

# GAME MANUAL

# BATTLESTAR GALACTICA DEADLOCK



SLITHERINE



UNIVERSAL CABLE PRODUCTIONS





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# CONTENTS

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<b>INTRODUCTION</b>	<b>5</b>
<b>MAIN MENU</b>	<b>5</b>
Campaign	6
Skirmish & Multiplayer	7
Options	7
<b>SINGLE-PLAYER CAMPAIGN</b>	<b>8</b>
War Room Strategy Table	8
Tactical Combat	20
<b>MULTIPLAYER &amp; SKIRMISH</b>	<b>38</b>
Skirmish	38
Multiplayer	40
<b>GLOSSARY</b>	<b>44</b>
<b>CREDITS</b>	<b>46</b>
Development	46
Publishing	48
Licensing	50







## INTRODUCTION

The Cylons are intelligent robots created by man.  
They are evolving.  
And now they are rebelling.



## MAIN MENU





## CAMPAIGN

The Battlestar Galactica Deadlock™ campaign is a narrative strategy experience that puts you in charge of Colonial Fleet during the early years of the First Cylon War. Protect the Twelve Colonies and investigate far-reaching Cylon mysteries as the Operational Commander of the Daidalos mobile shipyard.

## NEW CAMPAIGN

This will start a new single-player campaign. When you select New Campaign, you will be presented with three difficulty options:

- ▼ **Lieutenant** – Cylon fleets are less aggressive, and Colonial Fleet has lower upkeep costs. Recommended for players new to strategy games.
- ▼ **Commander** – The standard Battlestar Galactica Deadlock™ experience. Cylon forces will match your ship for ship. If you've played a tactical strategy game before, you should have no problems jumping in here.
- ▼ **Admiral** – Higher resupply costs, and more Cylon fleets roam Cyrannus. Recommended for experienced players already familiar with Battlestar Galactica Deadlock™.

## RESUME CAMPAIGN

The single-player campaign will autosave your progress throughout various points in the game. You can quickly load the autosave from this feature.



## LOAD CAMPAIGN

Use this option to browse and load one of your manual campaign save games.

## SKIRMISH & MULTIPLAYER

As well as the campaign, you can play in single-player skirmish matches against an AI opponent, or against other players online.

### SKIRMISH

Skirmish mode lets you play a single skirmish against an AI opponent. Create your fleet, select your opponent, and prepare for battle!

### MULTIPLAYER

Play with or against other players online in Multiplayer. Features 1v1 casual and ranked matches, and 2vAI cooperative mode.

## OPTIONS

Adjust your graphics configuration, volume settings and gameplay options.

### SUBTITLES

This will toggle subtitles for the character dialogue during briefings and story moments.

### COMBAT NOTIFICATIONS

This will toggle subtitles for combat and strategy notifications.



## SINGLE-PLAYER CAMPAIGN

In the single player campaign, you take control of Colonial Fleet during the early years of the First Cylon War. You will build your fleets, manage the shaky alliance of the Twelve Colonies, take on the Cylon through multiple story, resource and skirmish battles.

## WAR ROOM STRATEGY TABLE



The War Room strategy table depicts the four Helios star systems of Cyrannus, the home of the Twelve Colonies of Kobol. From this table you will command Colonial Fleet, moving your forces, fortifying colonies, and meeting the Cylon aggression head-on.

You can adjust your view of the table by holding the right mouse button to look around, and WASD to pan the camera.



To the bottom left of the screen is the **Strategy Index**. This index is used for navigating the entities on the map; Colonial fleets, roaming Cylon fleets, mission markers and map locations. Many of these entities can also be interrogated by clicking them directly on the strategy table.

In the centre bottom of the screen is the **Control Panel**. From here you can review the Activity Feed, your tylium and Requisition Points totals, and access the four main strategy menus: Build Ships, Officers, Economy and Blueprints.

The **End Turn** button is located in the bottom right. When you end your turn, all of your FTL jump commands will resolve. If at the end of the turn any of your fleets share a space with a mission marker, or an enemy fleet, the upcoming battle will be added to the **Battle Queue**, from which you will typically proceed to battle.

Battles with roaming Cylon fleets present additional options in the Battle Queue. The **Auto-Resolve** panel shows the relative strength of your fleet and the Cylon fleet, and gives the option to **Proceed**, **Emergency Jump** and **Auto-Resolve**. Proceed will continue through to the FTL Insertion phase of the battle. Emergency Jump will instantly move your fleet to a random location to avoid the battle, but costs significantly more tylium than a standard jump. Auto-Resolve will automatically fight the battle for you, as per the statistics shown in the Auto-Resolve panel.

Along the top of the screen is the **Colony Flag Row**. Each flag along this row represents one of the Twelve Colonies. The indicator beneath each flag represents the colony's Quorum status. When a colony has left the Quorum of Twelve alliance, its flag will roll up and the Quorum indicator will turn grey.



Below the Unit Info panel is the **Purchase Panel**. This includes two buttons: **Build**, which will build the unit over a number of turns, or **Rush**, which will build the unit instantly.

The **Daidalos Build Queue** sits on the right. When a unit is being built, the ship will be listed in the queue. Units in the build queue can be rushed at any time. Additionally, new units can be renamed or cancelled prior to being completed; simply click on the unit in the build queue, and then click on the appropriate buttons in the Unit Info or Purchase Panel sections.

When a unit has finished building, it will spawn as its own fleet at the same location as the Daidalos.

The **Done** button will take you back out to the War Room Strategy Table.

## MOVE AND MANAGE FLEETS





Managing your forces and movements is done via the **Fleets** tab of the Strategy Index. This tab will list all of your fleets. Clicking on a fleet will open the **Ship List**, from which you can manage your fleet and rename individual ships.

### Jumping Fleets

Fleets use FTL jumps to travel from location to location on the war table. Use the Jump Command from the Ship List to move a fleet. When the Jump button is clicked, you can select the intended destination either by selecting it from the Strategy Index, or clicking on it directly on the table.

If a fleet has jumped recently, the FTL drives of the ships will need time to spool up again. The FTL Recharge amount will be displayed under the Jump button. This is the how much tylium it will cost to respool all units' FTL drives and jump this turn. A fleet's FTL Recharge cost decreases each turn it doesn't jump.

### Transferring Units

Moving units between fleets is done via the Ship List. Selecting a unit will display the **Transfer** and **Detach** buttons.

If the selected fleet shares a common location with another Colonial Fleet, units can be transferred directly between each other.

If no other Colonial Fleets share the same location, however, units can be individual detached from the fleet. Detached units will be instantly assigned to their own fleet.

## Fleet Point Caps

A brand new fleet cannot have units worth more than 2000 Fleet Points. This cap can be increased by Officers with the Command skill.

Additionally, fleets cannot hold more than seven units, regardless of Fleet Point value.

## Daidalos Shipyards

Daidalos Shipyards does not count towards the seven unit cap, and does not add Fleet Points to the total value. However, if the Daidalos is lost in **any** battle, the battle will result in a failure and you will be required to reload your last saved game.

## OFFICERS



Colonial Fleet Officers can be attached to fleets to provide additional bonuses, and increase the size of the fleet. Additionally,



only fleets with an officer attached can undertake campaign Story Missions and Resource Missions.

Officers are recruited from the **Officers** screen, accessible via the Control Panel. On the left of the screen is the **Officer List**. The Active Tab displays all officers that have already been recruited; the Recruit Tab displays the list of hopeful recruits that you can choose from.

In either tab, selecting an officer will display their action buttons:

- ✦ **Recruit** adds the officer to your Active Tab list,
- ✦ **Assign** places an officer in one of your fleets,
- ✦ **Promote** increases the abilities of an officer,
- ✦ **Unassign** removes an officer from a fleet, and
- ✦ **Dismiss** removes the officer from your Active Tab list.

When an officer is assigned to a fleet, their face will appear next to that fleet's name in the Strategy Index. The officer will always serve on the flagship of their fleet. Note that if the flagship is destroyed in battle, the officer will be killed!

When an officer is selected, their information panel on the right gives a detailed outline of their capabilities. The Experience panel shows how much XP they currently have, and how much is required for their next promotion. The Command panel shows the total Fleet Points of units are currently assigned to their fleet, and their maximum. The Skills list shows the skills the officer has already unlocked.

An officer can be promoted when they have enough experience for their next rank. Additionally, you can spend Requisition Points to make up the experience shortfall.

When you have confirmed that you want to promote an officer, you will get to select their new skill from the **Skills** panel in the centre of the screen. The Skills panel is divided into three columns: **Command** skills, which increases the Fleet Point value of the officer's fleet; **Fleet** skills, which increase the strength of their specialist subsystem for all units in their fleet; and **Captain** skills, which are unique bonuses applied only to the officer's flagship. Once a new skill has been selected, it will be added to the officer's skill list in their information panel.

The **Done** button will take you back out to the War Room Strategy Table.

## MISSION MARKERS





Missions markers on the war table show the location of all currently active missions. Story campaign missions are designated by the golden marker decorated with the Colonial seal. Resource missions are opportunities to earn additional tylium and requisition points, and are displayed as the blue marker. Resource missions are only available for a limited number of turns, which their markers will count down.

Clicking on a missions marker will take you to the briefing for that missions. To engage in the mission, you must jump a fleet with an officer to the location of that mission.

Mission briefings can also be accessed via the **Mission** tab in the Strategy Index.

## BLUEPRINTS



Unlocking Blueprints allows you to build better ships, deploy faster squadrons and equip better munitions. Blueprints are

unlocked with Requisition Points in the **Blueprints** screen, accessed via the Command Panel.

Capital ship and battlestar blueprints will unlock the ability to build those ships from the **Build Ship** screen. Munition and squadron blueprints allow your units to equip those technologies into the relevant slots during the **FTL Insertion** phase prior to a battle.

Blueprints will become available to unlock as you progress through the story campaign. To unlock an available blueprint, select it from the blueprints panel on the left, and then select the Purchase button.

The **Done** button will take you back out to the War Room Strategy Table.

## ECONOMY





The Economy screen provides an overview of your tylium income as supplied by the Twelve Colonies. As well as their income amount, the colonies' Quorum status is listed along the centre column. Also present in the centre column are icons to display if a colony is Fortified, Hostile, or if Daidalos is present.

In the right-hand column are any expenses that you have incurred this turn, e.g. FTL recharges or built ships.

The **Done** button will take you back out to the War Room Strategy Table.

## QUORUM OF TWELVE



To combat the rise in Cylon aggression, the Twelve Colonies agreed on an alliance based on the Articles of Colonization. Although this alliance still stands, individual colonies may decide to remove themselves should they come under too much pressure.



Each of the Twelve Colonies has a **Quorum Status** that can be found in the colony's **Planet Info** screen. Access a colony's Planet Info screen by clicking on the planet on the table, or selecting it from **Map Tab** of the Strategy Index.

Additionally from the Planet Info screen you can find the Daidalos economic bonus in the bottom left. When the Daidalos is anchored at a colony, it will receive the bonuses listed in this panel.

### **Quorum Alliance**

As the war progresses, and Cylon and Colonial fleet presences change across Cyrannus, you will gain and lose favour with each of the Twelve Colonies.

The Quorum Status of colonies is increased by removing roaming Cylon forces, completing Resource Missions, or **Fortifying** the colony. A colony is fortified when a fleet that has an assigned officer is anchored at the location. Fortified colonies will have an icon underneath their flag in the **Colony Flag Row** to indicate the officer's presence.

When a Cylon fleet is present at a colony, or a Resource Mission is left unchallenged, the colony's Quorum Status will deteriorate. A colony that has an unchallenged Cylon fleet is considered **Hostile**; it will provide a reduced tylium income, and its Quorum status will continue to deteriorate while the Cylon fleet is present.

If the colony's Quorum Status reaches too low, the colony will defect from the alliance. A defected colony will no longer provide any tylium income, and will not produce any new officers for you to recruit.



If you lose the support of the Quorum majority, the Twelve Colonies alliance will be temporarily disbanded. During this time, you will not be able to engage with any campaign story missions, and your Requisition Points pool will slowly drain. The alliance can be restored by increasing the Quorum Status of six colonies back to operational status.

## TACTICAL COMBAT



The combat of *Battlestar Galactica Deadlock™* takes place in 3D environments using the WEGO turn structure. Gameplay in the WEGO system is divided into two phases: the Command Phase, when you give your instructions to all of your units; and the Simulation Phase, when the commands for both your units and your opponent's are resolved simultaneously.

## FTL INSERTION



Before a battle begins, you will be presented with the FTL Insertion screen. This screen allows you to position your units prior to battle, as well as adjust the loadout of each unit's munition and squadron slots.

To configure a unit's munition or squadron slot, click on the slot icon in the fleet list on the left. You will be presented with a list of options that can be loaded into that slot. To gain access to more options, unlock their blueprints in the War Room.

When you configure slots to use anything except the default loadouts (Guided Missiles and Viper Mk I squadrons), it will incur a supply cost, noted at the bottom of the fleet list. You will be notified and blocked from proceeding if you do not have the tylium needed to pay the required supply cost of your loadout.



Daidalos Fleet Group is exempted from the supply cost, and can equip any type of munition or squadron for free.

Certain campaign story missions will have slot loadout prerequisites to continue. These notifications will appear above the Done button at the bottom of the screen.

The **Done** button will continue you through the FTL sequence and into the battle.

**NOTE: The first time you start the Battlestar Galactica Deadlock™ campaign, you will bypass the FTL Insertion screen and proceed straight to the combat tutorial.**

## UNIT SELECTION AND INFORMATION

Left-click on a unit to select it. Doing so will highlight its movement projection green, and display its **Ship Info** panel on the right.

The Ship Info panel displays the vital statistics of the unit, including its armor and hull point values, subsystem values, and quick access buttons to commands. When playing as Colonial Fleet, the Ship Info panel will also provide access to the **Posture Slider** and **Boost Thrusters**.

## END TURN & REPLAY

The **End Turn** and **Replay** buttons are located in the bottom centre of the screen. Use the End Turn button to proceed to the Simulation Phase and view how your commands play out.

The Replay button will replay the last Simulation Phase only. Full battle replays are accessible from the **Debriefing** screen, at the completion of the battle.

## UNIT MOVEMENT



All units have a minimum and maximum distance they can travel in a turn, as well as a maximum turning angle. Movement commands can be adjusted from round to round. It's important to take note of the positioning of your units and your opponent's; most collisions between capital ships will be fatal!

To give a movement command to a unit, select its movement projection and move it to the intended destination. Click to confirm the destination. You will now be prompted to set the unit's elevation (i.e. its height on the y-axis) and its yaw (rotation around the y-axis).



A unit that manipulates its yaw too far will suffer inertial stress. Subsequent movements will be limited until the unit realigns its prow to reduce the stress.

## DRADIS

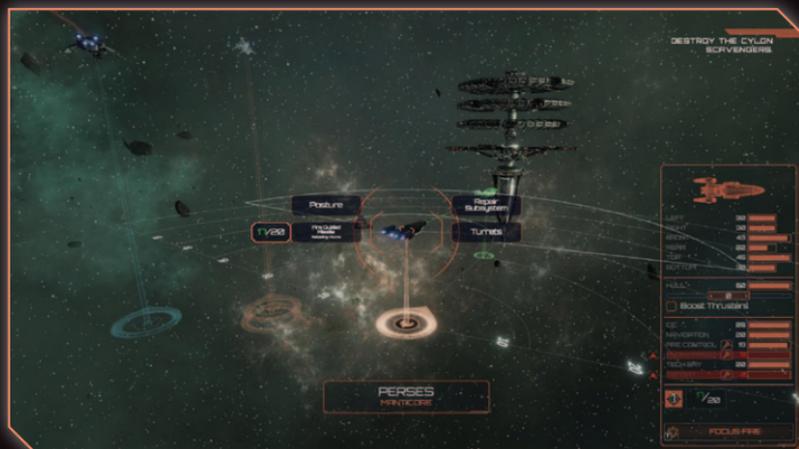


Around the base of each unit is displayed its DRADIS IFF range. An enemy unit will not be identified until it moves within a friendly unit's DRADIS range.

While unidentified, an enemy unit cannot be targeted with guided munitions, nor autofire gun controls. They can be targeted with unguided munitions, or by dedicated firing solutions via the Focus Fire ability.

DRADIS range is powered by the Tech Bay subsystem; damage or boosts to the subsystem will affect the DRADIS range. Note that some squadron units, like the Colonial Raptor and the Cylon Wardriver, have substantial DRADIS ranges as well, making them viable reconnaissance units.

## SHIP COMMAND



All of a unit's actions are commanded via the **Ship Command** menu. To access Ship Command, either right-click on the unit, or have the unit selected and press the spacebar.

From Ship Command, you can access:

- ✦ **Posture** (Colonial) / **System Process** (Cylon),
- ✦ **Munitions**,
- ✦ **Squadrons**,
- ✦ **Repair Subsystems**,
- ✦ **Turret Targeting**, and
- ✦ **Special Abilities**

Squadron units can be commanded via Ship Command, and is also accessed via right-clicking on the unit, or selecting the unit and pressing spacebar.





systems to targeting a single enemy unit at greater precision. While Focus Fire is enabled, the unit will still autofire against other non-targeted units, but at a significantly lower rate.

A unit's gun batteries are powered by the Fire Control subsystem. Gun range and accuracy are directly affected by the strength of the Fire Control subsystem. Additionally, your gun batteries will not fire if the Fire Control subsystem is destroyed or taken offline for repairs.

## MUNITIONS



Certain classes of ships come equipped with missile launch tubes. These units have the capability of equipping munitions in one or more slots.

By default, munition slots are loaded with guided missiles. Unlocking blueprints will give you access to additional types of munitions. To change a unit's munitions loadout, select its munitions slot during the **FTL Insertion** screen.



In battle, launch munition commands are given via the **Ship Command** menu. Additionally, you can access the launch munition command at the bottom of the **Ship Info** panel on the bottom right of the screen.

Munitions can have one of two types of guidance systems; guided munitions will hone in on their target with continually updated paths; unguided will continue in the direction they were initially launched. Guided munitions require their target to have been identified by DRADIS, whereas unguided munitions can be launched at unidentified units.

Munitions are launched in salvos each round. The number of munitions launched in a salvo is affected by a unit's Fire Control system.

Once launched, the unit will have to wait a number of rounds for its launchers to reload before you can give it another launch munition command. The number of reload turns remaining is displayed over the top of the munition's launch icon in the Ship Info panel.

## SQUADRONS

A key component of the ongoing war with the Cylons is fighter air supremacy. Specific ships have one or more squadron slots, which can be used to launch squadrons of fighters or utility crafts.

By default, squadron slots are loaded with basic fighter squadrons (Viper Mk I or Raider Prototypes). At the start of the campaign, you will also have access to Raptor squadrons. Unlocking blueprints will give you access to additional types of squadrons later in the campaign.



In battle, launch squadrons via the **Ship Command** menu. Additionally, you launch individual squadrons via their slot icon in the **Ship Info** panel on the bottom right.

Once launched, squadrons act as their own unit, and have access to their own **Squadron Command** menu. This is also accessed by right clicking on the squadron's projection, or selecting the squadron and pressing spacebar.

Unlike their capital counterparts, squadrons are moved either by giving them a specific location to move to, or as part of an Attack or Defend command. Squadrons also have their own DRADIS range, which allows them to identify units.

When launched, squadrons will automatically **Defend** the issuing carrier until given another command.

With the Defend command, squadrons will patrol the perimeter of their protectee. If their protectee is targeted by a hostile capital or squadron, they will break patrol to attack that unit. Additionally, when your squadron notices incoming



munitions, they will move to intercept and shoot down the missile salvo.

With the **Attack** command, squadrons will move directly for the target, and proceed with coordinated gunning runs along the target until it has been destroyed.

Utility squadrons will have lower numbers of aircraft in their squadron, but will provide other benefits on the battlefield, typically through special abilities. These abilities can be accessed via the **Squadron Command** menu, or via their ability icons in the **Ship Info** panel when selected. Squadron abilities include;

- ▶ **Raptor Dock** – Land on a friendly unit to improve its firewalls to protect against hacking,
- ▶ **Sweeper Chaff** – Deploy chaff payloads while moving to create anti-munition barriers,
- ▶ **Wardriver Hack** – Select and hack a unit's subsystems, and
- ▶ **Heavy Raider Board** – Deploy a boarding party to the target to damage subsystems.

Once launched, squadrons can also be recalled back to their issuing carrier. Over time, docked squadrons will be repaired and have destroyed aircraft replaced. Additionally, Raptors will resupply their rocket salvos, and Heavy Raiders will replenish their boarding parties.

## SUBSYSTEM DAMAGE & REPAIRS



Subsystems represent the crew, hardware and computer systems of a capital ship. Subsystems drive many of the core functions of capital ships, and as such, a unit can be hamstrung well before it is destroyed without careful consideration of its status. All ships share similar subsystems, although non-carrier units will not have the Hangar subsystem.

- ✦ **CIC** – Combat Information Center. This is where the ship's officers make their decisions and commands. Affects the mechanics of other subsystems.
- ✦ **Navigation** – Propulsion and piloting. Affects max speed, elevation and yaw adjustments.
- ✦ **Fire Control** – Artillery target acquisition and firing solutions. Affects turret range and accuracy, as well as munition salvo size.



- ▼ **Engineering** – Combat deck and repair crews. In charge of repairing subsystems, squadrons, and fortifying the ship against damage.
- ▼ **Tech Bay** – Electronic warfare and surveillance. Determines DRADIS range and Firewall defences against hacking attacks.
- ▼ **Armory** – Ammunition and marine tactical center. Affects Marine defences against boarding attacks, and efficiency of flak ammunition on battlestars.
- ▼ **Hangar** – Launch and landing decks. Faster turn-around for squadron launches, and better in-squadron communication for evasive manoeuvres.

Subsystems have two values; **Strength** and **Health**. Strength is the subsystems efficiency, and can be boosted and decreased by various mechanisms. Health is the status of the system: when a subsystem's Health is decreased to 0, the subsystem is destroyed and taken offline.

### **Subsystem Damage**

As a unit starts to take hull damage, they may also take damage to their vital subsystems. Subsystems can also be damaged via Cylon hacking and boarding attacks.

When taking damage from regular artillery and munitions, the side of the impact will determine the subsystem being damage [e.g. damage to the rear of a unit will damage its Navigations subsystem]. Subsystem placements are different with every unit.



As a subsystem's Health goes down, so will its Strength. The decrease in strength will affect the bonuses the subsystem provides to its functions.

When a subsystem is decreased to 0 Health, the subsystem is taken offline. For most subsystems, this will result in particular functionality being removed from the ship until repaired;

- ✖ **Navigations** – Can no longer control the unit's movement,
- ✖ **Fire Control** – Cannot Autofire or Focus Fire turrets, cannot launch munitions
- ✖ **Tech Bay** – Cannot use the Hack ability (Cylons only)
- ✖ **Armory** – Cannot use the Flak ability (Colonials only)
- ✖ **Hangar** – Cannot launch squadrons

Additionally, if the Health of a unit's CIC is ever reduced to 0, the unit is destroyed. Only Boarding Parties can damage the CIC subsystem.

### Subsystem Repairs

Use the **Repair Subsystem** command to tell a unit's engineering crew to take a subsystem offline and repair the damage. Repair Subsystems can be accessed via the **Ship Command** menu. This command will take you to the Repair Subsystem screen, which details all of the unit's subsystems and their effects. Repairs can also be initiated using the Repair Icon next to the subsystem name in the **Ship Info** panel.

The rate at which the subsystem is repaired depends on the Strength of your Engineering subsystem.



**Note: Subsystems are taken offline when they are being repaired! Be careful when giving repair commands so that you don't accidentally hamstring your unit at a critical time.**

Subsystem Repairs will typically take multiple turns to complete. You can cancel a repair command either via the **Ship Command** menu, or by clicking on the Cancel Repair icon in the **Ship Info** panel.

## POSTURE - COLONIALS



Posture is your way of influencing the crews of the individual ships in your fleet. Posture is manipulated in the **Posture** screen, accessible via the **Ship Command** menu. There is also a quick access Posture Slider in the **Ship Info** panel.

Posture is adjusted on a scale of **+4 Defensive** to **+4 Offensive**. All ships start a battle at the neutral position. Moving the Posture slider into a Defensive value will boost the strength

of all defensive subsystems, at the expense of its Fire Control and Navigation. Conversely, moving the slider into an Offensive value will increase the ship's Fire Control, to the detriment of its defensive and Navigation subsystems.

**Note: Navigations is decreased by both Defensive and Offensive posture. Hangar and CIC subsystems are not affected by any posture value.**

### Officers & Posture Effect

In the single-player campaign, you will have the ability to attach Colonial Fleet officers to your fleets. As these officers gain experience and are promoted, they will also gain Leadership, which increases the Posture Effect ability in the CIC subsystems of all ships in their fleet.

Posture Effect determines how many steps are present in the Posture Slider scale, e.g. a Posture Effect of 6 will allow you to adjust the Posture slider to values of +6 Defensive through to +6 Offensive.

### BOOST THRUSTERS – COLONIAL

Colonial Ships also have a **Boost Thrusters** ability, which provides additional speed at the expense of maneuverability and combat efficiency. Boost Thrusters can be accessed via the **Posture** screen, as well as the **Ship Info** panel.

When a unit uses Boost Thrusters, it will gain an additional 40% to the maximum distance it can move in a round. However, it also has the following negative effects:



- Posture will be reset to Neutral, and the Engineering, Armory, Fire Control and Tech Bay subsystems will receive a -60% Strength penalty.
- Yaw Control and Pitch Control are reduced to 40%.

**Note:** This ability can be very useful for tactical positioning, but be aware that you don't leave it on for units about to enter contact with the enemy!

## PROCESSES - CYLONS



Cylon forces don't rely as much on coordinated crews as they do processing power. When playing as Cylon units in multiplayer or skirmish mode, instead of access to the Posture slider, you



will instead of complete control of each individual subsystem via the **System Processes** screen. System Processes is accessed via the **Ship Command** menu, or the **Ship Info** panel.

### Processing Power

Like Colonial ships, each Cylon unit has a CIC subsystem. Instead of Posture Effect, however, there are two functions: **Processing Power** and **System Overclock**.

- ▶ Processing Power is the finite amount of power to be distributed between the unit's subsystems. This number varies between units depending on subsystem arrangements.
- ▶ System Overclock is the amount by which a subsystem's Strength can exceed its Health.

### Adjusting Processes

To redistribute power between subsystems, click on the handle inside of the Strength bar of the Subsystem you wish to alter. As you increase or decrease the strength of the subsystem, it will redistribute power to and from all of the other subsystems to accommodate the change.

If there is a subsystem that you do not want to change while redistributing power, you can click on the lock to the right of the subsystem. This will prevent the subsystem from gaining or losing power while other subsystems are being manipulated.



## MULTIPLAYER & SKIRMISH

### SKIRMISH



Skirmish battles are your opportunity to test your tactics in a single battle against a similarly-powered Cylon fleet.

When you first select Skirmish Mode, you will be taken to the **Skirmish Creation** screen, where you select the fleet point limit, and which map to play on.

Once these parameters have been set, you will next proceed to the **Select Fleet** screen. From here you can select a premade fleet (Colonial or Cylon), modify existing fleets, or build your own.

After you have selected your fleet, you will need to select one of the pre-made Cylon fleets to play against. Any ineligible fleets due to the fleet point limit will be greyed out.

Once the setup is completed, you will be taken to the **FTL Insertion** phase for your skirmish.

## MODIFY & CREATE FLEETS



To modify an already existing fleet, select the fleet and click **Modify Fleets** at the bottom of the **Fleet Selection**. The **Fleet List** on the right will now be editable.

Add a ship by clicking on the **Add Ship** button, and selecting the desired ship class from the pop-up list. Once you have selected the ship type, its points will be added to the fleet point total at the bottom.

Customize squadrons and munitions by clicking on the respective icons. Using anything except for the default loadouts will cost additional fleet points, which will be displayed next to the respective line item. This ship's subtotal, located next to its name, will also update with the new value.



To remove a ship, click on the red cross next to its name panel.

The fleet name can be edited by clicking on the edit name button at the top of the Fleet List.

Once you have finished modifying your fleet, click **Save** at the bottom of the screen.

While in the Modify Fleets screen, you can also create an entirely new fleet by clicking **Create New Fleet** at the bottom of the Fleet Selection panel. In the next screen you can name your fleet, and select your faction, Colonial or Cylon. Once you proceed, modify your new fleet in the same way existing fleets are customized.

Exit **Modify Fleets** by clicking on the Back button in the top left of the screen.

## MULTIPLAYER





Multiplayer is your chance to pit your fleets against human opponents, or team-up with friends against a larger Cylon AI fleet.

From the Multiplayer screen you have access to four tabs: **Play**, **Practice**, **Fleet** and **Profile**.

## PLAY

The **Play** panel is where you will create or join public multiplayer matches. At the bottom of the lobby panel is a list of publicly available games. Games in the list can be filtered by type;

- ▼ **All** – All available games,
- ▼ **VS** – 1v1 games, and
- ▼ **Co-op** – 2vAI cooperative games.

### Joining a Match

To join a match, click on any open match in the list. All of the game's parameters will be displayed in the **Match** panel on the right. To join the game, click the **Join** button.

### Creating a Match

To create your own match, select Create Match at the top of the lobby. This will bring up the **Create Match** panel.

When creating your own match, you can set the following parameters:

- ▼ **Game Type** – 1v1 PvP or 2vAI co-op
- ▼ **Fleet Points** – 4000 or 8000 fleet point caps



- ✦ **Turn Timers** – The length of the Command Phase each turn
- ✦ **Map** – Environment selection
- ✦ **Match Type** – Public or private match

Click **Create** to create the match. Matchmaking will then wait for your opponent to join the match, at which point you will be taken to the **Pre-battle Setup** screen.

### Public and Private Matches

Public matches are added to the lobby list of available games for anyone to join. Alternately, private matches require you to invite a friend before the match will begin.

### PRACTICE

**Practice** mode works the same as the single-player **Skirmish** mode, including access to your custom fleets.

**Note: You will not earn Experience Points for completing Practice matches.**

### FLEET

The **Fleet** screen is similar to **Modify Fleets** in the single-player **Skirmish** mode. From here you can modify pre-existing fleets, or create a new fleet.

For more information, see **Modify & Create Fleets** in the Skirmish section of the manual.

## PROFILE

The **Profile** tab keeps track of your multiplayer career, profile experience, and game statistics.

You will earn Experience Points with every multiplayer match. As you level up, your rank will increase.

The **Career** tab displays your game statistics, including Win Rate. The **Stats** tab displays a number of in-game statistics, including Total Damage Caused and Total Ships Destroyed.

## MULTIPLAYER MATCHES

### Pre-Battle Setup

The **Pre-Battle Setup** for a multiplayer match is where you will select your fleet and position your units before the match starts.

Select the fleet you wish to use from **Fleet Selection** on the left. If a fleet is not compatible for this match (e.g. it costs more points than the fleet point cap), it will be grayed out and cannot be selected.

**Note: Fleets cannot be modified from this screen. The only changes that can be made are repositioning of individual units.**

Click on the **Ready!** button to indicate you have selected your fleet. The match will begin when either both players are ready, or the setup timer runs out.



### Match Timekeeping

Multiplayer matches play similarly to single player battles. The only exception is the presence of the Command Timer, located at the top of the screen. This timer counts down during the Command Phase, during which you set your commands to your units.

When you use the **End Turn** button, you will be prevented from making any further commands.

The Simulation Phase will proceed once both players have used the End Turn button, or the Command Timer ticks down to zero.

### In-game Chat

An in-game chat feature allows you to talk directly to your opponent. To do so, click on the **Chat** icon in the bottom left.

If required, you can mute your opponent's chat messages from coming through by using the **Mute** button, on the right of the chat panel.

## GLOSSARY

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**Articles of Colonization** – A collection of documents that instituted the basis of the federal government, known as the Twelve Colonies of Kobol. Formalised and signed as a response to the increased aggression of the Cylon rebellion.

**Basestar** – A Cylon command ship.



**Battlestar** – A carrier/warship hybrid command ship famous among Colony defence forces. Different classes of battlestars exist, including the Artemis class, and the Jupiter class.

**Cylon** – Cybernetic Lifeform Node; an intelligent robot. Originally created as a military device by Graystone Industries, the Cylon technology was quickly integrated into all facets of Colonial life. Many theories exist as to the root cause of Cylon sentience, and subsequent rebellion, but to date no definitive rationale have been proven.

**Cyranus** – A quaternary star system, and the home of the Twelve Colonies. Consists of two sets of binary systems that orbit a shared barycenter.

**DRADIS** – Direction RAnge DIStance; an electronic suite of sensory, navigation and tracking systems used by interstellar craft.

**Frak** – A common and useful expletive.

**IDRIS** – A networked relay of satellites which provides data, calculations, and monitors the positions and movements of celestial bodies. Used by many DRADIS and navigation systems for FTL jump calculations.

**IFF** – Identification Friend or Foe; a transponder system of DRADIS that aids in the identification of friendly and hostile units.

**Quorum of Twelve** – The legislative body that works alongside the executive branch of federal government. Each colony is entitled to one representative in the assembly.



**Ragnar** – A gas giant that orbits the Helios Delta/Gamma binary system. The atmosphere is beset by violent storms, which appears to be enough of a deterrent to prevent Cylon intrusion.

**Raider** – The standard fighter craft of Cylon forces.

**Red Line** – The maximum distance that a navigation computer can calculate an accurate and safe FTL jump.

**Toaster** – A pejorative for Cylon.

**Tylium** – A rare mineral, whose mined ore is refined for the purposes of fuel for spacecraft propulsion. Often traded as a commodity between the colonies.

**Viper** – The primary space superiority fighter craft of Colonial forces.

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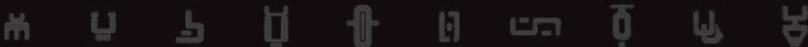
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