

BATTLESTAR
GALACTICA

STARSHIP BATTLES




KARA THRACE
"STARBUCK"
PROMO



BSG_promo_001

pilot_id_ **Kara Thrace "STARBUCK"**



+3 TO HIT MODIFIER

The fleet's most talented, passionate and rebellious Viper pilot (callsign "Starbuck"), Kara has been burdened with post-traumatic confusion and anger from a lifetime of abuse. She is also plagued by visions of a mandala — a strange swirling shape that had haunted her thoughts throughout her life.


TALENTS

- ▲ Daredevil
- ▲ Nimble pilot
- ▲ Quick reactions
- ▲ Towing
- ▲ Marksman
- ▲ Troubleshooter
- ▲ Inspiring
- ▲ Religious

FLAWS

- ▼ Alien Spacecraft

FLIGHT INSTRUCTOR
Lieutenant



talent_ **Daredevil**

In a turn after a difficult maneuver, you can plan an overboost card even if it is not straight.

M

BSG_tlnt_mvnr

talent_ **Nimble pilot**

You can plan cards with a total G-value of 5 or less, instead of 4.

M

BSG_tlnt_mvnr

talent_ **Towing**

Use at the start of a turn when your spaceship overlaps another friendly spaceship.

If the other pilot agrees, the other spaceship is towed. Each spaceship draws 1 damage counter (ignore any special damage). Your spaceship moves normally, but it is limited to a total G-value of 2 per turn. The towed spaceship moves along with yours, remaining overlapped in the same way, and its orientation and kinetic energy level become the same as those of your spaceship. Neither spaceships can fire or use maneuver talents. At the start of any later turn, you may release the towed spaceship.

M **COMPLETE**

BSG_tlnt_mvnr

talent_ **Quick reactions**

Use at the start of the movement step, after everyone has revealed their card(s).

You may change your spaceship's speed to any value compatible with your maneuver card. If more than one pilot uses this talent at the same time, they do it secretly and then reveal their speed sliders at the same time.

M

BSG_tlnt_mvnr

talent_ **Marksman**

Use after a successful attack, before damage counters are drawn.

If the first damage counter taken by your target is not a "0," the target player must announce that (without revealing the exact damage). The target player draws one extra damage counter, ignoring any + on it.

F

BSG_tlnt_fr

talent_ **Troubleshooter**

Use in a turn in which you planned only straight maneuvers, or your spaceship is stationary.

Reveal an engine or control system special damage counter your spaceship has suffered. The special damage is ignored for the rest of the game (normal damage is still counted).

A **COMPLETE**

BSG_tlnt_act

talent_ **Inspiring**

Choose one of your talents (other than this one) and a friendly pilot at long range (24 cm) or less. That pilot can immediately use the chosen talent. The used talent does not count against your limit of one per category (nor against the limit of the user of the talent) in this turn. Place a use counter on the used talent.

0

BSG_tlnt_otr

talent_ **Religious**

Use after any of your rolls.

Reroll one die from your roll.

0

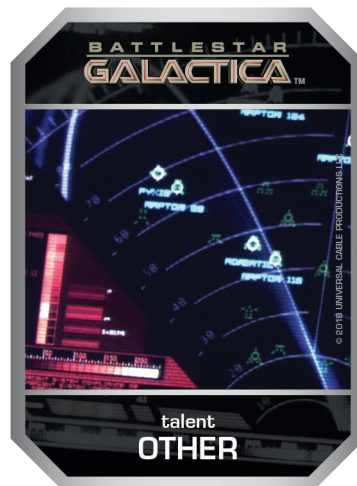
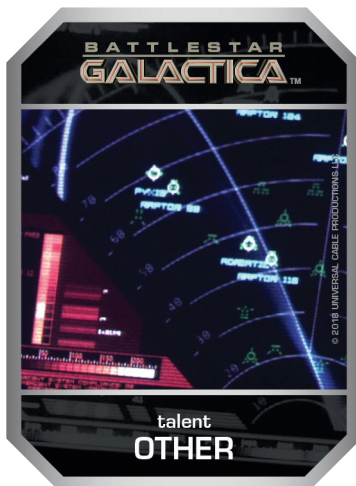
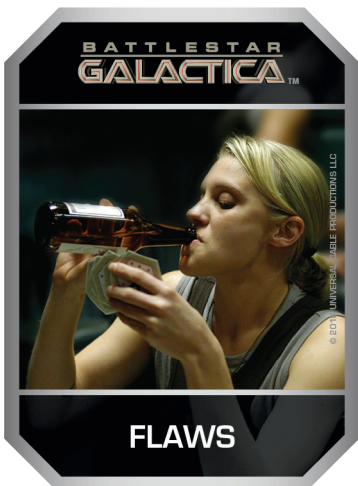
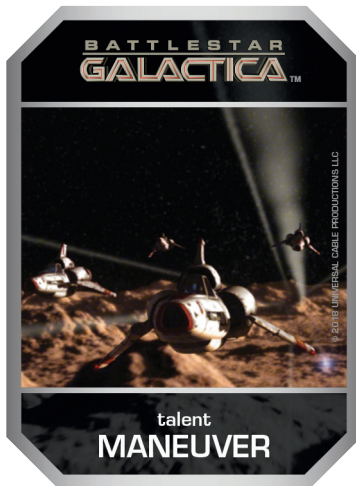
BSG_tlnt_otr

flaws_ **Alien spacecraft**

You can use only one talent per turn, you cannot plan cards with a total G-value higher than 3, and subtract 2 from your attack rolls.

Auto

BSG_flaws



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

BATTLESTAR GALACTICA™

STARSHIP BATTLES

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SPECIAL MENTION TO SPACE ACES ANDY AND REG.

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