



BATTLESTAR GALACTICA™

STARSHIP BATTLES

This is a **Battlestar Galactica Starship Battles** scenario, designed to introduce the new rules on *Orbiting planetoid* to the players. The complete rule will be officially presented in the next rules set.

SCENARIO

LOOKING FOR WATER

A Raptor is sent to scan an orbiting planetoid to locate water deposits. It has an escort of two Vipers Mk. II, but a pair of Cylon Raiders intercepts them.

Players: 2 to 5.

Spaceships required:

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

Other game components required:

- **From the Starter Set:** 4 small planetoid templates.
- **Provided with this scenario:** 1 orbiting planetoid template, 1 orbiting planetoid movement card, 1 water counter.

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

Setup: An orbiting planetoid is placed at 15 cm from the Cylon side of the playing area and at 5 cm from the side on Cylon right, facing

as indicated in the figure. A water counter is placed face down on the orbiting planetoid. The 4 small planetoids from the Starter Set are placed anywhere in the playing area by the Colonial player(s), at least at 10 cm from each other and from the orbiting planetoid.

Then, a Raptor and 2 Vipers Mk. II are placed by the Colonial player(s), touching the edge of the Colonial side of the playing area and within 10 cm from the side on the Colonials right. Then, the Raiders are placed by the Cylon player(s), touching the edge of the Cylon side of the playing area and within 10 cm from the side on the Cylons left.

Special rules: There are rules for orbiting planetoids and scanning planetoids (see in the next page). FTL cannot be used in this scenario.



Victory conditions: The game ends when all spaceships from one side either are destroyed or have left the playing area.

- The Colonial side scores a strategic victory if the Raptor scans the orbiting planetoid twice, then exits from the playing area on the Colonial side, within 10 cm from the side on the Colonial right. Vipers may then exit from the same side in the same turn or later without being considered eliminated.
- The Colonial side also scores a strategic victory if both Raiders are destroyed and the Raptor is not. The Raptor is then assumed to complete its mission.
- The Cylon side scores a tactical victory if the Raptor is destroyed without scanning the orbiting planetoid twice, and a strategic one if both the Vipers are also destroyed.
- If the Raptor is destroyed after scanning the orbiting planetoid twice: the Colonial side scores a marginal victory if both Raiders are destroyed without any Vipers being destroyed, it is a draw if both Raiders are destroyed with the loss of only one Viper, and it is a marginal Cylon victory if both Vipers are destroyed.

Variant

If you do not have a Raptor, replace it with a third Viper Mk. II, heavily equipped with electronic devices that enable it to scan planetoids.

Because of the overload, this Viper:

- discards all its overboosts except for the straight one;
- subtracts 1 from each die in its attack rolls.

RULES FOR THE SCENARIO

SCANNING PLANETOIDS

To scan a planetoid, the spaceship must end the turn at medium range (20 cm) from the planetoid while at slow, medium, or fast speed with no overboost. In this scenario, the orbiting planetoid must be scanned twice. When it is scanned for the second time, flip the water counter on the planetoid face up, showing that there is a water deposit.

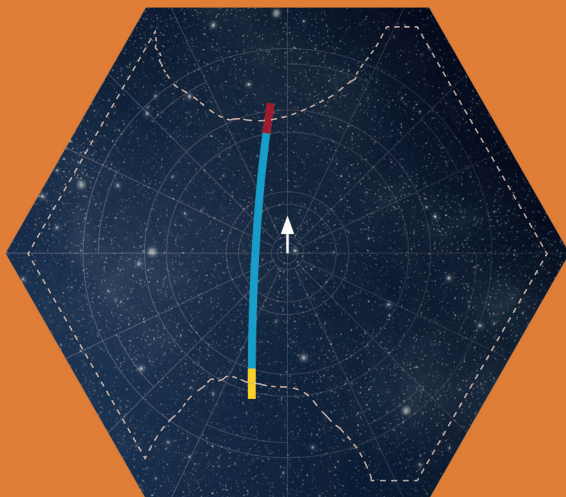
ORBITING PLANETOIDS

An orbiting planetoid does not stay where it is placed at the start of the game, but moves along an orbit in the playing area.

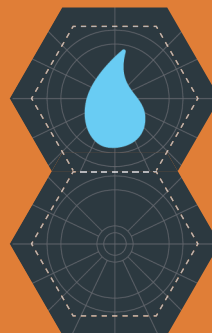
Each orbiting planetoid has a matching movement card. Each turn, during the movement step (during the first movement step with *Complete Rules*), the card is placed in front of the planetoid, matching the yellow line of the card with the one present on the planetoid, and then the planetoid is moved using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

If a spaceship overlaps the orbiting planetoid, apply the usual rules for planetoids (page 26 of the rulebook). If an orbiting planetoid overlaps another planetoid or an asteroid field, there is no effect — they are assumed to miss each other.

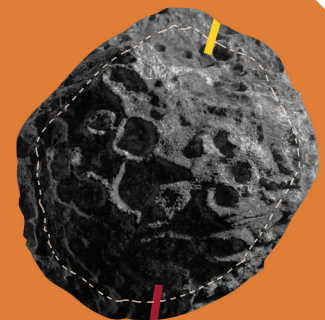
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ORBITING PLANETOID MOVEMENT CARD



WATER COUNTER



ORBITING PLANETOID

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