

Battlestar Galactica CCG Errata and Frequently Asked Questions (FrAQ)

January 2007

Updates legal February 2007. Updates are also tournament legal in Sealed events before this date and at WizKids' discretion.

Battlestar Galactica CCG Complete Rules Errata

Page 1: Introduction

Replace the second sentence of the second paragraph of the "Introduction" section with the following text:

Each player must bring a deck of at least 60 cards, one base card, and a method of keeping track of his or her influence (such as a 20-sided die or paper and pencil).

Page 9: First Player

Replace the second sentence of the second paragraph of the "First Player" section with the following text:

In case of a tie for first player during a two-player game or a game with more than two players, the previous first player remains first player. If the previous first player is not one of the players tied for lowest influence, determine randomly which of the tied players will become first player.

Page 12: Play a Card

Replace the third sentence of the first paragraph of the "Play a Card" section with the following text:

Then spend your resource stacks as necessary to pay for the cost of the card.

Page 12: Play a Card; Overlaying cards.

Replace the first sentence of the first paragraph of the "Overlaying cards" section with the following text:

When a singular card enters play, if you already have a card that has the same title in play, you must overlay that card and make a unit stack instead of putting the card into play as a separate unit.

Page 16: Resolving Cylon Threats

Add the following sentence to the last paragraph on page 16:

Put the challenged Cylon threat into its owner's discard pile after the challenge ends.

Page 18: Expedite

Replace the first sentence of the description of the keyword Expedite with the following text:

A card with this keyword can be paid for using excess resources that you have left over from paying the cost of bringing another card into play.

Battlestar Galactica CCG Card Errata

Galactica (BSG—007/175)

This card's card number is printed as 008/175. The correct card number is 007/175.

Channel the Lords of Kobol (BSG—014/175)

The ability of this card should read:

The next time you would reveal a mystic value this turn to resolve a defended challenge, do so twice and add those mystic values together.

God Has a Plan (BSG—071/175)

Foil versions of this card are printed with a mystic value of 3. The correct value is 4.

Meet the New Boss (BSG—080/175)

The ability of this card should read:

Exchange target personnel card in your hand with target personnel you control that has the same power. If the personnel you control is a unit stack, exchange the card in your hand with the unit stack instead.

We'll See You Again (BSG—096/175)

The ability of this card should read:

When your singular cards enter play, they do not overlay Cylon units with the same title. (You don't play them to unit stacks.)

Supply Freighter (BSG—174/175)

The ability of this card should read:

Each time you spend a resource stack, you can commit this ship. If you do, generate .

Persistent Keyword

Replace the reminder text for the Persistent keyword with the following reminder text:

(Put this mission into your resource area instead of your discard pile as part of its resolution.)

Elosha, Priestess (BTR—008/165)

The ability of this card should read:

Commit during a challenge: The next time you would reveal a mystic value this challenge, do so twice and add those mystic values together.

Battlestar Galactica CCG Complete Rules FrAQ

When can you commit a card?

You can commit a card to generate a card effect when it is in your alert area and you can perform an action. You can also commit a card when the card is in your alert area and another card effect requires you to commit a card. You can't commit a card that is not in your alert area.

If a player challenges and the challenged player elects not to defend, can the challenged player then play an effect later in the challenge?

Yes, all players can play effects during Step 2 of the challenge procedure, regardless of whether they have a unit involved in the challenge.

At what point during the challenge procedure must a player declare that he or she is using the Manipulate keyword?

The challenger declares in step 3 of the challenge procedure that he or she is using Manipulate. Any events or abilities played to prevent the influence gain from Manipulate would have to have been played during step 2, or prior to the challenge during the execution phase.

During the execution phase, my opponent plays a card that states, "Prevent all influence loss this phase." Does that mean that any influence that I or my opponent had already lost this phase is regained?

No. Effects from events and card abilities are not retroactively applied. In this case, only influence loss that happens after the card is played that phase is prevented.

I am challenging with a personnel that states, "Commit: Draw a card." Can I use this ability during the challenge?

Yes. During step 2 of the challenge procedure, each player can play abilities, including committing or exhausting the challenger or defender (see page 15 of the complete rules).

I have a unit stack in play, and a card is played that affects the stack's power. If the top card of the stack is changed before the end of the phase, what happens to the previously played power-changing effect?

If the top card of a unit stack is removed or replaced while a power-changing effect is applied to the stack, the new top card of the stack retains the effect.

I am challenging with a unit stack, and my opponent plays an effect that removes the top card of the stack. The next card in the stack has the keyword Vision; what happens?

If the top card of a unit stack is removed, revealing an illegal unit for the challenge, the challenge is treated as if the unit has left play.

Battlestar Galactica CCG Card FrAQ

Does Catastrophe (BSG—013/175) work on unresolved persistent missions, or only resolved persistent missions?

Catastrophe works on both resolved and unresolved persistent missions.

Does the card text of Dr. Baltar, Vice President (BSG—119/175) work on resolved persistent missions?

His ability "Commit: Move target mission to its owner's reserve area" works on resolved persistent missions. His ability "Commit: Ready target mission" doesn't work on a resolved persistent mission because a card must first be in the reserve area to be readied, and resolved persistent missions are put in the resource area.

I challenge with a personnel with the Sniper keyword, like Starbuck, Sharpshooter (BSG—138/175). My opponent has a ship with the Scramble keyword in his alert area. Can I use Sniper to force his ship to defend?

Yes. If the player being challenged chooses to defend against the challenge, then the player challenging with a sniper can select any of the defending player's units that are able to defend against the challenge.

I have a unit stack of three Boomer cards in play. If I resolve the mission We'll See You Again (BSG—096/175), what happens to the unit stack?

Because you check for singularity only when a card is brought into play, the stack in play remains a unit stack. Any further cards you play with the title "Boomer" will not form a stack as long as We'll See You Again remains in play.

I have the mission We'll See You Again (BSG—096/175) resolved in my resource area, and I have three cards with the title "Boomer" in play as separate units. What happens if We'll See You Again is defeated or otherwise removed from my resource area?

Because unit singularity is checked only when a card enters play, the units remain separate units. If any further cards with the title "Boomer" enter play, they must form a unit stack with one of the copies already in play.

Please give me an example of how the card High Stakes Game (BSG-031/175) works.

High Stakes Game states, "All players reveal their hands. The players who have the most cards that have the highest mystic values each gain 2 influence."

When the card is played, players reveal their hands and compare the mystic values of their cards. If one player has a card with a higher mystic value than any other player, that player gains 2 influence. For example, if player A has one card with mystic value 4 and player B has two cards with mystic value 3, player A gains 2 influence.

If the highest mystic value in two or more players' hands is tied, the player that has the greatest number of cards with that mystic value gains 2 influence. For example, if player A reveals two cards with mystic value 4 and player B reveals one card with mystic value 4, player A gains 2 influence.

If two or more players have the same number of cards with the same highest mystic value, then each of those players gains 2 influence. For example, if player A reveals two cards with mystic value 4, player B reveals one card with mystic value 4, and player C reveals two cards with mystic value 4, then both players A and C each gain 2 influence.

I resolve Meet the New Boss (BSG-080/175). Do I have to pay the cost of the personnel card from my hand?

No. Because you exchange the card instead of playing it, you don't have to meet any requirements of the personnel card from your hand. You do, however, check for singularity when the card enters play, as usual.

My opponent challenges and I elect not to defend, even though I have a unit in play that could defend. Can I play Wounded in Action (BSG-054/175), or does that card require you to have no units eligible to defend?

Yes, you can play it. A defender is a unit chosen to defend a challenge, not a unit eligible to defend a challenge. Because you chose not to defend the challenge, you have no defender and Wounded in Action can be played.

The mission Multiple Contacts (BSG-082/175) states, "Each time the ready phase begins, draw a card." Does this apply to all players, or just to the player who resolved the mission?

The effect of Multiple Contacts applies only to the player who controls the card, so at the beginning of the ready phase **each** player would draw a card for each resolved Multiple Contacts that player currently controls.

I have a Number Six, Agent Provocateur (BSG-130/175 or BSG-09/12-LE) readied in my Alert area. Can I use her ability during a challenge, and what happens when I do?

Her ability can be used during a challenge. It states, "Commit and Sacrifice: Take an extra two actions after this one." Because actions may be taken only on your turn during the execution phase, when the current action (the challenge) resolved, you would then have the opportunity to play two actions consecutively. Actions are defined on page 12 of the **Battlestar Galactica** CCG Complete Rules as Play a Card, Play an Ability, Resolve a Mission, Challenge, or Pass. During a multiplayer game, you would choose to resolve the two actions generated by the card's effect, and then play would continue with the player to the left of the player who performed the action during which the card's ability was used. The ability of this card cannot be used to play multiple effects out of turn during a challenge.

My opponent has a resolved copy of Difference of Opinion (BSG-064/175) in her resource area and I challenge her. If I exhaust a resource stack that generates more resources than are needed to pay the cost to challenge, can I use the excess resources to pay for a card with the Expedite keyword?

No. The Expedite keyword applies only to excess resources generated when paying the cost to bring a card into play, not when paying costs for other game effects.

The mission Tightening the Noose (BTR—079/165) says, "Each time a player draws a card in the execution phase, he or she discards a card." Does that mean that for each

*card you draw, you discard one, or each time that you draw *any* cards, you discard one?*

When Tightening the Noose is in play and has been resolved, for each card you draw during the execution phase, you discard one card.

The personnel card Boomer, Traitor to the Cylons (BTR—003-LE) has the trait Officer. The foil version of the same card has the trait Cylon. Which is correct?

They are both correct. Play each card as it is printed.

I have a ship in play with the resolved mission Beyond Insane (BTR-047/165) linked to it. My opponent plays the event Left Behind (BTR-022/165), which states, “Defeat all units.” May I use the effect of my Beyond Insane to prevent one of my personnel from being defeated?

Yes. Beyond Insane states, “When a personnel you control would be defeated, you can sacrifice this ship instead.” Your personnel would be defeated when your opponent plays Left Behind, so it triggers the effect of Beyond Insane even though your ship would be defeated as well.

Battlestar Galactica CCG Tournament Rules FrAQ

The following cards have die-cut corners, must be played in card sleeves, and are considered marked cards if not sleeved. The remainder of your deck must also be sleeved if these cards are included.

Boomer, Sleeper Agent (BSG—001—EX)
Number Six, Woman in Red (BSG—002—EX)
Starbuck, Commander Air Group (BSG—003—EX)
Starbuck, Best Pilot in the Fleet (BSG—004—EX)
Cylon Centurion (BSG—001/200)