

The background of the image is a dynamic scene from the Battlestar Galactica universe. It features a large, white and grey Cylon Raider fighter in the foreground, angled towards the viewer. The ship is surrounded by a chaotic battle environment with bright orange and yellow explosions and debris floating in the dark space. The text is overlaid on this scene.

BATTLESTAR

GALACTICA

TACTICAL

BATTLES

Epic Fighter Wing Battles in the Universe of Battlestar Galactica. Pit up to 200 fighters and capital ships in battle at the same time!

Fan Produced and Maintained

INTRODUCTION

In the Battlestar Galactica Universe, Humanity was born on the Planet Kobol in the far distant past. They created a great civilization that had art and science. Humanity created robotic life, space travel and other marvels. However, at one point the centurion Cylons revolted against humanity and a great crisis occurs. Humanity was exiled. 12 tribes settle the Twelve Colonies and the 13th tribe sets off, separately, to settle a planet they called Earth.

Over the millennia Humanity forgot the lessons of the past and began to create robotic life again. On what is now know as Colonial Day, the 2nd Cylon War began. Years later the Centurions mysteriously ended the war they had nearly won and Armistice Station was set up to further talks. For over 40 years no human encountered another Cylon.

Unknown to the humans, the survivors of the 13th Tribe, original Cylon skin jobs had negotiated a peace proposal. They offered to give the Cylons biological bodies with resurrection technology if they

would end the war. The Cylons agree.

During the interwar period the original cylons created Number One, John Cavil. Cavil was greatly loved by the Five and helped in the creation of 7 other models. However, Cavil was corrupt and evil. He grew Jealous of Seven (Daniel) and killed his line. He then turned on the original Five, boxed them (i.e. prevented them from the benefits of resurrection) and gave them false memories and planted them among the humans. John reprogramed the 6 other models so that they would not remember the Final Five or think about them. He also drove them to war. Cavil was the prime instigator of the Cylon Holocaust. He despised his organic body and it's limitations. He despised the original 5.

The action of the game centers around the flight of Humanities' survivors after the holocaust, around 50,000 men and women, as they seek the 13th tribe and Earth as a refuge. The Cylons, not satisfied with eliminating nearly 100% of humanity follow in pursuit in the hopes of eliminating the rest.

The Fleet consists of The Battlestar Galactica, an old but serviceable warship, and several non-

military ships pressed into the duty of containing and protecting this last remnant of humanity. The Galactica is also a carrier. It can launch and recover fighters. In fact the primary conduct of battle is through the fighters and support ships. The Galactica has long range nuclear weapons but in limited supply. It also has point defense weapons. It can shield the fleet from Cylon raiders and nuclear missiles. In practice everyone is aware that if the Galactica succumbs to battle damage the fate of humanity is lost. The fleet is also too big to be fully protected, effectively, by the Galactica so some losses, while deeply tragic, are to be expected.

The campaign is about attrition warfare. The Galactica and her crew stand ready to survive the pursuit. The pursuers hope to chip away at survivors in hopes of cracking the last remnant of human life.

"Dradis! Contact! Set Condition One throughout the Fleet! Get the birds in the launch tubes nuggets! Launch Ready Five!"

GAME SETUP

Setup

You will need one Colonial campaign tracking sheet, one Cylon campaign tracking sheet, one Galactica tracking sheet, one Pegasus tracking sheet, a 15x15 2" hex map, and miniatures for each of the scenarios but at a minimum the Galactica and her compliment, one Basestars and it's compliment, enough flight stands for the capital ships and 15 capital ship sized Colonial Fleet civilian ships.

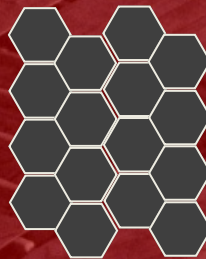
You can skip the campaign setup and play a one off scenario from the list at the back of the book. First time players may wish to simply learn the tactical rules and play Scenarios 1 thru 4 a few times to familiarize themselves with the rules.

The tracking sheets can be laminated and modified with a grease pen or erasable marker or you can simply fill out an un-laminated tracking sheet in pencil.

For each Campaign Scenario or Standalone Scenario there will be limits on what mix of fighters are available and current damage levels on the ships involved.

Every battle is fought on a 15x15 2" hex grid. Place the battle map such that both sides face each other along straight hex columns.

In this diagram opponents would face each other Top and Bottom not Left and Right.



Figher Loadouts

Battlestar Galactica
Viper Mk II x30
Viper Mk VII x10
Heavy Viper x2
Raptor x3
Long Range Nuclear Missile x3
Flight Stands x6
Stealth Viper (Campaign only) x5
Centurion Raider (Camp. Only) x12

Battlestar Pegasus
Viper VII x38
Heavy Viper x4
Raptor x3
LR Nuke Missile x3
Flight Stands x8

Basestar
Raider x30
Heavy Raider x12
Cylon Bomber x3
Long Range Nuclear Msl. x2
Flight Stands x7

Campaign Forces
Centurion Raider Force x12
Flight Stands x6
Resurrection Ship x1
Resurrection Hub x1
The Colony Ship x1

Once the game pieces are divided up follow the scenario rules for setup.

Flight Stands

Flight stands can holdup to 5 fighters and support craft. Some craft have a limit on the number of models per flight stand. Example: only 1 Raptor may be on any flight stand. Only 2 Heavy Vipers are allowed on a flight stand. You could have 1 raptor, 2 heavy vipers and 2 Viper IIIs on the same flight stand.

Some craft work better together than with others such as the Viper III which has a Turbo function when not mixed with others. See the individual data blocks for each type to learn the restrictions and abilities of each.

TACTICAL TURN

Since you likely will start with Stand-alone Scenario 1, we will begin with the tactical game instead of the campaign game to get you started on your first battle.

Before play begins, each player rolls two dice and adds them up. The player with the higher score goes first, even if they don't want to. If both players roll equal the previous winner goes first in the campaign or, if playing a stand-alone scenario, the Cylon Player goes first.

The turn sequence is:

- I. Boarding Parties
- II. Determine number of activations
- III. Activate units
- IV. Check for victory conditions

It is quite a simple sequence. The first step is only required if either Galactica or Pegasus has Cylon boarding parties aboard AND it is the Cylon Player's turn. Otherwise it is skipped. The other two steps are also simple. The game goes back and forth until victory conditions in the scenario description

are met.

Boarding Parties

For each boarding party roll a die. If the die comes up 6 remove the boarding party. Otherwise mark off the next box on the boarding party effects for the ship being boarded and apply the effect.

Determine the number of activations

Roll a die, and divide by 2, round up. You will get a number between 1 and 3. If you have access to a die called a D3 which is marked only with 1,2,3 you can use that.

Activate Units

Each side gets to activate 1-3 game pieces per turn. The Galactica, Pegasus and Basestars all can be activated as can any flight stand. *There is one exception: A flight stand that has other elements in the 3 hexes to it's front may not be activated.*

Long Range Nuclear Missiles **must always be activated.** Each one uses up one activation. If there are as many or more missiles than activations then the player may not activate any other game pieces.

During activation flight stands can move and shoot. Some can fire Short Range Nuclear Missiles. Some can board adjacent capital ships.

Capital ships have several options. They may do one of the following:

- I. Launch Fighters
- II. Launch Nuclear Weapons
- III. Damage Control
- IV. Fire Point Defense Systems

Check for Victory Conditions

At the end of your turn check to see if victory conditions have been met. Often a scenario is over when some percentage of health is lost from the Galactica or from Galactica's compliment of fighters or if an enemy Basestar has been destroyed. If the conditions are met then the Colonial Fleet Jumps away. It is assumed that the Galactica and the Pegasus recover all remaining fighters.

Victory and Defeat form an important part of the Campaign Game. A Colonial victory allows for a better starting position in the next scenario for the Colonial player while a defeat could mean serious repercussions.

MOVEMENT

The only objects that move in the game are the flight stands of fighters and the Resurrection Ship. Everything else is considered to be moving such that it forms a relative frame of reference. Think about it in terms of two people on a fast moving train tossing a ball between them. They don't appear to be moving to each other but to someone on the side of the tracks they and the ball move quickly past.

When a flight stand is activated it may shoot but it **MUST** move.

Movement Types

- Forward 1
- Forward 2
- Turn and forward 1
- Forward 1 and turn

Special Movement Types

- Turbo (Forward 3)
- Missile (Forward 3 and turn)

Movement Restrictions

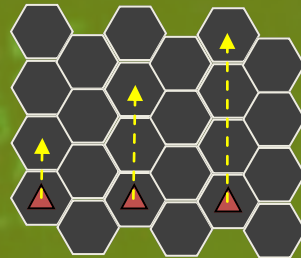
No flight stand or capital ship may move through an occupied hex.

No flight stand or resurrection ship may activate if the forward 3 hexes are

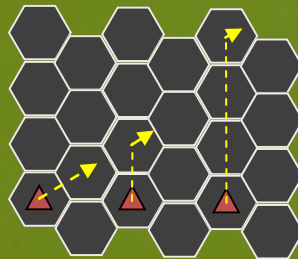
occupied.

Missiles may move through flight stands. They impact when they encounter any capital ship.

Below we see Forward 1,2 and Turbo.



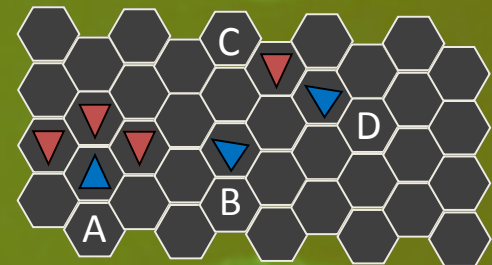
Below we see Turn and move, move then turn and missile movement with the optional turn.



Now lets look at some examples. The blue triangles are Colonial flight stands, the red triangles are Cylon flight stands. A cannot activate because there is no legal move it can make (it can't count on shooting down one of the nearby flight stands). B will want to move forward and turn left to get

a nice flanking shot.

C is in an interesting position, as one might think he could turn left and engage D but because C has to move forward after the turn and can move through another flight stand, C cannot engage D. C could move 2 forward and escape D's kill box. In that case D would turn left and move forward 1 in pursuit but not be in position to shoot.



Shooting is always into the forward hex so learning these maneuvers is critical. All ships on a flight stand are always facing the same direction. It pays to think about where your opponent is going to be 2-3 turns from now to plan your own flight paths. Remember, use multiple flight stands as lead and wingmen and force the enemy into impossible choices. "Fly or Die!!!"

COMBAT

Kill Box

The primary concept of combat in this game is the kill box. The hex just forward of any flight stand is its kill box. Kill boxes can overlap. No weapon has a greater range than 1 hex. Even nuclear missiles are simply vehicles until they impact a capital ship.

Maneuver thus becomes a critical skill to master since getting a moving target into your kill box can be difficult.

Shooting

Fighters that shoot have a code that says how many dice and if they get re-rolls. So 1D = roll 1 die, 2D = Roll two dice, 1DR = roll 1 die, but reroll if the first roll misses, etc.

Damage is done on dice the come up a 6. The damage that is done depends upon the fighter. Viper II does 1D shooting and 2 damage, the Viper VII does 1DR and 1 damage.

Mixed Flight Stands

Flight stands can hold up to 5 fighters.

They can be all the same or a mix. A flight of 3 Viper IIs and 2

Viper VII would fight with 3D at 2 damage and 2DR at 1 damage.

Re-Rolls

Some fighters like the Viper VII have an inherent re-roll. If those die rolls miss, you can re-roll them once. The Raptor lends its electronic warfare tools to the flight it is part of so all the other ships with it get a re-roll. If a Viper VII was paired with a raptor it would get two rerolls.

Missiles

Missiles are vehicles until they impact a capital ship. In the case of the Short Range Nuclear Missile on some vehicles they have a range of 3. They must have a clear path to the capital ship.

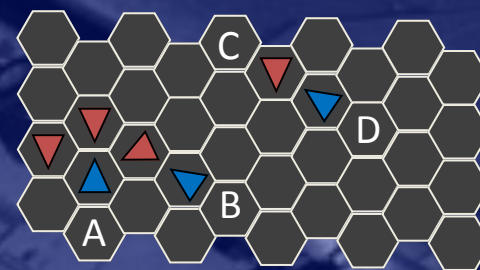
Missile damage is automatic. If the missile hits the damage is done. For short range missiles the damage is 1D, unless the target is Galactica, in which case the damage is 1D divided by 2 rounded up.

Long Range Nuclear Missiles have unlimited range and must be steered to the target. They do 1D damage to Galactica and 2D to all other capital ships. A long range nuclear missile can take out a colonial fleet ship in one shot if lucky.

Long Range Nuclear Missiles are shot down if they take any damage.

Triggering Kill Boxes

If your active flight has an overlapping kill box with a friendly flight, BOTH may fire. If you move into an enemy kill box, they may fire after your flight and friendly flights with overlapping kill boxes. Examine the following diagram:



A has moved into position to fight the flight stand ahead of it. If B had a kill box overlapping A's it also would get to fire. Once A has fired and damage is assessed the enemies that have A in their kill box may fire. This would be any survivors of the flight that A fired at and the flight that is to the front right of A. D can fire at C and C cannot return fire.

Removing Casualties

The side suffering the casualties decides what gets removed from the flight.

COLONIAL SHIPS

The Colonial Fleet has a wider variety of ships than the cylon fleet. It is important to understand their differences.

Viper Mk II

During the Cylon Holocaust, these older model fighters proved resistant to Cylon hacks.

Shooting: 1D
Damage: 2
Special: Turbo

Viper Mk VII

Most of these were inoperable during the Cylon Holocaust but were later fixed. They have superior avionics to the MkII

Shooting: 1DR
Damage: 1
Special: Streamlined

Raptor

These craft are support vessels with advanced avionics. Often armed with a Short Range Nuclear Missiles.

Shooting: None
Damage: None
Special: EWS, SRNM, Limit 1 per flight

Python

Designed as a gunboat, it features moderate maneuverability



Shooting: 2D
Damage: 2
Special: Limit 2 per flight, SRNM

Blackbird Viper

These unusual vipers were made AFTER the destruction of humanity and are very stealthy. There are very few and only can be deployed if the scenario allows.

Shooting: 1DR
Damage: 1*
Special: Stealth

Specials

Turbo

Turbo is a movement choice available to Viper Mk IIs when they are the only type of fighter on the flight stand. Turbo is move 3 forward.

Streamlined

Streamlined fighters can enter atmosphere. This comes into play in some scenarios.

EWS

EWS stands for Electronic Warfare Suite. It allows the Raptor to better detect, plot and track the enemy and is networked to the other fighters in it's flight. All other fighters gain the reroll ability for

with the ability to carry a nuke and heavy guns.

their shooting dice. If they already have it then they get it again and may reroll their first reroll if it too was a miss.

SRNM

The Short Range Nuclear Missile can be used if there is an enemy capital ship within the forward 3 hexes and there are no other flights in the way.

The SRNM does 2D6 of damage automatically to any Basestar, Resurrection Ship, Resurrection Hub or Colony ship it encounters.

Stealth

At the start of the scenario, after all ships have been placed by both sides, flights with stealth may be placed. They may be placed anywhere with any orientation.

The side with stealth flights always goes first.

On the first turn only, stealth flights do double damage assuming they get hits.

Stealth flights may never have other fighter types mixed with them.



BATTLESTAR GALACTICA

The Galactica is 60 years old in the time frame of the campaign. She is the only ship without integrated computers at the time of the Cylon Holocaust and this anachronism is what saves her from being destroyed outright by the Cylons in their surprise attack on the Twelve Colonies. She is the only survivor of the 75th Battlestar Group (BSG-75). She is heavily armored and resilient. She is the last hope for Humanity.

Activation

Upon activation chose ONE of the following:

- ◆ Launch 2 Flights
- ◆ Launch Long Range Nuclear Missile
- ◆ Damage Control
- ◆ Fire Point Defense Weapons
- ◆ Repel Boarding Parties

Damage Control

Repair 1D Damage up to the repair hard limit (set by scenario).

Fire Point Defense Weapons

The number of PD targets is determined by the damage track. As the Galactica takes damage fewer PD weapons remain functional. PD targets may not be overlapped. PD targets do not need to be adjacent to each other.

Repel Boarding Parties

Roll 1DR per boarding party, remove on 6.

Ships Complement

Viper Mk II: ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔΔΔ
 ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔΔΔ

Viper Mk VII: ΔΔΔΔΔ ΔΔΔΔΔ

Heavy Viper: ΔΔ

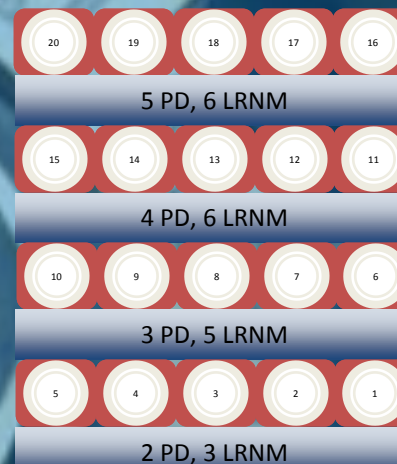
Raptor: ΔΔΔ

Flights: 00000 0

Boarding Party Progress

- 1) 1D / 2 round up damage
- 2) PD range considered 1 worse
- 3) 50% nuclear weapons off line
- 4) All nuclear weapons off line
- 5) 1D / 2 round up damage
- 6) Cylon player moves Galactica 1 hex any direction
- 7) PD system off line
- 8) Damage Control off line
- 9) 1D damage
- 10) Galactica lost; game over.

DAMAGE TRACK



NUCLEAR WEAPONS

Ω Ω Ω Ω Ω Ω

| Point Defense Range | Shooting / Damage |
|---------------------|-------------------|
| Adjacent | 3DR / 2 |
| 2 Hexes | 2DR / 1 |
| 3 Hexes | 1DR / 1 |
| 4 Hexes | 1D / 1 |

CONTROL SHEET

BATTLESTAR PEGASUS

The Pegasus is a Mercury class Battlestar. Technologically, it is more advanced than the Galactica. It requires a smaller crew and has computer automation in greater use. Pegasus can command 7 flights of fighters.

Activation

Upon activation chose ONE of the following:

- ◆ Launch 2 Flights
- ◆ Launch Long Range Nuclear Missile
- ◆ Fire Point Defense Weapons
- ◆ Repel Boarding Parties

Damage Control (Campaign only)

Repair 1D Damage up to the repair hard limit (set by scenario).

Fire Point Defense Weapons

The number of PD targets is determined by the damage track. As the Pegasus takes damage fewer PD weapons remain functional. PD targets may not be overlapped. PD targets do not need to be adjacent to each other.

Repel Boarding Parties

Roll 1DR per boarding party, remove on 6.

ECM

Pegasus has advanced electronic counter measures. When targeting LRNM with point defenses, treat the range as one less. This gives Pegasus a range of 5 against LRNM.

Ships Complement

Viper Mk VII: ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔΔΔ
 ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔΔΔ ΔΔΔ

Heavy Viper: ΔΔΔΔ

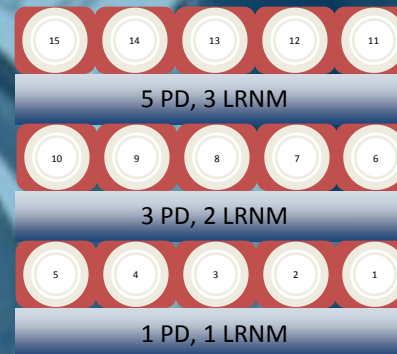
Raptor: ΔΔΔ

Flights: 00000 00

Boarding Party Progress

- 1) 1D / 2 round up damage
- 2) PD range considered 1 worse
- 3) 50% nuclear weapons off line
- 4) All nuclear weapons off line
- 5) 1D / 2 round up damage
- 6) Cylon player moves Pegasus 1 hex any direction
- 7) PD system off line
- 8) Damage Control off line
- 9) 1D damage
- 10) Pegasus lost

DAMAGE TRACK



NUCLEAR WEAPONS

Ω Ω Ω

| Point Defense | Shooting / |
|---------------|------------|
| Adjacent | 3DR / 2 |
| 2 Hexes | 2DR / 1 |
| 3 Hexes | 1DR / 1 |
| 4 Hexes | 1D / 1 |

CONTROL SHEET

COLONIAL FLEET

The Colonial Fleet, a rag-tag collection of ships pressed into duty to save Humanity. Each ship would be vulnerable in the nakedness of space without the protection of Galactica. In the game we represent the fleet with 15 ships. In reality there were approximately 60 ships.

Each ship has a number. Associate that number with a ship model in your collection. Track damage here. Colonial fleet ships do not do damage control, cannot be activated and play the part simply as targets. It is up to the Galactica commanding officer to determine in which order they are placed.

When a ship in the colonial Fleet is destroyed there is an effect. This effect takes place in the campaign. In stand alone scenarios the loss of fleet ships can force and game ending condition.

The Colonial Fleet

1. **Astral Queen (Prison ship)**
0000000000, LOST: Surviving Prisoners in Fleet (campaign effect.)
2. **Celestra (Cargo ship)**
0000000000, LOST: Galactica Repair Hard Limit 1 less.

3. **Valley Forge (Agro Ship)**
0000000000, LOST: All fleet ships take 1 damage.

4. **Colonial One (Presidential Flagship)**
0000000000, LOST: Battle considered lost no matter what the actual result is.

5. **Demetrius (Sewerage Treatment Ship)**
0000000000, LOST: Fleet ships all lose 2 damage (may be lost due to this damage) at end of game.

6. **Gemini (Freighter)**
0000000000, LOST: No Effect

7. **Hitei Kan (Refinery Ship)**
0000000000, LOST: Galactica and Pegasus lose 1 flight stand.

8. **Majahual (Mining Ship)**
0000000000, LOST: fighter replacements reduced by 50% for duration of campaign.

9. **Rising Star (Medical Transport)**
0000000000, LOST: Galactica and Pegasus take 1 damage each.

10. **Striker (Extended-duration Research ship)**
0000000000, LOST: Stealth fighter replacements reduced by 50%.

11. **Thera Sita (Transport)**
0000000000, LOST: Galactica and Pegasus take 1 damage each.

12. **Virgon Express (Transport)**
0000000000, LOST: No Effect

13. **Cloud Nine (Luxury Liner)**
0000000000, LOST: All fleet ships take 1 damage each.

14. **Zypher (Luxury Liner)**
0000000000, LOST: Galactica and Pegasus take 1 damage each.

15. **Cybele (Research Ship)**
0000000000, LOST: Explodes, causing 1 damage to any ship adjacent and destroys and adjacent flight stand.

CONTROL SHEET

CYLON SHIPS

The Cylons stick to tried and true sentient ships.

Cylon Raider



These are the mainstay of the Cylon fighter

groups. They roll these off the assembly line at a rapid rate.

Shooting: 1DR
Damage: 1
Special: None

Heavy Raider



These support ships have a massive KEW rapid cannon system. They also carry boarding parties. They represent a clear danger to the Galactica because the boarding parties are active without activation and can take down the ship before triggering an to the scenario.

Shooting: 3D
Damage: 1
Special: Limit 3 per flight, Boarding Party, SRNM (by scenario only)

Cylon Bomber



These craft are designed to take out capital ships. They carry SRNM as well as a bevy of anti-fighter weapons. They are limited in number but very dangerous.

Shooting: 2D
Damage: 1
Special: Limit 2 per flight, SRNM

Centurion Raider



These are older model raiders that are flown by Centurion Cylons.

They only appear during special campaign scenarios.

Shooting: 2D
Damage: 1
Special: Streamlined

Specials

SRNM

The Short Range Nuclear Missile can be used if there is an enemy capital ship within the forward 3 hexes and there are no other flights in the way.

The SRNM does 2DB of damage automatically to any Basestar, Resurrection Ship, Resurrection Hub or Colony ship it encounters.

Boarding Party

When adjacent to a capital ship you may remove this fighter and place a boarding party on the ship. If the capital ship is part of the colonial fleet it is immediately removed from play.

Streamlined

This fighter can operate in atmosphere (scenario dependent.)

RESURRECTION SHIPS

Resurrection Ship

The purpose of the Resurrection ship is to give cylons a type of immortality in which their conscious mind is uploaded to a network and downloaded into a new body. Losing these ships can lead to permanent death as humans know it. Though it is a capital ship it is designed to escape so it enjoys normal movement. Once it starts moving it will jump on the sixth turn from when it started.

Damage Track: ◊◊◊◊◊ ◊◊◊◊◊

Shooting: None

Damage: None

Special: Movement, Escape, Cylon Morale

Specials

Movement

This capital ship can move. It can be activated for free and move forward 1 hex or turn one hex facing.

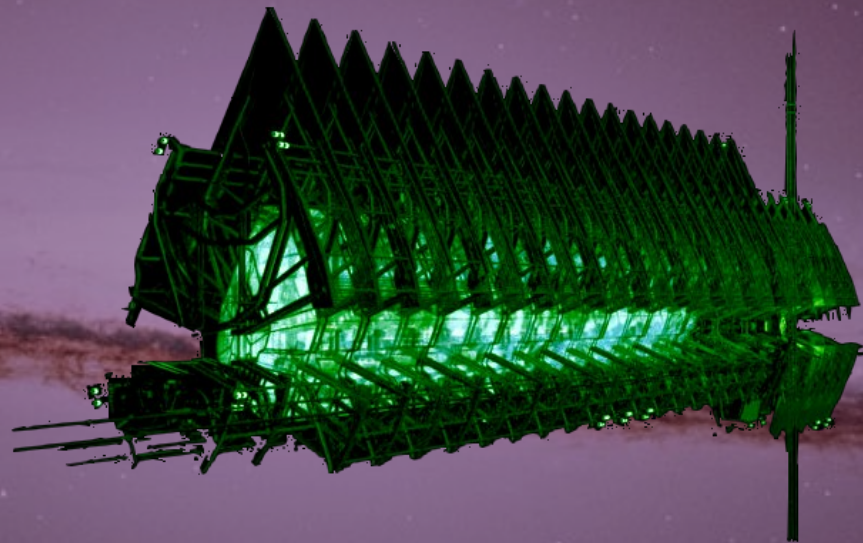
Escape

This capital ship can escape after 6 turns of movement. At the beginning of the 7th turn from

when it started to move it jumps and is removed from play. It is not considered lost due to Colonial action and may present special situations due to scenario rules.

Cylon Morale

If the Resurrection Ship is lost due to combat it is treated as if a basestar was lost. This may have further consequences in the campaign.



CAMPAIGN RULES

The campaign rules cover 13 turns. For the Cylons it is a war of attrition to break Galactica and the fleet. For the Humans it is a war of survival, seeking refuge where possible and battle where necessary.

Each turn of the campaign features a battle. The nature of the battle depends upon who won the last battle. It is not necessary for Humanity to win every battle to win the war.

Recovery, Damage, Hard Limit

At the end of a battle, the humans recover 50% of the fighters lost in the battle. So if 10 fighters were lost, 5 would be recovered. In all cases round down. If 9 fighters are lost only 4 are recovered. The Battlestars conduct damage control and recover 1 die's worth of points along the damage track. For Galactica it cannot exceed 20 and for Pegasus it cannot exceed 15. Whatever the result is, this becomes the new **Hard Limit** on the damage track. The Battlestar can never be repaired beyond that point

again. Some hard strikes by the Cylons and some bad damage control rolls can mean the end of Galactica and Pegasus.

Scenario End

Each scenario has its own conditions.

Acknowledgements:

Cylon Bomber picture is actually the McQuarrie Concept Raider as done by dbhs modeler.