

# 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**

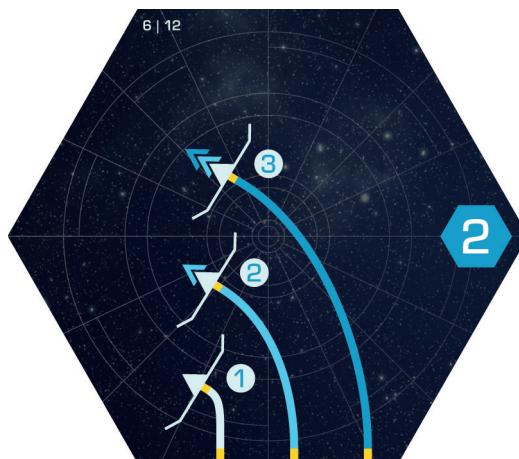
- ▼ Distracted

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.

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