

Base

Cylon Base Star

Events

- 4 Act of Contrition
- 4 Advanced Planning
- 4 Condition One
- 4 Cylon Missile Battery
- 4 Under Arrest

Missions

- 4 Press Junket
- 4 Shuttle Diplomacy

Personnel

- 2 Apollo, Ace Pilot
- 4 Boomer, Hell of a Pilot
- 4 Centurion Assassin
- 2 Centurion Assassin
- 2 Doral, Overseer
- 4 Galen Tyrol, CPO
- 2 Helo, Raptor ECO

Ships

- 4 Colonial Viper 762
- 4 Gemenon Traveller
- 4 Raptor 101

Strategy

Second turn kill possible:

Turn 1: Play Logistics Resource.
Play Centurion Assassin OR
Centurion Guardian.

Turn 2: Play Supply under Logistics
Resource.

Challenge with Centurion, play Cylon
Missile Battery, Expedite Cylon
Missile Battery. Opponent loses
six influence.

Ready Centurion with Cylon Base
Star.

Challenge with Power six Centurion.

Late game strategy:

Challenge with Colonial Viper 762
and commit Boomer to add three
power.

Commit Galen Tyrol to ready
Colonial Viper 762.

Exhaust Cylon Base Star to ready
Boomer.

Challenge with Colonial Viper 762
and commit Boomer again to
raise total power to nine.

Use Condition One to supplement
readying units.

Act of Contrition generally targets
personnel and personnel removal
early in the game, and ships and
ship removal late in the game.

Advanced Planning can be used to
rig the Mystic draws.

Missions are to prolong the game,
and can be replaced with
whatever suits you.