



# BATTLESTAR GALACTICA

## STARSHIP BATTLES



### QUICK START TURN SUMMARY (Version 3.6.1)

#### SET UP (Pg 6)

- Take a control panel (with ID tag), maneuver deck, base template, and spaceship card for each ship to be used. Also take a combat ruler & and difficult maneuver markers per side.
- Put Blue Damage Chits in a container & choose a scenario

#### TURN SEQUENCE (Pg 7)

##### PLAN (Pg 8):

- Secretly choose a maneuver, and if desired, an Overboost. Max 4 G. If part of a team, maneuvers may be discussed.
- Set control panel speed slider to match chosen card arrow: Backward Still Slow Medium Fast
- If choosing to use an Overboost , add G ratings
- In the turn after a difficult maneuver , you cannot plan another difficult maneuver or a non-straight Overboost

##### MOVEMENT (Pg 8):

- Reveal control panel & maneuver card(s) (Overboost first) and move ships according to the Speed Slider settings
- If a difficult maneuver was chosen, place a difficult maneuver marker on the respective spaceship card as a reminder
- After movement, return maneuver card(s) to the deck

##### COMBAT (Pg 10):

- Check line of sight and range (peg to base of target), roll equal to or higher than the spaceship's attack value on 2 dice (6+ for Vipers & Raiders, +1 to dice for short range, -1 for long)
- Controlling player draws a damage chit. If there is a '+', draw a second. Do not draw further chits, if this second chit has a '+'. Keep the chit(s) secret
- Ignore special symbols, but when total damage on the chits is equal or exceeds the Structure value of the ship, the ship is destroyed

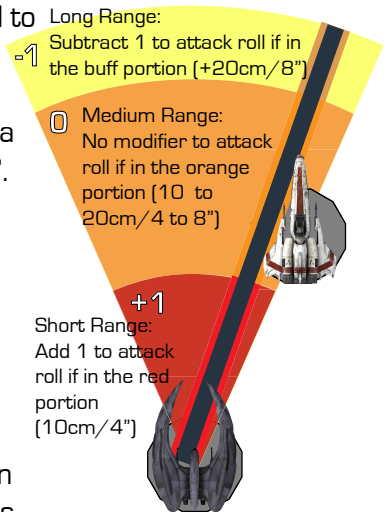
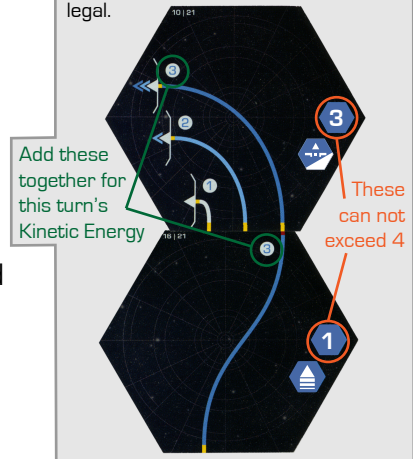
##### START NEXT TURN

#### WINNING THE GAME (Pg 12)

- Depending on the scenario chose, the game usually ends when only one player or side has spaceships remaining in play. Ships that exit the play area are out of the game.

#### Maneuver Example

The below planned cards show an Overboost and a fast speed turn for a Viper. This particular combination is a total of 6 Kinetic Energy and a total of 4 G. The maneuver is also Difficult. A player would set the Control Panel slider to 'Fast' when planning this turn, and would have had at least 3 Kinetic Energy on the slider from the last turn for this maneuver to be legal.





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## STARSHIP BATTLES




## COMPLETE TURN SUMMARY (Version 3.6.1)

### SET UP (Pg 13)

- In addition to the Quick Start Set-up, take shooting markers, drift rulers, & level counters, as required
- Put Blue Damage Chits in a container & choose a scenario. Brown Damage Chits for Asteroids (Pg 24) or Planetoids (Pg 26)

### TURN SEQUENCE (Pg 13)


#### PLAN (Pg 13):

- Determine Tailing -  (Pg 22)
- Secretly choose a Maneuver and speed (Pg 8), optionally choose Overboost, rotation (Pg 14, straight maneuvers only), or change direction (already rotated ships only). Don't exceed Kinetic Energy or 4 G. Choose level if using 3D Space rules (Pg 22)
- Set Sliders and Rotation Dial on the control panel (Wounded pilots Pg 19)
- Once everyone has planned, show Blank card if used (Pg 20)

#### FIRST MOVEMENT STEP (Pg 16): Flaw Activation (Pg 29)?

- Reveal control panel, declare FTL (Pg 30) and reveal Overboost, change direction card, or adjust level stands (3D Space, Pg 23. Do not reveal maneuver card.). If only one maneuver chosen (no Overboost, change direction or level), reveal maneuver
- Adjust Kinetic Energy (include all planned cards) & Fuel (Pg 21)
- Execute 1st card moves and rotations (drift?). Any collisions?

#### FIRST FIRE STEP (Pg 18): Flaw Activation (Pg 29)?

- Determine LoS, range, level (difference  $\leq 1$ ); Fire or not? (Attack Declaration? (Pg 20))
- Add combat modifiers: aiming (Pg 20); kinetic energy (Pg 18); pilot wounds (Pg 20), Card or Token (Pg 26); range (level range ruler!); asteroids (Sparse Pg 24, Dense Pg 25)
- Rolling doubles: you can split the roll as 2 attacks (Pg 20)
- Resolve damage and announce Hull/Wing damage (Pg 19)
- Take a Shoot Marker if ship fired 

#### SECOND MOVEMENT STEP (Pg 16): Flaw Activation (Pg 29)?

- Seriously wounded pilots play, then plan next turn now! (Pg 19)
- If not played in 1st Movement Step, reveal maneuver card (place adjacent to Overboost card, if used). Any collisions?

#### SECOND FIRE STEP (Pg 13): Flaw Activation (Pg 29)?

- If the ship doesn't have a Shoot Marker, and has range, level and LoS to a target, it may shoot as in the 1st Fire Step above

### SPECIAL DAMAGE (Pg 19)



#### Engine Damage:

Acceleration is halved (round up). A second Engine damage reduces Acceleration to "0". Must plan maneuvers to exactly match the current kinetic energy level of the control panel. Additional engine damage has no effect.



#### Control System Damage:

G rating drops by 1 (IE: Can only plan up to 3 G of maneuvers). Additional Control damage prevents any future rotations. The ship can still plan a Change Direction to re-align its movement. Additional control damage has no effect.



#### Hull/Wing Damage:

No Overboosts can be planned. Additional Hull/Wing damage decreases Kinetic Energy by 1 at the end of each turn, including the current one, until it reaches '0'. The ship can only use Inertial Movement (Pg 15). When the ship's kinetic energy drops to '0', the ship is still for the rest of the game. This damage must be announced!



#### Pilot Wounded:

Subtract 1 from all future attack rolls, and ship can't plan Difficult maneuvers. A 2nd chit severely wounds the pilot: future attack rolls are at -2. Maneuver cards for a severely wounded pilot are planned for the next turn at the beginning of the 2nd movement step, before other players reveal their 2nd card. 3rd wound kills the pilot and eliminates the ship.

### ATTACK MODIFIERS:

#### RANGE (Pg 11):

Short Range: +1 to Attack roll  
Long Range: -1 from Attack roll

#### KINETIC ENERGY (Pg 18):

Target 0: +1 to Attack roll  
Target 4+: -1 to Attack roll  
Attacker 5+: -1 to Attack roll

#### LEVELS (Optional 3D Pg 23):

Combat only if 0-1 level difference

#### AIMING (Optional Pg 20):

Same target missed last phase: +2  
Same target hit last phase: +3

#### ASTEROIDS (Optional Pg 24-25):

Crossing Sparse field: -2  
Crossing Dense field: -4

