

BATTLESTAR GALACTICA: THE BOARDGAME



PEGASUS-EXODUS-DAYBREAK
COMBINED RULEBOOK

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BATTLESTAR GALACTICA: THE BOARDGAME

INTRODUCTION

"The Cylons were created to make life easier on the Twelve Colonies. And then the day came when the Cylons decided to kill their masters. After a long and bloody struggle, an armistice was declared and the Cylons left for another world to call their own.

Forty years later, they returned, and brought humanity to the brink of extinction. The remaining humans, led by the crew of the Battlestar Galactica, fled in hope of finding a new home, one known by legend as Earth.

Humanity's only hope lies in finding Earth's location while fighting off the unrelenting Cylons. But as resources run low, it is discovered that the enemy can now appear human and has infiltrated the fleet from the inside."

This is version 1.0 of a combined rule book for the Battlestar Galactica board game. It is based on the rule book for the base **Battlestar Galactica** game, the rule book for the **Pegasus** expansion, the rule book for the **Exodus** expansion, the rule book for the **Daybreak** expansion, the official **4 new ways to play** variant rules and the official **version 2.1 FAQ**.

The point of these rules is to collect everything in one place. Therefore many rules that are replaced in later expansions have been removed. Most of the examples from the rule books have also been omitted in order to save space.

These rules are written with the assumption that all options except the Kobol, the New Caprica, the Ionian Nebula and the Earth Objective Cards, which are still optional, will be used and that players are familiar with the base game. Rules which



are only in effect if using New Caprica, the Ionian Nebula or Earth have been put in a blue, green or orange box respectively.

GAME OVERVIEW

Battlestar Galactica: The Board Game provides a unique gaming experience. Unlike most games where players win individually, **Battlestar Galactica** is a team game, with the added complication that which players are on which team is kept secret.

Each player is secretly assigned a team at the start of the game. The two teams are the humans and the Cylons, and each team has a specific objective. The humans are trying to find the way to Earth, while the Cylons simply want to annihilate the human race. Players win or lose with the other members of their team, but must figure out who they can trust in order to lead their team to victory.

COMPONENTS

While using these rules all components, with a few exceptions as detailed under "Setup", from all four game boxes are used. The following section briefly describes and identifies the different components of the game.

Game Boards and Character Sheets

Main Game Board (1): The main game board is where most of the action of the game takes place. It depicts the locations on Galactica and Colonial One, as well as the areas of space surrounding them.



Galactica is the large ship that leads and defends the human fleet, and is depicted in the center of the main game board. There are many locations on Galactica where characters can take different actions. Colonial One is a smaller ship than Galactica and is the President's base of operations. There are several locations on Colonial One where characters can take different actions.

Resource Dials and Plastic Connectors (4): The resource dials are used to track the dwindling resources of the

humans. They are attached to the main game board using the plastic connectors. Once attached, they should not be removed. The number a given dial shows represents how much of that particular resource is available at that time. When a resource is lost or gained for any reason, its dial is rotated to indicate the new total. If any resource is reduced to zero (at the end of a player's turn), then the human players lose the game.

Cylon Location Overlay (2-1=1):

This large overlay is placed over the Cylon locations of the main game board. The new locations on the overlay are used instead of the Cylon locations on the original board. Pay careful attention to how these locations have changed (for example, the "Resurrection Ship" is a Hazardous location). **Remove the Cylon Location Overlay from Pegasus and only use the overlay from Daybreak.**



Colonial One Overlay (1):

This overlay replaces the Colonial One locations used in the base game of



Battlestar Galactica: The Board Game.

Pegasus Game Board (1):

The formidable Battlestar Pegasus has joined the struggle against the Cylon forces that relentlessly pursue the remaining humans. This game board features locations on Battlestar Pegasus, and it provides humans with valuable abilities during their travels.



Cylon Fleet Game Board (1):

This game board features the "Basestar Bridge" location which grants Cylon players several ways to undermine humanity. Surrounding the basestar on the Cylon Fleet game board are Cylon space areas that correspond to the space areas surrounding Galactica. At the top of the board is a Pursuit track used to calculate how quickly the Cylon fleet catches up to humanity.



New Caprica Game Board (1):

This board is only used when playing with the New Caprica Objective Card. This game board features locations on the surface of New Caprica that may be used by either humans or Cylons. Characters are moved to this board at the start of the New Caprica phase as the Cylons hold humanity prisoner.



Demetrius Game Board (1):

This board is only used when playing with the Earth Objective Card. The Demetrius game board features locations that allow players to go on vital scouting missions.



Rebel Basestar Game Board (1):

This board is only used when playing with the Earth Objective Card. The Rebel Basestar features locations that provide human and Cylon players with powerful abilities.



For a full diagram of the game boards, see "Game Board Breakdown".

Character Sheets (33):

Each character has a sheet that describes that character's skill set and special abilities. Seven of the characters are Cylon Leaders.



Tokens and Markers

Character Tokens and Stands (33): Each character is represented by a token that is slotted into a plastic stand.



Piloting Tokens (10): Each character who has the ability to pilot has a corresponding piloting token. A character's piloting token is placed under a viper when that character is piloting it.



Miracle Tokens (10): Players must spend these tokens to activate their character's miracle ability.



Current Player Token (1): This token is used to help the players remember which player is currently taking his turn.



Nuke Tokens (3): The Admiral starts the game with two nuke tokens. These powerful weapons can destroy basestars, but are finite and should not be wasted. The third token is only used if the Admiral gains a third nuke (as a result of the "Build Nuke" engineering card, for example).



Civilian Ship Tokens (12): These tokens represent the civilian ships that the humans must protect during Cylon attacks. These tokens have a common back, and the face lists the resources (usually population) that are lost if that ship is destroyed.



Damage Tokens (16): These tokens represent the vital systems that can be damaged when Galactica, Pegasus or a basestar is hit by an enemy attack. Keep the Pegasus damage tokens separate from the Galactica damage tokens.



Alternate Basestar Damage Tokens (6):

These tokens are used only when playing with the Ionian Nebula Objective. They represent damage to the vital systems of a basestar or other detrimental effects suffered by Cylons when a basestar is hit by an attack. If used, these tokens replace the basestar damage tokens.



Fleet Marker (1): This marker is used to track progress on the Jump Preparation track. When this token reaches the end of the track, the fleet jumps to its next destination (see "Jumping the Fleet").



Cylon Pursuit Marker (1): This marker is used to track progress on the Pursuit track. When this marker reaches the end of the track, Cylon ships on the Cylon Fleet game board jump to the corresponding areas surrounding Galactica.



Occupation Forces Tokens (4): These tokens are used only when playing with the New Caprica Objective and only on the New Caprica game board. They represent the Cylon forces that patrol New Caprica.



Trauma Tokens (38): These tokens are used only when playing with the Ionian Nebula Objective. They represent the lingering effects a character suffers as a result of the many challenging experiences he has undergone. During the Crossroads phase, the number and type of trauma tokens each character has determines which characters are deemed worthy to continue fighting in the struggle between human and Cylon.



Ally Tokens (35): These tokens are used only when playing with the Ionian Nebula Objective. They are used to indicate the location of individuals who players may encounter. Players may find these allies to be either helpful or harmful. Each token corresponds to a matching Ally Card.



Basestar Allegiance Marker (1): This double-sided marker is used only when playing with the Earth Objective and indicates whether human or Cylon players are able to move to locations on the Rebel Basestar game board.



Basestar Tokens (2): These large tokens represent the Cylon basestars, which can attack Galactica and launch raiders during combat. **They are replaced by the plastic basestars and are not used in the game.**

Centurion Markers (4): These markers were used to track progress on the Boarding Party track. **They are replaced by the plastic centurions and are not used in the game.**



Scar Token (1): Scar is a dangerous Cylon raider occasionally encountered by the human fleet. **This token is not used in this version of the game.**



Cards

Expansion Icons: All cards from the expansions are marked with the **Pegasus, Exodus** or **Daybreak** expansion icons on their front, to allow easy distinction from the core game of **Battlestar Galactica: the Board Game**.



Destination Cards (34-1=33): These cards are used when the fleet jumps, to determine which destination the fleet reaches. **Remove the "Mining Asteroid" Destination Card from the Destination deck.**



Objective Cards (4): These cards list when the sleeper agent phase takes place and how the human players win the game. Only one objective card is used in a game of Battlestar Galactica. Players agree before the game starts which card will be used.



If the Kobol Objective Card is selected the humans win the game by jumping the fleet one more time after a distance of eight has been reached.

If the New Caprica Objective Card is selected the New Caprica phase comes into play as described on the card.

If the Ionian Nebula Objective Card is selected the Crossroads phase comes into play as described on the card.

If the Earth Objective Card is selected the humans win the game by jumping the fleet one more time after a distance of ten has been reached.

Skill Cards (234-33=201): These cards are drawn by players at the start of their turn. They are used to overcome crises, or may be played to provide special abilities. Each character has access to different skills and will therefore be able to help overcome different types of crises. The Treachery Cards are Skill cards that represent nefarious and underhanded tactics. **The seven replacement "Investigative Committee" Politics Skill Cards are used to replace the corresponding cards in the Politics deck. The Treachery Cards from Pegasus should not be used.**



President and Admiral Title Cards (5-3=2):

These cards grant the owner a special action, as well as the ability to make important decisions posed by certain Crisis Cards. One player starts the game with each of these cards, but they often change hands throughout the game. **Remove the President Title Card that came in the base game and the Admiral Title Cards that came in the base game and the Pegasus expansion.**



CAG Title Card (1):

The CAG (Commander Air Group) Title Card, like the President and Admiral Title Cards, grants the owner a special action, as well as the ability to make important decisions posed by certain Crisis Cards.



Quorum Cards (29):

These cards can be drawn by the President, and can augment the human's resources, fend off threats from the Cylon forces, increase morale, help deal with Cylons, or provide special abilities for other players.



Crisis Cards (160-19=141):

These cards represent the different roadblocks and disasters the humans must overcome. Some of these cards require skill checks, while others represent events. These cards are the main way resources are lost. **Remove all Cylon attack cards from the Crisis deck.**



New Caprica Crisis Cards (30):

These cards are used only when playing with the New Caprica Objective. These Crisis Cards are used during the New Caprica phase at the end of the game.



Super Crisis Cards (13-2=11):

These cards represent extremely dangerous crises, including some that force devastating decisions on the humans. When a Cylon player reveals himself, he receives one of these cards [see "Revealed Cylon Players"]. **Remove all Cylon attack cards from the Super Crisis deck.**



Ally Cards (35): These cards are used only when playing with the Ionian Nebula Objective. They represent various individuals who may help or hinder humanity in their quest for survival. Each card corresponds to a matching Ally Token.



Loyalty Cards (41-2=39): Each non-Cylon Leader player is dealt one (or two) Loyalty Card(s) at the start of the game, and another one (or two) halfway through the game. These cards are kept secret and inform each player whether or not he is a Cylon (see "Revealed Cylon Players"). **Remove the "You Are a Sympathizer" and the "You Are a Sympathetic Cylon" Loyalty Cards.**



Mutiny Cards (22): These cards represent actions human players can take to help humanity at the risk of being sent to the "Brig."



Mission Cards (8): Mission Cards are used when playing with the Search for Home option. They represent difficult missions the humans may pursue to find Earth and defeat their enemies once and for all.



Motive Cards (14): These cards represent tasks a Cylon Leader must accomplish in order to win alongside the humans or Cylons.



Infiltration Reference Card (1): This reference card is used by a Cylon Leader when he is Infiltrating the human fleet. **Do not use the Infiltration Reference Card from Pegasus.**



Crossroads Cards (7): These cards are used only when playing with the Ionian Nebula Objective. Each card represents an important decision that a character must make near the end of the game during the Crossroads phase.



Agenda Cards (12): There are two sets of Agenda Cards for the Cylon Leaders - Hostile and Sympathetic. These cards provide Cylon Leaders with specific objectives they need to fulfill in order to win the game. **The Agenda Cards are not used while playing with these rules.**



Plastic Models and Die

Plastic Vipers (8-2=6): These ships are used by the humans to defend their fleet and to attack Cylon ships. Vipers are placed in the "Reserves," "Damaged Vipers," or space areas of the game board. Their limited quantities make them a precious commodity. **Remove two of the vipers.**



Plastic Viper Mark VIIIs (4): Viper mark VIIIs are more advanced models of the older mark IIs, like the ones aboard Galactica, but an update to their navigational software was sabotaged by the Cylons. By removing this update, these ships can be used again as powerful weapons.



Plastic Raptors (4): These ships are used by the humans to scout for new destinations, as well as to attempt to find more resources (such as fuel and food). These ships are never used in combat and remain in the "Reserves" until destroyed.



Plastic Assault Raptors (4): These figures represent a powerful ship type with FTL available to the humans.



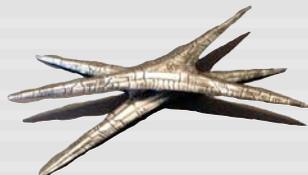
Plastic Raiders (20): These fragile Cylon ships are plentiful, and often attack vipers and civilian ships.



Plastic Heavy Raiders (4): These ships are used by the Cylons to land boarding parties on Galactica. They never attack other ships; their sole purpose is to reach the hangar deck and release their deadly centurion boarding parties.



Plastic Basestars (2): These sculpted plastic basestars replace the basestar tokens found in the core game - do not use the basestar tokens in addition to the models. To assemble the plastic basestars, gently snap the halves together. When the



basestar is damaged, simply place the basestar damage token adjacent to it on the game board.

Plastic Centurions (4): These figures replace the centurion markers found in the base game. They are used to track progress on the Boarding Party track. Should any of these figures reach the end of the track, the humans lose the game.



Eight-sided Die (1): This die is used primarily to resolve combat, but may also be used by certain Crisis Cards. After all modifications to a die roll have been calculated, any number greater than an "8" is treated as an "8" and any number less than a "1" is treated as a "1".



Other Components

Complete BSG Quick Reference: To facilitate the play of the game under these rules there is also a Quick Reference card available as a pdf. The version number on the CBSGQR corresponds to the version number of this document.

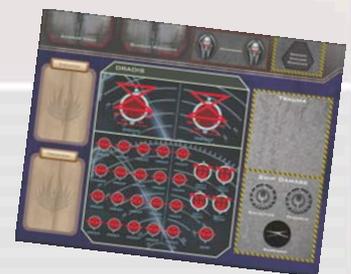


Battlestar Galactica: the Variants:

In order to keep these rules in line with the official rules but still allow for some variants all unofficial variant rules that were part of earlier releases of these rules have been moved to a separate document. Again, the version number of the variant rules corresponds to the version number of this document.

Game Mats: Battlestar Galactica: The Board Game

uses a large amount of cards and game components. In order to keep these sorted and readily available during play it can be helpful to have additional game mats. An excellent set of such mats were designed by Chalta and can be downloaded as pdfs.



OBJECT OF THE GAME

The object of the game for a given player depends on which team he belongs to. A player's team is determined by the Loyalty Cards he receives throughout the game (see "Loyalty Cards").

HUMAN OBJECTIVE

For the humans to win the game, they must successfully jump the fleet enough times to reach their objective as described on the selected Objective Card. Once the fleet has reached their objective (and carried out the New Caprica phase or Crossroads phase depending on which Objective Card is in play), the humans immediately win the game.

CYLON OBJECTIVE

All Cylons win the game by preventing the humans from reaching their objective. They usually accomplish this goal by running the fleet out of a resource, but can also win by destroying Galactica, successfully invading Galactica with

centurion boarding parties or if there are no more characters left to choose after an execution.

- **Run Out a Resource:** If at least one resource (food, fuel, morale, or population) is depleted to 0 or less **at the end of a player's turn**, the game immediately ends and the Cylons win. This is the most common way for the Cylons to win. Note that it is possible for the humans to reach 0 of a resource type and then increase it during the same turn without losing the game.
- **Centurion Invasion:** If at least one centurion model reaches the end of the Boarding Party track, then the crew of the Galactica are killed and the Cylons win.
- **Galactica Destroyed:** If six or more locations on Galactica have damage tokens on them at the same time, then Galactica is destroyed and the Cylons win.
- **No more human characters:** If a human is executed and there are no available characters left to be selected, then the humans immediately lose the game.

TWO CORE CONCEPTS

"CYLON PLAYERS" AND "HUMAN PLAYERS"

Occasionally, game elements may refer to "players", "human players" or "Cylon players". The term "players" is inclusive and refers to all individuals currently playing the game. The terms "human players" and "Cylon players" are more restrictive. The term "Cylon players" refers to revealed Cylons, but not to players who have a hidden "You Are a Cylon" Loyalty Card. The term "human players" refers to all players who are not revealed Cylons. A Cylon Leader is considered a "human player" when he is infiltrating and a "Cylon player" when he is not infiltrating.

SECRECY

A key element of **Battlestar Galactica: The Board Game** is the paranoia and tension surrounding the hidden Cylons. Because of this, secrecy is very important, and the following rules must be observed at all times. The reason for these restrictions is to keep hidden information secret and to protect Cylons from being discovered too easily.

Blind Accusations: Players may accuse each other of being Cylon operatives at any time. Although these blind accusations have no game rule effects, they can help, or confuse, the human players in their hunt to find the Cylons.

Loyalty Cards: If a player is able to look at another player's loyalty cards, he may **not share specific information** about the cards (such as an ability printed on it). He may however make open accusations of the player being either a Cylon or a Human. If the player looked at multiple Loyalty Cards, he may not share the number of Cylon cards the player has, and may simply accuse him of being a Cylon (or not). When the player looks at another player's Loyalty Cards, the owner of the Loyalty Cards is allowed to know which cards are being looked at.



Skill Cards and Skill Checks: Players are **prohibited** from revealing the exact strength of cards in their hands. They may use vague terms such as "I can help out on this crisis a little bit," but they may not make more specific statements such as "I am playing 5 piloting." In addition, after a skill check is resolved, players may not identify which cards they played.

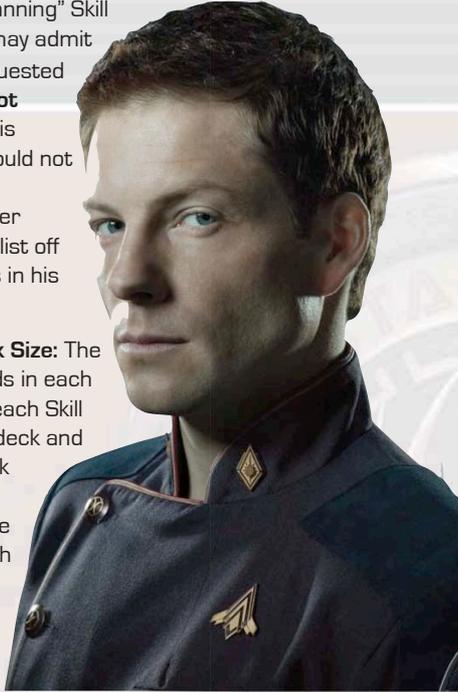
When adding cards to skill checks, players are forbidden from listing what card types, colors or strength they played into (or plan to play into) the skill check.

They may only share information that follows the "Secrecy Golden Rule". Common terminology that players use in this situation is "a lot" or "a little." The only instance in which a player may say that he is adding "a medium amount" to a skill check is if he plays multiple cards into the check.

Players may also say such statements as "I am playing five **low** cards to this skill check". They may do this because the number of cards being added to the skill check is open information.

Skill Card Abilities: If a player is hoping that another player has a specific Skill Card ability, he may ask other players. For example, if a player is thinking of using the "FTL Control" location during his Action step, he may ask if any players have a "Strategic Planning" Skill Card. Players may admit to having a requested card, but are **not required to**. This information should not be abused (for example, a player should not just list off all card abilities in his hand).

Hand and Deck Size: The number of cards in each player's hand, each Skill deck, Quorum deck and the destiny deck are open information. The top card of each discard pile is open information, but players are **not allowed** to count the number of cards in it.



Top Card of the Deck: There are times when players receive information about the top card of a deck (such as Destination or Crisis cards). Players may not share specific information about these cards, but may classify the card as being "bad" or "good".

Civilian Ships: When a player is able to look at the face of a civilian ship token, he may not reveal it or share the specific information listed on it. He may however say that it has "a lot" or "a little" resources.

Secrecy Golden Rule: When in doubt, players may make statements that are "polar opposites". This means that players may say if they have a "high" or "low" strength card, but may not say that they have a "pretty high", "kinda low" or even a "medium" strength card.

Revealed Cylons: Revealed Cylon players must also follow all rules of secrecy. They may not show their hands to other players and may not say which Super Crisis Card they have in their hands.

Secrecy and Conflicted Loyalties: The secrecy rules apply to the Personal Goal and Final Five Loyalty Cards as well. Players may not discuss any of the details of the text on their Loyalty Cards beyond claiming or denying their status as either a human or a Cylon. A player may suggest that he has a Personal Goal or Final Five Loyalty Card by, for example, strongly warning others to not look at his Loyalty Cards (whether the warning is legitimate or not), but he may not explicitly state that he has a card of either type nor may he give any details of a card's effects.

Secrecy and Trauma Tokens: If the Ionian Nebula Objective card is in play, the secrecy rules also apply to trauma tokens. Players may not discuss the symbols on unrevealed trauma tokens. A player may suggest that an ally token should or should not be encountered, but he must not explicitly state that a trauma token of a specific type is on the card.

SETUP

COMPONENTS REMOVED FROM GAME

The following items should be removed from the game before set up as they are not used when playing with these rules:

- The Cylon Location Overlay from Pegasus.
- The seven original "Investigative Committee" Leadership Cards (they are replaced by the corresponding seven cards from the Pegasus expansion).
- The Treachery Cards from Pegasus.
- The Destination Card "Mining Asteroid".
- All Cylon Attack Cards in the Crisis and Super Crisis decks (19 from the Crisis Deck and 2 from the Super Crisis Deck).
- The President Title Card from the base game.
- The Admiral Title Cards from the base game and the Pegasus expansion.
- The "You Are a Sympathizer" and the "You Are a Sympathetic Cylon" Loyalty Cards.

- The Sympathetic and Hostile Agenda Cards from Pegasus.
- The Infiltration Reference Card from Pegasus.
- The two Basestar Tokens (use the plastic basestars instead).
- The Centurion tokens (use the plastic Centurions instead).
- The Scar token.
- Two standard vipers (the total number of vipers to use is thus six standard vipers and four Mark VIIIs).

SETUP SEQUENCE

Follow these steps to prepare to play **Battlestar Galactica: The Board Game**.

1. **Select Objective:** Select (or randomly draw) which Objective Card to use; Kobol, New Caprica, The Ionian Nebula or Earth. Remove the other Objective Cards from the game.
2. **Place Main Game Board:** Place the main game board at the center of the table. Set the food and fuel dials to "8," the morale dial to "10," and the population dial to "12."

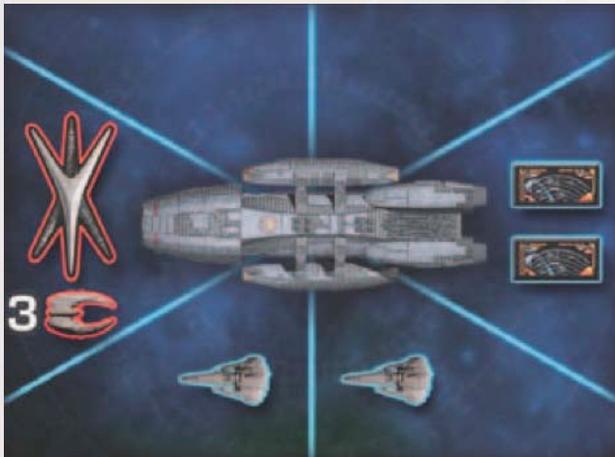
3. Place Colonial One and Cylon Location Overlays: Place the Colonial One overlay on top of the Colonial One locations and the Cylon locations overlay on top of the Cylon locations on the base game's game board. Make sure the sides that say "Colonial One Destroyed" and "Hub Destroyed" are both facedown.

4. Pegasus Game board: Place the Pegasus game board to the right of the main game board, lining up the bottom of the two boards.

5. Cylon Fleet board: Place the Cylon Fleet board to the left of the core game board.

6. Set Up Tokens and Ships: Place ship models as follows:

- Four basic vipers in the "Viper and Raptor Reserves".
- Four raptors in the "Viper and Raptor Reserves".
- One assault raptor in the "Viper and Raptor Reserves".
- Four viper mark VIIs in the "Damaged Vipers" box.
- Place two basic vipers below Galactica and two civilian ships behind Galactica.
- Place one basestar and three raiders in front of Galactica.



Place the fleet token on the start space of the Jump Preparation track.

Place the Cylon pursuit marker on the "Start" space of the Pursuit track on the Cylon Fleet game board.

Last, place all other tokens (facedown) and plastic ships adjacent to the game board.

7. Determine First Player: Randomly choose a player to be the first player, and give him the current player token. This player will choose his character first and take the first turn of the game.

8. Choose and Place Characters: Starting with the first player and proceeding clockwise, each player chooses a character of the character type(s) that is most plentiful (political leader, military leader or pilot). This restriction does not apply to support characters or Cylon Leaders, who may be chosen at any time.

There are alternate versions of Lee Adama, Tom Zarek, Karl "Helo" Agathon, and Gaius Baltar. If a player chooses the original or alternate version of one of these characters, other players cannot choose the remaining version of that character. However, players must continue to count the remaining version when determining which character type (political leader, military leader, or pilot) is the most plentiful.

Only one Cylon Leader may be chosen in any game. To play a seven player game, one player must play a Cylon Leader, but Cylon Leaders may not be used in a three player game. As long as these restrictions are followed, any player may choose to play as a Cylon Leader. If more than one player wants to play as a Cylon Leader, priority goes to the player who chooses his character first.

After choosing a character, the player receives the corresponding character sheet and stand-up character token, as well as a piloting token if applicable. Give one miracle token to each player. Each player places his token on his character sheet. He then places his character token on the location specified on his character sheet.

9. Distribute Title Cards: The President title is given to the character who is the highest in the order of succession for it. The President shuffles the Quorum deck and draws one Quorum Card.

The Admiral title is given to the character who is the highest in the order of succession for it. The Admiral is then given two nuke tokens. Place the third nuke token adjacent to the game board. The humans start with only two nuke tokens, but a third one could become available during the course of the game.

Give the CAG Title Card to the character who is the highest in the order of succession for it.

10. Set Up Loyalty Deck and Motive Cards: Set up the Loyalty deck and Motive Cards according to the "Creating the Loyalty Deck" below. If you are playing a three player game, do not use Cylon Leaders or the Motive deck.

11. Set Up Other Cards: Shuffle the Quorum deck, Crisis deck, Super Crisis deck, Mutiny deck and Destination deck. Then separate the Skill Cards into six decks by type, as shown on their faces. Shuffle each deck separately. Lastly, place the selected Objective Card faceup next to the Destination deck.

12. Receive Skills: Each player, except the starting player and Cylon Leaders, draws a total of three Skill Cards from among any of the cards he can draw during his Receive Skills step (see "Receive Skills Step"). The starting player does not receive Skill Cards now, but will draw Skill Cards at the start of his turn. A Cylon Leader draws two Skill Cards.

13. Create Destiny Deck: Deal two Skill Cards of each skill type facedown onto the "Destiny deck" space on the game board and shuffle them thoroughly.

14. New Caprica: If New Caprica was selected as the Objective Card set up the following:

- New Caprica Game board: Set the New Caprica game board to the right of the main game board.
- Occupation Forces Tokens: Set the Occupation Forces Tokens aside. They will not be needed until the New Caprica phase.
- New Caprica Crisis Cards: Shuffle the New Caprica Crisis Cards and set them aside. They will not be needed until the New Caprica phase.

If not playing with the New Caprica Objective Card, return the New Caprica game board, the New Caprica Crisis Cards and the Occupation Forces Tokens to the box.

15. Ionian Nebula: If the Ionian Nebula was selected as the Objective Card set up the following:

- **Alternate Basestar Damage Tokens:** Return the core game's basestar damage tokens to the box. Place the basestar damage tokens provided in the Exodus expansion facedown adjacent to the game board.
- **Trauma Tokens:** Place the trauma tokens face down next to the game board and randomize them. This is the pool of trauma tokens. Draw two random tokens from this pool and, without looking at them, place one facedown on the "Sickbay" and the other facedown on the "Brig."
- Each player draws three random tokens from the pool of trauma tokens, looks at them without revealing them, and places them near his character sheet. If any of these trauma tokens has the disaster symbol on it, the player reveals it, sets it aside, and draws a new trauma token. The player then returns any trauma tokens with a disaster symbol facedown to the pool and randomizes them.
- **Crossroads Cards:** Shuffle the Crossroads Cards and set them aside. They will not be used until the Crossroads phase.
- **Ally Cards and Tokens:** Shuffle the Ally Cards and place them and the ally tokens next to the main game board. Draw the top three cards from the Ally deck and place each one faceup adjacent to the Ally deck. Note: If an Ally Card is drawn that represents a character who has been chosen by a player, return that Ally Card to the box and keep drawing Ally Cards until one is drawn that represents a character not being used by a player. For each of the three Ally Cards, draw one trauma token from the pool of trauma tokens and, without looking at it, place the trauma token facedown on the Ally Card.
- Finally, for each of the three Ally Cards, place the matching ally token in the location listed on the card under the image.

If not playing with the Ionian Nebula Objective Card, return the trauma tokens, ally tokens, alternate basestar damage tokens, Ally Cards, Crossroads Cards and the Ionian Nebula Objective Card to the box.

16. Earth: If Earth was selected as the Objective Card set up the following:

- **Demetrius Game Board:** Place the Demetrius game board to the right of the main game board.
- **Rebel Basestar Game Board and Basestar Allegiance Marker:** Leave room for the Rebel Basestar game board to the left of the main game board, but do not place the Rebel Basestar game board or basestar allegiance marker in play until instructed to do so by the "Cylon Civil War" Mission Card.
- **Mission Cards:** Shuffle the Mission deck and place it next to the Demetrius game board.

If not playing with the Earth Objective Card, return the Demetrius Game Board, the Rebel Basestar Game Board, the Basestar Allegiance Marker, the Mission Cards and the Earth Objective Card to the box.

CREATING THE LOYALTY DECK

Use the following steps to create the Loyalty deck:

1. Organize Loyalty Cards: Remove the "You Are a Mutineer" Card from the Loyalty deck and place it near the game board. Then, separate the remaining cards into a "You Are Not a Cylon" (including the Personal Goal and Final Five Loyalty Cards) pile and a "You Are a Cylon" pile. Shuffle each pile and place the decks facedown near the game board.

2. Create Deck: Deal the appropriate number of cards from the "You Are a Cylon" deck and the "You Are Not a Cylon" deck into the Loyalty deck as listed below.

- **Three Players:** Create a seven-card deck consisting of:
 - 1 Card from the "You Are a Cylon" deck
 - 6 Cards from the "You Are Not a Cylon" deck
- **Four Players without Cylon Leader:** Create a ten-card deck consisting of:
 - 1 Card from the "You Are a Cylon" deck
 - 8 Cards from the "You Are Not a Cylon" deck
 - The "You Are a Mutineer" card
- **Four Players with Cylon Leader:** Create a seven-card deck consisting of:
 - 1 Card from the "You Are a Cylon" deck
 - 6 Cards from the "You Are Not a Cylon" deck
- **Five Players without Cylon Leader:** Create an eleven-card deck consisting of:
 - 2 Cards from the "You Are a Cylon" deck
 - 9 Cards from the "You Are Not a Cylon" deck
- **Five Players with Cylon Leader:** Create a ten-card deck consisting of:
 - 1 Card from the "You Are a Cylon" deck
 - 8 Cards from the "You Are Not a Cylon" deck
 - The "You Are a Mutineer" card
- **Six Players without Cylon Leader:** Create a fourteen-card deck consisting of:
 - 2 Cards from the "You Are a Cylon" deck
 - 11 Cards from the "You Are Not a Cylon" deck
 - The "You Are a Mutineer" card
- **Six Players with Cylon Leader:** Create an eleven-card deck consisting of:
 - 2 Cards from the "You Are a Cylon" deck and
 - 9 Cards from the "You Are Not a Cylon" deck
- **Seven Players:** To play a seven player game, one player must play a Cylon Leader. Each player should anticipate a longer wait between his turns. Construct a fourteen-card Loyalty deck made up of:
 - 2 cards from the "You Are a Cylon" deck
 - 11 cards from the "You Are Not a Cylon" deck.
 - The "You Are a Mutineer" card

3. Deal Motive Cards to the Cylon Leader: If a player chose a Cylon Leader character, deal two Motive Cards to that player (see "Motive Cards"). Cylon Leaders are not available in a three player game.

4. Adjust Deck for Characters: Add one extra card from the "You Are Not a Cylon" deck if a player has selected the original version of "Gaius Baltar". Also, add one extra card from the "You Are Not a Cylon" deck if a player has selected the character "Sharon 'Boomer' Valerii". Do not add an extra

card for a player who has chosen the alternate version of Gaius Baltar.

5. Shuffle and Distribute: Shuffle the Loyalty deck thoroughly and then deal one Loyalty Card facedown to each player (Note: If a player has selected the original version of "Gaius Baltar," he receives a second Loyalty Card at the start of the game). Do not deal a Loyalty Card to a player who chose a Cylon Leader.

6. Place Decks: Place the remaining Loyalty deck and the remaining "You Are Not a Cylon" deck next to the game board. Be sure to place them in such a way as to not confuse the two decks. Return the remaining cards in the "You Are a Cylon" deck to the box without looking at them.

7. Read Cards: Allow 30 seconds for all players to read and understand their Loyalty Card(s). Note that all players have to read their card for the specified time, so as to not give away who has cards with more or less complex text.



GAME BOARD BREAKDOWN



1. Destiny Deck Location: Two cards of each Skill Card type are placed here to form the Destiny Deck. Two cards from this deck are added to every skill check.

2. Damaged Viper Box: When a viper is damaged, it is placed here.

3. Viper and Raptor Reserves: All vipers, raptors and assault raptors that have not been launched, damaged, or destroyed are placed here. This space is referred to as simply the "Reserves."

4. Resource Dials: These dials keep track of the fleet's dwindling resources.

5. Colonial One Locations: These locations may be moved to and activated by human players. If Colonial One is destroyed flip this overlay.

6. Galactica Locations: These locations may be moved to and activated by the human players.

7. Pegasus Locations: These locations may be moved to and activated by the human players. If Pegasus is destroyed remove this board from play.

8. Hazardous Locations: Some of these locations have ongoing negative effects. Players may never voluntarily move to these locations.

9. Cylon Locations: When a Cylon player is revealed, his character token is moved to, and then among, these locations. Other players may never move to or activate these locations. If the hub is destroyed flip the Cylon locations overlay on the main game board.

10. Jump Preparation Track: The fleet marker is placed on this track, and marks how close the fleet is to jumping.

11. Boarding Party Track: Centurion models are placed on this track. If a centurion model reaches the end of this track, then the humans lose the game.

12. Space Areas: Basestars, civilian, and plastic ships are placed in these six areas, each separated by thick blue lines. The concentric circles in space areas have no game effect.

13. Viper Launch Icons: These icons represent the space areas in which vipers may be launched. There are no launch icons on the other side of Galactica because, the starboard hangar deck was a museum and later housed refugees.

14. Cylon Fleet Board: Cylon ships hunting for the human fleet are placed here. This board also has a Cylon location which can be used in the same manner as the Cylon locations on the main game board.

15. Pursuit Track: This track indicates when the Cylons catch up to the human fleet.

16. Skill Deck Regions: These colored regions mark where the appropriate Skill decks can be placed.

17. New Caprica Board: This board is only used during the New Caprica phase and represents the surface of New Caprica.

18. Demetrius Board: This board is only used if the Earth Objective Card is in play.

19. Rebel Basestar Board: This board is only put into play when the "Cylon Civil War" Mission Card so instructs. These locations may be moved to and activated by the human or Cylon players depending on which side of the Allegiance marker is up.

CHARACTERS

CHARACTER SHEETS

Each player takes on the role of a character from the **Battlestar Galactica** universe. Each character has different strengths and weaknesses as listed on her character sheet. The following information can be found on each character sheet.



- 1. Name**
- 2. Character Type (Political Leader, Military Leader, Pilot, Support or Cylon Leader):** Each character has a type listed on her character sheet. This type only matters during setup, and exists to help players choose a well-rounded group of characters.
- 3. Positive Abilities:** Each character has two positive abilities and one negative ability. Some of these abilities are passive (always affecting the character) while others require the player to use them as an action (see "Action Step").
- 4. Negative Ability**
- 5. Setup Location:** Each character has setup instructions on her card. This usually lists the location where the character is placed at the beginning of the game. Some characters have special instructions (such as "Apollo," whose sheet instructs the player to launch a viper and place him in it as a pilot).
- 6. Skill Set:** Each character sheet lists the skills the character has expertise in. At the start of the player's turn, she gains the number and types of Skill Cards listed in her character's skill set. When a character is allowed to draw Skill Cards of an unspecified type, they must be from within her skill set unless specified otherwise.

Each character is also represented by a stand-up character token, which is used to track her location on the game board.

USING ABILITIES

Character sheets, Skill Cards, Loyalty Cards, Mutiny Cards and Quorum Cards can all provide abilities to players. Many abilities are prefaced with the word "Action" followed by a colon, which means that the character may only use it as his action during his Action step.

All other abilities do not require an action, and are used when specified. If multiple players wish to use an ability at the same time, the current player decides the order.

MIRACLE TOKENS

Each character has an ability that begins with the phrase, "Once per game." This ability is referred to as a **miracle ability**. At the start of the game, each player receives a miracle token that represents the ability to use his character's miracle ability. When a player uses his character's miracle ability, he must discard his miracle token. If a player does not possess a miracle token, he **cannot use** his character's miracle ability.



A player can have only one miracle token at any time. If a player is instructed to gain a miracle token, he can do so only if he does not currently have one. If a player uses his miracle ability and then gains a miracle token, he may use his character's miracle ability again, but he must discard his miracle token again.

When a player reveals himself as a Cylon, he must discard his miracle token. Revealed Cylon players cannot gain miracle tokens. Cylon Leaders do not discard their miracle tokens when their Infiltration ends (see "Infiltrating").

When a player is instructed to choose a player to gain a miracle token, he must choose a player who does not have a miracle token. If all players who can have a miracle token already have one, no player gains a miracle token. A Cylon Leader who does not have a miracle token can be chosen to gain one, even if he is not Infiltrating.

The Alternate Version of Gaius Baltar

The alternate version of Gaius Baltar follows special rules for his miracle ability, "Broadcast." He can have up to three miracle tokens at any time, and he must discard three miracle tokens to use his "Broadcast" ability. If he has less than three miracle tokens on his character sheet, he can be chosen to gain a miracle token.

If a player chooses the alternate version of Gaius Baltar, he does not add an additional card to the Loyalty deck during the "Adjust Deck for Characters" step of Creating the Loyalty Deck (see "Creating the Loyalty Deck").

TITLE CARDS

Title and Quorum Cards provide powerful abilities to the player who controls them. Title Cards are assigned at the beginning of the game, but may change hands through the use of certain locations or because of certain Crisis Cards. In addition to the abilities listed below, the President, Admiral and CAG are given many important decisions to make by Crisis Cards.

The President

Quorum Cards: The President starts the game with one Quorum Card in her hand and can draw more using the President Title Card, or "Quorum Chamber" location. These cards provide special actions that only the President can perform and provide her a wide range of powerful abilities.

Whichever player has the President title has control over this hand of Quorum Cards. These cards are kept secret, but there is a maximum hand size of 10 Quorum Cards. At the

end of any turn, if she has more than 10 Quorum Cards in her hand, she must discard Quorum Cards until she has 10.

Succession: Should the President be executed or revealed to be a Cylon, the highest player in the line of succession (including the new character replacing the executed character, if any) for that title claims the title.

If a new character is chosen after an execution that is higher on the line of succession than the current President, the new character does not automatically gain that title.

Note that if the President is in the "Brig" or "Detention", she keeps the President title and all associated abilities.



Line of Succession - President

1. Laura Roslin
2. Gaius Baltar (Original Version, Political Leader)
3. Lee Adama (Alternate Version, Political Leader)
4. Tom Zarek (Original Version, Political Leader)
5. Romo Lampkin
6. Tory Foster
7. Ellen Tigh
8. Lee "Apollo" Adama (Original Version, Pilot)
9. Tom Zarek (Alternate Version, Military Leader)
10. Felix Gaeta
11. William Adama
12. Karl "Helo" Agathon (Original Version, Military Leader)
13. "Chief" Galen Tyrol
14. Gaius Baltar (Alternate Version, Support)
15. Callandra "Cally" Tyrol
16. Sherman "Doc" Cottle
17. Helena Cain
18. Anastasia "Dee" Dualla
19. Louis Hoshi
20. Karl "Helo" Agathon (Alternate Version, Pilot)
21. Sharon "Boomer" Valerii
22. Saul Tigh
23. Brendan "Hot Dog" Costanza
24. Samuel T. Anders
25. Kara "Starbuck" Thrace
26. Louanne "Kat" Katraine

The Admiral

The Admiral has two important abilities. First off, he starts the game with two nuke tokens. These tokens can be devastatingly effective against basestars, but are an extremely limited resource.

Second, the Admiral is the player who decides which destination the fleet travels to when jumping (see "Jumping the Fleet"). This decision can be extremely beneficial or harmful to the human players.

Succession: Should the Admiral be executed or revealed to be a Cylon, the highest player in the line of succession (including the new character replacing the executed character, if any) for that title claims the title. In addition, if the Admiral is placed in the "Brig", then the highest player in line claims the Admiral title.

If all human players are in the "Brig", the character in the "Brig" who is highest in the line of succession becomes Admiral. If one player leaves the "Brig", he immediately becomes Admiral.

If an Admiral stripped of his title later moves out of the "Brig," he **does not automatically reclaim the title**.

If a new character is chosen after an execution that is higher on the line of succession than the current Admiral, the new character does not automatically gain that title.

Note that when the Admiral is sent to "Detention" he retains his title.

Line of Succession - Admiral

1. Helena Cain
2. William Adama
3. Saul Tigh
4. Karl "Helo" Agathon (Original Version, Military Leader)
5. Felix Gaeta
6. Louis Hoshi
7. Tom Zarek (Alternate Version, Military Leader)
8. Lee "Apollo" Adama (Original Version, Pilot)
9. Anastasia "Dee" Dualla
10. Karl "Helo" Agathon (Alternate Version, Pilot)
11. Kara "Starbuck" Thrace
12. Louanne "Kat" Katraine
13. Sharon "Boomer" Valerii
14. Brendan "Hot Dog" Costanza
15. Samuel T. Anders
16. "Chief" Galen Tyrol
17. Callandra "Cally" Tyrol
18. Sherman "Doc" Cottle
19. Lee Adama (Alternate Version, Political Leader)
20. Tom Zarek (Original Version, Political Leader)
21. Ellen Tigh
22. Gaius Baltar (Alternate Version, Support)
23. Gaius Baltar (Original Version, Political Leader)
24. Romo Lampkin
25. Tory Foster
26. Laura Roslin

The CAG Title

The CAG (Commander, Air Group) is the officer in charge of coordinating Galactica's pilots. The CAG Title Card is assigned at the start of the game and provides powerful abilities to the player who controls it. Like the President and Admiral, the CAG is given many important decisions to make by Crisis Cards.

Placing Civilian Ships: Whenever a game effect instructs the CAG to place a civilian ship on the main game board, but does not specify in which space area, the CAG chooses which space area to place the ship in. The CAG must, if able, place the civilian ship in a space area that **does not already have a civilian ship in it**. If all space areas contain a civilian ship, the CAG may place the new civilian ship in any space area. When placing civilian ships, the CAG will want to carefully consider where Cylon ships are on the Cylon Fleet game board as that indicates where they will appear on the main game board.

Succession: Should the CAG be executed or revealed as a Cylon, the highest character in the Line of Succession (including the new character replacing the executed character, if any) for the CAG title claims it. In addition, if the CAG is placed in the "Brig," the highest character in line claims the CAG title.

If all human players are in the "Brig," the character in the "Brig" who is highest in the line of succession becomes CAG. If one player leaves the "Brig," he immediately becomes CAG.

If a CAG stripped of his title later moves out of the "Brig," he **does not automatically reclaim the title**.

If a new character is chosen after an execution that is higher on the line of succession than the current CAG, the new character does not automatically gain that title.

Note that when the CAG is sent to "Detention" he retains his title.

Line of Succession - CAG

1. Lee "Apollo" Adama (Original Version, Pilot)
2. Kara "Starbuck" Thrace
3. Louanne "Kat" Katraine
4. Karl "Helo" Agathon (Alternate Version, Pilot)
5. Sharon "Boomer" Valerii
6. Brendan "Hot Dog" Costanza
7. Samuel T. Anders
8. Lee Adama (Alternate Version, Political Leader)
9. Karl "Helo" Agathon (Original Version, Military Leader)
10. William Adama
11. Helena Cain
12. Saul Tigh
13. Felix Gaeta
14. Anastasia "Dee" Dualla
15. Louis Hoshi
16. Tom Zarek (Alternate Version, Military Leader)
17. "Chief" Galen Tyrol
18. Callandra "Cally" Tyrol
19. Sherman "Doc" Cottle
20. Tom Zarek (Original Version, Political Leader)
21. Ellen Tigh
22. Gaius Baltar (Alternate Version, Support)
23. Gaius Baltar (Original Version, Political Leader)
24. Tory Foster
25. Romo Lampkin
26. Laura Roslin



CHARACTER CLARIFICATIONS AND ERRATA

The following are clarifications and errata as they apply to Character Abilities:

Aaron Doral's "Meticulous ability": Aaron Doral cannot use his "Meticulous" ability to move to the Resurrection Ship. Players cannot move to a hazardous location unless specifically instructed to do so. Using the "Meticulous" ability replaces the normal rules that instruct players to move to the Resurrection Ship. If used in the New Caprica Phase before Galactica returns, he ends his infiltration, moves to any New Caprica location, and then takes another action.

"Chief" Galen Tyrol's "Blind Devotion" ability: Chief Tyrol may use his "Blind Devotion" ability on a skill check affected by an "Investigative Committee" Skill Card. He could even wait until all cards have been added (faceup) to the skill check and then decide to use his ability.

D'Anna Biers' "Vision" Ability: If D'Anna Biers uses her "Visions" ability in the "Brig", she is not required to discard down to 3 Skill Cards.

Ellen Tigh's "Politically Adroit" ability: Ellen Tigh's "Politically Adroit" ability or the text effect of the "Support the People" Skill Card does not allow a player to draw cards from outside their Skill set. Any time a player draws cards, they must be from within his Skill set unless expressly noted otherwise.

Ellen Tigh's "Manipulative" ability: If, at the end of her turn, Ellen no longer is in possession of the Admiral or President title she gained through the use of her once-per-game ability, she may not return it and so it stays where it is. If the previous title holder becomes ineligible for its return for any reason, Ellen attempts to return it, fails, and the title moves to the character highest in the Line of Succession (which may be Ellen Tigh herself).

Felix Gaeta's "Coup" ability: If Felix Gaeta uses his "Coup" ability while in Detention on New Caprica, he gains the Admiral title and, if Galactica has not yet returned to orbit he moves to "Resistance HQ." If Galactica has returned to orbit, he moves to "Command" (and does not need to discard any Skill Cards to do so).

Felix Gaeta's "FTL Operator" ability and Karl "Helo" Agathon's "ECO Officer" ability: If Felix Gaeta wants to use the FTL Operator ability on Karl "Helo" Agathon's turn and Karl "Helo" Agathon wants to use his "ECO Officer" ability, either character's player may reroll the die after it is rolled. If both wish to, the current player (in this case, the player who is playing Karl "Helo" Agathon), decides who has the first opportunity to reroll the die. Note that if one of the two players rerolls the die, the other will still have an opportunity to reroll the die after that, even if he did not state his intention to do so previously.

Gaius Baltar's "Spiritual Crisis" ability: Gaius Baltar cannot reveal a "You Are a Cylon" Loyalty Card outside of the "Brig", except if he is executed.

Helena Cain's "Blind Jump" once-per-game ability: Helena Cain's "Blind Jump" ability supersedes the text on the "Assign Mission Specialist" Quorum Card. The "Assign Mission Specialist" card is ignored and remains in play ready for the next time the fleet jumps. Helena Cain cannot use her "Blind Jump" once-per-game ability on New Caprica. "Blind Jump" is no longer usable once Galactica has traveled 7 or more distance. Players who have selected Helena Cain are well advised to use her "Blind Jump" ability earlier in the game, rather than later.



Kara "Starbuck" Thrace's "Expert Pilot" ability: If Starbuck starts her turn piloting a viper and moves to Galactica, Pegasus or Colonial One, she does receive two actions.

Karl "Helo" Agathon's "ECO Officer" ability: If Helo rerolls a die that was modified by a "Strategic Planning" tactics card the reroll also receives +2 to its result.

Karl "Helo" Agathon's "Moral Compass" ability: Helo can use his "Moral Compass" ability after the alternate version of Apollo uses his "Choose a Different Path" ability. "Choose a Different Path" creates an additional option when resolving a "President Chooses," "Admiral Chooses," "CAG Chooses," or "Current Player Chooses" Crisis Card. Note that the alternate version of Apollo cannot use "Choose a Different Path" after Helo has used "Moral Compass."

Laura Roslin's "Terminal Illness" ability: If Laura Roslin does not have at least two Skill cards in her hand she cannot activate a location.

Lee "Apollo" Adama's "Alert Viper Pilot" ability: Lee Adama may use this ability whenever a viper is placed on the game board. This includes (but is not limited to), when a player activates the "Command" location. He may **not** use this ability if he is in the brig, or the viper is piloted by another character.

Lee "Apollo" Adama's "Headstrong" ability: Lee Adama has to use his "Headstrong" ability whenever he is forced to discard cards. This includes discarding down to 10 cards at the end of a player's turn, and when required to do so by a Crisis Card. It does not include when he discards a card to move between ships.

Louanne "Kat" Katraine's "Hot Shot" ability: "Strategic Planning" and other effects that modify die rolls cannot be used in conjunction with Louanne "Kat" Katraine's "Hot Shot" ability.

Louanne "Kat" Katraine's "Stim Junkie" ability: "Stim Junkie" should read: Stim Junkie – At the end of your Action step, if you are in the same location or space area that you were in at the start of your turn, you are moved to "Sickbay". This ability does not, however, move her to "Sickbay" if she is in the "Brig" or "Detention".

Louis Hoshi's "Reluctant" ability: Louis Hoshi's Reluctant ability also requires him to discard 1 Skill Card when he uses a Skill Card with a movement ability.

Louis Hoshi's "Organized" ability: When Louis Hoshi uses his "Organized" ability and activates "Command," "Communications," or "Weapons Control," he can use his "Dutiful" ability to discard a Skill Card and activate any one of those locations again. During the New Caprica phase, he can not use it to activate any locations other than those on the New Caprica board before Galactica returns to orbit.

Romo Lampkin's "Attorney" ability: When Romo Lampkin is on New Caprica, he moves a character in "Detention" to any New Caprica location and takes all of that player's Skill Cards.

Sharon "Athena" Agathon's "For Love" ability: Athena can use her "For Love" ability any time a player discards a Skill Card for any reason, with the following exceptions:

- When a player discards down to his hand limit.
- When resolving a Super Crisis.
- When a player discards a skill card to resolve an ability on his character sheet. This includes discards caused by Kat's "Hotshot" ability, Hoshi's "Dutiful" ability, and Anders' "Star Player" ability.

Sharon "Athena" Agathon's "Resolute" ability: When Athena uses her "Resolute" ability on a New Caprica location, she can use either the location's Human Action or the Cylon Action. She can not use it to activate any locations other than those on the New Caprica board before Galactica returns to orbit.

Sherman "Doc" Cottle "Treatment" ability: "Treatment" should read, "**Treatment – Action:** Choose **another** human player and draw 2 Skill Cards from his Skill set. Then, give him 2 Skill Cards from your hand."

Sherman "Doc" Cottle "Specialized" ability: Doc Cottle can use text abilities on Engineering Cards that are not actions.

Tom Zarek's "Friends in Low Places" ability: Tom Zarek's "Friends in Low Places" ability affects both the "Brig" and "Detention" locations. All abilities that affect the "Brig" location affect "Detention" while that character is on New Caprica. So, Tom Zarek can modify the difficulty of the "Detention" skill check only while he is on New Caprica himself.

Tom Zarek's "Disreputable" ability: When Tom Zarek draws the Mutiny Card required by his "Disreputable" ability, it is subject to his "Necessary Step" ability, so he draws two Mutiny Cards, keeps one, and places the other on the bottom of the deck.

Tory Foster's "Adaptable" ability: Tory Foster can use her "Adaptable" ability when a player uses the President's Office to play a Quorum Card. Each Quorum Card has an action listed on it. Anytime that action is resolved, Tory Foster may use her "Adaptable" ability. Things that may cause the action on a Quorum Card to be resolved include using the President's Title Card, using the President's Office location ability, resolving the benevolent result of Aaron Doral's Ally Card, or using Laura Roslin's "Skilled Politician" ability. Note that in a case such as the "Assign Mission Specialist" Quorum Card, the "Adaptable" ability only applies when the card is given to another player, not when that player who received the card uses it (since the latter is not an action).

LOYALTY CARDS

Each player starts the game with one (or two) Loyalty Card(s). Later in the game, players receive additional Loyalty Cards (see "Sleeper Agent Phase"), which increase their chances of being Cylons.

Loyalty Cards are kept facedown, but their owners may look at them at any time. A player may not look at other players' Loyalty Cards unless specifically allowed to do so by a card or ability. When a player is allowed to look at a single Loyalty Card belonging to a player who has more than one, the card viewed is selected randomly.

Each Loyalty Card specifies whether the controlling player is a Cylon, is not a Cylon, or is a Mutineer.



Important: If a player has **at least one** "You are a Cylon" card, then he **is** a Cylon and ignores all "You are not a Cylon" cards that he may have.

THE MUTINEER

The "You Are a Mutineer" Card is a unique Loyalty Card. Treat the "You Are a Mutineer" Card like a "You Are Not a Cylon" Loyalty Card for purposes of determining if a player is a human or a Cylon. While a player has the "You Are a Mutineer" Card, he is referred to as the Mutineer. The Mutineer is more likely to draw Mutiny Cards, which increases his chances of being sent to the "Brig" (see "Mutiny Cards and the



‘Brig’).

When a player receives the “You Are a Mutineer” Card facedown, he must **immediately reveal the card** and draw an additional Loyalty Card. Anytime a player receives the “You Are a Mutineer” Card, he draws one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title (excluding himself). After that, the Mutineer gains and loses Title Cards normally.

During the “Prepare for Jump” step of the Mutineer’s turn, if his **Crisis Card has the “prepare for jump” icon**, he **must draw a Mutiny Card**.

If the Mutineer reveals himself as a Cylon, he chooses a human player and gives that player the “You Are a Mutineer” Card. Unlike hidden Loyalty Cards, he gives this card to another player no matter how much distance has been traveled. That player must then draw one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title (excluding himself). A player who receives the “You Are a Mutineer” Card from another player does not draw an additional Loyalty Card.

Mutiny Cards

Mutiny Cards provide special abilities that players may perform as an action. If a player is instructed to draw a Mutiny Card, he draws it from the top of the Mutiny deck and keeps it hidden from other players.



When a player discards a Mutiny Card, he places the card faceup in a discard pile next to the Mutiny deck. If the deck runs out of Mutiny Cards, players shuffle the discard pile to create a new Mutiny deck.

Mutiny Cards and the “Brig”

When a player who already has a Mutiny Card draws a second Mutiny Card, he must immediately move to the “Brig,” unless specifically told not to do so (for example, if a player has been targeted by the “Press Room” location or uses the alternate version of Tom Zarek’s “Abuse Power” ability). Any time a player with more than one Mutiny Card is in the “Brig,” he chooses one Mutiny Card to keep and discards the rest.

While a player is in the “Brig,” he may draw and play Mutiny Cards as normal. If a player in the “Brig” already has a Mutiny Card and draws a second, he must immediately choose one to keep and discard the other.

The Mutineer does **not** move to the “Brig” when he draws a second Mutiny Card. Instead, when the Mutineer draws a third Mutiny Card, he must immediately move to the “Brig,” unless specifically told not to do so. Any time the Mutineer has more than two Mutiny Cards while in the “Brig,” he must choose two Mutiny Cards to keep and discard the rest.

Mutiny Cards and Cylons

Revealed Cylon players can never draw or play Mutiny Cards, nor can they be chosen to draw Mutiny Cards. When a

hidden Cylon reveals himself, he must discard all of his Mutiny Cards.

Cylon Leaders only draw and use Mutiny Cards while they are Infiltrating. When the action on a Mutiny Card requires a player to choose a player, he can choose an Infiltrating Cylon Leader. When a Cylon Leader ends his infiltration, he must discard any Mutiny cards he has (see “Infiltrating”).

PERSONAL GOALS

Individual characters may have personal motivations that exist outside of their loyalty to either humanity or the Cylons. These motivations are reflected by Personal Goal Loyalty Cards.

Revealing Personal Goals: Each of these Loyalty Cards has an action printed on it that allows the player who received it to reveal the card. However, he may only reveal the card if the conditions described on the card are all currently true. After a player reveals a Personal Goal Loyalty Card when the fleet has traveled six or less distance, he adds the top card from the “You Are Not a Cylon” deck to the Loyalty deck, shuffles the Loyalty deck thoroughly, and then draws a new Loyalty Card, which he examines but keeps hidden from other players. If the fleet has traveled seven or more distance after a player has revealed a Personal Goal Loyalty Card, he **does not** draw a new Loyalty Card.

The Personal Goal Loyalty Cards makes winning the game more difficult for the humans. The humans must still complete the conditions described on the Objective Card being used. However, each unrevealed Personal Goal Loyalty Card belonging to a human player at the end of the game reduces the resource listed on the card. If, after all the reductions, no resources have been reduced to 0 or lower, the humans win. If, however, any resource has been reduced to 0 or lower, then the victory goes to the Cylons.

If a revealed Cylon player has an unrevealed Personal Goal Card at the end of the game, do **not** reduce the resource listed on that card.

Note that for the purposes of determining whether a player is a human or a Cylon, the Personal Goal Loyalty Cards are treated exactly the same as “You Are Not a Cylon” Loyalty Cards.

THE FINAL FIVE

Twelve models of Cylons exist, but the seven that command the Cylon Fleet never speak of the other five. Their identities are shrouded in mystery and to search for them is to put one’s life in danger. If a player receives a Final Five Loyalty Card, his character is one of these models of Cylon (even though the card says “You Are Not a Cylon”; see “Not a Cylon?” below). The Final Five are not like other Cylons, and their allegiance in this conflict cannot be taken for granted.

The text on Final Five Loyalty Cards is only resolved if another player looks at the card as a result of a game effect (for example, Gaius Baltar’s Cylon Detector ability) or the card is revealed as a result of an execution.

If a player looks at a Final Five Loyalty Card belonging to someone else, he must immediately reveal it and return the card to the player who was dealt the card. The player who was dealt the card then resolves the text on the card, turns

the card facedown again, and, finally, shuffles the card with any other Loyalty Cards he has.

If the Final Five Loyalty Card is revealed as a result of an execution, the player who was dealt the card resolves the text on the card and then returns the card to the box. Note that, as with Crisis Cards and skill checks, revealed Cylon players are not affected by the abilities on Final Five Loyalty Cards.

Note that for the purposes of determining whether a player is a human or a Cylon, the Final Five Loyalty Cards are treated exactly the same as "You Are Not a Cylon" Loyalty Cards.

Not a Cylon? If a player receives a Loyalty Card indicating that his character is one of the Final Five models of Cylon, why does the card say, "You Are Not a Cylon" on it? The answer is that the Final Five models still cling to the identities they've had while part of the fleet. Even with the knowledge of their true origin, these individuals do not necessarily join their Cylon brethren. In regard to whether a player wins with the humans or the Cylons, the Final Five Loyalty Card functions exactly the same as a normal "You Are Not a Cylon" Loyalty Card.

If a player has a Final Five Loyalty Card and a "You Are a Cylon" Loyalty Card, he is treated as any other player that has a "You Are a Cylon" Loyalty Card. Thematically, the character is one of the Final Five who has allied himself with the other Cylons.

Resurrection and the Final Five: While it may be true that a character who is one of the Final Five should thematically be resurrected in the event of an execution, if that character is not allied with the Cylons (that is, if the player with the Final Five Loyalty Card does not also have a "You Are a Cylon" card), the other Cylons will try to keep the character in his rebirthing tank indefinitely. Consequently, the character is no longer available for play. The player resolves the execution as if he were a human, losing morale and choosing a new character.

SLEEPER AGENT PHASE

Once the fleet has traveled at least four distance, each player (including revealed Cylon players, but not Cylon Leaders) is dealt one card from the top of the Loyalty deck. Cylon Leaders get two additional Motive cards.

After the new cards have been dealt allow 30 seconds for all players to read and understand their Loyalty Cards. Note that all players have to read their cards for the specified time, so as to not give away who has cards with more or less complex text.

Cylon player

When a Cylon player receives Loyalty Cards during the Sleeper Agent phase, he looks at all of his facedown Loyalty Cards and gives them to one human player of his choice.

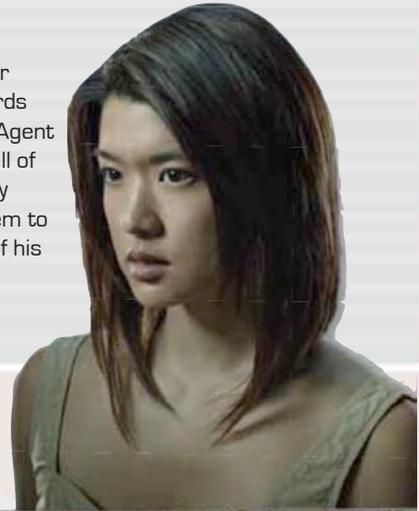
The Mutineer Card

If a human player (including unrevealed Cylon) receives the "You Are a

Mutineer" Card facedown, he must **immediately reveal the card** and draw an additional Loyalty Card. Anytime a player receives the "You Are a Mutineer" Card, he draws one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title (excluding himself). After that, the Mutineer gains and loses Title Cards normally.

If a Cylon player receives the "You Are a Mutineer" Loyalty Card, he does not reveal it. Instead, the human player he gives it to must immediately reveal the "You Are a Mutineer" Card as if it had been dealt to him.

After all players have received Loyalty Cards during the Sleeper Agent phase, if the "You Are a Mutineer" Card was included in the Loyalty deck and was not revealed, the current player chooses a human player to draw an additional card from the Loyalty deck. If this player then reveals the "You Are a Mutineer" Card, he follows the above steps but does not draw an additional Loyalty Card.



CYLONS

In each game, there will be at least one Cylon working against the humans. The number of Cylons varies based upon the number of people playing the game.

REVEALED CYLON PLAYERS

A player who has a "You are a Cylon" Loyalty Card may reveal it as an action (only). After a player has revealed himself as a Cylon, he performs the following steps:

1. **Discard:** The player discards down to three Skill Cards. He must also discard all of his Mutiny Cards and any remaining miracle tokens. If he has any "keep in play" Quorum Cards they are discarded.

2. **Lose Titles:** If the player had any Title Cards, they are given to a different player (see "Line of Succession").

3. **Resurrect:** The player moves his character token to the "Resurrection Ship" (or "Hub Destroyed") Cylon location (or to "Medical Center" during the New Caprica phase if Galactica has not yet returned to orbit). If he was piloting a viper it is returned to the Reserves.

4. **Receive Super Crisis:** The player receives one random Super Crisis Card. This card remains in his hand and may be played by activating the "Caprica" Cylon location. Super Crisis Cards are treated like normal Crisis Cards, but are immune to all character abilities that affect Crisis Cards or skill checks. **Exception: Executed Cylons do not get a Super Crisis Card at this time.**

5. **Remaining Loyalty Cards:** The revealing Cylon looks at all of his facedown Loyalty Cards and gives them to **one** human player of his choice. **Exception: If Galactica has traveled seven or more distance no excess loyalty cards may be handed off.**

6. **Mutineer:** If the Mutineer reveals himself as a Cylon, he chooses a human player and gives that player the "You Are Mutineer" Card. Unlike hidden Loyalty Cards, he gives this card to another player no matter how much distance has been traveled. That player must then draw one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title [excluding himself].

7. **End Turn:** If it is the revealing player's turn, his turn then ends, and the current player token is passed to the player on his left. Note that a player who reveals himself as a Cylon does not draw a Crisis Card at the end of this turn, or any of his future turns (see "Revealed Cylon Players' Turns," below).

Revealed Cylon Players' Abilities

A "Cylon player" may always ignore the negative effects of Crisis Cards and skill checks, such as discarding cards or being sent to the "Brig" or "Sickbay." They may also ignore a Crisis Card effect that would execute them (unless it specifically states to execute a Cylon player, as with the "Resistance Bombing" New Caprica Crisis Card).

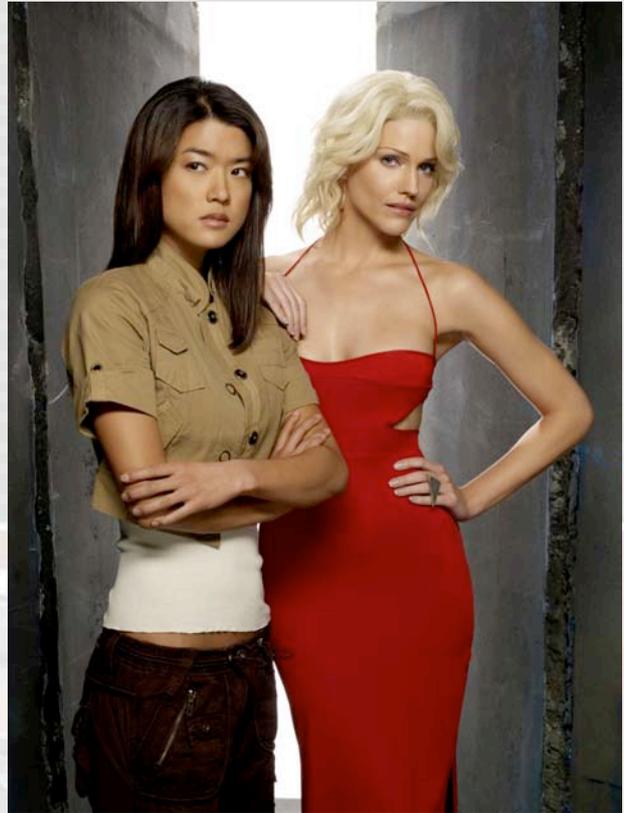
Revealed Cylon Players' Abilities: In addition, **all** of the abilities listed on a revealed Cylon player's character sheet are ignored. This rule means that if Sharon "Boomer" Valerii has been revealed as a Cylon before the Sleeper phase, her player is given only one Loyalty Card during the Sleeper phase, rather than the two Loyalty Cards she would have received if she had not revealed her character to be a Cylon. The unused Loyalty Card remains in the Loyalty deck and may be dealt out as a result of an execution.

Revealed Cylon Players' Skill Cards: Revealed Cylon players only draw two Skill Cards on their turns. A revealed Cylon player may – at his option – play **one** (and only one) Skill Card into each skill check that is resolved. Revealed Cylon players may not use actions or abilities listed on Skill Cards. They must continue to obey the hand limit rule, and discard down to 10 Skill Cards at the end of each player's turn.

Revealed Cylons and Crises: Although revealed Cylon players do not automatically draw a Crisis Card on their turn, they may draw and play a Crisis Card by using the "Caprica" Cylon location. When a revealed Cylon player draws a Crisis Card that poses a choice for the current player, that player makes the decision.

Super Crisis: Super Crisis Cards are treated like normal Crisis Cards, but cannot be affected by character abilities that affect Crisis Cards or Skill checks.

Note that Cylon Leaders follow slightly different rules; see "Cylon Leaders" below.



Revealed Cylon Players' Turns

On a revealed Cylon player's turn, he does not receive Skill Cards based on his skill set or draw Crisis Cards. He simply draws 2 cards, moves to any Cylon location, and then may use the action on it.

1. **Draw Skills Step:** A Cylon player may draw two Skill Cards of any type, however **each Skill Card must come from a different Skill type**. In other words, a Cylon player may not draw more than one Skill Card from any single Skill deck during his Draw Skills step.

2. **Movement Step:** The Cylon player may move to any other Cylon location. In lieu of moving during this step, a Cylon player may use a movement action, such as those found on his Cylon Leader character sheet.

The Basestar Bridge location on the Cylon Fleet game board provides Cylon players with options in their battle against humanity. Only revealed Cylons may move to the Basestar Bridge location and they do **not** need to discard a Skill Card when moving between the Basestar Bridge and the Cylon locations on the main game board.

If the New Caprica Objective is in play, the New Caprica phase has been reached and Galactica has returned to orbit, Cylons may move between Cylon locations and New Caprica by discarding a Skill Card.

If the Rebel Basestar is in play and if the basestar allegiance marker has its Cylon side faceup, Cylon players can discard a Skill card to move between any location on the Cylon Location overlay (or the Basestar Bridge) and the Rebel Basestar.

3. **Action Step:** The Cylon player may perform the action listed on his current location. Revealed Cylons may **not** perform other actions, such as those found on Skill Cards or

Quorum Cards. All of the abilities listed on a revealed Cylon player's character sheet are also ignored.

When a player activates the "Basestar Bridge" location, he chooses two of the four listed abilities to resolve, one at a time. [Note that he may only resolve each ability once per activation of the location. He could not, for instance, activate the location and use the ability that compels the CAG to place a civilian ship twice.]

Important Note: There are no "Crisis" or "Activate Cylon Ship" steps during a revealed Cylon player's turn.

4. Prepare for Jump Step (if necessary): This step is not skipped on Cylon turns. For example, if a Cylon player activated the "Caprica" location and chose a Crisis Card that has a "prepare for jump" icon on it, the fleet marker advances one space up the Jump Preparation track (after resolving the Crisis Card).

CYLON LEADERS

Unlike other players, a Cylon Leader is known to be a Cylon from the beginning of the game. However, his true allegiance may be either human or Cylon, determined by the Motive Cards he receives throughout the game.

Playing a Cylon Leader

Cylon Leaders are treated as revealed Cylons for all cards and effects, except as noted here.

Cylon Leaders have a skill set, and must draw their Skill Cards from within their set. During setup, Cylon Leaders draw two Skill Cards, not three. **Note:** Sharon "Athena" Agathon starts the game Infiltrating (see "Infiltrating"), so she draws **three** Skill Cards at the start of the game.

All abilities (including the negative ability) printed on a Cylon Leader's character sheet are always in effect. Cylon Leaders may use action abilities printed on their character sheet instead of the action listed on their current location.

A Cylon Leader disregards any game effect that instructs him to add a "You Are Not a Cylon" card to the Loyalty deck and draw a Loyalty Card.

Ionian Nebula Objective: If playing with the Ionian Nebula Objective, an Infiltrating Cylon Leader may encounter Ally Cards exactly the same as any human player. At the start of the Crossroads phase, if a Cylon Leader is currently Infiltrating, he resolves "The Trial/Boxing the Line" as if he were a human. If he is not Infiltrating, he resolves "The Trial/Boxing the Line" as a Cylon.

Motive Cards

Unlike other players, Cylon Leaders need to reveal (and fulfill the conditions of) Motive Cards in order to win the game.

During setup, a player who chose to be a Cylon Leader receives two Motive Cards. During the Sleeper Agent phase, he receives **two additional Motive Cards**. Cylon Leaders do not receive Loyalty Cards.



Each Motive Card shows both an allegiance, which determines if the Cylon Leader's victory requires the humans or the Cylons to win, and the requirements that must be met in order for the Cylon Leader to reveal the card.

Revealing Motive Cards

A Cylon Leader may reveal a Motive Card any time its requirements are currently being met. It is possible to reveal a Motive Card in the middle of resolving an action, a skill check, or a Crisis Card. At the end of the game, a Cylon Leader may reveal Motive Cards if the requirements listed on those cards are met, based upon the status of the game when it ended. He cannot reveal a Motive Card if its requirement is not currently being met, even if it was previously met.

It is possible for a Cylon Leader to reveal all four of his Motive Cards. If two of these cards show human allegiances and two show Cylon allegiances, the Cylon Leader wins alongside either group.

Winning as a Cylon Leader

A Cylon Leader wins along with the winning team if the following two conditions are met:

- At the end of the game, the Cylon Leader has no more than one Motive Card that he has not revealed.
- The Cylon Leader has revealed at least two Motive Cards with an allegiance that corresponds to the winning group, either humans or Cylons.

Infiltrating

A Cylon Leader may Infiltrate the humans by activating the revised "Human Fleet" location. When a Cylon Leader Infiltrates, he moves from the "Human Fleet" location to any Galactica location. While Infiltrating, a Cylon Leader follows these special rules, which are summarized on the Infiltration Reference Card:

- While Infiltrating, a Cylon Leader is treated as a human player, except as noted below. He may move to any location available to human players, and cannot move to Cylon locations.
- An Infiltrating Cylon Leader draws a Crisis Card at the end of his turn, and can use the text abilities of Skill Cards.
- An Infiltrating Cylon Leader draws one extra Skill Card from within his Skill set during his "Receive Skills" step for a total of three Skill Cards.
- An Infiltrating Cylon Leader cannot become President, Admiral or CAG. He cannot be given the "Assign Vice President" Quorum Card, but may be given other Quorum Cards, such as "Assign Mission Specialist" or "Assign Arbitrator." When a Cylon Leader ends his Infiltration, he must discard any Quorum Cards he has been given, without effect.
- An Infiltrating Cylon Leader can play a maximum of two Skill Cards into each Skill check. An Infiltrating Cylon Leader in the "Brig" can play a maximum of one Skill Card into each Skill check.

- An Infiltrating Cylon Leader still wins or loses as determined by his Motive cards; Infiltrating does not affect his allegiance.
- An Infiltrating Cylon Leader may always return to the “Resurrection Ship” (or “Hub Destroyed”) as an action. When using this action in the “Brig” or in “Detention”, he must discard all but three Skill Cards from his hand. If a Cylon Leader returns to the “Resurrection Ship” (or “Hub Destroyed”) for any reason, he is no longer Infiltrating.



Athena’s “Resolute” Ability Clarifications

If Athena is Infiltrating and uses her “Resolute” ability to activate the “Human Fleet,” she cannot choose to Infiltrate Galactica. If she activates “Caprica” while Infiltrating, she **does** receive an Activate Cylon Ship step. If she activates the “Hub Destroyed” location while Infiltrating, she moves to the “Cylon Fleet” and is no longer Infiltrating. She cannot activate the “Hangar Deck” while in the “Brig.”

Boomer and Athena?

It is possible for both Sharon “Boomer” Valerii and Sharon “Athena” Agathon to be in the same game. While the presence of Athena indicates that Boomer is not human, it does not determine whether she is loyal to Cylon objectives or not. Boomer is extremely unique, capable of both tremendous deceit and fierce loyalty. Even among the Cylons, her true nature is enigmatic.

Boomer’s Loyalty Cards may indicate that she is devoted to her human peers to such an extent that she would never dare risk sending herself to the Resurrection Ship and end up being trapped in her rebirthing tank indefinitely. Of course, her Loyalty Cards may also indicate that her allegiance to her human peers is an utter fabrication and she would be welcomed by the other Cylons as a hero. It’s up to the other humans to discover her true intent.

EXECUTION

There are various effects that will result in the **execution** of a character, most notably the “Airlock” location on Pegasus. Being executed is extremely unpleasant and should be avoided at all costs. If too many humans are executed, the fleet’s morale will plummet, so players should only execute their fellows when they are sure a player is secretly a Cylon!

When a character is executed, the player controlling that character performs the following steps.

1. **Discard Cards:** He discards his hand of Skill and Mutiny Cards and his miracle tokens (Quorum Cards in his hand are unaffected). He also discards any Quorum Cards played on his character (for example the “Assign Mission Specialist” Quorum card).

2. **Prove Loyalty:** If one or more of the player’s Loyalty Cards is a “You Are a Cylon” card, he reveals one “You Are a Cylon” card and gives all his remaining facedown Loyalty Cards to a human player of his choice (the player does not take the Action on his “You Are a Cylon” Loyalty Card). If his character was the Mutineer, he chooses a human player and passes him the “You Are the Mutineer” Loyalty Card faceup as he would when he reveals as a Cylon. He then proceeds to step 4, “Cylon.”

If all of the player’s Loyalty Cards are “You Are Not a Cylon” cards, he reveals all of them and proceeds to step 3, “Human.”

If a player is a Cylon Leader, he has no Loyalty Cards to reveal, but instead proceeds to step 4, “Cylon.”

3. Human:

- A. Lose 1 morale.

B. The player returns his character sheet and token to the game box. This character may no longer be used during the game.

C. The player discards all his Loyalty Cards. If playing with the Ionian Nebula Objective, he also discards all of his trauma tokens.

D. The player then chooses a new character, placing that character in his starting location. He does not gain a miracle token when he chooses a new character, but may gain a miracle token later in the game through game effects. If his character was the Mutineer, his new character immediately receives the “You Are the Mutineer” Card faceup.

Starting location: If the character’s normal starting location is unavailable (for example, as a result of the “Bomb on Colonial 1” Super Crisis Card), the character starts in “Sickbay” instead. During the New Caprica Phase new characters are placed at “Resistance HQ”. He may choose any character without regard to character type (however, the player should consider the identities of known humans and suspected Cylons when selecting his character). If playing with the Ionian Nebula Objective, he also draws three new trauma tokens.

Allies: If a player chooses a character who corresponds to an ally token on the board, remove the ally token, discard the trauma token on the corresponding Ally Card, and return the card to the box. The Cylon player with the most trauma tokens draws a new Ally Card to replace the one returned to the box and places the corresponding ally token on the appropriate location. (Ally tokens can be placed in locations that are already damaged.) The Cylon player then chooses one of **his own**

trauma tokens to place facedown on the Ally Card he just drew. If more than one Cylon player is tied for the most trauma tokens, the current player chooses which Cylon player will draw the Ally Card and place a trauma token on it. If there are no Cylon players with trauma tokens, the current player draws a card from the Ally deck, draws a random token from the pool of unused trauma tokens, and, without looking at it, places it facedown on the card. Repeat this process until all Ally Cards returned to the box have been replaced. Once the Ally deck is depleted, no further Ally Cards may be drawn.

E. The player adds one card from the "You Are Not a Cylon" deck to the Loyalty deck, shuffles the Loyalty deck thoroughly, and draws one new Loyalty Card, which is kept hidden from the other players. If the executed character was Sharon "Boomer" Valerii and the game has not yet reached the Sleeper phase, the player draws an additional Loyalty Card.

If a human is executed and there are no available characters left to be selected, then the humans immediately lose the game.

If the Admiral or President is executed, the title will change hands **after** the new character is selected.

4. Cylon:

A. Move to the "Resurrection Ship" (or "Hub Destroyed") Cylon location. During the New Caprica Phase and before Galactica returns, he instead moves to "Medical Center". If playing with the Ionian Nebula Objective, he keeps his trauma tokens.

B. Follow the normal procedure for a revealed Cylon, **but do not draw a Super Crisis Card**.

5. **End Turn:** If the executed character was being played by the current player, that player's turn ends, regardless of whether his character was a human or Cylon.

EXECUTIONS AND TRAUMA

If playing with the Ionian Nebula Objective the following rules apply to trauma tokens:

While resolving an execution, a player who was proven to be human discards all of his trauma tokens at the same time that he discards his Loyalty Cards.

Immediately after the player chooses a new character, he draws three trauma tokens and examines them without

showing them to the other players. As at the start of the game, the player draws a replacement for any trauma token with a disaster symbol on it and returns the disaster trauma token to the pool.

A player who is proven to be a Cylon while resolving an execution keeps his trauma tokens.

SELECTING SPECIFIC CHARACTERS AFTER AN EXECUTION

Some characters have unique rules that complicate their selection after an execution as follows:

Sharon "Boomer" Valerii: If Sharon "Boomer" Valerii is selected as a new character **before** the Sleeper phase, shuffle one "You are Not a Cylon" Loyalty Card into the Loyalty deck.

If selected after the Sleeper phase, she is immediately placed in the "Brig" and the player who selected her draws an additional Loyalty Card. (If the character she is replacing was executed on a New Caprica location, send her to "Detention" instead.)

Karl "Helo" Agathon (Original Version, Military Leader): If Karl "Helo" Agathon is selected, he will count as "stranded" during his player's next turn, even if it's not the first turn of the game.

Lee "Apollo" Adama (Original Version, Pilot): If Lee "Apollo" Adama is selected as a new character, immediately launch a viper and place him in it as a pilot. If there are no vipers available in the reserves, he is instead placed on the "Hangar Deck."

Gaius Baltar (Original Version, Political Leader): If Gaius Baltar is selected as a new character before the Sleeper phase, immediately add one "You Are Not a Cylon" card to the Loyalty deck, shuffle it, and deal one Loyalty Card to his player. If Gaius Baltar is selected as a new character after the Sleeper phase, he may not use his "Cylon Detector" ability.

Samuel T. Anders: If Samuel T. Anders is selected as a new character, his player skips the Receive Skills step of his next turn.

Tom Zarek (Alternate Version, Military Leader): If he chooses the alternate version of Tom Zarek as his new character, he must immediately draw a Mutiny Card.

GAME TURN

Battlestar Galactica: The Board Game is played over a number of game turns. Starting with the first player and proceeding clockwise, players take complete game turns in order until either the human or Cylon players have won the game.

GAME TURN SEQUENCE

Each game turn consists of the following steps, carried out in order:

1. Receive Skills Step:

If the Ionian Nebula Objective Card is in play and before a player draws his Skill Cards, if he is located in either "Sickbay" or the "Brig", he will receive a trauma token from that location (see below).



The current player draws the number and types of Skill Cards listed on his character sheet (see "Receive Skills Step" below). Cylon Leaders who are infiltrating draw an extra Skill Card for a total of three. Revealed Cylons draw two cards. Characters in sickbay, medical center or on the resurrection ship draw only one.



2. Movement Step: The current player may move to a different location. If he moves to a different ship (from Galactica or Pegasus to Colonial One for example), he must discard one Skill Card from his hand. Instead of moving a character may perform a Movement ability as granted by a card.

If the Ionian Nebula Objective Card is in effect and a character is in the same location as an ally token, he **must** encounter that token's corresponding Ally Card at the end of the Movement step (see below).



3. Action Step: The current player chooses one action to perform. Options include the actions listed on his location, character sheet, Skill Cards or other cards in his hand (see the full list of actions under "Action Step").

4. Crisis Step: The top card of the Crisis deck is drawn and then resolved (see "Crisis Step"). **Exceptions: Revealed Cylons and characters in the Brig do not perform this step. If a player activates the "Bridge" location on the Demetrius game board at any point during a turn, the current player does not draw a Crisis Card during his Crisis step.**



5. Activate Cylon Ships Step (if necessary): Cylon ships are activated according to the icon on the Crisis Card drawn (see "Activate Cylon Ships Step"). Cylon ship activations may also cause the Cylon Pursuit marker to move. **Exceptions: Revealed Cylons do not perform this**



step. During the New Caprica phase and until Galactica returns to orbit, all Cylon ship activation icons are ignored.

6. Prepare for Jump Step (if necessary): If the Crisis Card has the "prepare for jump" icon on it (see "Prepare for Jump Step") the fleet token advances one space up the Jump Preparation track. If the token reaches the end of this track, then the fleet jumps (see "Jumping the Fleet"). During the "Prepare for Jump" step of the Mutineer's turn, if his **Crisis Card has the "prepare for jump" icon, he must draw a Mutiny Card.**



7. Discard Step: If a player has more than 10 Skill Cards or 10 Quorum Cards in his hand at the end of **any player's turn**, he must discard cards (of his choice) until he has only 10. This hand limit does not include other cards, such as Super Crisis Cards that may be in a player's hand.

After the Discard step, the current player's turn is over, and he hands the current player token clockwise to the player on his left. This player then begins his turn starting with the Receive Skills step.

The following sections explain each step of a player's turn in detail.

RECEIVE SKILLS STEP

Acquiring Trauma

Locations and Trauma: If the Ionian Nebula Objective Card is in play and at the start of a player's turn, before he draws his Skill Cards, if he is located in either the "Sickbay" or the "Brig," he takes the trauma token on that location, examines it without showing it to the other players, and performs the steps outlined below. Afterward, he replaces the trauma token by taking a token from the pool of trauma tokens, without examining it, and placing it on the location where he started his turn.



Acquiring Trauma: Any time a player takes the trauma token from a location or draws a token from the pool of unused trauma tokens, he performs the following steps in order:

1. If the trauma token has either an antagonistic symbol or a benevolent symbol, the player does not reveal it, and he places the token with any other trauma tokens he has.
2. If the trauma token has the disaster symbol on it, the player must immediately reveal the token.

A. If a human player drew this token, his character is executed (see "Execution").

B. If a Cylon player drew this token, he draws two more trauma tokens, which he examines without revealing them. If either of these tokens is the other trauma token with a disaster symbol on it, the player must again reveal it and draw two more trauma tokens. He then places all the trauma tokens he drew that do not have disaster symbols with any other trauma tokens he has.



3. The player returns any trauma tokens with the disaster symbol facedown to the pool of unused trauma tokens, and then randomizes the pool.

Drawing Skill Cards

During this step, the current player draws Skill Cards according to the skill set listed on his character sheet. The player always draws the cards listed on his character sheet regardless of the number of cards already in his hand.

- **Human players:** Human players draw Skill Cards according to the skill set listed on the character sheet.
- **Revealed Cylons:** Revealed Cylon players only draw two Skill Cards on their turns. A Cylon player may draw Skill Cards of any type, however **each Skill Card must come from a different Skill type**. In other words, a Cylon player may not draw more than one Skill Card from any single Skill deck during his Draw Skills step.
- **Infiltrating Cylon Leader:** An Infiltrating Cylon Leader may draw one extra Skill Card (from within his Skill set) during his Receive Skills step (for a total of three cards instead of two). This additional card **may** be of a type that he has already drawn.

Multi-Skills: Some character sheets list multi-colored skills known as multi-skills. When a character with a multi-skill receives Skill Cards, he must first decide how many cards he will draw from each type. The total number of cards that he draws must be equal to the number listed on his sheet.



No Skill Cards Available: In the unlikely event that a Skill deck and discard pile have run out of cards, players will be unable to draw cards of that type until some of that type of cards have been discarded.

MOVEMENT STEP

During this step, the current player may move his character token to another location if he wishes. Human characters may not move to Cylon locations, and revealed Cylons may **only** move to Cylon locations.

Moving between ships: If a player moves to a different ship (or New Caprica), he must discard one Skill Card from his hand.

Piloting: If the player's character is piloting a viper, he may move to an adjacent space area during this step, or may discard a Skill Card to move to a location on Galactica, Pegasus, Demetrius, Colonial One or the Rebel Basestar (if otherwise allowed) and return his viper to the "Reserves".

Hazardous Locations: Locations with a yellow-striped border are considered hazardous. These locations include the "Brig", "Sickbay", the "Resurrection Ship", the "Hub Destroyed", the "Medical Center" and "Detention". Players **may not move to a hazardous location** as part of their normal movement. They may only move to a hazardous location when a card or effect sends them to it.



Sending characters to the Brig and Sickbay: If a character is in the "Brig", and a card sends him to "Sickbay" he is not moved from the "Brig". If a player is required to choose a character to send to the "Brig" or "Sickbay", he cannot choose a character that is already there. He also cannot choose a revealed Cylon player, or "Helo" before he is on the board (due to his negative ability).

Basestar Bridge: The "Basestar Bridge" location on the Cylon Fleet game board provides Cylon players with options in their battle against humanity. Only revealed Cylons may move to the "Basestar Bridge" location. (Note: Cylon players do **not** need to discard a Skill Card when moving between the "Basestar Bridge" and any of the other Cylon locations.)

Movement powers: Movement powers are abilities granted by some cards that a player may use during the Movement step of his turn (only) in lieu of moving. A player may either move or use a Movement ability during his Movement step, but not both. He may not use more than one Movement ability per turn. Note that a player may **not** use a Movement ability when he is allowed to move during someone else's turn (such as when he has been targeted by an "Executive Order" Skill Card). Effects that prohibit the use of actions of a specific type also prohibit the use of Movement abilities of that type. For instance, while the "Hornet's Nest" Cylon attack card is in play, players cannot use actions or Movement abilities on Piloting Cards.

New Caprica Locations

The following rules only apply if the New Caprica Objective is in play.

Moving During the New Caprica Phase: Until Galactica returns to orbit, no player (human or Cylon) may move to any location other than the New Caprica locations. After Galactica returns, humans may move to any New Caprica, Galactica, or Pegasus location (provided the Pegasus has not been destroyed). A player must discard one Skill Card when moving between ships and/or the planet surface. Similarly, after Galactica's return, Cylon players may move to any New Caprica or Cylon locations. If moving between New Caprica and the Cylon locations, the Cylon player must discard one Skill Card. Note that during the New Caprica phase, characters may no longer move to Colonial One, even after Galactica is in orbit.

"Medical Center" and "Detention": There are six New Caprica locations printed on the New Caprica game board. The following special rules apply to the "Medical Center" and "Detention."

- Until Galactica returns to orbit, when a character would be sent to the "Resurrection Ship" (or "Hub Destroyed") (either due to revealing himself as a Cylon or being executed), he is instead sent to the "Medical Center." After Galactica returns to orbit, characters are sent to the "Resurrection Ship" (or "Hub Destroyed") as normal.
- Any effect that would send a character on a New Caprica location to the "Brig" sends them to "Detention" instead.
- Any character ability that applies to the "Brig" applies instead to "Detention" while that character is on a New Caprica location.
- While the President is on a New Caprica location, any Quorum Card effects that apply to the "Brig" apply to

“Detention” instead. (Note that, as stated on the new President Title Card, when the President plays a Quorum Card while on a New Caprica location, she rolls a die. If 3 or less, she is sent to “Detention.”)

- As is the case with the “Brig,” players may not use the reveal actions on Loyalty Cards while in “Detention.”
- When the Admiral or CAG is sent to “Detention,” he retains his Title Card.
- Cylon players cannot be sent to “Detention.”

The Demetrius

As with other ships, if a player moves from a viper to a location on Demetrius or between a location on the Demetrius and a location on another ship, he must discard one Skill Card from his hand.

The Rebel Basestar

If the basestar allegiance marker has its human side faceup, human players treat the rebel basestar as another ship, like Colonial One or Demetrius. If a player moves from a viper to a location on the rebel basestar or between a location on the rebel basestar and a location on another ship, he must discard one Skill Card from his hand. If the basestar allegiance marker’s human side is faceup, Cylon players **cannot** move to the rebel basestar or activate its locations.

If the basestar allegiance marker has its Cylon side faceup, Cylon players can discard a Skill card to move between any location on the Cylon Location overlay and the rebel basestar. If the basestar allegiance marker’s Cylon side is faceup, human players **cannot** move to the rebel basestar or activate its locations.

Encountering Allies

If the Ionian Nebula Objective Card is in effect Galactica and Colonial One are populated with individuals who possess remarkable talents, useful knowledge, and positive traits that may prove beneficial to humanity’s efforts.



However they also possess bad habits, selfish motivations, and destructive elements to their personalities that may prove harmful to those who encounter them. Players may interact with these individuals by using the Ally Cards and ally tokens.

At the end of a player’s Movement step, if his character is in the same location as an ally token, he **must** encounter that token’s corresponding Ally Card before proceeding to his Action phase.

If more than one ally token is in the location, the player chooses one of those allies to encounter. A player may only encounter an ally on his turn and may encounter only one ally per turn. Perform the following steps when encountering an Ally Card.

1. Resolve Ally Card Result: Each Ally Card lists two potential results of being encountered. The upper result described on the card is the benevolent result and the lower result is the antagonistic result.

When a player encounters an Ally Card, he first reveals the trauma token on that card. If the token has the benevolent symbol on it, he resolves the card’s benevolent result. If the token has the antagonistic symbol, he resolves the card’s

antagonistic result. **If the token has a disaster symbol, he resolves neither result.** (Note: Revealing a trauma token with a disaster symbol when encountering an ally does **not** result in the execution of the character encountering that ally.) After revealing the trauma token, the player discards it.

2. Discard and Draw a New Ally Card: After resolving the Ally Card, the player removes the ally token from the board and returns the Ally card to the box. He then draws a new card from the Ally deck to replace the one he just discarded. (Once the Ally deck is depleted, no further Ally Cards may be drawn.)

Any time an Ally Card is drawn, if it represents a character (even an alternate version) who is being used by a player or who has been executed, return that Ally Card to the box and draw a new one. If the location listed on the Ally Card is no longer in the game (for example, as a result of the “Bomb on Colonial 1” Super Crisis Card), return the Ally card to the box and draw a new one.

The player then places the corresponding ally token in the location indicated on the card.

3. Place a Trauma Token: Finally, the player who drew the Ally Card chooses one of **his own** trauma tokens to place facedown on the Ally Card he just drew. If the player has no trauma tokens, he draws a random token from the pool of trauma tokens instead and, without looking at it, places it facedown on the Ally Card. (Note: The player **only** draws a token from the pool of unused trauma tokens if he does not have any trauma tokens of his own.)

Helena Cain Ally Card: The benevolent result should read: You may choose another character to be executed. **You may not choose a revealed Cylon.**

Note: Ally Cards are only encountered at the end of a player’s Movement step. If a player moves to a location when it is not his Movement step (for instance, as a result of an “Executive Order” leadership card), he does **not** encounter any Ally Cards.

ACTION STEP

During this step, the current player chooses one action to perform. The action types are listed below, and are usually identified by the word “Action:” followed by an ability.

- **Activate Location:** The player may perform the action listed on his character’s current location.
- **Skill Card Action:** The player may play a Skill Card from his hand to perform the action specified on the card. Note that not all Skill Cards have actions on them (see “Skill Cards”).
- **Character Action:** The player may perform an action listed on his character sheet. Note that only some character sheets have actions listed on them.
- **Activate his Viper:** If the player is piloting a viper, he may activate it to move or to attack a Cylon ship.
- **Title, Quorum and Mutiny Cards:** If the player has a Title, Quorum or Mutiny Card that provides him with an action, then he may perform it during this step.
- **Loyalty Card:** The character may reveal one of his “You are a Cylon” Loyalty Cards to perform the specified action on it (unless he is in the “Brig” as specified on the card). He then follows the rules for revealed Cylon players.

- **Stop Infiltrating:** An Infiltrating Cylon Leader may always return to the “Resurrection Ship” (or “Hub Destroyed”) as an action. When using this action in the “Brig” or in “Detention”, he must discard all but three Skill Cards from his hand.

- **Attacking Occupation Forces and Detaining Humans on New Caprica:** A human player on New Caprica may always use an action to attack occupation forces in his location. If a Cylon player’s character is in the same location as a human character and an occupation forces token, he may use an action to attempt to detain that human.

- **Do Nothing:** If the player does not wish to perform any actions, he may decide to do nothing during this step and proceed to the Crisis step.

Allowable Actions in The Brig: A player may take any actions he wishes while in the “Brig”. Only his movement and participating in skill checks are restricted. He may, however, use Movement abilities.

Basestar Bridge: When a player activates the “Basestar Bridge” location, he chooses two of the four listed abilities to resolve, one at a time. (Note that he may only resolve each ability once per activation of the location. He could not, for instance, activate the location and use the ability that compels the CAG to place a civilian ship twice.)

“Human Action” and “Cylon Action” Locations: Some locations on New Caprica have actions listed as “Human Action” or “Cylon Action.” Only a human player may use a “Human Action” ability. Only a Cylon player may use a “Cylon Action” ability. (For clarification on the different types of players, see “Cylon Players” and “Human Players”.)

Attacking Occupation Forces and Detaining Humans on New Caprica

The following rules only apply if the New Caprica Objective is in play.

Attacking Occupation Forces: A human player on New Caprica may always use an action to attack occupation forces in his location. To do so, he rolls a die. If the result is a 5 or higher, the attack is a success and one occupation forces token in that location is removed from the board. The human player may also discard a “Maximum Firepower” Skill Card to reroll the die. (Note that if a “Strategic Planning” Tactics Card has been played on this roll, the reroll also receives +2 to its result.)

Detaining Humans: If a Cylon player’s character is in the same location as a human character and an occupation forces token, he may use an action to attempt to detain that human. To do so, the Cylon player rolls a die. If the result is a 1-3, the human is moved to “Detention”. If the result is 4-7, human is moved to the “Medical Center”. If the result is an 8 nothing happens.

The Demetrius Game Board

The following rules only apply if the Earth Objective is in play.

The Demetrius game board provides human players with opportunities to travel the extra distance needed to reach

Earth. By using the locations on the Demetrius game board, human players can activate missions and interact with the Mission deck.

Locations on the Demetrius game board cannot be damaged.

Crisis Cards and the Bridge: If a player activates the “Bridge” location at any point during a turn, the current player does not draw a Crisis Card during his Crisis step.

The “Active Mission” Space: Players activate missions by using the “Bridge” location on the Demetrius game board. When a player activates a mission, he places the top card of the Mission deck faceup on the “Active Mission” space on the board. If a card is already on the “Active Mission” space on the board, players cannot activate the “Bridge” location. If the Mission deck is depleted, shuffle the Mission Card’s discard pile facedown to form a new Mission deck.

Once a card has been placed on the “Active Mission” space, it remains there until the next time the fleet jumps. This prevents players from activating a new mission until after the next jump.

Mission Cards and Activating Missions: Each Mission Card features a skill check that players must resolve when the card is revealed. If players pass the skill check, resolve the “pass” result on the card. If they do not pass the check, resolve the “fail” result on the card.

Character abilities and card abilities that affect Crisis Cards **do not** affect Mission Cards. Similarly, character abilities and card abilities that affect skill checks **do not** affect skill checks on Mission Cards. This includes “Investigative Committee,” “Restore Order,” and “Declare Emergency” Cards. Players **do not** resolve skill check abilities when resolving Mission Cards.

Effects or abilities that limit the number of cards that a player may contribute to a skill check (such as being in the “Brig,” being a Cylon player, or Aaron Doral’s “Vanity” negative ability) **do** limit the number of cards a player may contribute to skill checks on Mission Cards.

Mission Cards that Count as

Additional Distance: Some Mission

Cards count as additional distance when the “pass” result on them is resolved.

These cards are easily

identified by the distance number on the bottom of the card.

If the “fail” result on one of these cards is resolved, the card is turned facedown on the “Active Mission” space and it does not count as additional distance. A card that counts as additional distance adds its distance number to the total distance traveled as soon as the “pass” result on it is resolved.

Example: The fleet has traveled eight distance when the skill check on the “Search for Home” Mission card is passed, the card counts as two additional distance immediately. Since the total distance traveled is now 10, the humans win the next time the fleet jumps.

The Rebel Basestar Game Board

The Rebel Basestar game board comes into play after the skill check on the “Cylon Civil War” Mission Card is resolved. When it comes into play, place the Rebel Basestar game board in play.



The Rebel Basestar game board features a “Basestar Allegiance” space which is used to indicate whether the rebel basestar is allied with the humans or the Cylons.

If the “pass” result on the “Cylon Civil War” Mission card is resolved, place the basestar allegiance marker on the “Basestar Allegiance” space with the **human side faceup**. If the “fail” result on the “Cylon Civil War” Mission Card is resolved, place the basestar allegiance marker on the “Basestar Allegiance” space with the **Cylon side faceup**.

Locations on the Rebel Basestar game board cannot be damaged.

Raider Bay Clarifications: When a player activates the “Raider Bay” location, he can only activate the two raiders or the four vipers he places. He cannot activate any raiders or vipers that were placed before he activated the “Raider Bay” location.

If a player using the original version of Apollo uses his “Alert Viper Pilot” ability to pilot one of the vipers placed when the “Raider Bay” location is activated, the player who activated the “Raider Bay” location cannot activate the viper Apollo is piloting. The player using Apollo can use the action granted to him by the “Alert Viper Pilot” ability even though it interrupts the player who is activating the “Raider Bay.”

CRISIS STEP

During this step, the current player draws the top card of the Crisis deck (unless he is a revealed Cylon), reads it aloud, and then resolves it. There are two types of Crisis Cards: skill checks and events.

Skill Check Crises: These Crisis Cards list a difficulty and one or more skill types, listed as colored boxes, in the upper left corner. These cards are resolved according to the rules for skill checks (see “Skill Checks”) and have outcomes based on whether the players pass or fail the skill check. Some of these cards give the current player, the President, the Admiral or the CAG the choice to either resolve the skill check or carry out some alternate instruction.



Event Crises: Any Crisis Card that is not a skill check is an event. These crises have instructions that must be immediately followed. Some of them provide a decision for the current player, the President, the Admiral or the CAG.



Choice Crises: When a player makes a choice on a Crisis Card, he can always choose the top or bottom section of the card, regardless of whether he will be able to fulfil the game text listed (unless the card specifically restricts this).

Some clarifications for specific Crisis Cards:

“Food Shortage” Crisis Card: This card causes the President to discard two, and the current player to discard

three Skill Cards. If the President is the current player, then he must discard five cards.

“Unwelcome Faces” Crisis Card: The first option should read: The Admiral **must** discard all of his skill cards and then choose a character to send to the “Brig.”

Crisis Cards and the Bridge: If a player activates the “Bridge” location on Demetrius at any point during a turn, the current player does not draw a Crisis Card during his Crisis step.

New Caprica Crisis Cards

During a player’s Crisis step in the New Caprica phase, he draws from the New Caprica Crisis deck instead of the normal Crisis deck. New Caprica crises are resolved in the same manner as normal crises, with a number of exceptions and special rules as indicated. Any game effect that targets the Crisis Deck also affect the New Caprica Crisis Deck (for example, the “Launch Scout” Tactics Card).

“Resistance Bombing” New Caprica Crisis Card: Revealed Cylons may not ignore the execution effect on this Crisis Card.

ACTIVATE CYLON SHIPS STEP

Cylon ships may appear, move or attack based on the icon on the bottom left of the Crisis Card (see “Activating Cylon Ships”). Cylon ship activations may also cause the Cylon Pursuit marker to move.

Exceptions: Revealed Cylons do not perform this step. During the New Caprica phase and until Galactica returns to orbit, all Cylon ship activation icons are ignored.

Cylon Ship and Occupation Forces Icons on New Caprica

The following rules only apply if the New Caprica Objective is in play.

During the New Caprica Phase and until Galactica returns to orbit, **all Cylon ship activation icons are ignored**. During the New Caprica phase, however, occupation forces are activated by the occupation forces icon.



Note the activate heavy raiders and centurions icons do not activate occupation forces, and occupation forces icons do not activate centurions on the Boarding Party track.

Activating Occupation Forces: Occupation forces tokens represent the Cylons’ armed centurion patrols on New Caprica.



Occupation forces tokens are activated during the Activate Cylon Ships step by New Caprica Crisis Cards (see above) or by the “Occupation Authority” location. Each time they are activated, each occupation forces token is moved one space to the right following the track along the bottom of the board.

If an occupation forces token on the “Shipyards” location is activated, remove it from the game board and destroy the civilian ship on the top of the “Locked Civilian Ships” box. If the

Locked Civilian Ships stack is empty, destroy the civilian ship on top of the Prepared Civilian Ships stack. If both stacks are empty, no civilian ship is destroyed.

If there are no occupation forces tokens on the game board when occupation forces are activated, place one on the "Occupation Authority" location. Note that occupation forces tokens are subject to the same rules of component limitations as all other tokens in the game. If there are not enough tokens to place more occupation forces, no new tokens are placed.

PREPARE FOR JUMP STEP

If the drawn Crisis Card has the "prepare for jump" icon on its lower right corner, then the fleet token moves one space ahead (toward the "Auto Jump" space) on the Jump Preparation track. If this causes the token to move to the "Auto Jump" space, then the fleet jumps to a new destination (see "Jumping the Fleet").

Mutineer: During the "Prepare for Jump" step of the Mutineer's turn, if his **Crisis Card** has the "prepare for jump" icon, he must draw a Mutiny Card.

Preparing for Jump and Evacuating Civilian Ships on New Caprica

The following rules only apply if the New Caprica Objective is in play.

New Caprica Crisis Cards have two icons used during the Prepare for Jump step, the evacuation icon and the prepare for jump icon.



Until Galactica returns to orbit, disregard the evacuation icon. However, use the prepare for jump icon as normal.

Once the fleet marker reaches the "Auto Jump" space of the Jump Preparation track, Galactica returns to orbit.

During the Prepare for Jump step of every subsequent New Caprica Crisis Card, when an evacuation icon appears, the current player takes one civilian ship from the top of the Prepared Civilian Ships stack and moves it to any space area with a viper launch icon. If the Prepared Civilian Ships stack is empty, ignore the evacuation icon. Once Galactica has returned to orbit, the Jump Preparation track will no longer be used and the jump icons may be ignored.

DISCARD STEP

If a player has more than 10 Skill Cards or 10 Quorum Cards in his hand at the end of **any player's turn**, he must discard cards (of his choice) until he has only 10. This hand limit does not include other cards, such as Super Crisis Cards that may be in a player's hand.

After this step, the current player's turn is over. He discards any Crisis Cards drawn this turn, and hands the current player token to the player on his left, who begins his turn (starting with the Receive Skills step).

SKILL CARDS

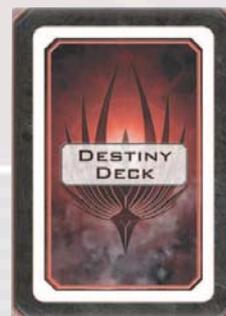
Skill cards are used to overcome skill checks or to provide players with special actions (and other abilities) that they can perform. Each skill type specializes in different strategies:

- **Politics:** This skill represents a character's ability to control morale and help the fleet overcome crises. This is the most common skill type required by Crisis Cards. Some politics cards also provide the ability to allow a player to draw Skill Cards from outside his skill set.
- **Leadership:** This skill represents a character's ability to take charge of situations and command other individuals. This is the second-most common skill type required by Crisis Cards. Some leadership cards allow other players to move and grant them a bonus action.
- **Tactics:** This skill type represents a character's ability to plan missions as well as to physically overcome obstacles. Tactics cards allow players to gain bonuses to die rolls as well as scout the galaxy for new destinations.
- **Piloting:** This skill represents a character's ability to fly vipers. Piloting cards allow players to reroll enemy attack rolls as well as gain additional attacks.
- **Engineering:** This skill represents a character's strength in the mechanical and scientific fields. Some engineering cards allow players to repair vipers and locations aboard Galactica.
- **Treachery:** Treachery is a Skill type, representing nefarious and underhanded tactics. Unlike other Skill types, it is primarily used by Cylon players.

Whenever a player discards a Skill Card, it is placed in a discard pile faceup next to the appropriate Skill deck. When a deck runs out of Skill Cards, the discard pile is shuffled to create a new Skill deck.

DESTINY DECK

At the start of the game, a deck of 12 Skill Cards (two of each type) is created and shuffled. Two random cards from this deck are placed into each skill check, and add an element of uncertainty.



After the last card from the Destiny deck is played, the current player creates a new one by dealing out two cards of each skill type. He then shuffles those cards thoroughly and places them on the appropriate space on the game board.

TREACHERY

All Treachery Cards have skill check abilities (see "Skill Check Abilities") that threaten the human players' chances of survival. Unless otherwise specified, Treachery Cards count as negative strength in all skill checks. Unlike other Skill Card types, Treachery Cards are primarily used by Cylon players, although other players may be forced to use them by certain game effects.

Discarding Treachery Cards and Drawing Mutiny Cards

Some Treachery Cards include the phrase, "When a player chooses to discard this card, he must draw 1 Mutiny Card." Any time a player chooses to discard one of these cards for any reason (including as a result of a Crisis Card, exceeding his hand limit of Skill Cards, or moving between ships) he must draw a Mutiny Card. He is not required to draw a Mutiny Card when the card is discarded randomly or when he plays one of these cards into a skill check.

A player **cannot** draw more than one Mutiny Card as a result of discarding these Treachery Cards in a single turn. After drawing the first Mutiny Card, he disregards the phrase, "When a player chooses to discard this card, he must draw 1 Mutiny Card," for the rest of the turn.

SKILL CHECKS

Many Crisis Cards and game board locations require skill checks. Skill checks represent struggles and challenges that require particular skill types to overcome. They are always represented by a difficulty number (listed first) followed by the necessary skill types (colored boxes). All skill checks are resolved as follows:

- 1. Read Card:** The current player reads the entire card (or location) out loud to all players. Players may then discuss what they would like to do (following the guidelines under "Secrecy Rules"). If the card requires the current player, the President, or the Admiral to make a choice, he must make the decision at this time. Any choice that does not have a pass/fail effect requires players to carry out specific instructions **instead of** making a skill check.
 - 2. Play from Destiny Deck:** Two cards from the Destiny deck are dealt facedown together, starting a common pile.
 - 3. Play Skills:** Starting with the player that is **to the left** of the current player (and ending with the current player), each player may play a number of Skill Cards from his hand facedown to the common pile:
 - A character in the "Brig" may play only one Skill Card
 - A character in "Detention" may play a maximum of two Skill Cards
 - A revealed Cylon may play only one Skill Card
 - An Infiltrator may play a maximum of two Skill Cards
 - Every other character may play any number of Skill Cards
- Any text on the Skill Cards played onto the pile in this manner is ignored (exception: Skill Cards with a Skill Check Ability, see below). Only the strength and types of skills on each Skill Card is relevant when played into a skill check.
- 4. Shuffle and Divide Cards:** After each player has had one opportunity to play Skill Cards, the current player takes all Skill Cards from the pile and shuffles them. (The cards are shuffled so none of the players will know which players contributed which cards to the pile.) He then deals them faceup into two new piles. All cards that match a skill type (color) listed on the Crisis Card are placed in one pile, and all other cards (i.e., those that do not match) are placed in the other pile.
 - 5. Check and resolve Skill Check Abilities and Consequences:** Determine whether any of the cards have a Skill Check Ability icon. If so, the current player resolves each

card with a Skill Check Ability icon in the order of his choosing. Then, if the skill check was called for by a Crisis or Super Crisis Card, determine if that card lists a "consequence" result. If so, resolve the "consequence" result listed on the card. Finally, after resolving all skill abilities during a Reckless skill check follow the procedure for Reckless skill checks below.

6. Total Strength: The total strength (upper left number) of each card pile is totalled. The total strength of the non-matching pile is subtracted from the total strength of the matching pile, giving a final strength.

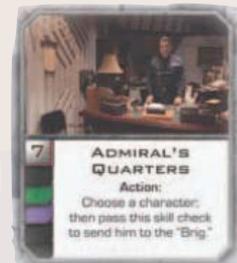
7. Determine Result: If the final strength is **equal to or greater than** the skill check's difficulty, then the "pass" result of the skill check is carried out. Otherwise, the "fail" result is followed. All Skill Cards contributed toward the skill check are then discarded into the appropriate discard piles.

Partial Passes

Some skill checks have a partial pass number listed between the "pass" and "fail" results. If the skill check is not passed, but this partial pass number is equaled or exceeded, then this result is followed (instead of the "pass" or "fail" results).

Game Board Skill Checks

Five game board locations – "Admiral's Quarters", "the Brig", "the Airlock", "Resistance HQ" and "Detention" (the last two locations are only available on the New Caprica Board) – instruct the player using the location to carry out a skill check. In these cases, a skill check is resolved (following the rules above).



SKILL CARD ABILITIES

There are a variety of Skill Card abilities, some of which are actions while others are triggered effects.

Movement Powers

Movement powers are abilities that a player may use during the Movement step of his turn in lieu of moving. A player may either move **or** use a

Movement: Take 1 Action. Only 1 "Critical Situation" or "Executive Order" card may be used per turn.

Movement ability during his Movement step, but not both. Note that a player may **not** use a Movement ability when he is allowed to move during someone else's turn (such as when he has been targeted by an "Executive Order" Skill Card). A player may use Movement abilities while in the "Brig" or "Detention".

Skill Check Abilities

Some Skill Cards feature a Skill Check Ability. These cards can be identified by the presence of the Skill Check Ability icon printed beside the card's strength.



The text on a Skill Card that has a Skill Check Ability icon is resolved **only** when that card is played into a skill check. The text is resolved regardless



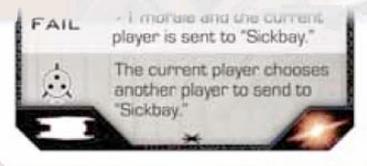
of whether the Skill Card was added to the skill check by a human player, by a Cylon player, or from the Destiny deck. **Do not resolve the text on a Skill Card played into a skill check if it does not have a Skill Check Ability icon.**

During a skill check, once all Skill Cards have been shuffled and divided into two piles (see the "Shuffle and Divide Cards" step of resolving a skill check), determine whether any of the cards have a Skill Check Ability icon. If so, the current player resolves each card with a Skill Check Ability icon in the order of his choosing. However, do not resolve the same Skill Check Ability more than once, even if more than one copy of the same card was played into the check. (For instance, if two "Establish Network" cards were played into a skill check, double the strength of all engineering Skill Cards played in the check, but do not double them a second time.)

When the current player resolves the skill check ability on a "Dogfight" or "Quick Thinking" Skill Card, he may have the opportunity to remove a card from the skill check. If he removes a card with a skill check ability that has **already been resolved**, the ability is unaffected. If the current player removes a Skill Card **before** its skill check ability is resolved, he does **not** resolve that ability.

Crisis Cards with a "Consequence" Result

Some Crisis and Super Crisis Cards feature a "consequence" result (indicated by the Skill Check Ability icon)

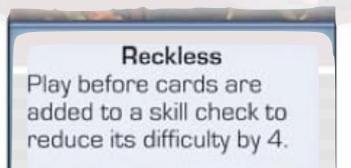


that is triggered when **at least one Skill Card** with a Skill Check Ability icon is played into that Crisis Card's skill check.

After Skill Cards with Skill Check Ability icons are resolved during a skill check, determine if the check lists a "consequence" result. If it does, and least 1 Skill Card with a Skill Check Ability icon was played into the check, resolve the "consequence" result. Note that the presence of a Skill Check Ability icon on a Skill Card played into a skill check triggers the "consequence" result **regardless** of whether the skill check is passed or failed.

Reckless Skill Cards

Reckless Skill Cards are played before any cards are added to a Skill check. They represent an effort to cut corners or make sacrifices to help



resolve the challenge. **Only one Reckless Skill Card may be played for each Skill check.**

When a "Restore Order" Card is played before a skill check, that check cannot then be made Reckless. Similarly, a "Restore Order" Card cannot be played before a skill check if that check has been made Reckless. If two or more players wish to play cards at the same time, the current player determines which player may play his card first.

When a Reckless Skill Card is played, the current Skill check is considered Reckless.

After resolving all skill abilities during a Reckless skill check, turn the top card of the Treachery deck faceup and carry out one of the following steps, based on the card's strength:

- If the card has a strength greater than "0," discard it and continue resolving the skill check. Do not resolve the card's skill check ability and do not include it when totaling strength.
- If the card has a strength of "0," turn the next card from the Treachery deck faceup as well. Resolve the skill check abilities on both of these cards, even if the ability has already been resolved during this check. Then, discard both cards and continue to resolve the skill check. Do not include these cards when totaling strength.

SKILL CARD CLARIFICATIONS AND ERRATA

This section describes errata and makes some clarifications relating to various Skill Cards:

"Change of Plans" Skill Card: The "Change of Plans" Skill Card can be used after a player has used either "Political Prowess" or Boomer's "Mysterious Intuition" ability to pass a check.

"Executive Order" Skill Card: The "Executive Order" Skill Card should include the following text: Limit of 1 "Executive Order" card may be used per turn.

"Executive Order" Skill Card and Cylons: If an unrevealed Cylon is targeted by an "Executive Order" and reveals himself as his first action, he is unable to take his second action, since once he is revealed as a Cylon, he may no longer be targeted by an "Executive Order". The current player then continues his turn.

"Iron Will" Skill Card: If the "Iron Will" Skill Card is played into a skill check that has had its difficulty reduced by either a "Jury Rigger" Skill Card or a "Declare Emergency" Skill Card, the total strength has to be within 4 of the modified difficulty. However, if the total strength is 0 or less, players still lose 1 morale.

The "Iron Will" Skill Card does not change whether or not a partial success result is resolved or the number required to resolve a partial success. Note that there are situations where humans might gain greater benefit from the total strength of a skill check being low enough to not resolve a partial success if the skill check includes an "Iron Will" Skill Card.

"Negotiations" Skill Card: The "Negotiations" skill card does not prevent the placement of Cylon ships during the turn it was played, but it does prevent the activation of centurions.

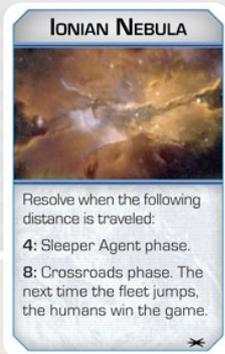
"State of Emergency" Skill Card: A "State of Emergency" Skill Card allows Cylon players to move or take an action. Unlike an "Executive Order" Skill Card, which a Cylon player may not benefit from, "State of Emergency" is not targeting a specific player.

If the current player plays the “State of Emergency” Skill Card, its action will be resolved completely, even if the current player is executed or revealed as a Cylon. This is different from an “Executive Order” Skill Card which, once played, is not resolved completely if its target reveals himself as a Cylon as

the first action provided by the card. In this case, the player does not gain the second action provided by the card because, as a Cylon player, he may no longer be targeted by an “Executive Order”.

THE OBJECTIVE CARD

The Objective Card lists important information, including when additional Loyalty Cards are dealt out and how the humans can win the game. When the fleet equals or exceeds a listed distance total for the first time, the players perform the following instructions. These instructions are also summarized on the Objective Card.



- **Sleeper Agents Phase:** When **four or more units of distance** have been traveled, the remaining Loyalty Cards are dealt out (see “Sleeper Agents Phase”).
- **Reach Kobol:** If the Kobol Objective Card is in play, after **eight or more units of distance** have been traveled, the humans are only one jump away from winning the game. The next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).
- **Reach New Caprica:** If the New Caprica Objective Card is in play, after **seven or more units of distance** have been traveled, the game moves to the New Caprica phase.
- **Reach Ionian Nebula:** If the Ionian Nebula Objective Card is in play, after **eight or more units of distance** have been traveled, the game moves to the Crossroads phase. Once the game has resumed after the Crossroads phase, the next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).
- **Reach Earth:** If the Earth Objective Card is in play, after **ten or more units of distance** have been traveled, the next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).

JUMPING THE FLEET

In *Battlestar Galactica*, moving ships at faster-than-light (FTL) speed is referred to as “jumping.”

The fleet jumps to a new location in one of two ways:

- **Auto Jump:** If the fleet token is moved to the “Auto Jump” space of the Jump Preparation track (see “Prepare for Jump Step”).
- **FTL Control Jump:** If a player activates the “FTL Control” location. If the fleet jumps this way, then some population may be lost (see “FTL Control Jump” below).

Whenever the fleet jumps, the Admiral draws Destination Cards to determine where the fleet jumps to. To choose the destination, the Admiral performs the following steps:

1. **Move Vipers:** When the fleet jumps, return any vipers in space areas to the “Reserves” and move any character who was piloting a viper to the “Hangar Deck” location. Any player whose character is piloting an assault raptor may however choose to remain in his space area and the current player may choose to keep any unmanned assault raptor in its space area rather than returning it to the “Reserves.” **Do not remove any civilian ships from the main game board.** Each civilian ship remains in the same space area it was in when the fleet jumped. Civilian ships are only removed from the main game board when destroyed, escorted using a viper activation, or as a result of a game effect that specifically instructs players to remove civilian ships from the main game board.

2. **Move Cylon Ships:** Move any Cylon ships in space areas on the main game board to the corresponding Cylon space areas on the Cylon Fleet game board (see “The Cylon Fleet Game Board”). **All basestar damage tokens on basestars are removed** and randomly mixed into the pile of unused damage tokens. Any centurion models on the Boarding Party track remain in play when the fleet jumps.

3. **Remove Mission Cards:** Remove the card on the “Active Mission” space and do one of the following:

- If the card was **faceup** and **has a distance number** on it, place the card next to the Earth Objective Card.
- If the card was **faceup** and **does not have a distance number** on it, place the card faceup in the discard pile.
- If the card was **facedown**, reshuffle the card back into the Mission deck.

4. **Choose Destination:** The Admiral draws two cards from the Destination deck, chooses one, and places the other on the bottom of the deck without showing it to the other players.

5. **Follow Instructions:** The Admiral places the chosen card faceup next to the Objective Card and follows any instructions on the Destination Card.

6. **Objective Instructions:** If the previous step causes the total distance on Destination Cards placed adjacent to the Objective Card to equal or exceed the given distances for the first time, then follow the instructions on the Objective Card.

7. **Reset Jump Preparation Track:** Move the fleet token to the start space of the Jump Preparation track.

Destination Cards

Each Destination Card has two important pieces of information on it. In the center of the card are the special effects of traveling to this destination. These effects usually include losing fuel or other resources and/or following special instructions. The effects of a Destination Card are immediately followed when the fleet travels to that destination.

The bottom of each Destination Card lists a distance number. After the special effects of the card are followed, it is placed faceup next to the Objective Card, so that the total distance the fleet has traveled can easily be seen.



"Gas Cloud" Destination Card: If drawing this Destination card brings the game to the New Caprica phase, the Admiral examines the New Caprica Crisis deck instead of the normal Crisis deck.

FTL Control Jump

If the fleet marker has moved to one of the blue spaces of the Jump Preparation track, players may force the fleet to jump using the "FTL Control" location. If the fleet jumps due to someone activating this location, there is a chance that the fleet will lose some population.

The current player rolls the die, and if a **"6" or lower** is rolled, then a number of population is lost equal to the number listed on the current space of the Jump Preparation track. Players then follow all steps for "Jumping the Fleet".

COMBAT

As long as there is at least one Cylon ship on the main game board, the fleet is considered to be in combat. Cylon ships are activated at the end of each turn, based upon the Crisis Card drawn. This section describes the details of combat, including how to activate, attack, and pilot ships.

ACTIVATING VIPERS

Although Galactica does have mounted weaponry, its real military strength lies in its squadrons of single-man fighters known as vipers. The main purpose of vipers is to defend the fleet, particularly civilian ships, from Cylon ships. Vipers are usually activated by using the "Command" location.

Each viper may be activated any number of times during a player's turn, but players may not activate ships that are being piloted by another player. Vipers without piloting tokens under them are referred to as unmanned vipers.

When a player activates a viper, he must choose **one** of the following options:

- **Launch a Viper:** The player takes a viper from the "Reserves" and places it in one of the two space areas marked with the viper launch icon.
- **Move a Viper:** The player chooses a viper that is already in a space area. He may move the viper to an adjacent space area (Mark VII vipers may move two areas). Note that vipers may not fly "over" Galactica; they may only move clockwise or counterclockwise "around" it, between directly adjacent space areas.
- **Attack with a Viper:** The player chooses a viper and a Cylon ship that are in the same space area. He then rolls one eight-sided die to resolve an attack following the rules under "Attacking".
- **Escort Civilian Ships:** When any player activates a viper, he has the option to escort a civilian ship to safety instead of moving or attacking. When a player uses a viper activation to escort a civilian ship, he chooses one civilian ship in the viper's space area and shuffles the civilian ship back into the pile of unused civilian ships.



slightly differently than an unmanned viper and may not be activated using the "Command" location.

A player who wants his character to pilot a viper simply moves his character to the "Hangar Deck" location and uses the action listed there. He then launches a viper as normal (see the previous section), places his piloting token beneath it, and removes his character token from the game board, placing it on his character sheet.

If all vipers are already in play and a player wishes to activate the "Hangar Deck" location, he may choose to move an unmanned viper from any space area to the "Reserves" so that he may pilot it.

Moving and Actions when Piloting

While a character is piloting a viper, his player still takes his turn as normal. During his Movement step, he may move the viper to an adjacent space area or move his character back to a location (see "Moving From a Viper" below).

In addition to the normal things that a player may do during his Action step (for example, play a Skill Card), he may instead choose to activate his viper (to move again, attack or escort a civilian ship).

Viper Destruction

If a character is piloting a viper when it is damaged or destroyed, his character token is placed in "Sickbay," and the viper is placed in the appropriate space (the "Damaged Vipers" area or back in the game box.)

Moving from a Viper

When the fleet jumps, all characters who were piloting vipers are placed in the "Hangar Deck," and their vipers are returned to the "Reserves."

A player may also choose to move to Galactica, Pegasus, Demetrius, Colonial One or the Rebel Basestar (if otherwise allowed) from a viper during his Movement step. In order to do this, he must discard one Skill Card, and then he simply places his viper in the "Reserves" and his character token on the location of his choice. He may do this from any space area.

If a player is sent to "Sickbay" or the "Brig" while piloting a viper, he is moved to the appropriate location, and his viper is returned to the "Reserves."

PILOTING VIPERS

All characters who have piloting in their skill set have the ability to personally pilot a viper. A piloted viper functions

Whenever a character moves from piloting a viper to a location, his piloting token is removed from the game board.

Viper Mark VIIs

Viper mark VIIs function exactly like other vipers with a few exceptions. At the beginning of the game, the four viper mark VIIs start the game in the "Damaged Vipers" box and may not be used until they are repaired.

When a game effect instructs players to destroy, place, or activate vipers and both vipers and viper mark VIIs are available, the current player chooses which ones to use.

When a character is piloting a viper mark VII or activating an unmanned viper mark VII, he may move the viper two space areas instead of just one. That is, once he has moved to an adjacent space area, he may move to one additional adjacent space area if he wishes.

When a viper mark VII is attacked, it is damaged on a result of a 6 or 7 and is destroyed on a result of an 8. (This information is included in the "Attack Table".)

Assault Raptors

Assault raptors are a powerful ship type that are better suited to attack basestars than a viper, and are outfitted with both an FTL engine and a sturdier frame. The humans start the game with one assault raptor in the "Reserves." Players **cannot** choose to place this assault raptor on the board during the "Set Up Ships" step of setup. The other assault raptors begin adjacent to the board.

Players can gain additional assault raptors using the "Raptor Specialist" Skill Card, the "Weapons Ready" Mutiny Card, or through the effect of the "Trial by Fire" Crisis Card. If players are instructed to destroy a raptor to build an assault raptor, a raptor from the "Reserves" must be destroyed. If there are no raptors in the "Reserves," the assault raptor cannot be built. When players gain an assault raptor, they place the plastic assault raptor in the "Reserves." Assault raptors **cannot** be risked or destroyed in place of a raptor.

Assault raptors are treated as vipers, not raptors, for all game effects. When a game effect instructs players to choose a viper to launch, damage, destroy, place, or activate, the player taking an action at that time may choose a viper or an assault raptor to use for that game effect. If no player is taking an action, the current player chooses which ship to use. An assault raptor that was placed adjacent to the board at the start of the game and has not yet been placed on the board is **not** treated as a "destroyed viper" for other game effects.

Unlike vipers, assault raptors cannot be damaged. When an assault raptor is attacked, it is destroyed on a die result of "7" or "8." If a player must choose a viper to be damaged and he chooses an assault raptor, that assault raptor is destroyed.

Assault Raptors and FTL Jumps

During the "Remove Ships" step of Jumping the Fleet, any player whose character is piloting an assault raptor may choose to remain in his space area. That assault raptor is not returned to the "Reserves" and the character is not moved to the "Hangar Deck." For each unmanned assault raptor in a space area during the "Remove Ships" step of Jumping the Fleet, the current player may choose to keep the

assault raptor in its space area rather than returning it to the "Reserves."

ACTIVATING CYLON SHIPS

While in combat, the Cylon ships are activated after the Resolve Crisis step of each player's turn. Activating a ship causes it to either move or attack. Cylon ships are always activated according to the rules below, even if there is a revealed Cylon player.

If multiple space areas contain ships that need to be activated, the ships are activated one entire space area at a time in the order of the current player's choice. Each Cylon ship can only be activated once on a given player's turn.

Activate Raiders

When activated, each Cylon raider carries out **only one** of the actions listed below, taking **only** the first action that it is able to perform (in numerical priority, with "Attack a Viper" taking the highest priority).



- 1. Attack a Viper:** The raider attacks a viper in its space area. It attacks an unmanned viper if able; otherwise it attacks a piloted viper. If two piloted vipers are in the same area, the current player chooses which one is attacked.
- 2. Destroy Civilian Ship:** If there are no vipers in its area, the raider destroys one civilian ship in its area. The current player chooses a civilian ship in the area and flips it over. The resources listed on its face are lost, and the token is removed from the game.
- 3. Move:** If there are no civilian ships in the area, the raider moves one space area towards the nearest civilian ship. If several civilian ships are equidistant, it moves **clockwise** around Galactica.
- 4. Attack Galactica:** If there are no civilian ships on the game board, the raider attacks Galactica (see "Attacking").
- 5. Launch:** If there are no raiders on the game board when raiders are activated, two raiders are launched from each basestar.
- 6. Cylon Fleet:** If there are no raiders or basestars on the main game board, place 1 raider on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.

Launch Raiders

When the launch raiders icon appears:



- 1. Launch Raiders:** Each basestar on the main game board launches three raiders. Whenever a raider is launched, the current player takes a ship from among those not currently on the game board. He then places it in the launching basestar's area. If all of the raiders are on the game board, then no more raiders may be launched.
- 2. Cylon Fleet:** If there are no basestars on the main game board, place 1 basestar on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.

Damaged basestar: If the only basestar on the main game board has the disabled hangar damage token on it when a launch raiders icon is resolved no new basestar is placed and the Pursuit track is not advanced.

Activate Heavy Raiders and Centurions

Heavy raiders never attack. They always move towards the nearest space area containing a viper launch icon:



1. Move Heavy Raiders and Centurions: Move all heavy raiders towards the nearest space area containing a viper launch icon.

If a heavy raider starts its movement in a space with a viper launch icon, the centurions on its board Galactica, that heavy raider is removed from the game board, and a centurion model is placed on the start space of the Boarding Party track. If all four Centurions model are on the board and a heavy raider at a viper launch icon is activated, the heavy raider is not removed from the board since a centurion cannot be placed (due to component restrictions).



Whenever there are any centurion models on the Boarding Party track and heavy raiders are activated (even by a revealed Cylon player), each centurion model moves one space towards the "Humans Lose" space. If a centurion model reaches the end of the track, then the Cylons win the game. The human players can attempt to destroy centurions by activating the "Armory" location on the game board.

2. Launch Heavy Raiders: If there are no heavy raiders on the game board when heavy raiders are activated, one heavy raider is launched from each basestar.

3. Cylon Fleet: If there are no heavy raiders, centurions, or basestars on the main game board, place 1 heavy raider on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.

Activate Cylon Basestars

When a Cylon basestar is activated, the basestar attacks Galactica or Pegasus.



1. Attack: The current player rolls a die for each basestar on the main game board to find out if the attack damages Galactica or Pegasus (see "Attacking").

2. Cylon Fleet: If there are no basestars on the main game board, place 1 basestar on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.

Damaged basestar: If the only basestar on the main game board has the disabled weapons damage token on it when an activate basestars icon is resolved no new basestar is placed and the Pursuit track is not advanced.

CYLON FLEET GAME BOARD

If Galactica jumps away from Cylon ships, those ships survive to continue chasing the colonial fleet, potentially catching up to them again and again.

The Cylon Fleet game board represents the staging area where the Cylons prepare their attacks on humanity. It displays the "Basestar Bridge" location, the Pursuit track, and six Cylon space areas that correspond to the six space areas surrounding Galactica on the main game board. The Cylon space area numbered "7-8" corresponds to the space area in front of Galactica, the Cylon space areas numbered "4" and "2" correspond to the two space areas on the side of Galactica with the viper launch icons, the Cylon space areas numbered "5-6" and "3" correspond to the two space areas on the side of Galactica without the viper launch icons, and the Cylon space area numbered "1" corresponds to the space area behind Galactica.

The Cylon Fleet location: When a Cylon player uses the Cylon Fleet location on the main game board to activate all Cylon ships of a certain type, it is the same as resolving the activation icon of that type. For example, activating raiders is the same as resolving the activate raiders icon. In this way, using the ability on the Cylon Fleet location to activate all ships may result in ships of that type being placed on the Cylon Fleet game board and advancing the Pursuit track. When the Cylon Fleet location is used to launch 2 raiders and 1 heavy raider from each basestar, it only applies to basestars on the main game board and in no case are ships added to the Cylon Fleet game board or is the Pursuit track advanced as a result.

The Basestar Bridge location: If a Cylon player uses the Basestar Bridge location to place a basestar on the Cylon Fleet game board and both basestars are already on either the main game board or the Cylon Fleet game board, nothing happens. All basestars remain where they are.

Placing Cylon Ships on the Cylon Fleet Game Board

Placement die roll: When a Cylon ship activation places a raider, heavy raider, or basestar on the Cylon Fleet game board, the current player rolls a die and places the ship in the Cylon space area that matches the result. (This die roll **may** be modified by game effects such as a "Strategic Planning" Skill Card or Samuel T. Anders's Longshot ability.)



Out of Ships: If a Cylon ship activation results in placing a Cylon ship on the Cylon Fleet game board, but there are no more ships of the appropriate type to be placed, the current player finds the highest-numbered space area on the Cylon Fleet game board that contains at least one of that type of ship. He then moves all the ships in that space area to the corresponding space area on the main game board.

Placing Cylon Ships on the Main Game Board

When a game effect instructs a player to place Cylon ships on the main game board (for example, the “Cylon Ambush” Destination Card or a “Launch Raiders” icon), follow these steps in order:



1. Choose the appropriate types of Cylon ships from among the ships that are on neither the main game board nor the Cylon Fleet game board. Place these ships on the main game board as instructed.
2. If, after step 1, there are not enough ships to fulfill the instructions, take ships of the appropriate types from Cylon space areas, starting with the lowest-numbered Cylon space area and proceeding in numerical order until enough of the appropriate ships have been placed.
3. If, after step 2, there are still not enough ships to fulfill the instructions, the current player decides which ships are not placed.

Advancing the Cylon Pursuit Marker

The Pursuit track displays the readiness of the Cylon Fleet to attack. The Cylon pursuit marker on the Pursuit track advances primarily when a Cylon ship is placed on the Cylon Fleet game board but may be advanced by other game effects.



Each time the Cylon pursuit marker advances on the Pursuit track, move the Cylon pursuit marker one space to the right on the track. When the marker moves onto the space with one civilian ship printed under it, the CAG places a civilian ship on the main game board. When the marker moves onto the space with two civilian ships printed under it, the CAG places two civilian ships, one at a time, on the main game board.

When the Cylon pursuit marker advances to the “Auto Attack” space of the Pursuit track, move **all** Cylon ships from each Cylon space area on the Cylon Fleet game board to the corresponding space area on the main game board. Then move the Cylon pursuit marker to the start space of the Pursuit track.

ATTACKING



Whenever a ship attacks, the current player rolls an eight-sided die and consults the entry on the table that

corresponds to the target of the attack (and, sometimes, the method of the attack). Depending upon the rolled result, the target can become damaged or destroyed.

Attack Table

UNIT ATTACKED	DIE RESULT
	3-8 = Destroyed
	7-8 = Destroyed
	7-8 = Destroyed
	5-7 = Damaged 8 = Destroyed
	6-7 = Damaged 8 = Destroyed
	7-8 = Destroyed
	Automatically Destroyed (no die roll)
	With Raider: 8 = Damaged With Basestar: 4-8 = Damaged
	With Viper: 8 = Damaged With Assault Raptor: 7-8 = Damaged
	With Galactica: 5-8 = Damaged Attack a space area with a Nuke: 1-2 = Damage a basestar twice 3-6 = Destroy a basestar 7 = Destroy a basestar and 3 raiders 8 = Destroy every ship in the space area
	Regardless of the result of the die roll, discard the nuke token after it has been used.

Note that players may never attack human ships with vipers or with the “Weapon’s Control” location.

Launching Nukes

Although the Admiral still starts the game with two nuke tokens, it is possible, through the “Build Nuke” engineering card, to acquire a third nuke or to regain nukes after they have been used.



After launching a nuke, place the nuke token adjacent to the board instead of returning it to the box. The Admiral may not have more than three nukes at one time.

When firing a nuke, the Admiral chooses a **space area** to target, rather than a basestar, and rolls a die. On a roll of 1 -

2, the nuke damages a basestar in that space area twice. On a roll of 3–6, the nuke destroys a basestar in that space area. On a roll of a 7, the nuke destroys a basestar and three raiders in that space area. On a roll of an 8, every ship in that space area is destroyed, including raiders, heavy raiders, basestars, vipers, and civilian ships. In cases where a 7 or lower was rolled and more than one basestar is in a space area, the Admiral chooses which basestar to damage or destroy. In cases where a 7 or lower is rolled and there are no ships of the appropriate type in the space area to damage or destroy, the nuke has no effect, although the nuke token is still discarded by the Admiral and placed adjacent to the main game board.

Damage, Destruction and Remove from Game

Depending upon the ship type, different things happen if a ship is damaged or destroyed.

When a Cylon ship is destroyed, it is removed from the game board, but may return later in the game.

When a viper is damaged, it is placed in the “Damaged Viper” box of the game board. A viper in this box may not be launched or used until it has been repaired (usually by an engineering card).

When a viper, assault raptor or raptor is destroyed, it is removed from the game.

When a civilian ship is destroyed, it is turned faceup. The fleet then loses the resources (usually population) listed on the token. The token is then removed from the game.

Whenever a ship (or other component) is removed from the game, it is placed in the game box and may not be used for the remainder of the game.

Damage Tokens

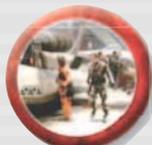
Damage to Galactica or Pegasus: When Galactica or Pegasus is damaged, the current player draws a random damage token of the appropriate ship type. Their effects vary depending on the token type. Each time Galactica would be damaged, **the current player may choose to draw a Pegasus damage token instead** of a Galactica damage token. These tokens behave identically to Galactica damage tokens, except that they depict Pegasus locations.



Lost Resource: When drawn, the fleet loses the listed resource. **This token is then removed from the game.**



Damage Location: When drawn, this token is placed on the matching location. All characters in this location are moved to “Sickbay.” Characters may move into a damaged location, but may not use the action listed on it (until repaired by an engineering card). If the “FTL Control” location is damaged, the fleet marker can still advance and the fleet can still Auto Jump, however. When a damaged location is repaired, return the damage token to the pile of unused damage tokens and randomize them.



Damaged Ally locations: If a location containing an ally token is damaged or removed from play, remove all ally tokens in

that location from the game board, discard the trauma tokens on the corresponding Ally Cards, and return those cards to the box.

The Cylon player with the most trauma tokens draws a new Ally Card to replace the one returned to the box and places the corresponding ally token on the appropriate location. (Ally tokens can be placed in locations that are already damaged.) The Cylon player then chooses one of **his own** trauma tokens to place facedown on the Ally Card he just drew. If more than one Cylon player is tied for the most trauma tokens, the current player chooses which Cylon player will draw the Ally Card and place a trauma token on it. If there are no Cylon players with trauma tokens, the current player draws a card from the Ally deck, draws a random token from the pool of unused trauma tokens, and, without looking at it, places it facedown on the card. Repeat this process until all Ally Cards returned to the box have been replaced.

Once the Ally deck is depleted, no further Ally Cards may be drawn.

Destruction of Galactica and Pegasus

If six or more areas on Galactica have damage tokens at the same time, then the Cylons win the game.

If all four Pegasus locations have a damage token on them at the same time, Pegasus is destroyed. Move all characters on Pegasus to “Sickbay” and remove the Pegasus game board from the game.

Damage to Basestar

When a basestar is damaged, the current player draws a random damage token of the appropriate ship type. Their effects vary depending on the token type.

- **Critical Hit:** When drawn, this token is placed on the basestar. While it remains, it counts as two damage tokens (it takes three damage tokens to destroy a basestar).
- **Disabled Hanger:** When drawn, this token is placed on the basestar. While it remains, the basestar may not launch raiders or heavy raiders.
- **Disabled Weapons:** When drawn, this token is placed on the basestar. While it remains, the basestar may not attack Galactica.
- **Structural Damage:** When drawn, this token is placed on the basestar. While it remains, all attacks against the basestar gain +2 to their die rolls.



Destruction of Basestar: If a basestar receives three or more damage tokens, then it is destroyed and is removed from the game board. All damage tokens on it are returned and randomly mixed into the pile of unused damage tokens.

Other effects destroying a Basestar: If a game effect instructs you to destroy a basestar, you remove the basestar without drawing any damage tokens.

Alternate Basestar Damage Tokens

The alternate basestar damage tokens replace the basestar damage tokens if playing with the Ionian Nebula Objective Card. The critical hit, disabled hangar, disabled weapons, and

structural damage tokens each function as described above. Additionally, there are two new types of basestar damage tokens, detailed below:

- **Collateral Damage:** When drawn, destroy up to three raiders in the same space area as this basestar. Place this token on the basestar.



While the token remains, it counts as one damage token.

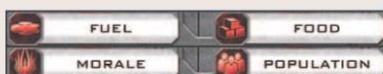
- **Damage to Personnel:** When drawn, each Cylon player draws two trauma tokens. Place this token on the basestar. While the token remains, it counts as one damage token.



MISCELLANEOUS RULES

LOSING AND GAINING RESOURCES

The four resources (fuel, food, morale, and population) are all vital to the survival of humanity. These resources are usually lost due to Crisis Cards, civilian ships being destroyed, or Galactica damage tokens.



Crisis cards list resource loss as text, for example “- 1 population,” while tokens list resource loss as a number of red icons. For example, one red population icon means the same as “- 1 population.” The list of resource icons is found on the game board.

If there is a tie among resources when players are instructed to reduce or increase the highest or lowest resource, the current player chooses one of the tied resources to reduce or increase.

Whenever a resource is lost for any reason, the appropriate resource dial is adjusted to represent the new total. The red color on the resource wheels tells players when a resource is half (or less) full.

Resource Maximums: Although resources can sometimes be increased by cards, they can never be raised higher than 15.

RAPTORS AND RISKING

Raptors are not used during combat and are usually “risked” according to the instructions on Skill and Destination Cards to receive particular rewards. In order to risk a ship, there must be at least one of the required type of ship in the “Reserves.”

Action: Risk 1 raptor to roll a die. If 3 or higher, look at the top card of the Crisis or Destination deck and place it on the top or the bottom. Otherwise, destroy 1 raptor.

These cards usually instruct the player to roll a die and receive a reward if he reaches a specified number.

If the die roll is less than the number, then the risked ships listed on the card are destroyed, and no reward is gained.

THE COLONIAL ONE OVERLAY LOCATIONS

Certain effects require players to flip the Colonial One overlay to its destroyed side. (If the “fail” result on the “Bomb on Colonial 1” Super Crisis Card is carried out, flip the Colonial One overlay to the “Colonial One Destroyed” side.)

If the Colonial One overlay is flipped to the “Colonial One Destroyed” side, send all characters on Colonial One to “Sickbay.”

THE CYLON OVERLAY LOCATIONS

Certain effects require players to flip the Cylon locations overlay to its destroyed side.

If the Cylon Location overlay is flipped to its “Hub Destroyed” side, remove any character tokens on the overlay, flip the overlay, and then place those tokens in the same location as they were on before the overlay was flipped. If any tokens are on the “Resurrection Ship” location, players place those tokens on the “Hub Destroyed” location after flipping the Cylon Location overlay. If the Cylon Location overlay is flipped to its “destroyed” side and an effect or ability references the “Resurrection Ship” location, the “Hub Destroyed” location is used instead.

DESTROYING CIVILIAN SHIPS

When a player is instructed to “draw a civilian ship to destroy” (such as by Helena Cain’s Blind Jump ability or by the “Misjump” Destination Card), draw a random civilian ship token from the tokens **not currently on the board** and destroy it. If all remaining civilian ships are currently on the board, the current player may choose any civilian ship on the board to destroy.



TIMING

If two or more players wish to play a card or use an ability at the same time (such as two players wishing to use different Skill Card abilities before resolving a skill check), the current player decides which player plays his card or uses his

ability first. If a card cannot be played as a result (for example, if two players attempt to play a "Strategic Planning" Tactics Card), it is returned to the hand of the player who tried to play it.

COMPONENT LIMITATIONS

Whenever a deck of cards runs out, the current player shuffles the appropriate discard pile to form a new deck. This

includes Skill Cards, Quorum Cards, Mutiny Cards, Crisis Cards, Super Crisis Cards, and Destination Cards.

Tokens and plastic ships are limited to the quantity provided, and can run out during the game. The current player always decides the order in which a component type is placed, and if there are not enough, he decides which ones are not placed.

END GAME

ENDING THE GAME

The game can end in a number of different ways:

- If at least one resource (food, fuel, morale, or population) is depleted to 0 or less **at the end of a player's turn**, the game immediately ends and the Cylons win. Note that it is possible for the humans to reach 0 of a resource type and then increase it during the same turn without losing the game.
- If at least one centurion model reaches the end of the Boarding Party track, the game immediately ends and the Cylons win.
- If six or more locations on Galactica have damage tokens on them at the same time, then Galactica is destroyed and the Cylons immediately win.
- If a human is executed and there are no available characters left to be selected (although this is not very likely), then the humans immediately lose the game.
- If the Kobol Objective is in play and a final jump has been made after eight or more units of distance the humans **may** have won.
- If the New Caprica Objective is in play and the New Caprica Phase is over, the humans **may** have won.
- If the Ionian Nebula Objective is in play and a final jump has been made after the Crossroads Phase, the humans **may** have won.
- If the Earth Objective is in play and a final jump has been made after ten or more units of distance the humans **may** have won.

PERSONAL GOALS

If the humans may have won, all unrevealed Personal Goal Loyalty Cards have to be examined.

Each unrevealed Personal Goal Loyalty Card belonging to a human player at the end of the game reduces the resource listed on the card. If, after all the reductions, no resources have been reduced to 0 or lower, the humans win. If, however, any resource has been reduced to 0 or lower, then the victory goes to the Cylons.

If a revealed Cylon player has an unrevealed Personal Goal Card at the end of the game, do not reduce the resource listed on that card.

CYLON LEADER MOTIVE CARDS

Cylon Leader Motive Cards are finally assessed to determine victory for a Cylon Leader.

Motive Cards that include the phrase, "Reveal this card if the game is over," cannot be revealed until after resources have been reduced for all unrevealed Personal Goal Loyalty Cards.

Motive Cards and the Final Jump after the New Caprica Phase: After the Admiral orders Galactica to leave, Motive Cards that include the phrase, "Reveal this card if the game is over," cannot be revealed until after players destroy all civilian ships on New Caprica and execute all human players on New Caprica.

THE NEW CAPRICA PHASE

When playing with the New Caprica Objective Card, the game will enter the New Caprica phase after the humans travel seven or more units of distance. When this occurs, the game changes in a variety of ways, as detailed in this section.

Thematically, when the humans reach New Caprica, they settle on the planet and attempt to start new lives, safe from the Cylons. Unfortunately for them, the Cylons discover their settlement. New Caprica is invaded and occupied, and the Galactica and Pegasus (assuming she's still spaceworthy) are forced to flee.

During the New Caprica phase, Crisis Cards are drawn from a unique Crisis deck; the New Caprica Crisis deck. Humans and Cylons may both move about the New Caprica board as the Cylons attempt to live in "harmony" with humanity.

The ultimate goal for the humans during this phase is to protect themselves from the Cylon forces and prepare for Galactica's return. Once the fleet marker has reached the "Auto Jump" space of the Jump Preparation track, Galactica reappears in orbit over New Caprica.

In order for the humans to win the game, the Admiral must order a final jump with Galactica and leave New Caprica. Any human players left behind are executed and any civilian ships left behind are destroyed. If these losses reduce one or more of the humans' resources to zero, the Cylons have won. If they do not, the humans win.

NEW CAPRICA SETUP

At the beginning of the New Caprica phase, perform the following in order:



- 1. Place New Caprica Game Board:** Place the New Caprica game board to the right of the core game board.
- 2. Main Game Board:** Leave any centurion models on the Boarding Party track in their current position, as well as any Cylon ships placed in a space area by the Destination Card. These will remain in place and are unaffected by any game mechanic until Galactica returns to orbit.
- 3. Move Humans:** All human players move their characters to "Resistance HQ". Return all assault raptors in space areas to the "Reserves". If the "Colonial One Destroyed" side of the Colonial One overlay is not faceup, flip the overlay.
- 4. Move Cylons:** Cylon players move their characters to "Occupation Authority."
- 5. Move Civilians:** Place all (non-destroyed) civilian ships, including any in space areas, in a stack on the "Locked Civilian Ships" box next to the "Shipyard" location.
- 6. Place the New Caprica Crisis Deck:** Shuffle the New Caprica Crisis deck and place it by the game board. Return the normal Crisis deck to the box. It will not be used during the remainder of the game.
- 7. Reset Fleet Marker:** Place the fleet marker on the "Start" space of the Jump Preparation track.

PREPARED CIVILIAN SHIPS AND LOCKED CIVILIAN SHIPS

The New Caprica phase starts with the civilian ships stacked on the "Locked Civilian Ships" box. When a player prepares a civilian ship, he moves the ship on the top of the Locked Civilian Ship stack to the **bottom** of the Prepared Civilian Ships stack.

Ships stacked on the "Prepared Civilian Ships" box may only be evacuated (moved to a space area with a viper launch icon on the Galactica board) once Galactica has returned to orbit.

From that point on, any time a civilian ship is evacuated, the current player moves the top ship on the Prepared Civilian Ships stack to a space area with a viper launch icon.

When the Admiral ends the game (by using an action to order a final jump with Galactica and leave New Caprica), any civilian ships in either the Prepared Civilian Ships box or the Locked Civilian Ships box are destroyed.

BEFORE GALACTICA RETURNS TO ORBIT

During the New Caprica phase, ignore any effect that would place, destroy, or move ships in any space area around Galactica or centurions on the Boarding Party track, until the Galactica returns to orbit (see below). Additionally, locations on Galactica and Pegasus may neither be damaged nor repaired until Galactica returns to orbit. After Galactica returns, however, this rule is suspended and the normal rules again apply.

Risking Raptors: Raptors may still be risked as normal throughout the New Caprica phase.

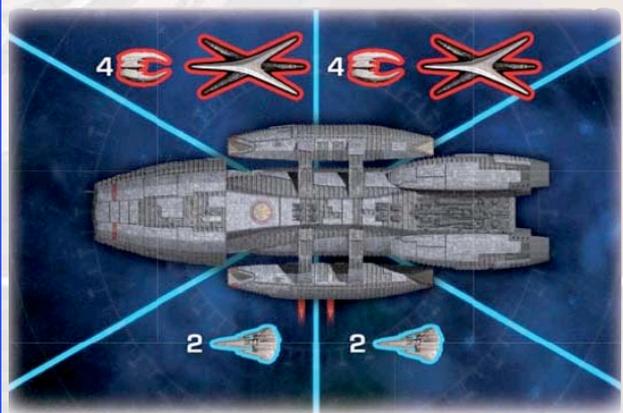
Attacking Occupation Forces and Detaining Humans: These are actions that can always be attempted on New Caprica [see "Actions"].

Placing Civilian Ships: Once the New Caprica phase has begun, players cannot place civilian ships in space areas until Galactica returns to orbit. After Galactica returns, players can place civilian ships in space areas, but **cannot** move them from the Locked Civilian Ships stack or Prepared Civilian Ships stack unless allowed to by a game effect.

New character starting location on New Caprica: If a new character is introduced to the game as a result of an execution before Galactica returns to orbit, use the "Resistance HQ" location instead of the character's normal starting location.

GALACTICA RETURNS TO ORBIT

Once the fleet marker has reached the "Auto Jump" space of the Jump Preparation track, Galactica jumps into orbit and the final evacuation of New Caprica begins.



Once Galactica reaches orbit, do the following, in order:

1. Place a basestar and four raiders in each of the two space areas above Galactica (adjacent to its starboard side). Note: Be sure to use the steps outlined in the "Placing Cylon Ships on the Main Game Board" section.

2. Launch 2 vipers into **each** space area containing a viper launch icon.

From this point forward, Cylon ship activation icons are no longer ignored.

When an evacuation icon is revealed, the current player moves one civilian ship from the Prepared Civilian Ships stack to any space area with a viper launch icon.

Human players may now move between New Caprica and Galactica (or Pegasus) by discarding one Skill Card. Cylon players may move between New Caprica and the Cylon locations by discarding one Skill Card.

At any point after Galactica's return, the Admiral may, as an action, order Galactica to leave. This ends the game (see "Winning the Game").

Winning the Game

Once the Admiral has ordered Galactica to leave and ended the game, destroy all civilian ships still on New Caprica, and execute any human players still on a New Caprica location. If after resolving those losses, no resource has been reduced to 0 or lower, the humans win the game!

If any resource has been reduced to 0 or lower, or at least six locations on Galactica (not including locations on Pegasus) have been damaged, or a centurion has reached the end of the Boarding Party track, the Cylons win the game!

THE IONIAN NEBULA

During their journey to the Ionian Nebula, characters become burdened by trauma as a result of their difficult experiences. In facing their challenges, they may be helped or hindered by the many allies found in the fleet. But, in the end, each character must ultimately face his own crossroads and prove his worth.

The Ionian Nebula Objective uses trauma tokens, ally tokens, alternate basestar damage tokens, Ally Cards, Crossroads Cards, and the Ionian Nebula Objective Card.

TRAUMA TOKENS

During the course of the game, players will receive trauma tokens. These tokens represent the psychological effects on characters due to the hardships they endure (for instance, as a result of going to "Sickbay" or the "Brig"). Trauma tokens are used to influence the behavior of allies that characters may encounter. But more importantly, trauma tokens determine which player, if any, will be eliminated from the game as a result of his character being put on trial (for humans) or having his entire model line "boxed" (for Cylons).

In some cases, a player receives a trauma token with a benevolent symbol on it. This represents his character developing a sense of compassion or a belief in destiny as a result of his suffering. (Receiving trauma tokens with a benevolent symbol can prove hazardous to Cylon characters. See "3. Resolve 'The Trial/Boxing the Line'".) In other cases, a player receives a trauma token with an antagonistic symbol on it. This represents his character growing more bitter and aggressive as a result of his troubles. (Receiving trauma tokens with an antagonistic symbol can prove hazardous to human characters. See "3. Resolve 'The Trial/Boxing the Line'".) A player may also receive a trauma token with a disaster symbol on it, indicating some tragedy has befallen his character. (See "Acquiring Trauma".)



Trauma tokens go back into the pool of unused trauma tokens when they are discarded.

THE CROSSROADS PHASE

When playing with the Ionian Nebula Objective Card, the game enters the Crossroads phase after the humans travel eight or more units of distance.

The Crossroads phase represents a pivotal moment in the search for Earth. As the Cylons attack, each character must face an important decision.

As soon as the Crossroads phase begins, the current player's turn is interrupted. Players then complete the following steps:

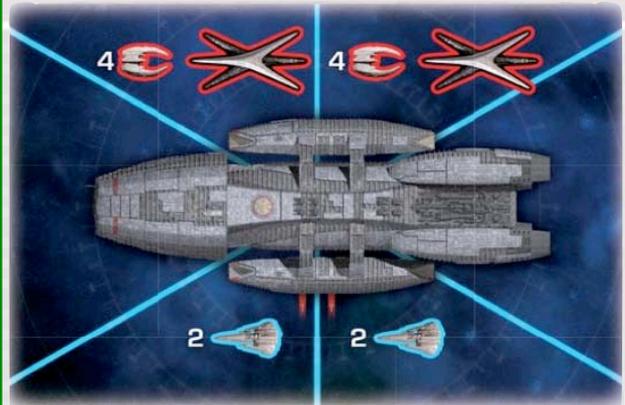
1. Set Up Battle of the Ionian Nebula
2. Draw and Resolve Crossroads Cards
3. Resolve "The Trial/Boxing the Line"

The following sections describe these steps in more detail. After resolving these steps, the current player's turn resumes.

1. Set Up Battle of the Ionian Nebula

Once Galactica jumps to the nebula, it encounters basestars and raiders waiting to attack. The ensuing battle is later known as the Battle of the Ionian Nebula.

In this step, the current player does the following in order:



1. Place a basestar and four raiders in each of the two space areas above Galactica (as shown above). Note: Be sure to use the steps outlined in the "Placing Cylon Ships on the Main Game Board" section.

2. Launch two vipers into each space area containing a viper launch icon.

3. Move the fleet marker to the start space of the Jump Preparation track. Note that this replaces the Reset Jump Preparation Track step of "Jumping the Fleet."

2. Draw and Resolve Crossroads Cards

Arriving at the Ionian Nebula, each character faces a pivotal moment. The nature of this moment varies, but for each character, it is an opportunity to potentially overcome his past or to have a major impact on the search for Earth.

After placing ships for the Battle of the Ionian Nebula and resetting the fleet marker, the current player shuffles the Crossroads deck and deals one card facedown to each player. Each Crossroads Card features two results, one for a trauma token with a benevolent symbol and one for a trauma token with an antagonistic symbol. After secretly looking at his Crossroads Card, each player places it facedown in front of himself and chooses one of his trauma tokens to play facedown next to his Crossroads Card. This token indicates which result on the card will be resolved. If a player has no trauma tokens, he may choose either of the two results to resolve when his card is revealed.

After all players who have trauma tokens have played one facedown next to their Crossroads Card, the current player reveals his Crossroads Card and the trauma token he placed next to it. He then resolves the result that matches the trauma token he played (or the result of his choosing if he had no trauma token to play). Play proceeds clockwise, and each subsequent player reveals both his Crossroads Card and trauma token and then resolves the appropriate result.

If at any point during this step a character is executed, the execution is resolved fully. However, the player does not discard his Crossroads Card or the trauma token he played next to it (his Crossroads Card will still be resolved in turn). Note that being executed while resolving Crossroads Cards is not the same as being eliminated (see "Resolve 'The Trial/Boxing the Line'" below).

3. Resolve "The Trial/Boxing the Line"

After each character has faced his crossroads, his peers must judge whether that character, either Cylon or human, still belongs among his own kind.

If not, that character is deemed unworthy of continuing in the struggle to find Earth. In the case of a human, this judgement means he has been found guilty by his peers and sentenced to death. For a Cylon, this judgement means having his entire model line "boxed" and kept in cold storage forever.

To resolve this step, players do the following:

1. **Remove Cards and Tokens:** After all Crossroads Cards have been resolved, discard all the trauma tokens that were placed next to the Crossroads Cards as well as the trauma tokens on Ally Cards and on the "Brig" and "Sickbay." Return all Ally Cards, ally tokens, and Crossroads Cards to the box. They will not be used for the remainder of the game.

2. **Reveal Trauma Tokens:** Each player reveals all of his trauma tokens. All human players (including unrevealed

Cylons) discard all of their tokens with a benevolent symbol, while Cylon players discard all of their tokens with an antagonistic symbol.

3. **Discard Two or Fewer Trauma Tokens:** Each player with two or fewer remaining trauma tokens discards them as well.

4. **Total Remaining Trauma Tokens:** If no players have any remaining trauma tokens, proceed to step 6. However, if one or more players still have trauma tokens, each of those players determines the total number of tokens he has.

5. **Elimination:** The player who has the most trauma tokens remaining is eliminated from the game (see below). Resolve ties for having the most trauma tokens in the following manner:

- A. In the event of a tie among human players, the President chooses one of the human players tied for the most trauma tokens. That player is eliminated.
- B. In the event of a tie among Cylon players, each tied Cylon player is eliminated.
- C. In the event of a tie between human players and Cylon players, each tied Cylon player is eliminated. The tied human player is also eliminated. If more than one human player was tied, the President chooses which of the tied human players is eliminated.

When eliminating a player, first **resolve the execution of his character**, including any loss of morale for executing a human. However, an eliminated human player does not choose a new character. Eliminated Cylon players do not move their characters to the "Resurrection Ship," but instead return their character sheets and tokens to the game box and discard any Super Crisis Cards they have. In either case, an eliminated player no longer receives a turn; he is out of the game completely. If he was the current player, the current player token is passed to the next player.

6. **Discard Remaining Trauma Tokens:** After resolving player eliminations, return all trauma tokens to the box and resume normal game play from the point at which it was interrupted (or from the beginning of the new current player's turn, if the previous current player was executed and/or eliminated during the Crossroads phase).

Once the game has resumed, the next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).

Clarifications

Unrevealed Cylons are still treated as human players, even during the resolution of "The Trial/Boxing the Line." If an unrevealed Cylon is eliminated as a result of resolving "The Trial/Boxing the Line," he follows the normal steps for execution, including revealing one "You Are a Cylon" card, but the character is not moved to the Resurrection Ship. The player returns his character sheet and token to the box, no longer takes his turn, and has lost the game. It would seem neither the humans nor the Cylons wanted him around.

APPENDIX I: OFFICIAL VARIANTS

At its heart, **Battlestar Galactica: The Board Game**, is a game of survival and mistrust that works best with at least three players, including at least one Cylon. Although the feeling of mistrust is lost in these variants, players may choose to use one of them to focus on cooperation and the struggle for survival. It is also important to note that some characters' special abilities are less useful in these variants.

TWO PLAYER GAME

In a two player game, each player chooses a single character. During setup, Loyalty cards are not dealt out.

At the start of the sleeper phase, create a loyalty deck consisting of 1x "You are a Cylon" and 2x "Not a Cylon" cards. Then add a number of "Not a Cylon" cards to the Loyalty deck equal to the number of resources that are half or lower (red). Then shuffle this deck, and deal 1 Loyalty card to each player.

Note that the Sharon "Boomer" Valerii character may not be chosen when playing this variant.

ONE PLAYER GAME

In a one player game, the player chooses one character to control at the start of the game. This character is known as his main character. The player may not choose Laura Roslin or Sharon "Boomer" Valerii as his main character. He then chooses one character to "assist" him.

The Loyalty deck is set up as follows: 6x "Not a Cylon" and 1x "You are a Cylon." After creating the deck, deal three Loyalty cards facedown to the assist character.

The main character receives both the Admiral and President titles. He starts with only **one** nuke token (instead of two).

Assist Character: The assist character is not placed on the board. He can not draw cards, move, take actions, or become President or Admiral.

The player may use the assist character's once per game ability as if it were on his main character's sheet.

Negative Abilities: All character negative abilities (the bottom ability of the character sheets) are ignored.

Receiving Skills: During the Receive Skills step, the player may draw a maximum of five skill cards, one of which may come from the assist character's skill set.

Revealing Loyalty Cards: At the end of each Activate Cylon Ships step, one of the assist player's loyalty cards might be revealed. If the Cylon Heavy Raiders were activated this step, reveal the top card of the assist character's loyalty deck.

If it is "Not a Cylon" card, it is ignored. If it is a "You are a Cylon" card, all text on the card is immediately resolved. The assist character is removed from the board, and the player may no longer draw from the assist character's skill set, or use his once per game ability.

All "You are a Cylon" loyalty cards targeting a character always affect the main character. Also, the "Can Damage

Galactica" loyalty card is resolved as "Draw and resolve two Galactica damage tokens."

Whenever the assist character receives more loyalty cards, or after the player looks at any of his unrevealed loyalty cards, shuffle the assist player's unrevealed loyalty cards.

Sleeper Phase: At the start of the sleeper phase, add a number of "Not a Cylon" cards to the Loyalty deck equal to the number of resources that are half or lower (red). Then deal four cards from this deck to the assist character (and then shuffle his cards).

Brig: While the main character is in the brig, the player still draws a Crisis card on his turn, may not move, and may play a maximum of three skill cards into each Skill check.

The assist character may not be sent to the brig.

FULLY COOPERATIVE GAME

Much of the excitement of **Battlestar Galactica: The Board Game** arises from the suspicion and paranoia that it promotes. Even though these rules allow playing with no Cylon players, the game does lose one of its core features and a lot of the exciting player interaction.

In this variant, all players are working together without fear of traitors in their midst. The loyalty deck is not used in this variant, and the Admiral starts with only **one** nuke token (instead of two).

Setup: At the start of the game, remove the following cards from the Quorum deck: Encourage Mutiny, Release Cylon Mugshots, Assign Arbitrator, and Arrest Order [x2].

The humans start the game with the following resources: 8 Fuel, 7 Food, 9 Morale, 10 Population.

Receiving Skills: Each player draws one less skill card during his "Receive Skills Step." Each turn, the player may choose the card from his skill set that he doesn't draw.

Brig: While a character is in the brig, he still draws a Crisis card on his turn.

ADJUSTING DIFFICULTY

Some play groups may find that it is too easy for the human or Cylon players to win the game. A group may decide before the start of the game to make the game easier for the humans or Cylons.

To make the game easier for the human players, start the game with 2 more of each resource (10 food, 10 fuel, 12 morale, and 14 population).

To make the game easier for the Cylons, start the game with 2 less of each resource.

APPENDIX II: CYLON ATTACK CARDS

Although these rules have been written with the assumption that all expansions are in play some players want to play without the Cylon Fleet Board. These are the adjustments you will have to make in order to replace the Cylon Fleet Board with the Cylon Attack Cards:

SETUP

Crisis Deck: Remove the "CAG Chooses" Crisis and Super Crisis Cards and add the Cylon Attack Cards to these decks (19 to the Crisis Deck and 2 to the Super Crisis Deck). (Optionally you may also want to remove 21 random Crisis Cards before adding the Cylon Attack Cards in order to preserve the ratio of Cylon Attack Cards from the Base Game).

CAG and Alternate Admiral Title Cards: Remove the CAG Title Card and the Alternate Admiral Title Card from the Exodus expansion. Use the Admiral Title card from the Pegasus expansion instead.

Plastic Ships: Remove the four viper mark VIIs and four Cylon raiders, but add two standard vipers. The total number used should thus be eight vipers and sixteen raiders.

Cylon Fleet Game Board: Remove the Cylon Fleet game board and the Cylon pursuit marker.

RULES

The following rules are changed when not using the Cylon Fleet Board:

Escorting Civilian Ships: Civilian ships can no longer be escorted off the main game board.

Jumping the Fleet: When the fleet jumps all civilian ships are now removed from the main game board.

Nukes: Nukes are no longer aimed at a space area, but rather at a basestar. Add the following to the attack table basestar row:

With Nuke: 1-2 = Damaged Twice, 3-6 = Destroyed, 7-8 = Destroyed and destroy 3 raiders in the same area.

Placing Cylon Ships: Ignore all rules which instruct you to place cylon ships on the Cylon Fleet Board.

Vipers Mark VII: Ignore all rules concerning vipers mark VII.

APPENDIX III: FAQ

This section provides answers to the most commonly asked questions about playing *Battlestar Galactica: The Board Game*.

Cylon Players

Q: Can a revealed Cylon player use the actions from his unrevealed Loyalty Cards (for example if he has a second "You are a Cylon" card)?

A: No. He may however give his unrevealed cards to another player by using the "Resurrection Ship" location.

Q: Can a revealed Cylon player be targeted by the "Executive Order" Skill Card or Quorum Cards?

A: No.

Q: Can a revealed Cylon player activate heavy raiders using the "Cylon Fleet" location in order to advance Centurions up the boarding party track?

A: Yes. He may even do this if there are no heavy raiders or basestars on the game board.

The Brig, Sickbay, Detention, and the Medical Center

Q: When a character activates "Detention" and the skill check passes, what locations can he move to?

A: Any location on New Caprica.

Q: If someone other than the President plays a Quorum Card while on New Caprica, does he need to roll a die to see if he goes to "Detention"?

A: No.

Conflicted Loyalties Option

Q: If multiple Final Five Loyalty Cards are examined simultaneously, how are they resolved?

A: All effects of the Final Five Loyalty Cards must be applied, even if the player examining the cards or the character whose cards are being examined is executed. The current player chooses the order in which the cards are resolved.



Cylon Fleet Option

Q: When a game effect instructs a player to place a civilian ship in a specific space area, such as behind Galactica, does the CAG choose a space area instead?

A: No, the CAG only chooses where to place civilian ships only in cases where no specific space area is indicated.

Ionian Nebula Option

Q: Can an eliminated player still win the game?

A: No. Once eliminated, a player has lost the game, regardless of whether the humans or Cylons win.

Q: If players enter the Crossroads Phase while resolving the "Lion's Head Nebula" Destination Card, do players still advance the Jump Preparation track by 2?

A: Yes. Players resolve the Crossroads Phase during the "Kobol Instructions" step of Jumping the Fleet. The rules for the Crossroads Phase tells players to skip the "Reset Jump Preparation Track" step, but players should still advance the track by 2 after that step would be resolved, even when it is skipped.

Mutiny Cards and the Mutineer

Q: What happens to Helo if he receives a second Mutiny Card (or a third, if he's the Mutineer) while he's Stranded?

A: He discards down to one Mutiny Card (or two, if he's the Mutiner), but does not move to the "Brig."

*Q: After resolving the "Unauthorized Usage" Mutiny Card, can a nuke token be recovered by playing the "Build Nuke" Skill Card from the **Exodus** expansion?*

A: Yes. When using the **Exodus** expansion, any time players are instructed to remove one or more nuke tokens from the game, place them adjacent to the board instead.

Q: Can a player whose character is in the "Brig" play "Peaceful Resistance"? Can "Peaceful Resistance" be played in the unusual case that the Admiral is in the "Brig"?

A: Yes to both, but in both cases the player who played the card remains in the "Brig."

Q: Can a player play "Violent Protest" while the President is in "Sickbay" or the "Brig"?

A: Yes. If the President is in the "Brig," he does not move.

*Q: If the "Engine Room" location from the **Pegasus** expansion is activated during the Mutineer's turn, does he still draw a Mutiny Card during his "Prepare for Jump" step, even if his Crisis Card does not have a "prepare for jump" icon printed on it?*

A: Yes.

Q: Does the Mutineer draw more than one Mutiny Card if more than one Crisis Card with a "prepare for jump" icon is resolved during his turn?

A: No. The Mutineer draws a Mutiny Card each time he resolves one or more "prepare for jump" icons during the "Prepare for Jump" step of his turn.

Miscellaneous

Q: Can a player use the "Declare Emergency" Skill Card to decrease the difficulty of a Partial Pass Result?

A: No. The difficulty of a skill check is the number in the upper left corner of the card.

Q: Can multiple centurion markers be on the same space of the Boarding Party track?

A: Yes. They do not push each other, or prevent other tokens from being placed on their space.

Q: When not using the Cylon Fleet Board, and the Admiral launches a nuke and rolls a 7 or 8, can he destroy heavy raiders in the area instead of normal raiders?

A: No. Heavy raiders are unaffected by this result.

Q: How do you resolve multiple Cylon ship activation icons when they appear on the same card?

A: Resolve each one separately in left-to-right order.

Q: Can the result of a die roll be modified to be more than an "8" or less than "1"?

A: No. After all modifications to a die roll have been calculated, any number greater than an "8" is treated as an "8" and any number less than a "1" is treated as a "1."

*Q: When can a character piloting a viper choose to land? A: Landing a viper is a movement. It can be done as a player's Movement Step or as a move granted by an "Executive Order" Skill Card or by a "State of Emergency" Skill Card from the **Exodus** expansion. He cannot land a viper as an action.*

Q: What happens when the Pegasus "Main Batteries" are used to shoot at a space sector including Scar?

A: Scar can only be shot down on a die roll of 7-8. If the Pegasus "Main Batteries" roll is at least a 7, Scar can be chosen as one of the raiders destroyed. Otherwise, Scar may not be chosen and other raiders (if any are available) will be hit instead.

Q: Can an Infiltrating Cylon Leader be chosen when the "Assign Vice President" Quorum Card is played?

A: No. But an Infiltrating Cylon Leader may be given other Quorum Cards such as "Assign Mission Specialist" or "Assign Arbitrator" when they are played. When a Cylon Leader ends his Infiltration, he discards any Quorum Cards he was given without effect.

Q: Who chooses when the "Probation" Quorum Card is discarded to activate its ability?

A: The President.

Q: What happens when a player who is not in the "Brig" reveals the "You Are a Cylon" Loyalty Card that says, "Can Damage Galactica" if it is not that player's turn and Pegasus is in play?

A: For each of the five damage tokens drawn, the current player chooses whether to draw a Galactica or Pegasus damage token. The player that revealed the Loyalty Card then chooses which two of those five tokens to resolve.

Q: Are there any decks that cannot be chosen when the "Consult the Oracle" Quorum Card is played?

A: Players cannot choose the Loyalty deck or the Agenda deck. If using the **Daybreak** expansion, players cannot choose the Motive deck.

Q: If a Cylon Leader (or a revealed Cylon on the New Caprica board) is executed, does he discard Super Crisis Cards?

A: No.

*Q: If players enter the New Caprica Phase while resolving the "Lion's Head Nebula" Destination Card from **Exodus**, do players still advance the Jump Preparation track by 2?*

A: Yes. Players set up the New Caprica Phase during the "Kobol Instructions" step of Jumping the Fleet, and then advance the Jump Preparation track by 2 after the "Reset Jump Preparation Track" step.

Q: If players are not using the Cylon Fleet option, who places the civilian ships mentioned on the "Medal of Distinction" Crisis Card?

A: The Admiral places the ships in any space area or areas he chooses. If players are using the Cylon Fleet option, the CAG places them according to the usual rules for ship placement.

Q: What constitutes "Choosing to Discard" for purposes of discarding "Dradis Contact" or "Bait" cards?

A: Any time a player discards one or more Skill Cards, he is considered to have chosen the cards unless he was either instructed to discard them randomly (as a result of Apollo's "Headstrong" ability, for example) or instructed to discard all of his Skill Cards (including as a result of Tigh's "Alcoholic" ability). Note that if a player is instructed to discard a specific number of Skill Cards, they are always considered to have been chosen by the player. Even in cases where the player only had that number of Skill Cards or fewer in his hand, the player would have to draw a Mutiny Card for discarding a "Dradis Contact" or "Bait" Card. If a player has already drawn a Mutiny Card during this turn as a result of discarding one of these Skill Cards, he does not draw another Mutiny Card.

Q: Can Apollo start the game in an Assault Raptor instead of a viper?

A: Yes.

Q: How do miracle tokens work after resolving the fail result on the "The Farm" Super Crisis Card from the Pegasus expansion?

A: Human players can no longer use their miracle abilities. Cylon leaders can still use their miracle abilities when they are not Infiltrating. Miracle tokens can still be used for other effects, such as activating locations on the Rebel Basestar game board.

Q: While the "Event Horizon" Cylon Attack Crisis Card is in play, what constitutes "activating a viper" for purposes of the "Gravity Well" special rule?

A: Each time a pilot activates his viper it is considered an activation and he must first discard a Skill Card. When a player uses the "Command" location, he must discard two Skill Cards to use both activations. If resolving a card that allows a player to activate a viper, he must discard a Skill Card for each activation. If a player uses an action that allows him to move and/or attack with a viper, such as "Maximum Firepower" or "Full Throttle," the action is treated as only 1 activation. Moving a viper as part of a player's Movement step or as a result of the move granted by an "Executive Order" card is not an activation and does not require a player to discard a Skill Card.

Q: When resolving a skill check on a Mission Card, can players use the "Support the People" Skill Card from the Pegasus expansion? Can William Adama use his "Command Authority" ability, Chief Tyrol use his "Blind Devotion" ability, or Athena use her "For Love" ability when resolving a skill check on a Mission Card?

A: No.





APPENDIX IV: VERSION HISTORY

VERSION 1.0

The content from the final FAQ v2.1 from March 2015 was added.

An additional appendix with some miscellaneous FAQ content was added for completionism.

Component numbers were updated to better reflect actual quantities after removal of cards and/or components.

Various minor corrections were made.

VERSION 0.9

The Four Destinations Campaign was removed and put in a separate rulebook.

The Cylon Attack Card variant was added.

Number of components were added.

Various small corrections and clarifications were made.

VERSION 0.8

In version 0.8 the Daybreak Expansion was incorporated. This meant some rules (like the Sympathizer) were removed, while others were extensively modified. A new "End Game" section was added.

The Complete BSG Quick Reference card was updated to version 0.8 to reflect the changes to this document.

The Three Destinations Campaign variant by Chris Malme was updated to the Four Destinations Campaign. Various small corrections to formatting were made.

VERSION 0.7

In version 0.7 a few paragraphs regarding the use of the Basestar Bridge locations were duplicated in some places to make them easier to find.

The new Three Destinations Campaign variant by Chris Malme was added.

CREDITS

The Core Battlestar Galactica Game and the Pegasus and Exodus Expansions were designed by Corey Konieczka, Daniel Lovat Clark, James Kniffen and Tim Uren and published by Christian T. Petersen and Fantasy Flight Publishing. The board game mechanics and rules are © Fantasy Flight Publishing.

These combined rules were edited and updated by Mattias Elfström based on that original work and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of this excellent game. The Version 1.0 was edited and updated by Kris Vanhoyland.

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