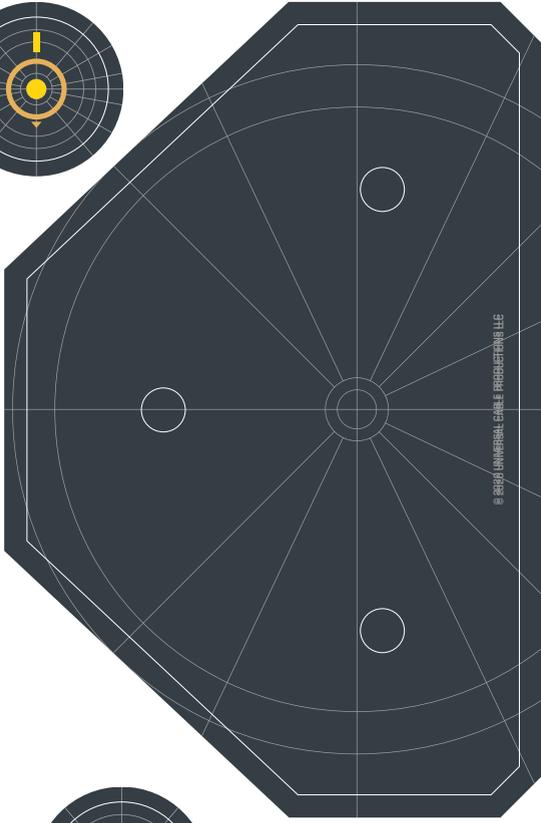


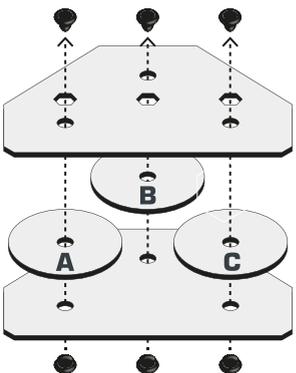
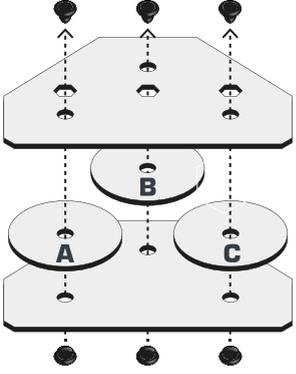


YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC

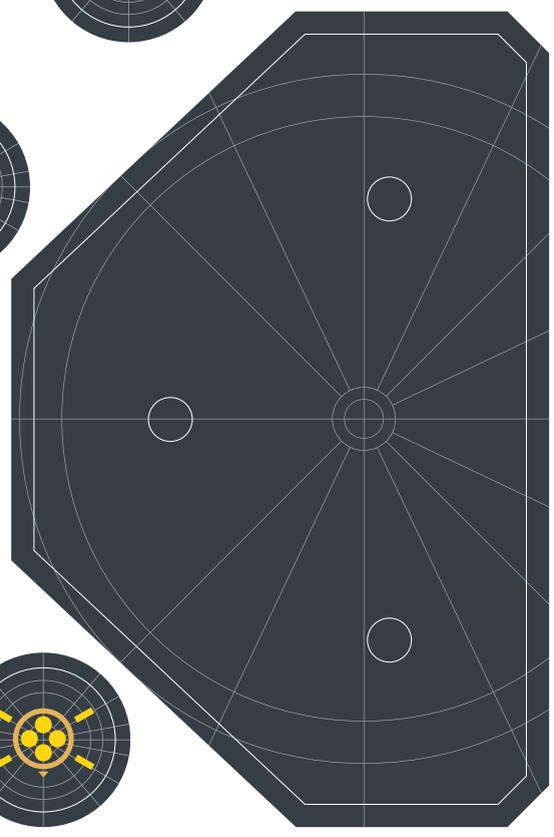
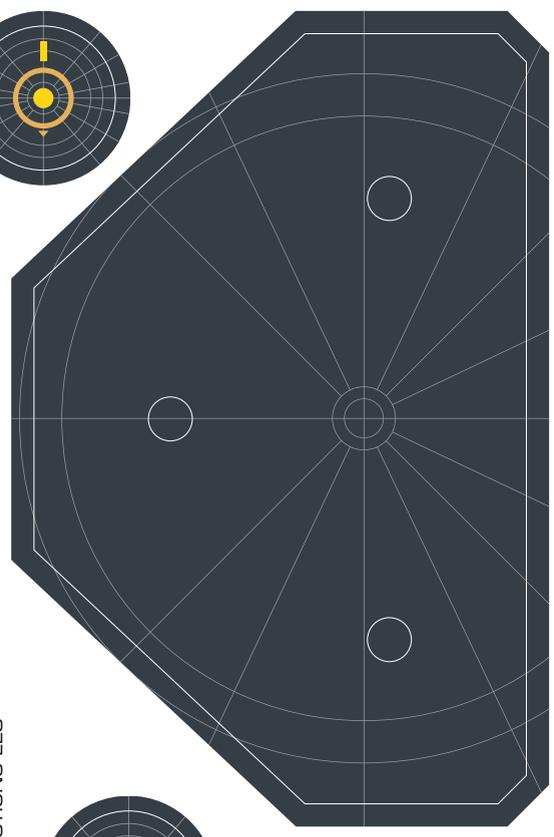


YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC



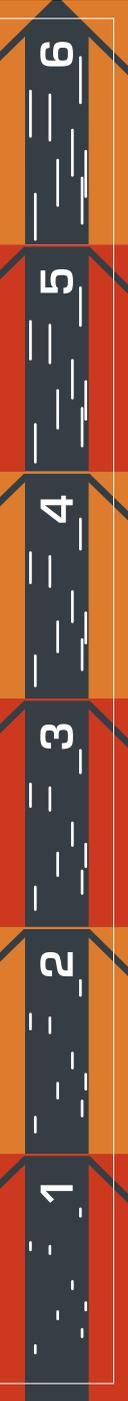


YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC





YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC



1

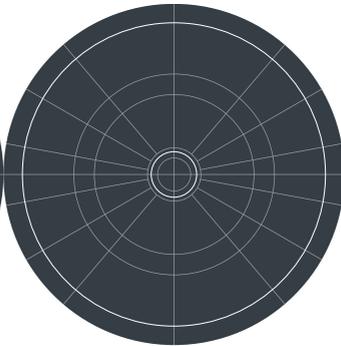
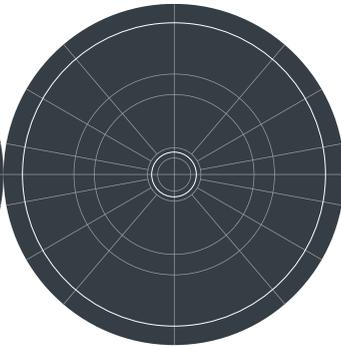
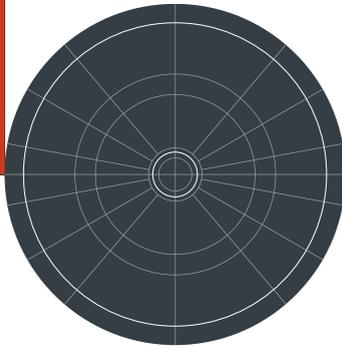
2

3

4

5

6



1

2

3

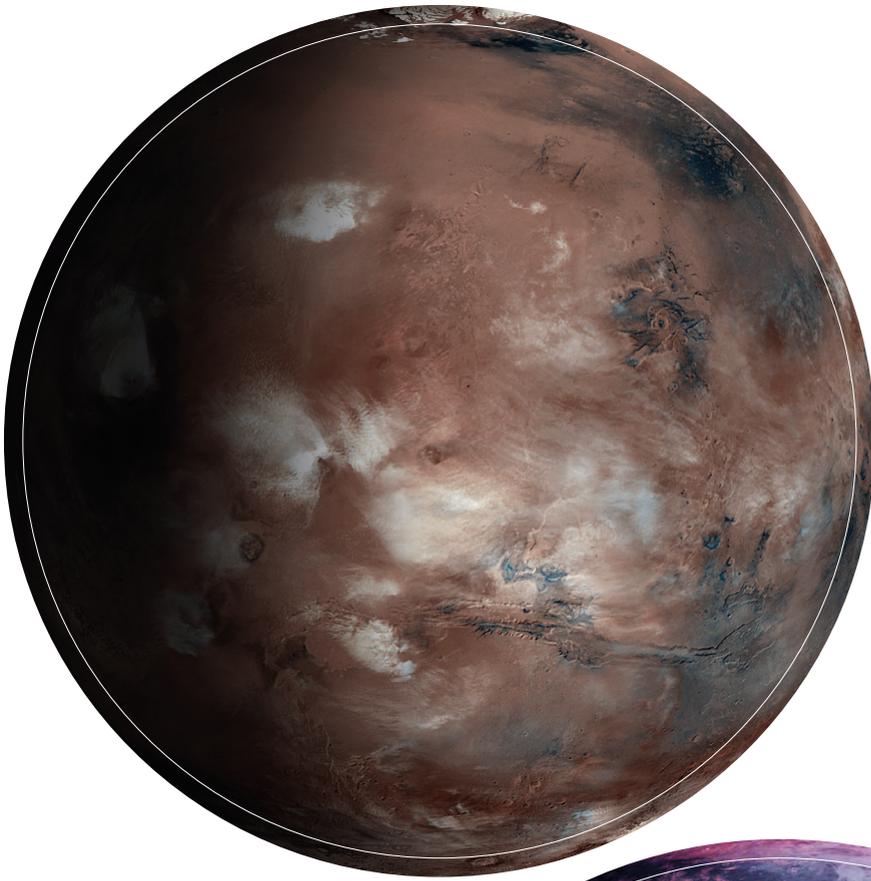
4

5

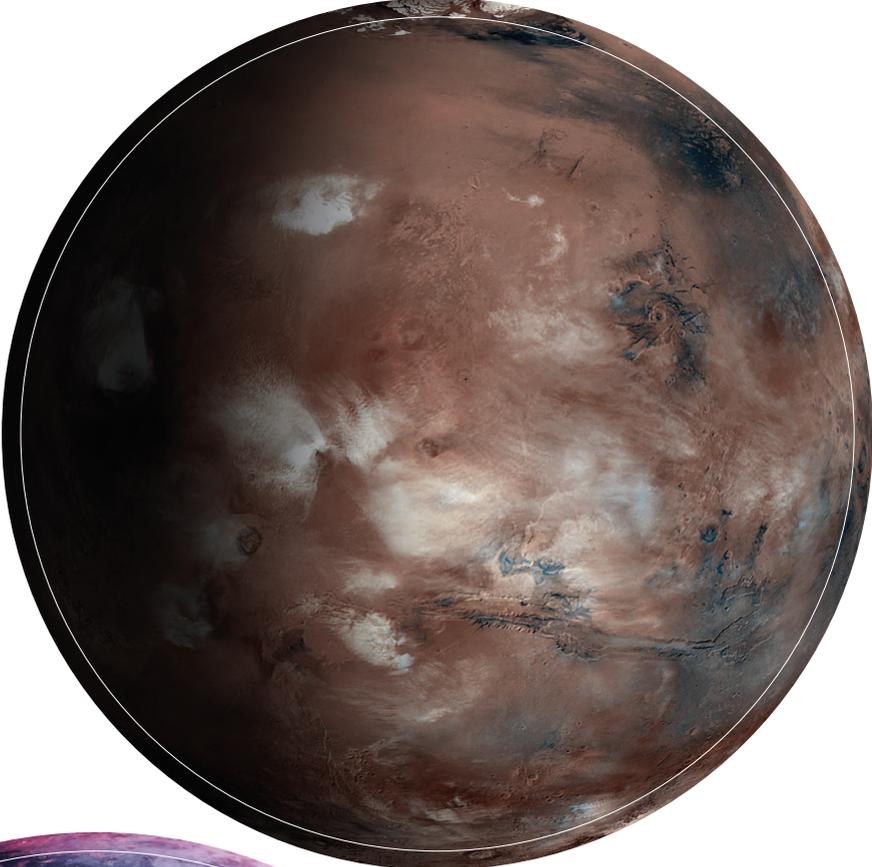
6

YOU CAN PRINT THIS PAGE  
FOR PERSONAL USE ONLY.  
© 2020 UNIVERSAL CABLE  
PRODUCTIONS LLC

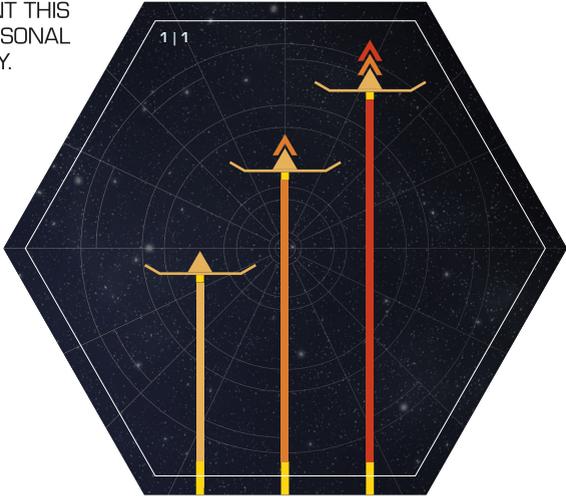
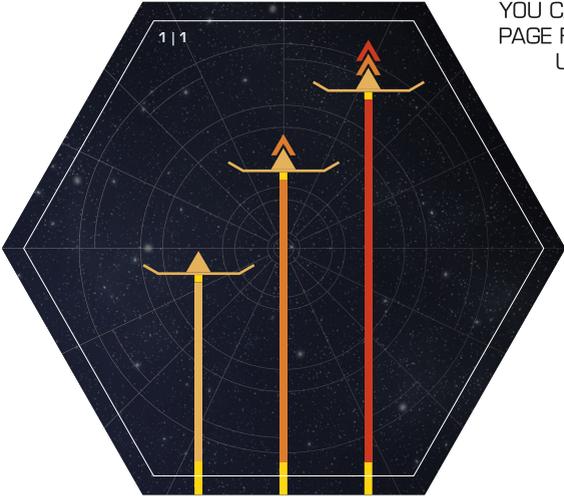
YOU CAN PRINT THIS PAGE FOR  
PERSONAL USE ONLY.



YOU CAN PRINT THIS PAGE FOR  
PERSONAL USE ONLY.



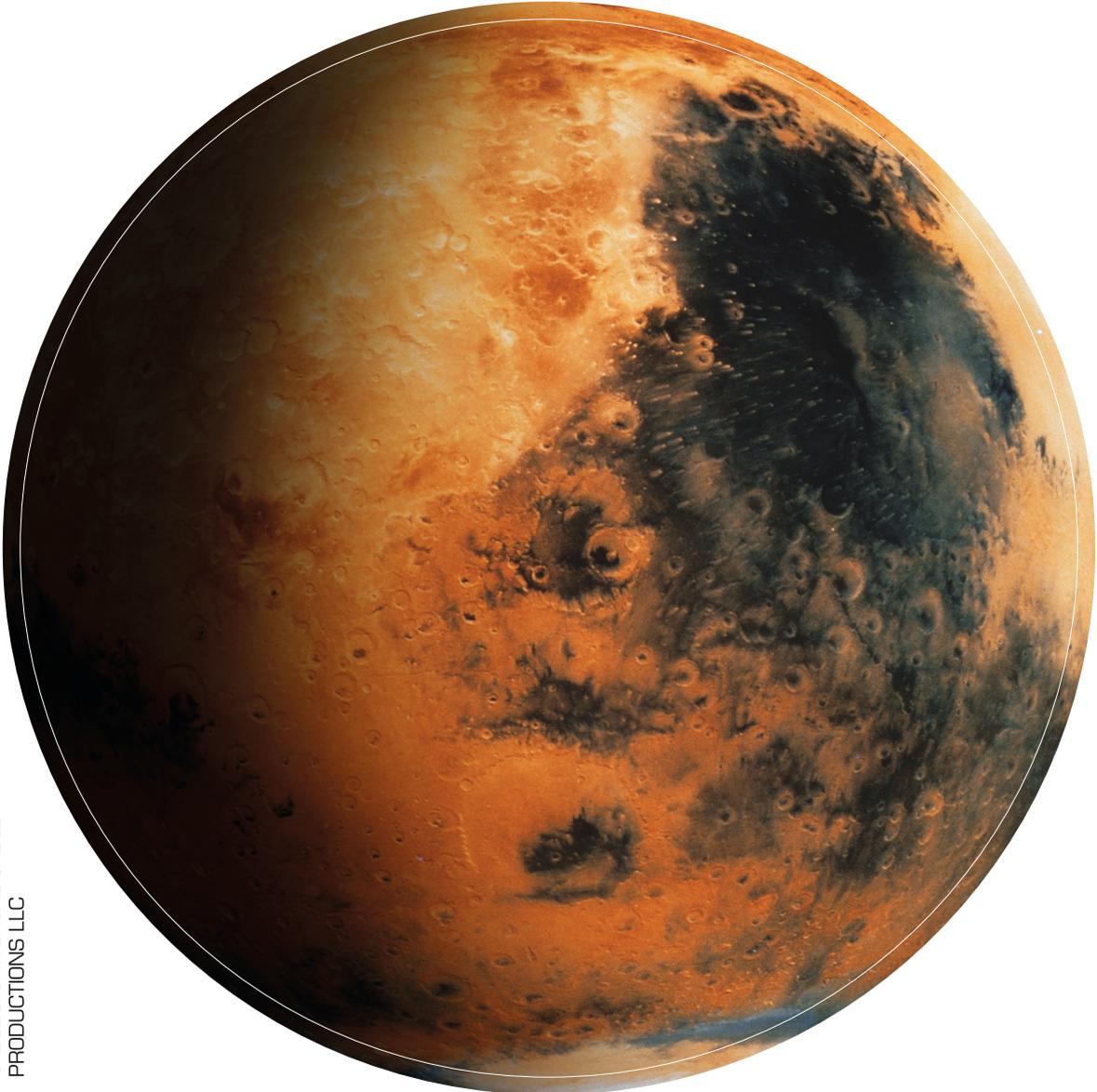
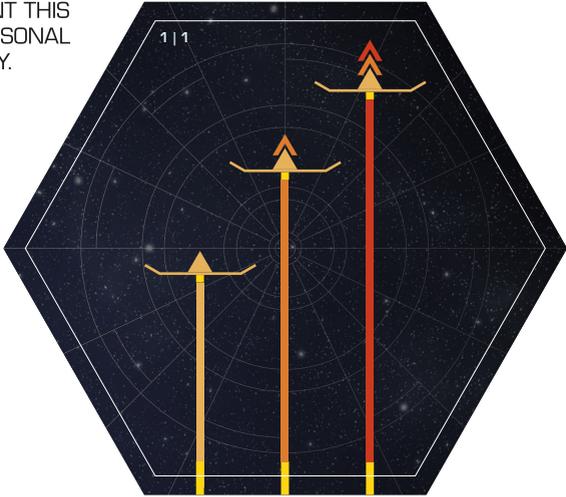
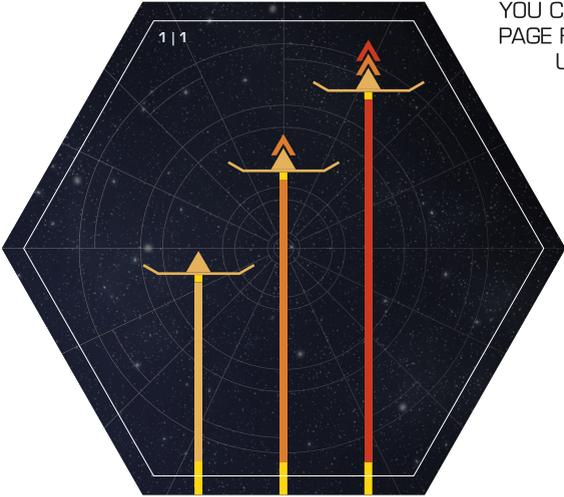
YOU CAN PRINT THIS  
PAGE FOR PERSONAL  
USE ONLY.



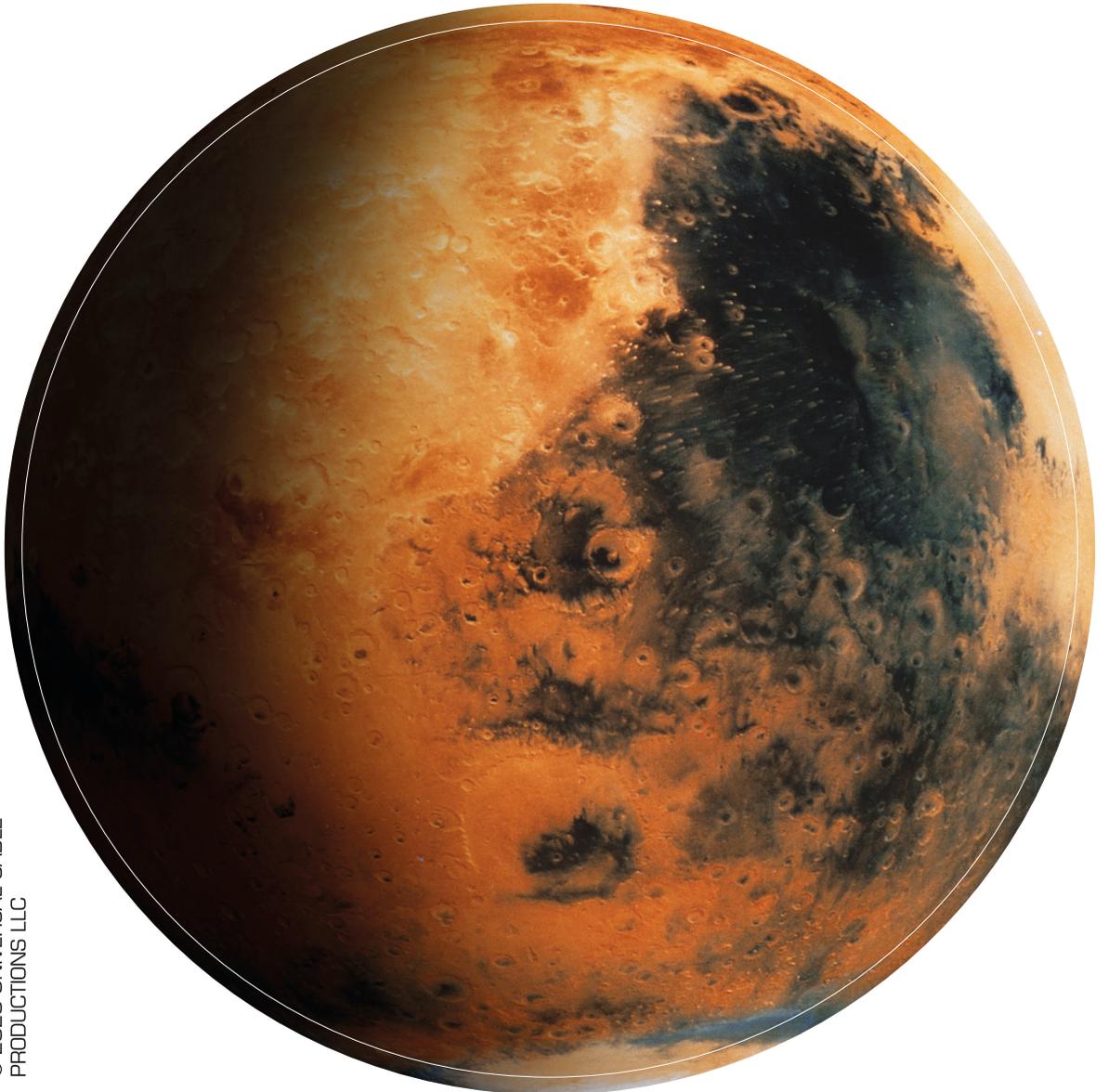
YOU CAN PRINT THIS PAGE FOR PERSONAL USE ONLY.



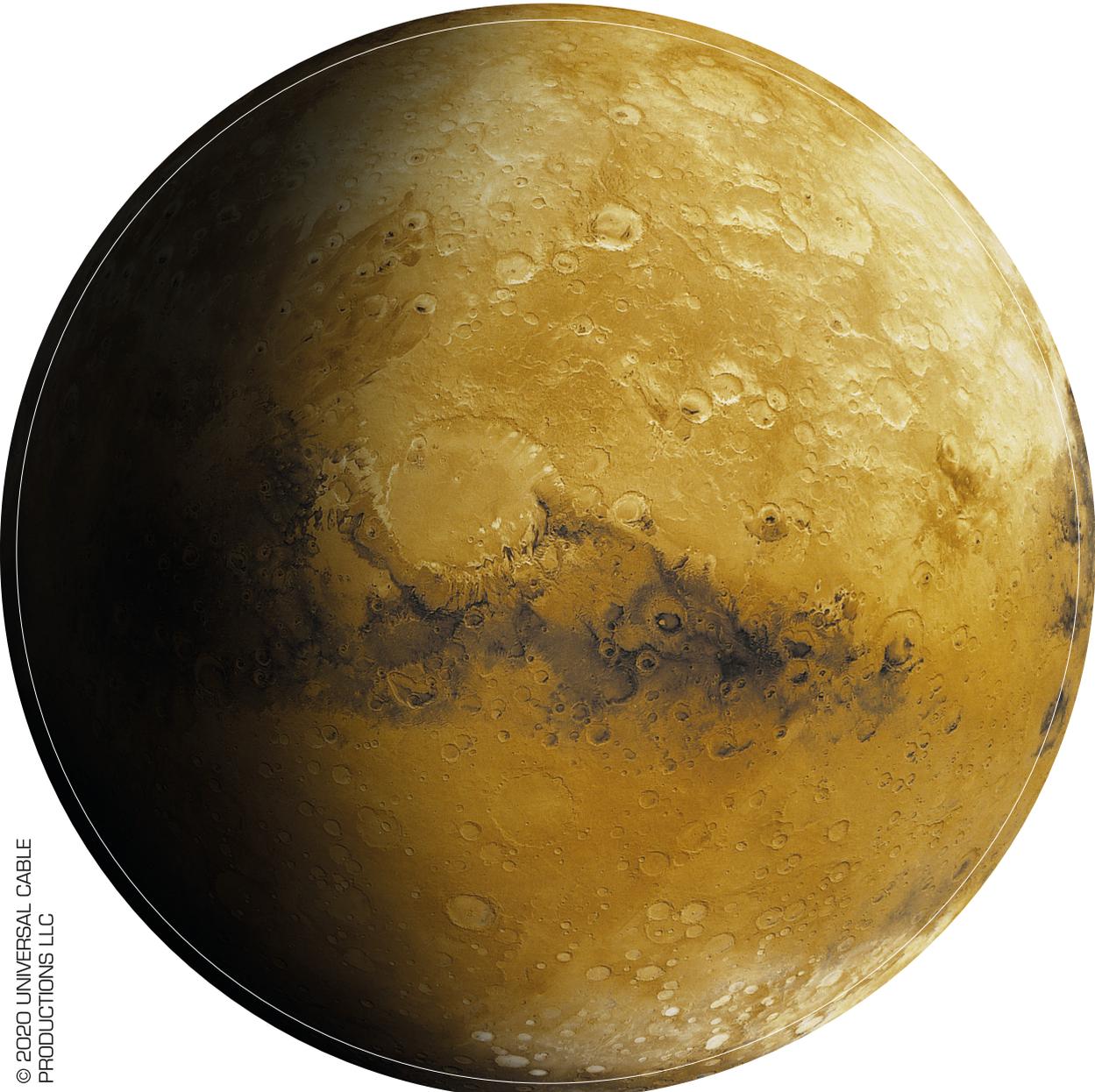
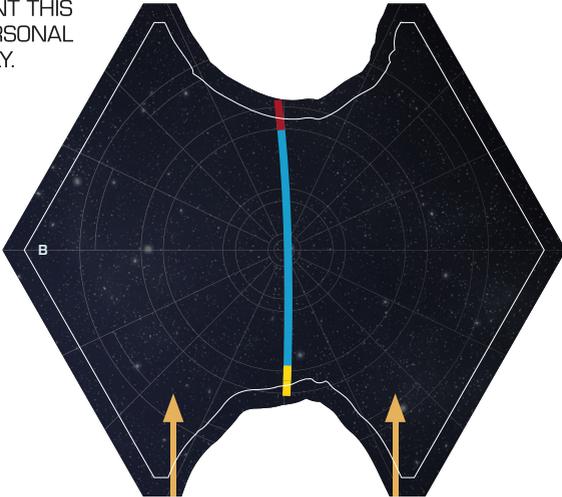
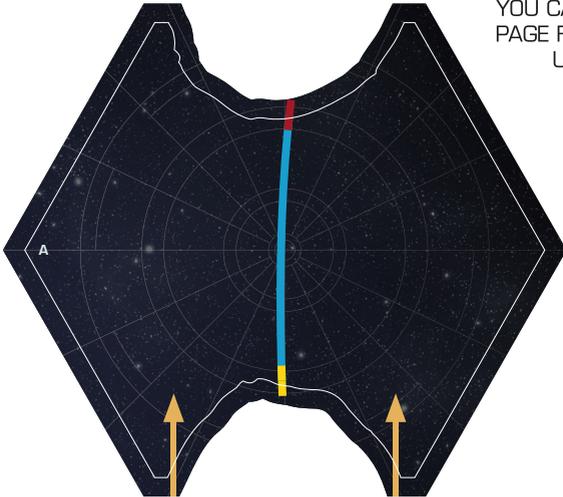
YOU CAN PRINT THIS PAGE FOR PERSONAL USE ONLY.



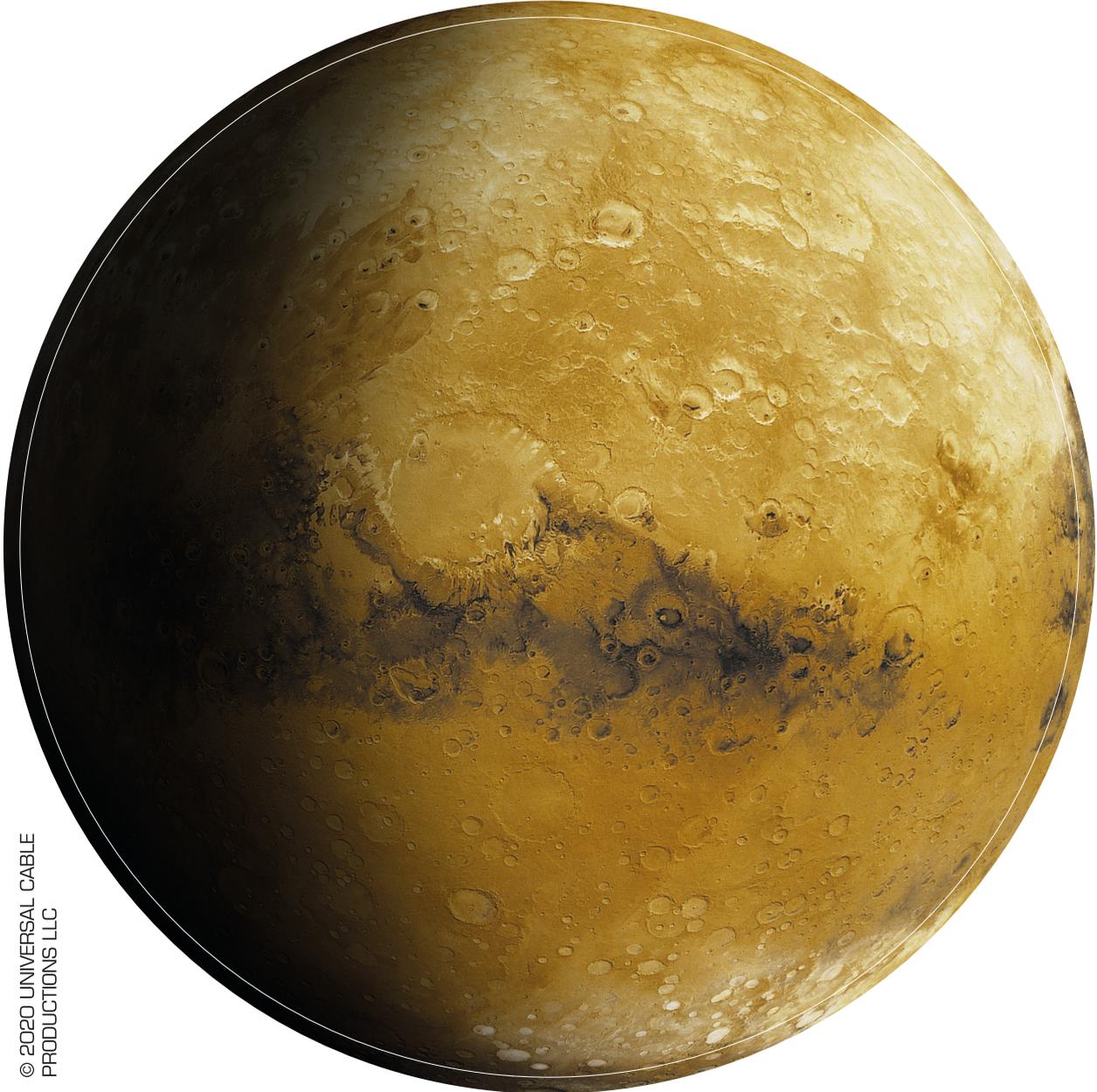
YOU CAN PRINT THIS  
PAGE FOR PERSONAL  
USE ONLY.



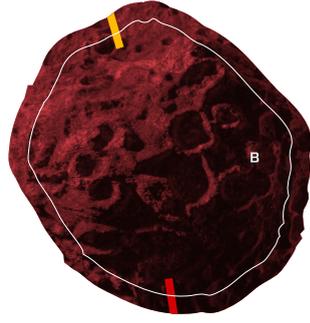
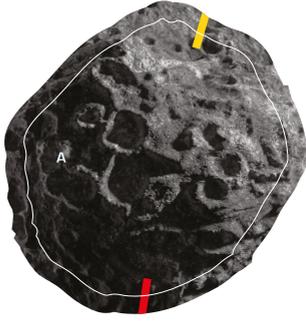
YOU CAN PRINT THIS PAGE FOR PERSONAL USE ONLY.



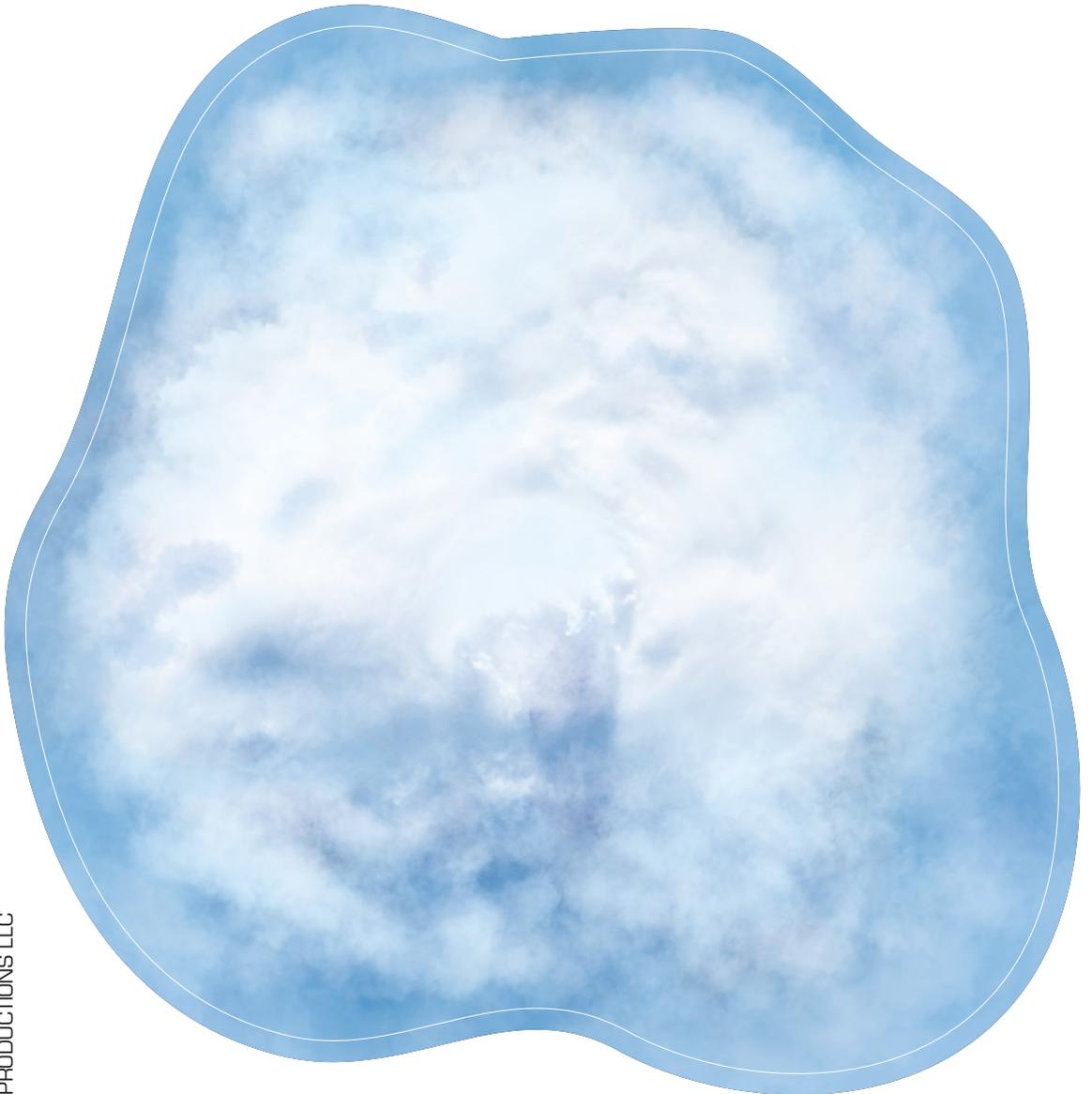
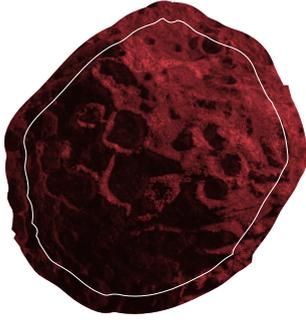
YOU CAN PRINT THIS PAGE FOR PERSONAL USE ONLY.



YOU CAN PRINT THIS  
PAGE FOR PERSONAL  
USE ONLY.



YOU CAN PRINT THIS  
PAGE FOR PERSONAL  
USE ONLY.



YOU CAN PRINT THIS PAGE FOR  
PERSONAL USE ONLY.



YOU CAN PRINT THIS PAGE FOR  
PERSONAL USE ONLY.

