BATTLESTAR GALACTICA

STARSHIP BATTLES

™

POINT SYSTEM

VERSION 1.0 — 01/31/2020

ARES

POINT SYSTEM

This is a point system to help **Battlestar Galactica — Starship Battles** players design balanced scenarios and for use in tournaments. It includes all the spaceships released for the game until now.

Players can agree on the number of points for each side: for example, 200 for a smaller engagement (allowing a couple of spaceships on each side), up to 500 or 600 points for a larger battle between Cylons and Colonials spaceships, involving 2 or 3 players on each side.

— First, players choose the spaceships they play with; the cost of ships changes depending on the set of the rules you use.

— They can then assign Gear cards to the spaceships, matching the type of the ship - you cannot assign a "tail gun" to a Mk.II, for example.

— Then, players must assign a pilot to each spaceship, paying the cost based on their level (the cost is 0 if the pilot is Rookie or Average).

— Finally, they can assign talent or flaws to their pilots (according to the limitation of their level). If you use a named character as a pilot (for example, Apollo) you can only pick Talent and Flaws listed on the character card.

Each additional card you choose (Gear, Talent, Flaw) has a cost to add or subtract to the ship costs - choose your cards so that the total point value of the fleets of the two players are the same, or as close as you are happy with!

Note that the point system is designed for scenarios where the goal is to destroy the enemy fleet. Scenarios with different goals (scanning a planetoid seeking for resources, escorting supplies spaceships, and so on) are not balanced according to this point system. However, you can still use the point system to replace spaceships listed in such a scenario with spaceships of a similar power.

Example: players agree on a 400-point battle with Complete Rules.

The Colonial player chooses 3 Viper Mk. II (93 points each, 279 total) and 1 Viper Mk. VII (99 points), 1 Expert pilot (3 points) and the others all Average pilots (0 points). Talents assigned are: Exceptional pilot (9 points), Nimble pilot (6 points) and Focused (4 points), for a final total of 400 points.

The Cylon player chooses 3 Raiders (96 points each, 288 points total), 1 Heavy Raider (89 points), all with Average pilots (0 points). Talents assigned are: Daredevil (4 points), Evasion (6 points), Lethal (6 points) and Sniper (7 points), for a final total of 400 points.

SPACESHIP
QUICK START RULES

PT.	SPACESHIP
87	Viper MK. II
94	Viper MK. VII (CNP)
94	Viper MK. VII
78	Raptor
90	Cylon Raider
88	Cylon Heavy Raider

COMPLETE RULES
(ACCELERATION, ROTATION)

PT.	SPACESHIP
93	Viper MK. II
101	Viper MK. VII (CNP)
99	Viper MK. VII
81	Raptor
96	Cylon Raider
89	Cylon Heavy Raider

PILOT

PT.	PILOT LEVEL
-6	Nugget (TAILING OPTIONAL RULE IN USE)
-5	Nugget
-4	Rookie (TAILING OPTIONAL RULE IN USE)
-3	Rookie
0	Average (AND +0 TO HIT CHARACTERS)
3	Expert (AND +1 TO HIT CHARACTERS)
6	Ace (AND +2 TO HIT CHARACTERS)
9	+3 to hit characters

Note: Add the value of the chosen Talents and Flaws to the indicated cost of the Pilot level.

TALENT CARDS

PT.	TALENTS	TYPE
4	Daredevil	Maneuvering
4	Dodging	Maneuvering
6	Evasion	Maneuvering
9	Exceptional pilot	Maneuvering
3	Gifted pilot (ROOKIE)	Maneuvering
5	Gifted pilot (NUGGETS)	Maneuvering
6	Nimble pilot	Maneuvering
4	Quick reactions	Maneuvering
3	Quick takeoff	Maneuvering
3	Resolute pilot	Maneuvering
4	Sharp reflexes	Maneuvering
3	Towing	Maneuvering
9	Exceptional gunner (ROOKIE)	Firing
4	Focused	Firing
3	Gifted sharpshooter	Firing
3	Gifted sniper (ROOKIE)	Firing
6	Lethal	Firing
4	Marksman	Firing
3	Missile buster	Firing
4	Quick shot	Firing
6	Sharpshooter	Firing
7	Sniper	Firing
4	Superior aim	Firing
4	Good wingman	Activity
4	Hunter	Activity
3	Leader	Activity
3	Navigator	Activity
3	Psychologist	Activity
3	Shadow	Activity
3	Technical eye	Activity
3	Troubleshooter	Activity

PT.	TALENTS	TYPE
3	Emboldening	Others
4	Elusive	Others
4	Fast learner	Others
3	Good pupil (ROOKIE)	Others
7	Heroic	Others
4	Inspiring	Others
6	Lucky	Others
3	Patchwork	Others
3	Religious	Others
3	Resilient	Others
3	Resourceful	Others
4	Skilled	Others
2	Uplifting	Others

PT.	FLAWS
-4	Itchy Trigger Finger
-3	Distracted
-3	Imprecise pilot
-4	Hurried gunner
-3	Confused
-3	Tormented soul
-3	Fit of Rage
-6	Alien Spacecraft
-3	Bad eyesight
-3	Reckless

GEAR CARDS

PT. ADDITIONAL EQUIPMENT & OPTIONAL RULES

PT.	
10	Rocket Pods
5	Heavy Guns
8	Conventional Missile
24	Nuclear Missile
9	Tail gun
8	FTL movement*

*To add to spaceships that have FTL present, if this rule is in use, indicated by the scenario.

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