

SILENT DEATH

GALACTICA

Rule amendments for Silent Death Battlestar Galactica

Turbo boost

This is a temporary engine boost that has to be 'paid for'. There is limited fuel and each time the Turbo is used a fuel pip is crossed off. Even if a ship has reduced engine power, the Turbo is unaffected, unless damaged by a specific critical hit.

Faster Than Light (FTL) Drive

Ships with an FTL engine may jump out of combat (to 'somewhere else' presumably scenario driven). To do this a ship must plan a jump for a number of turns, indicated by 'countdown' pips on the FTL drive boxes. A ship crosses off a pip at the start of a turn during the torpedo and missile launch phase. During the next turn in the same phase another pip is checked until all are crossed out (typically 2, 3 or 4 pips). At that point the ship is removed from play.

Arrival in play after a jump follows this procedure.

1. A player nominates the exact hex he or she wants the ship to arrive in.
2. A D6 is thrown to calculate drift
3. A D10 (with a minus 1 for military fighters and a minus 2 for military capitol ships) is thrown for drift from that point in hexes. A drift number resulting in a minus figure – or a zero – indicated no drift.
4. A D6 is thrown for orientation, All military ships of any size may correct this by one hex face.

Passenger death

Raptors may carry passengers depending on scenarios – including military teams. Raiders may carry passengers but – more probably – boarding parties of Centurions. Certain critical hits may involve casualties which may affect scenarios.

Specialist Equipment

Some ships may carry specialist equipment. This might include Nuclear weapons, recon pods etc. This will be scenario led but might involve (for example) a ship with recon kit flying on a steady straight course for several turns to bring back information or getting to a nominated spot to deliver a nuclear device.