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Game: **BATTLESTAR GALACTICA**
Pub: **Fantasy Flight Games (2008)**

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For best results, print on card, laminate and trim to size.

BATTLESTAR GALACTICA

SETUP

Set the **Food** and **Fuel** dials on the game board to 8, the **Morale** dial to 10 and the **Population** dial to 12.

Place the 8 **vipers** and 4 **raptors** in the **Viper and Raptor Reserves** space. Place the **Fleet** token on the start space of the **Jump Preparation** track. Place all other tokens facedown next to the board.

A randomly chosen first player takes the **Current Player** token. Starting with this player and proceeding clockwise, each player chooses a character of the type(s) that is most plentiful (**political leader, military leader or pilot**). **Support characters** may be chosen at any time. Take the corresponding **character sheet** and **stand-up character token**, and **piloting token** if applicable. Place the character token on the location specified on his character sheet.

Give the **President** title card to the first available player in this list: *Laura Roslin, Gaius Baltar, and Tom Zarek*. The **Admiral** title card is given to the first available player in this list: *William Adama, Saul Tigh, and Helo Agathon*.

The Admiral is given the 2 **nuke tokens**, and the President shuffles the **Quorum deck** and draws one **Quorum card**.

Remove the *You Are a Sympathizer* card from the **Loyalty deck**. Separate the deck into 2 piles (*You Are Not a Cylon and You are a Cylon*). Shuffle the *You Are a Cylon* pile.

Deal the appropriate number of *You Are a Cylon* and *You are not a Cylon* cards into the Loyalty deck:

3 players: 6 card deck: 1 *You Are a Cylon* card and 5 *You Are Not a Cylon* cards.

4 players: 7 card deck: 1 *You Are a Cylon* card and 6 *You Are Not a Cylon* cards.

5 players: 10 card deck: 2 *You Are a Cylon* cards and 8 *You Are Not a Cylon* cards.

6 players: 11 card deck: 2 *You Are a Cylon* cards and 9 *You Are Not a Cylon* cards.

Add 1 extra *You Are Not a Cylon* card for each *Gaius Baltar* or *Sharon Valerii* character playing.

Shuffle the deck and deal 1 Loyalty Card facedown to each player. In a 4 or 6 player game, add the *You Are a Sympathizer* card to the deck and then shuffle it.

Place the remaining Loyalty deck next to the board. All Loyalty Cards not added to the deck are returned to the game box unseen.

Shuffle the **Quorum deck, Crisis deck, Super Crisis deck, and Destination deck** and place them next to the board. Separate the **Skill cards** into 5 decks by type. Shuffle each deck and place them facedown below the matching colored regions at the bottom of the board. Place the **Kobol Objective card** facedup next to the Destination deck.

Each player, except the starting player, draws 3 **Skill cards** from among any of the cards he can draw during his **Receive Skills** step. The starting player will draw Skill Cards at the start of his turn.

Deal 2 Skill cards of each skill type facedown onto the **Destiny deck** space on the board and shuffle them.

Place 1 **Basestar** and 3 **Raiders** in front of *Galactica*, 2 vipers below *Galactica* and 2 civilian ships behind it.

GAME TURN

Players take complete turns, starting with the first player and proceeding clockwise.

1. RECEIVE SKILLS

Draw the number and types of **Skill cards** listed on your character sheet (no hand limit). If you have a multi-colored **multi-skill** you receive the number of cards listed, *after* deciding how many cards you will draw from each type.

2. MOVEMENT

You may move to a different location. When moving from *Galactica* to *Colonial One* or vice versa, discard 1 Skill card.

Human characters may not move to Cylon locations, and revealed Cylons may *only* move to Cylon locations.

If piloting a **viper**, you may move to an adjacent space area, or discard a Skill card to move to a location on *Galactica* or *Colonial One* and return your viper to the **Reserves**.

3. ACTION

Choose one action out of the options listed on your location, character sheet or Skill cards (identified by the word **Action**):

Activate Location Perform the action on your current location.

Skill Card Action Play a Skill card from your hand to perform the action on the card (if there is one on it).

Character Action Perform an action listed on your character sheet (if there is one on it).

Activate Viper If piloting a viper, you may move, or attack a Cylon ship.

Title and Quorum Cards Perform an action on a Title or Quorum card you have.

Loyalty Card Reveal one of your *You are a Cylon* Loyalty cards and perform the action on it. Then follow the rules for revealed Cylon players.

Do Nothing Do nothing during this step.

4. CRISIS

Draw and resolve the top card of the **Crisis deck**. There are 3 types: **Cylon attacks, skill checks, and events**.

Cylon Attack Follow the steps on the card, then discard it unless instructed to keep it in play.


Skill Check Resolved according to the rules for skill checks. Some give the current player, the President, or the Admiral the choice to either resolve the skill check or carry out an alternate instruction.

Event Any Crisis card that is not a Cylon attack or skill check is an event. Follow the instructions. Some provide a decision for the current player, the President, or the Admiral.

5. ACTIVATE CYLON SHIPS

If any are in play, Cylon ships are activated according to the icon on the bottom left of the Crisis card drawn.

6. PREPARE FOR JUMP

 If the Crisis card has the **prepare for jump** icon, the fleet token advances one space up the **Jump Preparation** track. If it reaches the end the fleet **jumps**.

Revealed Cylons do not play these last 3 steps.

7. END OF TURN

Pass the Current Player token to the player on your left.

TITLE CARDS

The President can draw **Quorum cards** using the President Title card or the President's Office location. The President player secretly controls his hand of Quorum cards (no hand limit).

The Admiral controls the **nuke tokens** and decides which destination the fleet travels to when jumping.

HUMAN OBJECTIVE

The human players must successfully **jump** the fleet enough times to reach Kobol to win the game. The fleet jumps when the fleet token is moved to the **Auto Jump** space of the **Jump Preparation track**, or when a player activates the **FTL Control** location (some population may be lost).

When jumping, the Admiral does the following:

1. Remove all ships from the board.
2. Draw 2 cards from the **Destination deck**, choose one, and place the other on the bottom of the deck.
3. Follow any instructions on the chosen card and place it facedup next to the **Kobol Objective card**.
4. If the total distance on Destination cards adjacent to the Kobol Objective card equals or exceeds 4 or 8 for the first time, follow the instructions on the Kobol Objective card.
5. Move the **fleet marker** to the start space of the Jump Preparation track.

FTL Control Jump

If the fleet marker is on one of the **blue spaces** of the Jump Preparation track, players may force the fleet to jump using the **FTL Control** location. The current player rolls D8, and if a **6 or lower** is rolled, a number of population is lost equal to the number listed on the current space of the track. Then follow all steps for jumping the fleet.

Destination Cards

The **Destination card** lists the effects that are carried out when the fleet travels to that destination. The number at the bottom shows, along with the other cards next to the Kobol Objective card, the total distance the fleet has traveled.

Kobol Objective Card

When the fleet equals or exceeds a 4 or 8 distance total for the first time, perform the following instructions:

Sleeper Agents (distance 4+): remaining Loyalty Cards are dealt.

Reach Kobol (distance 8+): The next time the humans jump, they win the game if all of their resources are above 0. No destination card is drawn.

SKILL CARDS

Skill cards are used to overcome skill checks or for special actions and abilities:

Politics (yellow) Controlling morale and help to overcome fleet crises. Some allow a player to draw Skill cards from outside his skill set.

Leadership (green) Taking charge of situations and command. Some allow a player to move other characters and grant them a bonus action. Note that only one *Executive Order* card may be used per turn.

Tactics (purple) Planning missions and physically overcoming obstacles. Allow a player to gain bonuses to die rolls as well as scout for new destinations.

Piloting (red) Fly vipers, reroll enemy attack rolls, and gain additional attacks.

Engineering (blue) Strength in the mechanical/scientific fields.

Some allow a player to repair vipers and *Galactica* locations.

A player with more than 10 Skill cards in hand (not including cards such as Quorum or Super Crisis cards) at the end of any player's turn must discard cards of his choice over 10. They are placed in a discard pile facedup next to the appropriate Skill deck. When a deck runs out, shuffle the discard pile to create a new deck.

Destiny Deck

2 random cards from the **Destiny deck** are placed into each skill check. After the last card from this deck is played, the current player creates a new deck by drawing 2 cards of each skill type and shuffling them.

Skill Checks

Skill checks have a **difficulty number** followed by the necessary **skill types** (colored boxes). Resolve as follows:

1. **Read Card** The current player reads out the card or location and players discuss *without* revealing the exact strength of their cards. If the card requires the current player, the President, or the Admiral to make a choice, he must now make it. Any choice that does not have a **pass/fail effect** requires players to carry out specific instructions *instead of* a making a skill check.
2. **Play from Destiny Deck** 2 cards from the Destiny deck are dealt facedown, starting a common pile.
3. **Play Skills** Starting with the player to the **left** of the current player (and ending with the current player), each player has one opportunity to play any number of Skill cards from his hand facedown to the pile. Text on the cards is ignored.
4. **Shuffle and Divide Cards** The current player takes the pile, shuffles them and deals them facedup into 2 new piles: cards that **match a skill type (color) listed on the Crisis card** are placed in one pile, and all non-matching cards are placed in another.
5. **Total Strength** Total the **strength** of each card pile. The total strength of the non-matching pile is subtracted from that of the matching pile, giving a final strength.
6. **Determine Result** If the final strength is **equal to or greater** than the skill check's **difficulty**, carry out the **pass** result. Otherwise, follow the **fail** result. All cards contributed are then discarded into the appropriate discard piles.

Some skill checks have a partial pass number listed between the **pass** and **fail** results. If the skill check is not passed, but this number is equaled or exceeded, follow this result instead.

Game Board Skill Checks

The board locations **Administration, Admiral's Quarters, and the Brig** instruct the player using the location to carry out a skill check as follows:

Administration: The current player chooses any player to nominate for the presidency. Resolve a **5 difficulty politics/leadership skill check**:

Pass: The nominated player claims the **President** title.

Fail: No effect.

Admiral's Quarters: The current player chooses any character to accuse. Resolve a **7 difficulty leadership/tactics skill check**:

Pass: The accused character is moved to the **Brig**.

Fail: No effect.

Brig: The current player attempts to escape the Brig location. Resolve a **7 difficulty politics/tactics skill check** is resolved:

Pass: The current player may move his character to any space on *Galactica*.

Fail: No effect.

CYLON OBJECTIVE

The Cylons win the game by completing one of the following:

Run Out a Resource If at least one resource is depleted to 0 or less at the end of a player's turn, the Cylons win.

Centurion Invasion If at least one **centurion marker** reaches the end of the **Boarding Party track**, the Cylons win.

Galactica Destroyed If 6 or more *Galactica* locations have damage tokens at the same time, the Cylons win.

LOYALTY CARDS

Loyalty cards are kept facedown and secret from other players. A player allowed to look at a single Loyalty card belonging to a player with more than one selects it randomly.

Each Loyalty Card specifies whether the controlling player is a *Cylon*, is not a *Cylon*, or is a *Sympathizer*. If a player has at least one *You are a Cylon* card, he is a Cylon player and ignores all *You are not a Cylon* cards that he may have.

When the remaining Loyalty cards are dealt, if a player receives a *You are a Sympathizer* card, he must immediately reveal and resolve it. If he is a revealed Cylon, he may first give the card to another player to immediately reveal and resolve.

If at least 1 resource is half full or lower (red zone), the player is moved to the **Brig** location and the card is then treated as a *You Are Not a Cylon* card. If every resource is not in the red zone, the player becomes a revealed Cylon player for the remainder of the game and follows steps 1 to 3 of the **Revealed Cylon Players** sequence. He may never activate the **Cylon Fleet** location or play Super Crisis cards.

REVEALED CYLON PLAYERS

A player who has a *You Are a Cylon* Loyalty card may reveal it as an action and then does the following:

1. Discard Discard down to 3 Skill cards.
2. Lose Titles Give any Title cards to the next player in the Line of Succession.
3. Resurrect Moves your character to the **Resurrection Ship**.
4. Receive Super Crisis Receive one random **Super Crisis card**, which may be played by activating the **Caprica Cylon** location. These cards are like normal Crisis cards, but are immune to all character abilities that affect Crisis cards.
5. End Turn Your turn then and the current player token is passed to the player on your left. You do not draw a Crisis card at the end of this or any future turn.

A revealed Cylon player he does not receive Skill cards or draw Crisis cards on his turn, but instead does the following (he has no *Activate Cylon Ship* and *Prepare for Jump* steps):

1. Receive Skills You may draw 2 Skill cards of any type(s).
2. Movement You may move to any other Cylon location.
3. Action You may perform the action listed on your location, but may not perform other actions, such as those found on Skill or Quorum cards or on your character sheet.

Revealed Cylons: Crises and Skill Cards

Revealed Cylon players may draw and play a Crisis card by using the **Caprica** Cylon location. When drawing a Crisis card that poses a choice for the current player, make the decision.

Revealed Cylon players are unaffected by abilities on Crisis cards and skill checks, cannot be sent to the **Brig** or **Sickbay** locations, and cannot be forced to discard Skill cards.

A revealed Cylon player may play one Skill card into each skill check. He may not use actions or abilities listed on Skill cards and must continue to obey the hand limit rules. The Destiny deck is still used after a Cylon player has been revealed.

COMBAT

If there is at least one Cylon ship on the board the fleet is considered to be in **combat**.

When a **Cylon attack Crisis card** is drawn, perform these steps and then discard the card (unless specified otherwise):

1. **Activate Existing Cylon Ships** Any existing Cylon ships are activated based upon the icon(s), from left to right.
2. **Setup Place** new ships on the board as listed. Vipers are placed from the Reserves and civilian ships are drawn randomly and are placed facedown.
3. **Special Rules** Any special rule is followed.

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



Activate Raiders Each raider carries out *only* the first action that it is able to perform:

1. **Attack a Viper** The raider attacks an unmanned viper if able; otherwise it attacks a piloted viper.
2. **Destroy Civilian Ship** If there are no vipers in its area, the raider destroys one civilian ship chosen by the current player.
3. **Move** If there are no civilian ships in the area, the raider moves 1 space area towards the nearest civilian ship. If several are equidistant, it moves **clockwise** around *Galactica*.
4. **Attack Galactica** If there are no civilian ships on the board, the raider attacks *Galactica*.

If there are no raiders on the board when raiders are activated, 2 raiders are launched from each **basestar**. If there are no basestars in play, nothing happens.



Launch Raiders Each **basestar** launches 3 raiders. If there are none in play, nothing happens.

Whenever a raider/heavy raider is launched, the current player takes a ship from those not currently on the board and places it in the launching basestar's area. If all of the raiders are on the board, no more may be launched.



Activate Heavy Raiders and Centurions **Heavy raiders** always move towards the nearest area containing a viper launch icon. If it starts its move in a space with this icon, the heavy raider is removed from the board and a **centurion token** placed on the start space of the **Boarding Party track**. Whenever there are any centurion tokens on the track and heavy raiders are activated (even by a revealed Cylon player), each centurion token moves one space towards the **Humans Lose** space. The human players can attempt to destroy them by activating the **Armory** location on the game board.

If there are no heavy raiders on the game board when heavy raiders are activated, 1 heavy raider is launched from each basestar. If there are no basestars in play, nothing happens.



Activate Basestars The basestar attacks *Galactica*. The current player rolls D8 for each basestar on the board to find out if *Galactica* is damaged.

ATTACKING

When a ship attacks, the current player rolls a D8 on the **Attack table**. The target can be **damaged** or **destroyed**. Players may never attack human ships with vipers or with the **Weapon's Control** location.

A **destroyed Cylon ship** is removed from the board but may return. A **damaged viper** is placed in the **Damaged Vipers box**, and may not be used until it has been repaired. A **destroyed viper** or **raptor** is removed from the game. A **destroyed civilian ship** is turned facedup, the fleet loses the resources listed, and the token is removed from the game.

Damage Tokens

When a basestar or *Galactica* is damaged, the current player draws a random damage token of the appropriate ship type:

Damage Location Place on the matching location on *Galactica*. All characters there are moved to **Sickbay**. Characters may move into a damaged location, but may not use the action there until repaired by an engineering card. When a location is repaired, return the damage token to the pile of unused damage tokens and shuffle them.

Lost Resource The fleet loses the listed resources, then the token is removed from the game.

The following tokens are placed on a damaged basestar:

Critical Hit Counts as 2 damage tokens.

Disabled Hanger The basestar may not launch raiders or heavy raiders.

Disabled Weapons The basestar may not attack *Galactica*.

Structural Damage All attacks against the basestar gain +2 to their die rolls.

If a basestar receives 3 or more damage tokens, it is destroyed and removed from the board. All damage tokens on it shuffled back into the pile of unused damage tokens.

If 6 or more areas on Galactica have damage tokens at the same time, the Cylon players win the game.

Jumping During Combat

When the fleet jumps during combat, all ships are removed from the space areas of the game board. Vipers are returned to the **Reserves**, and any civilian ships are shuffled back into the pile of unused civilian ships. Any character who was piloting a viper is moved to the **Hangar Deck** location. Any centurion tokens on the Boarding Party track remain in play.

Activating Vipers

Vipers are usually activated by using the **Command** location. When a player activates a viper, choose one of the following:

Launch a Viper Take a viper from the **Reserves** and place it in one of the 2 space areas marked with the viper launch icon.

Move a Viper Choose a viper already in a space area and move it to an adjacent area. Vipers may not fly 'over' *Galactica*; only 'around' it, between directly adjacent areas.

Attack with a Viper Choose a viper and a Cylon ship that in the same area and roll a D8 to resolve an **attack**.

Each viper *piloted by their character* may be activated any number of times during a player's turn. Vipers without piloting tokens under them are **unmanned vipers**.

PILOTING VIPERS

All characters who have **piloting** in their skill set may pilot a viper. A piloted viper *may not* be activated using the **Command** location.

A player who wants his character to pilot a viper moves to the **Hangar Deck**, uses the action there, and then launches a viper as normal, placing his piloting token beneath it and moving his character token from the board to his character sheet.

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.

In addition to the normal things that a player may do during his Action step, he may also choose to **activate** his viper (to move again or attack).

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* or *Colonial One* from a viper during his Movement step. He must discard one Skill card, and then place 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.

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

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**. 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.

LINE OF SUCCESSION

Should the President or Admiral be revealed as a Cylon, the highest player in the **line of succession** for that title claims it. If the Admiral (but not the President) is placed in the **Brig**, then the next player in line claims the Admiral title. If an Admiral stripped of his title later moves out of the **Brig**, he does not automatically reclaim the title.

The orders of succession are:

Admiral

1. William Adama
2. Saul Tigh
3. Karl "Helo" Agathon
4. Lee "Apollo" Adama
5. Kara "Starbuck" Thrace
6. Sharon "Boomer" Valerii
7. "Chief" Galen Tyrol
8. Tom Zarek
9. Gaius Baltar
10. Laura Roslin

President

1. Laura Roslin
2. Gaius Baltar
3. Tom Zarek
4. Lee "Apollo" Adama
5. William Adama
6. Karl "Helo" Agathon
7. Galen Tyrol
8. Sharon "Boomer" Valerii
9. Saul Tigh
10. Kara "Starbuck" Thrace

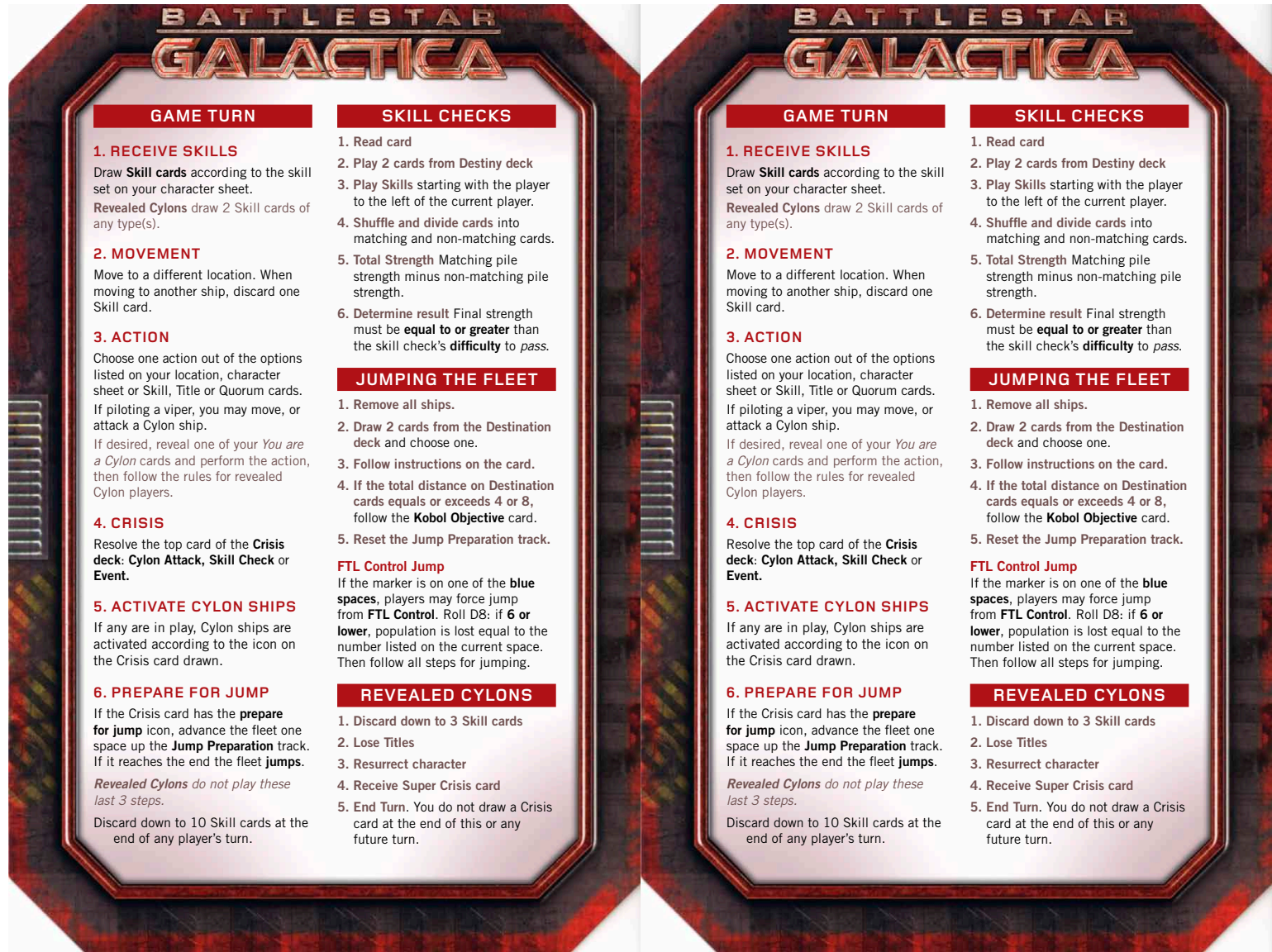
If the President is in the **Brig**, he keeps the President title and all associated abilities.

COMPONENT LIMITATIONS

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

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.

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



BATTLESTAR GALACTICA

GAME TURN

1. RECEIVE SKILLS

Draw **Skill cards** according to the skill set on your character sheet.

Revealed Cylons draw 2 Skill cards of any type(s).

2. MOVEMENT

Move to a different location. When moving to another ship, discard one Skill card.

3. ACTION

Choose one action out of the options listed on your location, character sheet or Skill, Title or Quorum cards. If piloting a viper, you may move, or attack a Cylon ship.

If desired, reveal one of your *You are a Cylon* cards and perform the action, then follow the rules for revealed Cylon players.

4. CRISIS

Resolve the top card of the **Crisis deck: Cylon Attack, Skill Check or Event**.

5. ACTIVATE CYLON SHIPS

If any are in play, Cylon ships are activated according to the icon on the Crisis card drawn.

6. PREPARE FOR JUMP

If the Crisis card has the **prepare for jump** icon, advance the fleet one space up the **Jump Preparation track**. If it reaches the end the fleet **jumps**.

Revealed Cylons do not play these last 3 steps.

Discard down to 10 Skill cards at the end of any player's turn.

SKILL CHECKS

1. Read card
2. Play 2 cards from Destiny deck
3. Play Skills starting with the player to the left of the current player.
4. Shuffle and divide cards into matching and non-matching cards.
5. Total Strength Matching pile strength minus non-matching pile strength.
6. Determine result Final strength must be **equal to or greater** than the skill check's **difficulty** to pass.

JUMPING THE FLEET

1. Remove all ships.
2. Draw 2 cards from the Destination deck and choose one.
3. Follow instructions on the card.
4. If the total distance on Destination cards equals or exceeds 4 or 8, follow the **Kobol Objective** card.
5. Reset the Jump Preparation track.

FTL Control Jump

If the marker is on one of the **blue spaces**, players may force jump from **FTL Control**. Roll D8: if **6 or lower**, population is lost equal to the number listed on the current space. Then follow all steps for jumping.

REVEALED CYLONS

1. Discard down to 3 Skill cards
2. Lose Titles
3. Resurrect character
4. Receive Super Crisis card
5. End Turn. You do not draw a Crisis card at the end of this or any future turn.

BATTLESTAR GALACTICA

GAME TURN

1. RECEIVE SKILLS

Draw **Skill cards** according to the skill set on your character sheet.

Revealed Cylons draw 2 Skill cards of any type(s).

2. MOVEMENT

Move to a different location. When moving to another ship, discard one Skill card.

3. ACTION

Choose one action out of the options listed on your location, character sheet or Skill, Title or Quorum cards. If piloting a viper, you may move, or attack a Cylon ship.

If desired, reveal one of your *You are a Cylon* cards and perform the action, then follow the rules for revealed Cylon players.

4. CRISIS

Resolve the top card of the **Crisis deck: Cylon Attack, Skill Check or Event**.

5. ACTIVATE CYLON SHIPS

If any are in play, Cylon ships are activated according to the icon on the Crisis card drawn.

6. PREPARE FOR JUMP

If the Crisis card has the **prepare for jump** icon, advance the fleet one space up the **Jump Preparation track**. If it reaches the end the fleet **jumps**.

Revealed Cylons do not play these last 3 steps.

Discard down to 10 Skill cards at the end of any player's turn.

SKILL CHECKS

1. Read card
2. Play 2 cards from Destiny deck
3. Play Skills starting with the player to the left of the current player.
4. Shuffle and divide cards into matching and non-matching cards.
5. Total Strength Matching pile strength minus non-matching pile strength.
6. Determine result Final strength must be **equal to or greater** than the skill check's **difficulty** to pass.

JUMPING THE FLEET

1. Remove all ships.
2. Draw 2 cards from the Destination deck and choose one.
3. Follow instructions on the card.
4. If the total distance on Destination cards equals or exceeds 4 or 8, follow the **Kobol Objective** card.
5. Reset the Jump Preparation track.

FTL Control Jump

If the marker is on one of the **blue spaces**, players may force jump from **FTL Control**. Roll D8: if **6 or lower**, population is lost equal to the number listed on the current space. Then follow all steps for jumping.

REVEALED CYLONS

1. Discard down to 3 Skill cards
2. Lose Titles
3. Resurrect character
4. Receive Super Crisis card
5. End Turn. You do not draw a Crisis card at the end of this or any future turn.

BATTLESTAR GALACTICA

ACTIVATING A VIPER

When a player activates a viper, choose one of the following:

Launch a Viper
Move a Viper
Attack with a Viper

CYLON SHIPS

Activate Raiders Each raider carries out *only* the first action it is able to:

1. Attack a Viper Unmanned if able; otherwise a piloted viper.
2. Destroy Civilian Ship chosen by the current player.
3. Move 1 area towards the nearest civilian ship. If several are tied, move **clockwise** around *Galactica*.
4. Attack *Galactica*

If there are no raiders in play, 2 raiders are launched from each **basestar**.

Launch Raiders Each launches 3 raiders.

Activate Heavy Raiders and Centurions Heavy raiders move towards the nearest area containing a viper launch icon. If it starts its move in a space with this icon, remove it from the board and place a **centurion token** on the start space of the **Boarding Party track**. Whenever heavy raiders are activated subsequently, each token moves one space towards the **Humans Lose** space.

If there are no heavy raiders in play, one is launched from each basestar.

Activate Basestars The current player rolls D8 for each basestar on the board to find out if *Galactica* is damaged.

ATTACK TABLE (D8)

	3-8 = Destroyed
	7-8 = Destroyed
	5-7 = Damaged
	8 = Destroyed
	Automatically destroyed (no roll)
	With Raider: 8 = Damaged
	With Basestar: 4-8 = Damaged
	With Viper: 8 = Damaged
	With <i>Galactica</i> : 5-8 = Damaged
	With Nuke: 1-2 = Damagedx2; 3-6 = Destroyed 7-8 = Destroyed + 3 raiders in area

DAMAGE TOKENS

Galactica: Damage Location (6 to destroy) Characters to **Sickbay**.

Lost Resource Lose the listed resources. Remove token from the game.

Basestar: Critical Hit Counts as 2 damage tokens (3 to destroy).

Disabled Hanger May not launch raiders/heavy raiders.

Disabled Weapons May not attack *Galactica*.

Structural Damage Attacks vs. basestar +2.

BATTLESTAR GALACTICA

ACTIVATING A VIPER

When a player activates a viper, choose one of the following:

Launch a Viper
Move a Viper
Attack with a Viper

CYLON SHIPS

Activate Raiders Each raider carries out *only* the first action it is able to:

1. Attack a Viper Unmanned if able; otherwise a piloted viper.
2. Destroy Civilian Ship chosen by the current player.
3. Move 1 area towards the nearest civilian ship. If several are tied, move **clockwise** around *Galactica*.
4. Attack *Galactica*

If there are no raiders in play, 2 raiders are launched from each **basestar**.

Launch Raiders Each launches 3 raiders.

Activate Heavy Raiders and Centurions Heavy raiders move towards the nearest area containing a viper launch icon. If it starts its move in a space with this icon, remove it from the board and place a **centurion token** on the start space of the **Boarding Party track**. Whenever heavy raiders are activated subsequently, each token moves one space towards the **Humans Lose** space.

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BATTLESTAR GALACTICA

PEGASUS EXPANSION

Add the 7 new **character sheets** to the mix of characters. Place the **Pegasus board** to the right of the main board, lining up at the bottom of the boards. Place the **Cylon overlay** over the Cylon locations on the main board.

Add the new cards to their respective decks. Remove the core game's *Investigative Committee* cards and return them to the box. Shuffle the **Treachery Skill cards** and place them near the marked area on the Pegasus board. When creating a Destiny deck, include 2 **Treachery cards** (total of 12 cards).

Shuffle the **New Caprica Crisis cards** and set them aside with the **New Caprica board** to be used in the New Caprica phase, and place the **New Caprica Objective card** by the Destination deck, returning the *Kobol Objective* card to the box.

Separate the **Agenda cards** into the **Sympathetic** and **Hostile Agenda** decks. If you are playing a 3 player game, do not use Cylon Leaders or the Agenda decks.

Keep the *Pegasus* damage tokens separate from the *Galactica* damage tokens.

Clarifications

Resistance Bombing New Caprica Crisis card Revealed Cylons may not ignore the execution effect.

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

Louanne 'Kat' Katraine's Stim Junkie ability does not move her to **Sickbay** if she is in the **Brig**.

GAME VARIANTS

If any elements of the expansion are used, all the new Crisis, Skill, Destination, and Treachery cards, new Cylon locations, and the Pegasus board should be used.

No New Caprica Play with the *Kobol Objective* card as normal. Leave the New Caprica board, New Caprica Crisis cards, and occupation forces in the box.

No Cylon Leaders If no one chooses a Cylon Leader, or if you wish not to play with Cylon Leaders, return these character sheets and the Agenda decks to the box. The Loyalty deck is built according to the core rules.

SYMPATHETIC CYLON VARIANT

When constructing a Loyalty deck that would include the *You Are a Sympathizer* card, instead add the *You Are a Sympathetic Cylon* card. A player who receives this card during the Sleeper phase must immediately reveal it.

This player becomes a revealed Cylon and draws an Agenda from the Sympathetic Agenda deck (all the conditions on the card must be met for him to win).

The Sympathetic Cylon does not receive a Super Crisis card, but may **infiltrate** through the Human Fleet location as if he were a Cylon Leader. When infiltrating, he does not have a Skill set; during his *Receive Skills* step he instead draws 3 Skill cards of any type, *each from a different type*.

SEVEN PLAYER VARIANT

Construct a 12 card Loyalty deck from 12 *You Are a Cylon* and 10 *You Are Not a Cylon* cards. One player must play a Cylon Leader; deal him 1 random Hostile Agenda card.

RULES CHANGES

Cylon and Human Players

Cylon players refers to revealed Cylons, but not to players with a hidden *You Are a Cylon* Loyalty card.

A Cylon Leader is considered a human player when infiltrating and a Cylon player otherwise.

A Cylon player may always ignore the negative effects of Crisis cards, or a Crisis card effect that would execute them (unless it specifically states to execute a Cylon player).

Civilian Ships

When a player must *draw a civilian ship to destroy*, draw a random civilian ship token from those not currently on the board and destroy it. If all are on the board, the current player must choose one on the board.

When a civilian ship on New Caprica is destroyed, destroy the ship on top of the **Locked Civilian Ships** stack. If the stack is empty, destroy the one on the top of the **Prepared Civilian Ships** stack. If both stacks are empty, no ship is destroyed.

Excess Loyalty Cards

When a Cylon player reveals himself, he looks at all of his facedown Loyalty cards and gives them to **one** human player of his choice (before the *End Turn* step of the revealing process).

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.

If the Cylon player receives a *You Are a Sympathizer* or a *You Are a Sympathetic Cylon* card, he does not reveal it. The human player he passes it to must immediately reveal this Loyalty card as if it had been dealt to him.

Revealed Cylon Players

These changes apply to a revealed Cylon player's turn (Cylon Leaders follow slightly different rules):

Draw Skills Step: A Cylon player may draw 2 Skill Cards of any type, but each must come from a different type.

Movement Step: Instead of moving, a Cylon player may use a movement action, such as those found on Treachery Skill Cards or his Cylon Leader character sheet.

Prepare for Jump Step (if necessary): This step is no longer skipped on Cylon turns.

Timing

If 2 or more players wish to play a card at the same time, the current player decides which player may play his card first. If a card cannot be played as a result, it is returned to the hand of the player who tried to play it.

Revised Line of Succession

If the President or Admiral is revealed as a Cylon, the highest player in that title's line of succession claims the title. If the Admiral (not the President) is placed in the **Brig**, the highest player in line claims the Admiral title. If the ex-Admiral later moves out of the **Brig**, he does not automatically reclaim the title (in **Detention** he retains his title).

Should the President or Admiral be **executed**, the highest player in that title's line of succession (including any new character replacing the executed character) claims it.

A new character chosen after an execution that is higher in line than the current President or Admiral does not automatically gain that title.

A President in the **Brig** keeps the title and all associated abilities.

Admiral

1. Helena Cain
2. William Adama
3. Saul Tigh
4. Karl "Helo" Agathon
5. Lee "Apollo" Adama
6. Anastasia "Dee" Dualla
7. Kara "Starbuck" Thrace
8. Louanne "Kat" Katraine
9. Sharon "Boomer" Valerii
10. "Chief" Galen Tyrol
11. Tom Zarek
12. Ellen Tigh
13. Gaius Baltar
14. Laura Roslin

Quorum Hand

The President has a maximum hand size of 10 Quorum cards. At the end of any turn, if she has more than 10 in hand, she must discard until she has 10.

Hazardous Locations

Locations with a yellow-striped border are **hazardous**. Players may not move to a hazardous location as part of their normal movement, only when a card or effect sends them to it.

PEGASUS GAME BOARD

Characters move to the *Pegasus* as they do any separate ship: by discarding 1 Skill Card or, if piloting a viper, by discarding 1 Skill Card and moving their viper to the reserves.

Each time *Galactica* would be damaged, the current player may choose to draw a *Pegasus* damage token instead of a *Galactica* token.

If all 4 *Pegasus* locations have a damage token on them, *Pegasus* is destroyed. Move all characters there to **Sickbay**; characters may not move to *Pegasus* for the rest of the game.


SKILL CARDS

Movement abilities can be used during the Movement step of a turn *instead* of moving.

A player may not use a Movement ability when he may move during someone else's turn.

Reckless Skill cards are played before any cards are added to a Skill check. Only 1 may be played for each Skill check, and when played, the current Skill check is considered **Reckless**.

Reckless Skill Check abilities on Treachery cards are triggered when revealed as part of a Skill check that has been made **Reckless**. **Reckless Skill check** card text is not ignored during a Skill check. The effects are triggered regardless of whether they were played by a human or Cylon player, or were added from the Destiny deck.

 Any card with a **Skill Check Ability icon** has an ability that is only resolved when it is included in a Skill check (in addition to its strength counting in the Skill check).

Treachery

Treachery is a new skill type. Text abilities on Treachery cards may not be used by human players.

Unless otherwise specified, Treachery is counted as a *negative* in all Skill checks. They *do* count as positive strength when activating either the **Airlock** or **Resistance HQ** locations.

President

1. Laura Roslin
2. Gaius Baltar
3. Tom Zarek
4. Ellen Tigh
5. Lee "Apollo" Adama
6. William Adama
7. Karl "Helo" Agathon
8. "Chief" Galen Tyrol
9. Helena Cain
10. Anastasia "Dee" Dualla
11. Sharon "Boomer" Valerii
12. Saul Tigh
13. Kara "Starbuck" Thrace
14. Louanne "Kat" Katraine

CYLON LEADERS

Cylon Leaders follow all the normal rules for revealed Cylons (unless *infiltrating*).

At the start of the game, up to 1 player may choose to play as a Cylon Leader (they may not be used in a 3 player game).

The player receives an **Agenda card** instead of a Loyalty card; drawn from either the Hostile Agenda deck (5 players) or the Sympathetic Agenda deck (4 or 6 players). The card details unique victory conditions which must be fully met for the Cylon Leader to win.

A Cylon Leader may never reveal or discuss his Agenda card.

Cylon Leaders have a Skill set from which they must draw their Skill cards. At the start of the game, Cylon Leaders draw only 2 Skill cards.

The abilities on their character sheet are always in effect. They may use action abilities printed on their character sheet instead of using the action listed on their current location (or an Action on a Treachery card).

Infiltrating

A Cylon Leader may **Infiltrate** the humans by moving to the revised **Human Fleet** location. He may then move from there to any *Galactica* location.

While infiltrating, a Cylon Leader is treated as a human player, may move to any location available to human players, and may not move to Cylon locations. He draws a Crisis Card at the end of his turn, cannot use the text abilities of Treachery cards, and can use the text abilities of other Skill cards.

An infiltrator may never become President or Admiral.

An infiltrator may draw 1 extra Skill card (from within his Skill set) during his *Receive Skills* step (for a total of 3 cards), even of a type that he has already drawn.

An infiltrator may play a maximum of 2 Skill cards into each Skill check (in the **Brig** he may only play 1 Skill card).

He still wins or loses as determined by his Agenda card and does not necessarily win or lose with the human team.

A Cylon Leader may always return to the **Resurrection Ship** as an action. When using this action in the **Brig** or in **Detention**, he must then choose and discard all but 3 Skill cards from his hand. If he returns to the **Resurrection Ship** for any reason (including being executed), he is no longer infiltrating.

EXECUTION

When a character is **executed**, that player performs the following steps:

1. **Discard Cards:** Discard your hand of Skill cards (Quorum Cards in your hand are unaffected). Discard any Quorum cards played on your character.
2. **Prove Loyalty:** If 1 or more of your Loyalty cards is a *You Are a Cylon* card, you reveal one *You Are a Cylon* card and give all your remaining facedown Loyalty cards to a human player of your choice. (You do not take the Action on your *You Are a Cylon* Loyalty card.) **Go to step 4.**

If all your Loyalty Cards are *You Are Not a Cylon* cards, reveal them all and **go to step 3.** (If you are a Cylon Leader, instead **go to step 4.** Do not reveal your Agenda card.)

3. Human:

- A. Lose 1 morale.
- B. Return your character sheet and token to the box. This character may no longer be used during the game.

C. If *Sharon "Boomer" Valerii* is executed before the *Sleeper* phase, immediately deal a new card from the Loyalty deck to her player.

D. Choose a any new character except a Cylon Leader, and place in his starting location. Note that you only get to use one once-per-game ability, regardless of the number of characters you play.

4. Cylon:

A. Move to the **Resurrection Ship** location.

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

If a human is executed and there are no characters left, the humans immediately lose the game. If the Admiral or President is executed, the title changes hands after the new character is selected.

The following characters have unique rules complicating their selection as new characters after an execution:

Sharon "Boomer" Valerii If selected before the *Sleeper* phase, shuffle 1 *You are Not a Cylon* card into the Loyalty deck.

If selected after the *Sleeper* phase, she is immediately placed in the **Brig**. (If the character she is replacing was executed on a New Caprica location, send her to **Detention** instead.)

Karl "Helo" Agathon If 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 If selected, immediately launch a viper and place him in it as a pilot. If there are no vipers in the reserves, he is instead placed on the **Hangar Deck**.

Gaius Baltar If selected before the *Sleeper* phase, shuffle 1 *You Are Not a Cylon* card into the Loyalty deck and deal 1 Loyalty Card to his player.

If selected after the *Sleeper* phase, he may not use his *Cylon Detector* ability.

THE NEW CAPRICA PHASE

When playing with the **New Caprica Objective card**, the game enters the **New Caprica phase** after the humans travel 7 or more units of distance.

During this phase, Crisis cards are drawn from the **New Caprica Crisis deck**. Humans and Cylons may both move about the New Caprica board.

Once the fleet marker has reached the **Auto Jump** space of the Jump Preparation track, *Galactica* reappears in orbit.

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.

New Caprica Setup

At the beginning of the New Caprica phase, place the **New Caprica board** to the right of the main board, aligned with the top edge of the *Pegasus* board.

On the main board, leave any centurion tokens 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 are unaffected by any game mechanic until *Galactica* returns to orbit.

Human players move their characters to **Resistance HQ**. Cylon players move their characters to **Occupation Authority**.

Place all (non-destroyed) civilian ships, including any in space areas by the Destination card, in a stack on the **Locked Civilian Ships** box next to the **Shipyard** location.

Shuffle the **New Caprica Crisis deck** and place it by the board. Return the normal Crisis deck to the box.

Place the fleet marker on the **Start** space of the Jump Preparation track.

New Caprica

Until *Galactica* returns to orbit, *no player* may move to any location other than the New Caprica locations.

During the New Caprica phase characters may no longer move to *Colonial One*, even after *Galactica* is in orbit.

Until *Galactica* returns to orbit, a character who would be sent to the **Resurrection Ship** is instead sent to the **Medical Center**. After *Galactica* returns to orbit, characters are sent to the **Resurrection Ship** 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 the 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.

As is the case with the **Brig**, players may not use the *reveal* actions on Loyalty Cards while in **Detention**.

When the Admiral is sent to **Detention**, he retains his Admiral title card.

Cylon players cannot be sent to **Detention**.

Only a human player may use a *Human Action* ability on a New Caprica location, and only a Cylon player may use a *Cylon Action* ability.

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 1 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. (If a *Strategic Planning* Tactics card has been played on this roll, the reroll also receives +2 to its result.)

Detaining a Human

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 the **Detention**; if the result is a 4-7, the human is moved to **Medical Center**.

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 as normal.

Any game effect that targets the Crisis deck also affect the New Caprica Crisis deck.

Activating Occupation Forces

During the *Activate Cylon Ships* step, if occupation forces are activated by the **occupation forces icon** on New Caprica Crisis cards or by the **Occupation Authority** location, each occupation forces token is moved 1 space to the right on the track along the bottom of the board.

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.

If an occupation forces token on the **Shipyard** location is activated, remove it from the board and destroy the civilian ship on the top of the **Locked Civilian Ships** box. If this stack is empty, destroy the civilian ship on top of the **Prepared Civilian Ships** stack. If both stacks are empty, no 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. If there are not enough tokens to place more occupation forces, no new tokens are placed.

Prepared Civilian Ships and Locked Civilian Ships

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.

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.

Locations on *Galactica* and *Pegasus* may not be damaged or repaired until *Galactica* returns to orbit. Raptors may still be risked as normal throughout the New Caprica phase.

If a new character is introduced after an execution before *Galactica* returns to orbit, use the **Resistance HQ** location instead of the character's normal starting location.

Until *Galactica* returns to orbit, disregard the **evacuation icon** on New Caprica Crisis cards, but use the **prepare for jump icon** as normal.

Until the *Galactica* returns to orbit, all Cylon ship activation icons are ignored.

After Galactica Returns to Orbit

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

1. Place a basestar and 4 raiders in each of the 2 space areas above *Galactica* (adjacent to its starboard side).
2. Launch 2 vipers into each space area containing a viper launch icon.

Cylon ship activation icons are no longer ignored. The **Jump Preparation track** is no longer used and **prepare for jump icons** on New Caprica Crisis cards are ignored.

From now on, when an **evacuation icon** is revealed on a New Caprica Crisis card, the current player moves 1 civilian ship from the top of the **Prepared Civilian Ships** stack to any space area with a viper launch icon. If the stack is empty, do nothing.

Humans may now move between New Caprica and *Galactica* (or *Pegasus*, if not destroyed) by discarding 1 Skill card. Cylons may move between New Caprica and the Cylon locations by discarding 1 Skill card.

At any point after *Galactica's* return, the Admiral may, as an action, order *Galactica* to leave. **This ends the game.**

Winning the Game

When the game ends, destroy *all* civilian ships still on New Caprica, and execute any human players still on a New Caprica location. If subsequently no resource has been reduced to 0 or lower, the humans win.

If any resource has been reduced to 0 or lower, or at least 6 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.

After this has been resolved, the Cylon Leader reveals his Agenda card to see if he can claim victory as well.