

START HERE

Throughout these quick-start rules, we'll have sidebar text in boxes like this that quote the rules of the game. For a full description of how to play, consult the complete rules. **Don't shuffle the cards.** You choose the deck with *Galactica* on top. Your opponent gets the deck with *Colonial One* on top.

Victory in the game is measured in influence. There is one way to win the game, and one way to lose it. You win the game when your influence total reaches 20. You lose the game when your influence total reaches 0. Players play their cards in three

areas, which are "rows" in front of them. These three areas are called alert, reserve, and resource. Alert is the area closest to your opponent, and resource is the area closest to you.

During normal game setup, players shuffle their decks and place them face down on the table. To play this scripted quick-start game, **DON'T SHUFFLE THE CARDS.** If you get them out of order, there's a list at the end of these rules that will help you reorder them.

Players simultaneously reveal their respective base cards. You reveal *Galactica*, and your opponent

reveals *Colonial One*. You each put these cards into your respective resource areas.

Then you each put the rest of your cards face down to the right of your resource areas.

Each base card has power number in a shield icon. Players add the power of both bases together to get the fleet defense level, which determines if Cylons attack. Your base has a power of 6 and your opponent's base has a power of 5, so the fleet defense level for this game is 11.

Each player needs a way to keep track of his or her total influence. A 20-sided die or paper and pencil are recommended. A player's starting influence is printed on his or her base card. You start with 9 influence, and your opponent has 10.

Each player then draws his or her starting hand from the top of his or her deck; a player's starting hand size is indicated on his or her base card. In this game, each player begins by drawing four cards. Now the first turn can begin.

TURN ONE

Each turn has three phases: ready phase, execution phase, and Cylon phase. During each phase, all players participate.

READY PHASE

In the ready phase, players ready cards by moving them from their reserve areas to their alert areas, and restore their assets and bases by flipping those cards face up. For the first turn, there are no face-down assets or bases and no cards in reserve areas, so none of this needs to be done.

All players simultaneously draw two cards from the tops of their decks. Then, once each ready phase, starting with the first player, each player can play a card from hand to his or her resource area to help create resources to play more cards. You go first because you have the lowest influence (9 vs. 10).

You play *Starbuck, Sharpshooter* from your hand face up to your resource area as an asset, right

next to your base. This creates a second resource stack (your base is the first). There is no cost for playing a card to your resource area during your ready phase.

Although it would be great to get this card into play, right now you need cheaper cards to start building your fleet. Any ship or personnel in your hand can become an asset and provide a foundation for playing more cards on future turns. Once you play a ship or personnel as an asset, that card loses all its other characteristics, like card type and card name.

An asset is a ship card or personnel card played in your resource area so that you can use it to produce the resource that is shown on its bottom edge. There are three different resource types:  Persuasion,  Logistics, and  Security.

Your opponent now plays a card to her resource area. But she does so in a different way. Besides playing an asset as a new resource stack, she can play any card from her

hand face down as a supply card in her reserve area beneath her base or one of her assets. She chooses **Condition One**, an event card she has no plans to play right now, and puts that card face down beneath her base. She doesn't have to show that card to you. Now that resource stack will produce 2 persuasion instead of 1 because there are two cards in that stack.

To play a supply card, take any card from your hand and put it face down beneath the base or an asset in your resource area. Leave the bottom edge sticking out so that all players can see how many supply cards are there. A supply card increases the output of the resource stack by producing 1 more of the resource provided by the asset on top of the stack. The supply card is just a marker. Its card type, name, game text, and other statistics are ignored. When you exhaust a resource stack that has a supply card, just flip over the top card and leave the supply cards face down.

Each player can play only one card to his or her resource area in this way each turn, so the ready phase is complete.

EXECUTION PHASE

You go first. You play *Raptor 227* to your reserve area—the row just in front of your resource area. This ship card has a cost of 2 security.

COSTS



SECURITY

RESOURCES



SECURITY

You exhaust (flip face down) your base to generate 1 security and exhaust *Starbuck* to generate another 1 security to pay for *Raptor 227*.

To exhaust a card, flip that card from face up to face down. Most of the time, this happens when you're paying costs with your resource stacks.

Your opponent plays the personnel card *Billy Keikeya, Press Secretary* to her reserve area, exhausting *Colonial One* to produce the 2 persuasion of his cost. She just flips the top card—the base—leaving the bottom card face down. Supply cards always remain face down beneath the asset or base they're played under.

You pass, because you have no resources left to play cards. Your opponent passes for the same reason. When all players pass consecutively, the execution phase is over.

CYLON PHASE

Players check for a possible Cylon attack by adding together the red Cylon threat values in the

lower right corners of all face-up cards in play. (*Exception: Don't count cards in resource areas.*)

If the total is more than the game's fleet defense level (11 in this game), the Cylons attack! This phase, the Cylon threat value is only 4, so there is no attack. As players put more cards into play, it becomes more likely that the Cylons will attack. That's the end of the turn.

TURN TWO

READY PHASE

All players ready the cards in their reserve areas, pushing them forward into their alert areas. They then restore (flip face up) their resource stacks (bases and assets). Push your *Raptor 227* forward into your alert area, and your opponent pushes *Billy Keikeya* forward into her alert area.

To ready a card, move that card forward from the reserve area to the alert area. Most of the time, this happens in the ready phase.

All players simultaneously draw two cards from their decks.

You still have the lowest influence, so you continue to go first, playing *Crashdown, Alex Quartararo* face down beneath *Starbuck* to your resource area as a supply card, at no cost.

Your opponent plays *Colonial Shuttle* face up as a new asset to her resource area. Then the ready phase ends.

EXECUTION PHASE

An alert ship or personnel can be used to challenge your opponent. This can result in a loss of influence for her, getting you closer to victory. You're the first player, and you decide to challenge using *Raptor 227*.

Your opponent can choose any alert ship she controls to defend against this challenge, but she has only a personnel. The defender of a challenge must be of the same type, personnel vs. personnel or ship vs. ship. So she passes, and no defender is chosen.

Players get the chance to play abilities and events at this time, and you get the first opportunity

because your *Raptor 227* is the challenger. You plan to play another ship card later in this turn, so you pass. Then your opponent has an opportunity to do the same kind of thing, but she passes as well.

Raptor 227 has a final power of 1, so your opponent loses 1 influence, reducing her total to 9. That ends the challenge, and you commit *Raptor 227* by pulling it back to your reserve area.

To commit a card, move that card backward in the play area from the alert area to the reserve area. This happens to cards involved in a challenge when the challenge ends.

Your opponent can use *Billy Keikeya* to challenge, and she does so. You have no personnel to defend with, so you pass. She has the first opportunity to play abilities and events, but she passes. Then you get an opportunity to play an ability or event, but you don't have anything right now, so you pass, and the challenge is resolved. Billy's total power is 1, so your influence is reduced to 8. Your opponent

then commits *Billy Keikeya*. You play the ship card *Colonial Viper 113* to your reserve area, exhausting (flipping face down) your base and asset to pay its cost of 3 security.

Your opponent plays the mission card *Press Junket* face up to her reserve area. This card has no cost to play it. In a later turn, it will move forward into her alert area and if she has the right units in play, she can resolve the mission to use its game text.

You pass, having no resources left to play cards. Your opponent plays the ship card *Luxury Liner* to her resource area, exhausting her base to pay its cost of 2 persuasion.

You pass again, and so does she, so the execution phase ends.

CYLON PHASE

The Cylon threat value is 5—not enough to produce a Cylon attack. Because the fleet defense value is 11, a Cylon threat of 12 or more is required to initiate a Cylon attack.

TURN THREE

READY PHASE

Both players ready the cards in their reserve areas by moving them to their alert areas, restore the stacks in their resource areas, and draw two cards.

You play the ship card *Raptor 563* face down as a supply card in your resource area beneath your base.

Your opponent plays the event card *Presidential Candidate* face down as a supply card under *Colonial Shuttle* in her resource area.

EXECUTION PHASE

You're still the first player, having the least influence (you have 8 and she has 9), so you challenge with *Colonial Viper 113*. Your opponent declines to choose a defender. (She wants to save her alert ship to resolve the *Press Junket* mission). As the challenger, you have the first opportunity to play abilities and events, but you have none, so you pass. She passes, and the challenge is resolved. Your *Viper* has power of 2, so your opponent's influence is reduced to 7, and you commit the *Viper*.

Your opponent resolves the *Press Junket* mission. The "Resolve:" game text of *Press Junket* requires that she have one ship in her alert area, and she has *Luxury Liner* there. The game text of the mission gains her 2 influence, which puts her at 9 influence. She then puts the mission card into her discard pile.

To resolve a mission you control, use an action in the execution phase when that mission card is in your alert area. The mission lists other cards that must be in your alert area when it resolves. The other cards are not committed or moved in any way. The mission's game text then takes effect, and that mission card is put into its owner's discard pile.

You challenge with *Raptor 227*, and she defends with *Luxury Liner*. As before, you have the first chance to play abilities and events, but you pass. So does she. Because this challenge has a defender, both players will reveal a mystic value to add to the power of their ships.

To reveal a mystic value, flip over the top card of your deck and note the blue number that is the mystic value of that card, in the lower right corner of the card's image. Then put that card into your discard pile.



You reveal **Starbuck**, **Sharpshooter** (mystic value 2), and she reveals **Helo**, **Karl Agathon** (mystic value 1). Look only at the mystic values of these cards. Other characteristics are ignored when you reveal a card for its mystic value. Adding those numbers to the powers of the ships involved makes your ship power 3 and her ship power 2. The cards revealed for mystic value are then put into their owners' discard piles. You win the challenge 3 to 2, so **Luxury Liner** is defeated and put into your opponent's discard pile. **Raptor 227** is committed and put into your reserve area.

and the challenge ends. Your opponent plays the personnel card **Laura Roslin**, **Madame President** to her reserve area, exhausting all her resource stacks to pay the 4 persuasion cost.

Galactica, your base, has game text that can be used during the execution phase. When you exhaust a base card to use its ability, it can't generate any resources. Each turn, you have to make a choice whether to use your base's ability or to use it to generate resources to put another card into play. You choose to exhaust your base and target your opponent, so she loses 1 influence, putting her at 8.

When it's your turn to act in the execution phase, in addition to playing cards, you can also choose to play an ability printed on a card you control. An ability in game text that begins with a word and a colon (like "Commit:" or "Exhaust:") can be played at such a time. The word before the colon refers to the card it's printed on (commit that card, exhaust that card, and so on).

Your opponent challenges with **Billy Keikeya** and you have no defender. After you both pass consecutively, the challenge resolves with your influence reduced by Billy's power of 1, putting you at 7. Both players pass to end the execution phase.

CYLON PHASE
The Cylon threat value is 8, which means it's climbing, but still not enough to produce a Cylon attack.

TURN FOUR

READY PHASE
Both players ready the cards in their reserve areas by moving them to their alert areas, restore the stacks in their resource areas, and draw two cards.

Your influence total is 7 and your opponent's is 8. That means that you go first in the ready phase.

You play the ship card **Raptor 563** face down beneath **Starbuck** in your resource area as a supply card.

Your opponent plays the personnel card **Helo**, **Karl Agathon** face down beneath the **Colonial Shuttle** in her resource area as a supply card. That ends the ready phase.

EXECUTION PHASE

You exhaust all your resource stacks to play the personnel card **William Adama**, **Patriotic Soldier**, to your reserve area.

Your opponent challenges with **Laura Roslin**, and you can't defend. After both players pass, your influence is reduced by her power of 3, putting you at 4.

You challenge with **Colonial Viper 113**, and your opponent has no ship to defend. After both players pass, your opponent's influence is reduced by its power of 2, putting her at 6.

Your opponent plays the ship card **Raptor 342** to her reserve area, exhausting her **Colonial Shuttle** to pay its cost of 2 persuasion.

A quick check of the Cylon threat values in play shows that they exceed the fleet defense value of 11, which means there

will be Cylon threats later in this turn. You want to have alert an alert unit to challenge the Cylon threats, so you pass.

Your opponent flips her base to play its ability, adding 1 to her influence, so now she's ahead 7 to 4.

Then you pass, and your opponent passes again, ending the execution phase.

Players can tell when a Cylon attack is imminent by keeping track of the total Cylon threat values in play. When a Cylon attack happens, each player reveals the top card from his or her deck to represent a Cylon threat. The Cylon threat value of that card becomes the power of that threat. Each time a player defeats a Cylon threat, that player gains 2 influence, so sometimes it's a good strategy to make one happen.

CYLON PHASE

The total Cylon threat in play is now up to 12, which is more than the fleet defense level of 11. Cylons attack!

Both players reveal the top cards of their decks to produce two separate Cylon threats. You reveal **Condition One**, with a Cylon threat value of 3, and your opponent reveals **Raptor 101**, with a Cylon threat value of 1. Only the Cylon threat values of these cards are important; characteristics like names, traits, and card types are ignored.

You go first because you have the lowest influence. You choose to challenge the power 1 threat with **Raptor 227**. If you win the challenge, you gain 2 influence. Your opponent acts as the "Cylon player," which means that she can play abilities and events for the defending Cylon threat if she so chooses. Both players pass on playing abilities and events, and then they reveal mystic values by turning over the top cards of their decks. You reveal **Colonial Viper 113** for a 2, and she reveals **Luxury Liner** for a 2. Both of those cards are put into their owners' discard piles.

Adding their respective mystic values to the challenger and defender, we find that the powers are both 3, a tie. The challenger wins when there is a tie, so

your **Raptor** defeats the Cylon threat. You commit your ship, and the power 1 Cylon threat card is put into your opponent's discard pile because it is her card. You defeated a Cylon threat, so you gain 2 influence, putting you at 6.

Your opponent chooses to pass, because she doesn't want to risk her weak personnel against the power 3 Cylon threat card. That's her option, because challenging Cylon threats is not mandatory. However, she loses 1 influence for passing in the Cylon phase, putting her at 6.

You have to pass, because you have no remaining alert ships or personnel. You also lose 1 influence, putting you at 5.

Because both players passed consecutively, the Cylon phase (and the turn) ends. The power 3 Cylon threat card is put into your discard pile because it is your card.

TURN FIVE

READY PHASE

Both players ready the cards in their reserve areas by moving them to their

alert areas, restore the stacks in their resource areas, and draw two cards.

Now the influence score is 5 to 6. You still have the lowest, so you go first. You play **Raptor 563** face down as a supply card to your resource area beneath **Starbuck**. Your opponent plays **Raptor 101** face down as a supply card to her resource area beneath **Colonial Shuttle**.

EXECUTION PHASE

You go first in this phase, too, so you challenge with **Raptor 227**, and she defends with **Raptor 342**. Your plan is to save the events and abilities you have to play for an undefended challenge. You pass and then she passes. You reveal **Crashdown**, **Alex Quartararo** for a mystic value of 1, and she reveals **Outmaneuvered** for a 3. She wins the challenge; your **Raptor 227** is defeated, and her **Raptor 342** is committed.

Seeing that her only ship survived, your opponent plays the mission card **Press Junket**, hoping to survive this turn and increase her influence next turn.

You challenge with **Colonial**

Viper 113. Your opponent has no alert ships to defend, so this is the moment you've been waiting for. You play **Fire Support** targeting your **Viper**, giving that ship +2 power. She passes, and you play the ability on **William Adama**, committing that card to give your challenging **Viper** another +2 power. When you both pass, the **Viper's** total power of 6 reduces her influence to 0, and you win the game. Congratulations!

The Galactica deck won this time, but shuffle the 30-card decks and play again for a different experience. Find a friend who has a Starter deck, select your favorite base card, and see what the standard game with a 60-card deck is like!

ORDER OF PLAY

READY PHASE

1. All players ready face-up units and missions in their reserve areas.
2. All players restore exhausted cards.
3. All players draw two cards.
4. Each player plays an asset, plays a supply card, or passes.
5. Each player reorders any unit stacks he or she controls, or passes.

EXECUTION PHASE

1. Each player plays a card, plays an ability, resolves a mission, challenges, or passes.
2. Repeat step 1 until all players consecutively pass.

CYLON PHASE

1. Determine the total Cylon threat level of all face-up alert and reserve cards.
2. If the total Cylon threat level is greater than the fleet defense level, each player reveals a Cylon threat.
3. Each player challenges a Cylon threat, or passes and loses 1 influence.
4. Repeat step 3 until no Cylon threats remain, or all players consecutively pass.

REORDERING THE DECKS
Start each deck's stack with the number 1 card face up on the bottom. Continue to put the cards listed in order on top of that card face up. Put the remaining cards after card 18 for each deck face up in any order. Then turn the stack over so that the first card you draw is the number 1 card.

Galactica Deck

1. Starbuck
2. Crashdown
3. Raptor 227
4. Raptor 563
5. Raptor 563
6. Condition One
7. Crashdown
8. Colonial Viper 113
9. Investigation
10. Investigation
11. Starbuck
12. William Adama
13. Shuttle Diplomacy
14. Condition One
15. Colonial Viper 113
16. Raptor 563
17. Fire Support
18. Crashdown



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Colonial One Deck

1. Laura Roslin
2. Helo
3. Billy Keikeya
4. Condition One
5. Presidential Candidate
6. Luxury Liner
7. Colonial Shuttle
8. Press Junket
9. Condition One
10. Helo
11. Helo
12. Raptor 342
13. Helo
14. Raptor 101
15. Luxury Liner
16. Raptor 101
17. Press Junket
18. Outmaneuvered

QUICK-START RULES

Two players can split the cards in this 62-card Starter into two 31-card decks. The order of the decks is important for these quick-start rules.

You lead a group of powerful individuals attempting to gain control of the Colonial fleet. From your capital ship base, you convince important persons to join your cause. You then use these key personnel to challenge the agendas of opposing groups.

DON'T SHUFFLE THE CARDS!

OPEN HERE