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Game: **BATTLESTAR GALACTICA**

Publisher: **Fantasy Flight Games (2008)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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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 *Gauis 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 facedown next to the board. All Loyalty cards not added to the deck are returned to the 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** faceup 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*, 1 **viper** in *each* space 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 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 Resolve 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 faceup 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.

If you have 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, you must discard cards of your choice over 10. They are placed in a discard pile faceup 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 faceup 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*. 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* 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 for that title.
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*, 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 an 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 faceup, 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*. 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 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.

LINES OF SUCCESSION

Should the President or Admiral be revealed as a Cylon, the next 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	President
1. William Adama	1. Laura Roslin
2. Saul Tigh	2. Gaius Baltar
3. Karl "Helo" Agathon	3. Tom Zarek
4. Lee "Apollo" Adama	4. Lee "Apollo" Adama
5. Kara "Starbuck" Thrace	5. William Adama
6. Sharon "Boomer" Valerii	6. Karl "Helo" Agathon
7. "Chief" Galen Tyrol	7. Galen Tyrol
8. Tom Zarek	8. Sharon "Boomer" Valerii
9. Gaius Baltar	9. Saul Tigh
10. Laura Roslin	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.

TRIM CORNERS

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 basestar launches 3 raiders.

ACTIVATE HVY RAIDERS & 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 1 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 Galactica:
5-8 = Damaged

With Nuke:
1-2 = Damaged x 2; **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 basestar launches 3 raiders.

ACTIVATE HVY RAIDERS & 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 1 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 Galactica:
5-8 = Damaged

With Nuke:
1-2 = Damaged x 2; 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

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. 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** from 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.

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

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.

Skill Check Ability icon

A Skill 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 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.

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 your character is **executed**, do the following:

1. **Discard your hand of Skill Cards** (Quorum cards in your hand are unaffected). Also discard any Quorum cards played on your character.
2. **Prove Loyalty** If you have any *You Are a Cylon* Loyalty cards, reveal one *You Are a Cylon* card and give all your remaining facedown Loyalty cards to a human player of your choice (do not take the action on the revealed card). Then go to Step 4.

   If all your Loyalty cards are *You Are Not a Cylon* cards, reveal all of them, then go to Step 3. (If you are a Cylon Leader, you have no Loyalty cards to reveal; instead go to Step 4 and 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*.
   - 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.

These rules apply to specific characters selected 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 He counts as *stranded* during his player's next turn, even if it's not the first turn of the game.

Lee "Apollo" Adama Immediately launch a viper and place him in it as a pilot. If there are no vipers in the reserves, place him on the *Hangar Deck* instead.

Gaius Baltar If selected before the Sleeper phase, shuffle 1 *You Are Not a Cylon* card into the Loyalty deck and draw 1 Loyalty card. 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.

BATTLESTAR GALACTICA

EXODUS EXPANSION

Add the 4 new **character sheets** to the mix of characters. Add the new **Crisis**, **Quorum**, **Super Crisis**, **Skill**, and **Destination** cards to their respective decks. Place the extra **nuke token** next to the board. The humans still start with only 2 nukes, and the Admiral may not have more than 3 nukes at one time.

Remove the *You Are a Sympathizer* Loyalty card. Take all the *You Are Not a Cylon* Loyalty cards from both the core game and the Exodus expansion; shuffle them into a facedown *You Are Not a Cylon* deck.

Take all the *You Are a Cylon* Loyalty cards from both the core game and the Exodus expansion; shuffle them into a facedown *You Are a Cylon* deck.

Create the the **Loyalty deck** as follows:

3 Players 7-card deck: 1 card from the *You Are a Cylon* deck and 6 cards from the *You Are Not a Cylon* deck.

4 Players 8-card deck: 1 card from the *You Are a Cylon* deck and 7 cards from the *You Are Not a Cylon* deck.

5 Players 11-card deck: 2 cards from the *You Are a Cylon* deck and 9 cards from the *You Are Not a Cylon* deck.

6 Players 12-card deck: 2 cards from the *You Are a Cylon* deck and 10 cards from the *You Are Not a Cylon* deck.

Add 1 extra card from the *You Are Not a Cylon* deck if a player has *Gaius Baltar*. Add 1 extra card from the *You Are Not a Cylon* deck if a player has *Sharon 'Boomer' Valerii*.

Shuffle the Loyalty deck thoroughly and deal 1 card facedown to each player. (*Gaius Baltar* receives a second card.)

If playing a 4 or 6 player game, add the *You Are a Sympathizer* card to the deck and shuffle it.

Place the remaining Loyalty deck and the remaining *You Are Not a Cylon* deck next to the board. Return the remaining cards in the *You Are a Cylon* deck unseen to the box.

Playing with the Conflicted Loyalties Option

Choose whether you wish to play with only the **Personal Goal Loyalty cards**, only the **Final Five Loyalty cards**, or both. Return unused cards to the box. When constructing the Loyalty deck, take the new Loyalty cards you are using and shuffle them into the *You Are Not a Cylon* deck during the Organize Loyalty Cards step.

Playing with the Cylon Fleet Option

Remove all **Cylon attack cards** from the Crisis and Super Crisis decks and return them to the box. Place the **Cylon Fleet board** next to the main board. Return 2 of the vipers from the *Reserves* location to the box, place the 4 viper mark VIIs in the *Damaged Vipers* box on the main board, and add the 4 new Cylon raiders to the pool of Cylon ships.

Place the **Cylon pursuit marker** on the *Start* space of the Cylon Fleet board Pursuit track. Give the **CAG Title card** to the character highest in the CAG Line of Succession, and the **Alternate Admiral Title card** to the character highest on the Admiral Line of Succession. Return the **Admiral Title card** from the core game to the box.

If *not* using this option, return the *CAG Chooses* Crisis and Super Crisis cards, the Cylon Fleet board, Cylon pursuit marker, CAG Title and Alternate Admiral Title card, viper mark VIIs, and the additional raiders to the box.

Playing with the Ionian Nebula Option

Replace the core game's **basestar damage tokens** to the box and place the Exodus expansion basestar damage tokens facedown next to the board.

Place the **trauma tokens** facedown, randomized, next to the board. Draw 2 random tokens and, without looking at them, place one facedown on the *Sickbay* and the *Brig*. Each player then draws 3 random tokens, looks at them without revealing them, and places them near his character sheet. If any of these have the **disaster symbol** on it, reveal it, set it aside, and draw a new token; then return any trauma tokens with a disaster symbol facedown to the pool and randomize them.

Shuffle the **Crossroads cards**. Place the **Ionian Nebula Objective card** next to the Destination deck and return the **Kobol Objective card** to the box.

Shuffle the **Ally cards** and place them and the ally tokens next to the main board. Place the top 3 Ally cards faceup next to the deck (any Allies that represent a character chosen by a player are returned to the box). For each of the 3 Ally cards, draw 1 trauma token from the pool and, without looking at it, place it facedown on the card. Then place the matching ally token for each Ally card in the location listed.

If *not* using the **Ionian Nebula** option, return the trauma, ally, and alternate basestar damage tokens, Ally and Crossroads cards, and the Ionian Nebula Objective card to the box.

GENERAL EXPANSION RULES

SKILL CHECK ABILITIES

A Skill 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 check).

The card's text is resolved only when that card is played into a skill check; regardless of whether the card was added 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 the icon.

During a skill check, once all Skill cards have been shuffled and divided into 2 piles, if any of the cards have a Skill Check Ability icon the current player resolves each of them in the order of his choosing. 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.

Then, if the skill check was called for by a Crisis or Super Crisis card, and regardless of whether the check was passed or failed, resolve any 'consequence' result on the card (as indicated by the Skill Check Ability icon).

EXECUTION

When your character is **executed**, do the following:

1. **Discard your hand of Skill Cards** (Quorum cards are unaffected). Discard any Quorum cards played on your character.
2. **Prove Loyalty** If you have any *You Are a Cylon* Loyalty cards, reveal one *You Are a Cylon* card and keep the rest facedown (do not take the action on the revealed card). Then go to Step 4. If all your Loyalty cards are *You Are Not a Cylon* cards, reveal all of them, then go to Step 3.
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. Discard all your Loyalty cards (and all trauma tokens if using the Ionian Nebula option).
   D. Choose any new character and place him in his starting location. If his normal starting location is unavailable, he starts in *Sickbay* instead.
   E. Add 1 card from the *You Are Not a Cylon* deck to the Loyalty deck, shuffle thoroughly, and draw 1 new card, keeping it hidden. If the executed character was *Sharon "Boomer" Valerii* and the game has not yet reached the Sleeper phase, draw an additional Loyalty card.
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.
5. **End Turn** If the executed character was being played by the current player, his turn ends, regardless of whether his character was a human or Cylon.

If you must choose a new character and have already used a character's once-per-game ability, the new character's once-per-game ability is not available for use.

If a human is executed and there are no available characters left to be selected, 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 rules apply to specific characters selected after an execution:

Sharon "Boomer" Valerii Shuffle 1 *You Are Not a Cylon* Loyalty card into the Loyalty deck. Then, if she was selected after the Sleeper phase, place her in the *Brig* and draw an additional Loyalty card.

Karl "Helo" Agathon He counts as *stranded* during his player's next turn, even if it's not the first turn of the game.

Lee "Apollo" Adama Immediately launch a viper and place him in it as a pilot. If there are no vipers in the reserves, place him on the *Hangar Deck* instead.

Gaius Baltar If selected before the Sleeper phase, shuffle 1 *You Are Not a Cylon* card into the Loyalty deck and draw 1 Loyalty card.

Samuel T. Anders Skip the Receive Skills step of your next turn.

REVISED LINES OF SUCCESSION

Admiral	President
1. Helena Cain	1. Laura Roslin
2. William Adama	2. Gaius Baltar
3. Saul Tigh	3. Tom Zarek
4. Karl "Helo" Agathon	4. Tory Foster
5. Felix Gaeta	5. Ellen Tigh
6. Lee "Apollo" Adama	6. Lee "Apollo" Adama
7. Anastasia "Dee" Dualla	7. Felix Gaeta
8. Kara "Starbuck" Thrace	8. William Adama
8. Louanne "Kat" Katraine	9. Karl "Helo" Agathon
10. Sharon "Boomer" Valerii	10. "Chief" Galen Tyrol
11. Samuel T. Anders	11. Callandra "Cally" Tyrol
12. "Chief" Galen Tyrol	12. Helena Cain
13. Callandra "Cally" Tyrol	13. Anastasia "Dee" Dualla
14. Tom Zarek	14. Sharon "Boomer" Valerii
15. Ellen Tigh	15. Saul Tigh
16. Gaius Baltar	16. Samuel T Anders
17. Tory Foster	17. Kara "Starbuck" Thrace
18. Laura Roslin	18. Louanne "Kat" Katraine

Revealed Cylon Players

These changes apply to a revealed Cylon player's turn.

Draw Skills Step A Cylon player may not draw more than 1 Skill card from any single Skill deck during this step.

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

All of the abilities listed on a revealed Cylon player's character sheet are ignored. Therefore, if *Sharon "Boomer" Valerii* has been revealed as a Cylon before the Sleeper phase, her player is given only 1 Loyalty card during the Sleeper phase. The unused Loyalty card remains in the Loyalty deck and may be dealt out as a result of an execution.

CONFLICTED LOYALTIES OPTION

Players may use the **Personal Goal Loyalty cards**, the **Final Five Loyalty cards**, or both.

For the purposes of determining whether a player is a human player or a Cylon player, both types of cards are treated exactly the same as *You Are Not a Cylon* Loyalty cards. 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.

Personal Goals

Each of the **Personal Goal Loyalty cards** has an action on it that allows the player who received it to reveal the card, *only* 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 6 or less distance, he shuffles the top card from the *You Are Not a Cylon* deck into the Loyalty deck, and draws a new Loyalty card, which he examines but keeps hidden. If the fleet has traveled 7 or more distance after a player has revealed a Personal Goal Loyalty card, he does not draw a new Loyalty card.

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 a resource. If, after all reductions, no resources have been reduced to 0 or less, the humans win. If any resource has been reduced to 0 or less, the Cylons win.

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

The Final Five

If a player receives a **Final Five Loyalty card**, his character is one of the Final Five models of Cylon.

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 it. That player then resolves the card text, turns the card facedown again, and 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 card text and returns the card to the box. As with Crisis cards and skill checks, revealed Cylon players are not affected by the abilities on Final Five Loyalty cards.

The Final Five Loyalty card functions exactly the same as a normal *You Are Not a Cylon* Loyalty card. If a player has both types of card, he is treated as any other player that has a *You Are a Cylon* Loyalty card.

If a character who is one of the Final Five is not allied with the Cylons (*ie,* the player with the Final Five Loyalty card does not also have a *You Are a Cylon* card), the character is no longer available for play. The player resolves the execution as if he were a human.

THE CYLON FLEET OPTION

The 6 Cylon space areas on the **Cylon Fleet board** correspond to the 6 areas surrounding Galactica on the main board.

Only revealed Cylons may move to the *Basestar Bridge* (you do not need to discard a Skill card when moving between this and any of the other Cylon locations.) When you activate this location, choose 2 of the 4 abilities to resolve, one at a time. You may only resolve each ability once per activation.

Use the **Pursuit track** to meaure the Cylon pursuit. Once the marker reaches the end of the track, all Cylon ships in space areas on the Cylon Fleet board are moved to the corresponding areas on the main board.

Cylon ship activations always have an effect, even when the type of ship being activated is not on the main board. Use the normal rules for Cylon ship activations, but when the rules say 'nothing happens', resolve the activation as follows:

Activate Raiders If there are no raiders or basestars on the main board, place 1 raider on the Cylon Fleet board, and advance the Cylon pursuit marker 1 space.

Launch Raiders and Activate Basestars If there are no basestars on the main board, place 1 basestar on the Cylon Fleet board, and advance the Cylon pursuit marker 1 space.

Activate Heavy Raiders and Centurions If there are no heavy raiders, centurions, or basestars on the main board, place 1 heavy raider on the Cylon Fleet board, and advance the Cylon pursuit marker 1 space.

Placing Cylon Ships on the Cylon Fleet Board When a Cylon ship activation places a raider, heavy raider, or basestar on the Cylon Fleet board, roll a die and place the ship in the matching space area. If all of that ship type are already on either board, move all the ships in the highest-numbered Cylon Fleet board space area that contains at least one of that ship type to the corresponding main board area.

Advancing the Cylon Pursuit Marker When the Cylon pusuit marker moves onto the space with one civilian ship, the CAG places a civilian ship on the main board. When it moves onto the space with 2 ships, the CAG places 2 civilian ships, one at a time, on the main board. Ships must be placed in space areas that do not already have a civilian ship in them; if this is not possible you may place the new ship in any space area.

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

Placing Cylon Ships on the Main Board Choose the appropriate Cylon ships from among those not on the main board or the Cylon Fleet board. If there are still not enough ships, take the appropriate ships from Cylon space areas, starting with the lowest-numbered area and proceeding in numerical order until enough of the ships have been placed. If there are still not enough ships, the current player decides which ships are not placed.

The CAG Title and Line of Succession If the CAG is revealed as a Cylon or put in the *Brig*, the highest in the CAG Line of Succession claims the title. A CAG stripped of his title who later moves out of the *Brig* does not reclaim the title.

1. Lee "Apollo" Adama
2. Kara "Starbuck" Thrace
3. Louanne "Kat" Katraine
4. Sharon "Boomer" Valerii
5. Samuel T. Anders
6. Karl "Helo" Agathon
7. William Adama
8. Helena Cain
9. Saul Tigh
10. Felix Gaeta
11. Anastasia "Dee" Dualla
12. "Chief" Galen Tyrol
13. Callandra "Cally" Tyrol
14. Tom Zarek
15. Ellen Tigh
16. Gaius Baltar
17. Tory Foster
18. Laura Roslin

Viper Mark VIIs When a game effect affects vipers and both types of vipers are available, the current player chooses.

A character piloting a viper mark VII or activating an unmanned viper mark VII may move it 2 space areas instead of one. When a viper mark VII is attacked, it is damaged on a result of a 6 or 7 and is destroyed on a 8.

RULES CHANGES & CLARIFICATIONS

Viper Activation When you activate a viper, you may now **escort a civilian ship to safety** instead of moving or attacking with it. Choose 1 civilian ship in the viper's space area and shuffle the ship back into the pile of unused civilian ships.

Jumping the Fleet When the fleet jumps, return any vipers in space areas to the *Reserves* and move any character piloting a viper to the *Hangar Deck* location as normal. *Do not* remove any civilian ships from the main board; each remains in the same space area it was in when the fleet jumped. Civilian ships are only removed from the main board when destroyed, escorted by a viper, or as a result of a specific instruction. Finally, move any Cylon ships in areas on the main board to the corresponding Cylon areas on the Cylon Fleet board.

Launching Nukes When firing a nuke, the Admiral now chooses a space area to target and rolls a die:

1-2: the nuke damages a basestar in that area twice.

3-6: the nuke destroys a basestar in that area.

7: the nuke destroys a basestar and 3 raiders in that area.

8: *every* ship in that area is destroyed.

When a 7 or less is rolled and more than 1 basestar is in an area, the Admiral chooses one. When a 7 or less is rolled and there are no ships of that type in the area to affect, the nuke has no effect, although the token is still used.

THE IONIAN NEBULA OPTION

Players receive **trauma tokens** during the game. Any time you receive a trauma token, perform the following steps in order:

1. If it has a *antagonistic* symbol or a *benevolent* symbol, do not reveal it; place it with your other trauma tokens.

2. If the token has the *disaster* symbol, you must immediately reveal the token.

A. If a human player drew it, his character is **executed**.

B. If a Cylon player drew it, he draws 2 more tokens and examines them without revealing them. If either is the *other* trauma token with a *disaster* symbol, the player must again reveal it and draw 2 more trauma tokens. He then places all the trauma tokens he drew that do not have *disaster* symbols with his other trauma tokens.

3. Return any tokens with the *disaster* symbol facedown to the pool of unused tokens, and randomize the pool.

If the trauma token was taken from either the *Sickbay* or the *Brig,* replace it with a token from the trauma token pool.

At the start your turn, before you draw your Skill cards, if you are located in either the *Sickbay* or the *Brig*, take the trauma token on that location, examine it without revealing it, and perform the steps above. Then replace the trauma token by taking a token from the pool, without examining it, and placing it on the location where you started your turn.

While resolving an **execution**, if you were proven to be human, discard all your trauma tokens at the same time he discards your Loyalty cards. Immediately after choosing a new character, draw 3 trauma tokens and examine them secretly. Draw a replacement for any trauma token with a *disaster* symbol (which is returned to the pool). If you are proven to be a Cylon while resolving an execution, keep your trauma tokens.

Allies

At the end of your Movement step, if you are in the same location as an **ally token,** you *must* encounter its Ally card before your Action phase (if more than one is there, choose one. You may only encounter an ally on your turn and only one ally per turn, and no Ally cards are encountered if you move to a location when it is not your Movement step.

1. Resolve Ally Card Result Reveal the trauma token on the card and resolve the corresponding *benevolent* (upper) or *antagonistic* (lower) result. If the token has a *disaster* symbol, resolve neither result. (Revealing a trauma token with a disaster symbol when encountering an ally does not result in the execution of the encountering character.) Then discard the token.

2. Discard and Draw a New Ally Card After resolving the Ally card, remove the ally token from the board and return the card to the box, then draw a new card from the Ally deck. If the new card represents a character being used by a player or who has been executed, or if the listed location is no longer in the game, return it to the box and draw a new one. Then place the corresponding ally token in the location indicated on the card.

3. Place a Trauma Token Choose one of *your own* trauma tokens to place facedown on the Ally card you just drew. If you have no trauma tokens, draw a random token from the pool instead and, without looking at it, place it facedown on the Ally card.

If a location containing an ally token is damaged or removed, remove all ally tokens in that location from the board, discard the trauma tokens on the corresponding Ally cards, and return those cards to the box. If, after an execution, 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.

In either of these situations, the Cylon player with the most trauma tokens draws a new Ally card to replace the one returned to the box and places its ally token on the appropriate location (they can be placed in locations that are already damaged.) He then chooses one of *his own* trauma tokens to place facedown on the Ally card he just drew.

If more than 1 Cylon player is tied for the most trauma, the current player chooses which of them do this. If there are no Cylon players with trauma, the current player draws a card from the Ally deck and a random token from the pool, and places it facedown and unseen on the card.

Repeat until all Ally cards returned to the box have been replaced. No more Ally cards may be drawn when the deck is depleted.

Players may not discuss the symbols on unrevealed trauma tokens beyond suggesting that an ally token should or should not be encountered.

Alternate Basestar Damage Tokens

Collateral Damage Destroy up to 3 raiders in the same space area as this basestar. Place this token on the basestar. While it remains, it counts as 1 damage token.

Damage to Personnel Each Cylon player draws 2 trauma tokens. Place this token on the basestar. Place this token on the basestar. While it remains, it counts as 1 damage token.

THE CROSSROADS PHASE

The Crossroads phase begins after the humans travel 8 or more units of distance. The current player's turn is interrupted and players complete the following steps.

1. Set Up Battle of the Ionian Nebula

Place a basestar and 4 raiders in each of the 2 space areas above *Galactica*. If using both the Cylon Fleet and the Ionian Nebula option, use the steps outlined in *Placing Cylon Ships on the Main Board*. Launch 2 vipers into each space area containing a viper launch icon.

Move the fleet marker to the start space of the Jump Preparation track (this replaces the Reset Jump Preparation Track step of *Jumping the Fleet*).

2. Draw and Resolve Crossroads Cards

Shuffle the **Crossroads deck** and deal 1 card facedown to each player. Each card features 2 results, one for a trauma token with a *benevolent* symbol and one with an *antagonistic* symbol. After secretly looking at his card, each player places it facedown and places 1 of his trauma tokens facedown next to it, indicating which result on the card will be resolved. If a player has no trauma tokens, he may chose either of the results to resolve when his card is revealed.

The current player then reveals his card and trauma token and resolves the applicable result. In clockwise order, the other players do the same. If at any point a character is executed, the execution is resolved fully, but the player still resolves his card in turn.

3. Resolve 'The Trial/Boxing the Line'

1. Remove Cards and Tokens Discard all trauma tokens placed next to the Crossroads cards as well as those on Ally cards and on the *Brig* and *Sickbay*. Return all Ally cards, ally tokens, and Crossroads cards to the box.

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. Cylon players discard all with an *antagonistic* symbol.

3. Discard 2 or Fewer Trauma Tokens Each player with 2 or fewer remaining trauma tokens discards them.

4. Total Remaining Trauma Tokens If no players have any remaining trauma tokens, go to Step 6.

5. Elimination The player who has the most trauma tokens remaining is eliminated from the game.

> **Tied human players:** the President chooses one to be eliminated. **Tied Cylon players**: each tied Cylon is eliminated. **Tied human and Cylon players:** each tied Cylon player, and the tied human player, is eliminated. If more than one human player was tied, the President chooses one of them to be eliminated.

When eliminating a player, first resolve his character's execution, including any loss of morale if he is human. An eliminated human player does not choose a new character. Eliminated Cylon players do not move to the *Resurrection Ship*, but return their character and tokens to the box and discard any Super Crisis cards they have. Any eliminated player is out of the game completely. If he was the current player, pass on the current player token.

6. Discard Remaining Trauma Tokens Return all trauma tokens to the box and resume normal play from the point at which it was interrupted (or from the beginning of the new current player's turn, if necessary).

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).

TRIM CORNERS

BATTLESTAR GALACTICA

CYLON SHIPS

Cylon ships activate as normal, but when 'nothing happens':

ACTIVATE RAIDERS
No raiders or basestars on the main board: put 1 raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

LAUNCH RAIDERS AND ACTIVATE BASESTARS
No basestars on the main board: put 1 basestar on the Cylon Fleet board, advance Cylon pursuit 1 space.

ACTIVATE HVY RAIDERS AND CENTURIONS
No heavy raiders, centurions, or basestars on the main board: put 1 heavy raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

VIPERS

Viper mark VIIs may move 2 space areas instead of 1.

When you activate a viper, you may **escort a civilian ship to safety** instead of moving or attacking with it. Choose 1 civilian ship in the viper's space area and shuffle it back into the pile of unused civilian ships.

CYLON PURSUIT TRACK

Civilian ship(s) space: the CAG places 1 or 2 civilian ships on the main board in space areas that do not already have a civilian ship in them.

Auto Attack space: move all Cylon ships from space areas on the Cylon Fleet board to corresponding areas on the main board. Then move the Cylon pursuit marker to the start space.

ATTACK TABLE (D8)

3-8 = Destroyed

7-8 = Destroyed

5-7 = Damaged
8 = Destroyed

6-7 = Damaged
8 = Destroyed

Automatically destroyed (no roll)

With Raider:
8 = Damaged
With Basestar:
4-8 = Damaged

With Viper:
8 = Damaged
With Galactica:
5-8 = Damaged

Attack a space area with a nuke:

1-2: the nuke damages a basestar in that area twice.

3-6: the nuke destroys a basestar in that area.

7: the nuke destroys a basestar and 3 raiders in that area.

8: *every* ship in that area is destroyed.

7 or less and more than 1 basestar in an area: Admiral chooses one.

7 or less and no ships of that type in the area: nuke has no effect, but the token is still used.

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BATTLESTAR GALACTICA

DAYBREAK EXPANSION

Add the new **character sheets** to the mix of characters.

This expansion includes **alternate versions** of *Lee Adama, Tom Zarek, Karl "Helo" Agathon,* and *Gaius Baltar.* If a player chooses one version, 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.

Cylon Leaders are a special kind of character that any player may choose to play, but there can be only one each game. **Cylon Leaders draw 2 Skill cards, not 3**.

In a **3-player game**, players cannot choose Cylon Leaders. In a **7-player game**, one player must select a Cylon Leader when choosing characters.

If a player chooses a **Cylon Leader** character, he takes the **Infiltration reference card** and 2 **Motive cards**; then shuffle the rest of these cards and place them next to the board. If no player chooses a Cylon Leader, return the Infiltration reference card and Motive cards to the box.

Add the *You Are a Mutineer* Loyalty card if instructed to do so. Shuffle the new **Crisis** and **Skill cards** into their decks.

Shuffle the **Treachery cards** and place them to the right of the Engineering Skill deck. When creating the **Destiny deck**, include 2 Treachery cards. Shuffle the **Mutiny cards** and place this deck facedown next to the Crisis deck.

Place the **Colonial One overlay** (*Colonial One Destroyed* side facedown) on top of the Colonial One locations and the **Cylon locations overlay** (*Hub Destroyed* side facedown) on top of the Cylon locations on the base game's board.

Place 1 **assault raptor figure** in the **Viper and Raptor Reserves** space of the board and the rest of the figures adjacent to the board. Replace the centurion markers from the base game with the **centurion figures**.

Give 1 **miracle token** to each player, who places his token on his character sheet after he chooses his character. Place the rest of these tokens in a pile next to the board.

Playing with the Search for Home Option

Place the **Demetrius board** to the left of the main board. Leave room for the **Rebel Basestar board** to the left of the Demetrius board, but do not place the Rebel Basestar board or **basestar allegiance marker** in play until instructed to do so by the *Cylon Civil War* Mission card.

Shuffle the **Mission deck** and place it next to the Demetrius board. Place the **Earth Objective card** next to the Destination deck and return the Kobol Objective card to the box.

If not using the Search for Home option, return the **Earth Objective card**, **Mission cards**, **basestar allegiance marker**, and the **Demetrius** and **Rebel Basestar boards** to the box.

GENERAL EXPANSION RULES

MIRACLE TOKENS

Each character has a **'Once per game'** ability called a **miracle ability**. When you uses this ability, discard your miracle token. If you do not have a miracle token, you cannot use your miracle ability.

You can have only one miracle token at any time. You can only gain one (and use your miracle ability again) if you do not currently have one.

A player who reveals himself as a Cylon must discard his miracle token, and revealed Cylon players cannot gain them. Cylon Leaders do not discard their miracle tokens when their infiltration ends.

If you must choose a player to gain a miracle token, choose a player who does not have one. If all eligible players have one, no one gains a token. A Cylon Leader without a miracle token can be chosen to gain one, even if he is not *infiltrating*.

The alternate version of *Gaius Baltar* can have up to 3 miracle tokens at any time, and he must discard 3 tokens to use his *Broadcast* ability. If he has less than 3 tokens, he can be chosen to gain a miracle token. A player with this version of *Baltar* does not add an additional card to the Loyalty deck during the Adjust Deck for Characters step of **Creating the Loyalty Deck**.

MUTINY CARDS

Mutiny cards provide special abilities that may be performed as an action. When drawing a Mutiny card, draw it from the top of the deck and keep it hidden.

When discarding a Mutiny card, place it faceup in a discard pile next to the deck. If the deck runs out of cards, shuffle the discard pile to create a new Mutiny deck.

Mutiny Cards and the Brig

If you already have a Mutiny card and draw a second card, you must immediately move to the *Brig* unless specifically told not to do so. While there, you may draw and play Mutiny cards as normal.

A player with more than one Mutiny card in the *Brig* chooses one to keep and discards the rest. If you are in the *Brig* and already have a Mutiny card and draw a second, immediately choose one to keep and discard the other.

Mutiny Cards and Cylons

Revealed Cylon players can never draw or play Mutiny cards, or 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. A Cylon Leader who ends his infiltration must discard any Mutiny cards he has.

THE MUTINEER

The *You Are a Mutineer* Loyalty card replaces the *You Are a Sympathizer* card. Treat the card like a *You Are Not a Cylon* Loyalty card for purposes of determining if a player is a human or a Cylon.

If you receive the *You Are a Mutineer* card, you are the **Mutineer**. You 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.

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.

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**.

The Mutineer does not move to the *Brig* when he draws a second Mutiny card. Instead, when he 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 2 Mutiny cards while in the *Brig*, he must choose 2 Mutiny cards to keep and discard the rest.

If the Mutineer reveals himself as a Cylon, he chooses a human player and gives that player the *You Are a Mutineer* card, no matter how much distance has been traveled. That player must then draw 1 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.

CREATING THE LOYALTY DECK

Use these steps to create the Loyalty deck:

1. Remove the *You Are a Sympathizer* card and the *You Are a Mutineer* card from the Loyalty deck. Return the *You Are a Sympathizer* card to the box, and place the *You Are a Mutineer* card near the board. Then, separate the remaining cards into a *You Are Not a Cylon* pile and a *You Are a Cylon* pile. Shuffle each pile and place the decks facedown near the board.
2. Consult the **Creating the Loyalty Deck Chart** and 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.
3. If a player chose a Cylon Leader character, deal 2 Motive cards to that player.
4. Add 1 extra card from the *You Are Not a Cylon* deck if players are using **Exodus**. Add an extra card if a player chose *Sharon "Boomer" Valerii* or the original version of *Gaius Baltar*. If both characters were chosen, add 2 extra cards. Do not add an extra card for a player who has chosen the alternate version of *Gaius Baltar*. Return all unused Loyalty cards to the box without looking at them.
5. Shuffle the Loyalty deck, then deal 1 Loyalty card face-down to each player. Deal an additional Loyalty card to a player who chose the original version of *Gaius Baltar*. Do not deal a Loyalty card to a Cylon Leader player.
6. Place the Loyalty deck facedown next to the board.

CYLON LEADERS

A Cylon Leader is known to be a Cylon from the beginning of the game, but his true allegiance is determined by Motive cards he receives throughout the game. Cylon Leaders are treated as revealed Cylons for all cards and effects, except as noted. They have a skill set from which they must draw their Skill cards.

All abilities on a Cylon Leader's character sheet are always in effect, and their action abilities may be used instead of the action listed on their current location.

Motive Cards

Cylon Leaders need to reveal and fulfill Motive cards to win the game.

During the Sleeper Agent phase, Cylon Leaders each receive **2 additional Motive cards**. They do not receive Loyalty cards.

Each Motive Card shows 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.

A Cylon Leader may reveal a Motive card any time its requirements are currently being met; even in the middle of resolving an action, a skill check, or a Crisis card. At game end, a Cylon Leader may reveal Motive cards if their requirements 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.

A Cylon Leader may reveal all 4 of his Motive cards. If 2 show human allegiances and 2 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 these 2 conditions are met:

1. At the end of the game, the Cylon Leader has no more than 1 Motive card that he has not revealed.
2. The Cylon Leader has revealed at least 2 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 revised *Human Fleet* location. He moves from this location to any *Galactica* location. While infiltrating, he follows the rules 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 1 extra Skill card from within his Skill set during his Receive Skills step, for a total of 3 Skill cards.

An infiltrating Cylon Leader cannot become the President or the Admiral. He cannot be given the *Assign Vice President* Quorum card, but may be given other Quorum cards. 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 2 Skill cards into each Skill check. An infiltrating Cylon Leader in the *Brig* can play a maximum of 1 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* as an action. When using this action in the *Brig*, he must discard all but 3 Skill cards from his hand. If a Cylon Leader returns to the *Resurrection Ship* for any reason, he is no longer infiltrating.

Boomer and Athena

Sharon "Athena" Agathon starts the game **infiltrating**, so she draws 3 Skill cards at the start of the game instead of 2.

If both *Sharon "Boomer" Valerii* and *Sharon "Athena" Agathon* are in the same game, the presence of Athena, while indicating that Boomer is not human, does not determine whether she is loyal to Cylon objectives or not.

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*.

SKILL CARDS

A Skill 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 check).

The card's text is resolved only when that card is played into a skill check; regardless of whether the card was added 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 the icon.

During a skill check, once all Skill cards have been shuffled and divided into 2 piles, if any of the cards have a Skill Check Ability icon the current player resolves each of them in the order of his choosing. 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.

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.

Treachery

Unless otherwise specified, **Treachery cards count as negative strength in all skill checks**. They are primarily used by Cylon players, although other players may be forced to use them.

Each time players construct a Destiny deck, including during setup, they should include 2 Treachery cards for a total of 12 cards in the deck.

If a Treachery card has 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, he must draw a Mutiny card. He is not required to do so 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.

ASSAULT RAPTORS

Players *cannot* choose to place their one starting assault raptor in the *Reserves* on the board during 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 none there, the assault raptor cannot be built.

New assault raptors are placed in the *Reserves*. Assault raptors cannot be risked or destroyed in place of a raptor.

Assault raptors are treated as vipers for all game effects. When an effect tells players to choose a viper to launch, damage, destroy, place, or activate, the player taking an action (or the current player if no player is taking an action) at that time may choose a viper or an assault raptor. An assault raptor placed adjacent to the board at the start of the game that has not yet been placed on the board is not treated as a 'destroyed viper' for other game effects.

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*.

REVISED CYLON & COLONIAL ONE LOCATIONS

Some effects require players to flip the Cylon locations overlay or 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 destroyed side, send all characters on *Colonial One* to *Sickbay*.

If the Cylon Location overlay is flipped to its destroyed side, place any character tokens on it in the same location as they were on before the overlay was flipped. Any tokens on the *Resurrection Ship* location are placed 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, use the *Hub Destroyed* location instead.

RULES CHANGES AND CLARIFICATIONS

All rules in this expansion supersede the rules in the base game, **Pegasus** and **Exodus**.

Timing

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

Destroying Civilian Ships

When a player is instructed to *draw a civilian ship to destroy,* the current player draws a random civilian ship token from the tokens not currently on the board and destroys it. If all remaining civilian ship tokens are on the board, the current player chooses a civilian ship on the board and destroys it.

Crisis vs. Super Crisis Cards

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

Reducing/Increasing the Highest/Lowest Resource

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

Quorum Hand Limit

The President has a maximum hand size of 10 Quorum cards. If he has more than 10 in his hand at the end of any player's turn, he must discard cards until he has 10.

Hazardous Locations

Locations with a yellow-striped border are **hazardous**. Players can only move to a hazardous location when a card or effect forces them to move there.

Revised Lines of Succession

See **Daybreak** rulebook page 13.

CYLON PLAYERS

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

Revealing as a Cylon

When a player reveals himself as a Cylon, he must discard all of his Mutiny cards and any remaining miracle tokens during the Discard step of revealing as a Cylon in addition to discarding down to 3 Skill cards.

All abilities listed on a revealed Cylon player's character sheet are ignored. However, if a player using *Sharon "Boomer" Valerii* has revealed himself as a Cylon before the Sleeper Agent phase, he still receives 2 Loyalty cards. If using **Exodus**, her player receives only 1 Loyalty card during the Sleeper Agent phase.

Handing Off Excess Loyalty Cards

When a Cylon player reveals himself, he gives all of his facedown Loyalty cards to one human player of his choice (during 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. Then, he gives those cards to one human player of his choice.

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.

If *Galactica* has traveled 7 or more distance, a Cylon player does *not* give his facedown Loyalty cards to another player. However he does give the *You Are a Mutineer* Loyalty card to a human player of his choice.

Cylon Players' Turns

Draw Skills Step: A Cylon player may draw 2 Skill cards of any type. However, each must come from a different skill type. He cannot draw more than 1 Skill card from any single Skill deck during this step.

Movement and Action Steps: Cylon players resolve these steps normally.

Prepare for Jump Step (if necessary): This step is no longer skipped during a Cylon player's turn. If a Crisis card has the **prepare for jump icon** on it, players advance the fleet token one space on the Jump Preparation track. If the token reaches the end of the track, then the fleet jumps.

THE SEARCH FOR HOME OPTION

As shown on the **Earth Objective card**, human players must travel 10 distance before they can win on the following jump.

As with other ships, if you move from a viper to a location on *Demetrius* or between a *Demetrius* location and a location on another ship, you must discard 1 Skill card from your hand.

Locations on the *Demetrius* board cannot be damaged.

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.

Activate missions by using the *Bridge* location on the *Demetrius* board. Place the top card of the Mission deck faceup on the *Active Mission* space. Once a card has been placed on the space, it remains there until the next time the fleet jumps. If a card is already there, you cannot activate the location.

If the Mission deck is depleted, shuffle the discard pile facedown to form a new Mission deck.

Mission Cards

Each Mission card features a skill check that players must resolve when the card is revealed. Resolve the *pass* or *fail* result as appropriate.

Character abilities and card abilities that affect Crisis cards do not affect Mission cards, and 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 you may contribute to a skill check do limit the number of cards you may contribute to skill checks on Mission cards.

Mission cards that have a distance number on the bottom of the card count as additional distance when the pass result on them is resolved. 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.

Removing Mission Cards

During the Remove Ships step of Jumping the Fleet, remove the card on the *Active Mission* space and do one of the following, depending whether the card was faceup or facedown and whether it has a distance number or not:

If the card was faceup and has a distance number on it, place it next to the Earth Objective card. If the card was faceup and does not have a distance number on it, place it faceup in the Mission card discard pile.

If the card was facedown, reshuffle it into the Mission deck.

The Rebel Basestar Game Board

When the **Rebel Basestar board** comes into play (after the skill check on the *Cylon Civil War* Mission card is resolved), place it to the left of the *Demetrius* board. Its *Basestar Allegiance* space indicates 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, human side faceup. If the *fail* result is resolved, place it Cylon side faceup.

If the basestar allegiance marker has its human side faceup, human players treat the *Rebel Basestar* as another ship. Cylon players cannot move to the basestar or activate its locations.

If the basestar allegiance marker has its Cylon side faceup, Cylon players can discard 1 Skill card to move between any location on the Cylon Location overlay and the *Rebel Basestar*. Human players cannot move there or activate its locations.

Locations on the *Rebel Basestar* board cannot be damaged.

If you activate the *Raider Bay* location, you can only activate the 2 raiders or the 4 vipers you place. You cannot activate any raiders or vipers placed before you activated the location.

If 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 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*.

BATTLESTAR GALACTICA

CYLON SHIPS

Cylon ships activate as normal, but when 'nothing happens':

ACTIVATE RAIDERS
No raiders or basestars on the main board: put 1 raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

LAUNCH RAIDERS AND ACTIVATE BASESTARS
No basestars on the main board: put 1 basestar on the Cylon Fleet board, advance Cylon pursuit 1 space.

ACTIVATE HVY RAIDERS AND CENTURIONS
No heavy raiders, centurions, or basestars on the main board: put 1 heavy raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

VIPERS

Viper mark VIIs may move 2 space areas instead of 1.

When you activate a viper, you may **escort a civilian ship to safety** instead of moving or attacking with it. Choose 1 civilian ship in the viper's space area and shuffle it back into the pile of unused civilian ships.

CYLON PURSUIT TRACK

Civilian ship(s) space: the CAG places 1 or 2 civilian ships on the main board in space areas that do not already have a civilian ship in them.

Auto Attack space: move all Cylon ships from space areas on the Cylon Fleet board to corresponding areas on the main board. Then move the Cylon pursuit marker to the start space.

ATTACK TABLE (D8)

3-8 = Destroyed

7-8 = Destroyed

5-7 = Damaged
8 = Destroyed

6-7 = Damaged
8 = Destroyed

7-8 = Destroyed

Automatically destroyed (no roll)

w/ Raider:
8 = Damaged
w/ Basestar:
4-8 = Damaged

w/ Viper:
8 = Damaged
w/ Assault Raptor:
7-8 = Damaged
w/ Galactica:
5-8 = Damaged

Targeted With a Nuke:
1-2 = Damaged twice
3-6 = Destroyed
7-8 = Destroyed + 3 raiders in area

Attack a space area with a nuke
1-2 = Damage a basestar twice
3-6 = Destroy a basestar
7 = Destroy a basestar + 3 raiders
8 = Destroy every ship in area

BATTLESTAR GALACTICA

CYLON SHIPS

Cylon ships activate as normal, but when 'nothing happens':

ACTIVATE RAIDERS
No raiders or basestars on the main board: put 1 raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

LAUNCH RAIDERS AND ACTIVATE BASESTARS
No basestars on the main board: put 1 basestar on the Cylon Fleet board, advance Cylon pursuit 1 space.

ACTIVATE HVY RAIDERS AND CENTURIONS
No heavy raiders, centurions, or basestars on the main board: put 1 heavy raider on the Cylon Fleet board, advance Cylon pursuit 1 space.

VIPERS

Viper mark VIIs may move 2 space areas instead of 1.

When you activate a viper, you may **escort a civilian ship to safety** instead of moving or attacking with it. Choose 1 civilian ship in the viper's space area and shuffle it back into the pile of unused civilian ships.

CYLON PURSUIT TRACK

Civilian ship(s) space: the CAG places 1 or 2 civilian ships on the main board in space areas that do not already have a civilian ship in them.

Auto Attack space: move all Cylon ships from space areas on the Cylon Fleet board to corresponding areas on the main board. Then move the Cylon pursuit marker to the start space.

ATTACK TABLE (D8)

3-8 = Destroyed
7-8 = Destroyed
5-7 = Damaged
8 = Destroyed
6-7 = Damaged
8 = Destroyed
7-8 = Destroyed
Automatically destroyed (no roll)
w/ Raider:
8 = Damaged
w/ Basestar:
4-8 = Damaged
w/ Viper:
8 = Damaged
w/ Assault Raptor:
7-8 = Damaged
w/ Galactica:
5-8 = Damaged

Targeted With a Nuke:
1-2 = Damaged twice
3-6 = Destroyed
7-8 = Destroyed + 3 raiders in area

Attack a space area with a nuke
1-2 = Damage a basestar twice
3-6 = Destroy a basestar
7 = Destroy a basestar + 3 raiders
8 = Destroy every ship in area

BATTLESTAR GALACTICA

COMBINING EXPANSIONS

Before playing with multiple expansions, agree upon which Objective card to use during the game:

The Kobol Objective card from the base game

The New Caprica Objective card from **Pegasus**

The Ionian Nebula Objective card, part of the *Ionian Nebula* option from **Exodus**

The Earth Objective card, part of the *Search for Home* option from **Daybreak**

Always use the rules in **Daybreak** for creating the Loyalty deck.

PEGASUS AND EXODUS

Handing Off Excess Loyalty Cards

Use the revised rules described under *Handing Off Excess Loyalty Cards* from **Pegasus**.

Execution

Use the rules for execution as described in **Exodus**, with the following exception. During step 2, Prove Loyalty, if you have any *You Are a Cylon* Loyalty cards, reveal one and give all your remaining facedown Loyalty cards to a human player of your choice, as described in **Pegasus**.

Setup Using the Cylon Fleet Option

Remove the *Mining Asteroid* Destination card from the Destination deck before setting up the game.

Cylon Leaders

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.

Creating a Loyalty Deck with Exodus and Cylon Leaders

3 Players: Cylon Leaders are not available.

4 Players 7-card deck: 1 card from the *You Are a Cylon* deck and 6 cards from the *You Are Not a Cylon* deck. Deal 1 random Sympathetic Agenda card to the Cylon Leader.

5 Players 9-card deck: 1 card from the *You Are a Cylon* deck and 8 cards from the *You Are Not a Cylon* deck. Deal 1 random Hostile Agenda card to the Cylon Leader.

6 Players 11-card deck: 2 cards from the *You Are a Cylon* deck and 9 cards from the *You Are Not a Cylon* deck. Deal 1 random Sympathetic Agenda card to the Cylon Leader.

If a Cylon Leader is in play, do not use the *You Are a Sympathizer* card, regardless of the number of players.

Using Cylon Leaders with the Cylon Fleet Option

An Infiltrating Cylon Leader may never become CAG.

Using Cylon Leaders with the Ionian Nebula Option

An Infiltrating Cylon Leader may encounter Ally cards in the same way 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 it as a Cylon.

New Caprica Objective When Using the Cylon Fleet Option

Use the steps outlined in *Placing Cylon Ships on the Main Game Board* for placing Cylon ships on the main board once *Galactica* returns to orbit.

During the New Caprica phase, civilian ships are utilized as described in **Pegasus**. Civilian ships do not remain in space areas during New Caprica setup. However, after *Galactica* has returned to orbit, vipers may be activated to escort civilian ships in space areas as described in **Exodus**.

7 Player Game Variant

Construct a 13 card Loyalty deck made up of 2 cards from the *You Are a Cylon* deck and 11 cards from the *You Are Not a Cylon* deck. Deal the Cylon Leader one random Hostile Agenda card.

PEGASUS AND DAYBREAK

Unused Pegasus Expansion Components

Return these **Pegasus** components to the box: Cylon locations overlay; Infiltration Reference card; Treachery cards; *You Are a Sympathetic Cylon* Loyalty card; and Sympathetic and Hostile Agenda cards.

Do not combine the **Pegasus** deck of Treachery cards with the **Daybreak** Treachery cards.

The Sympathetic Cylon and Seven Player Game Variants

Do not use the *Sympathetic Cylon Variant*. If players wish to play a 7 player game, use the rules described in **Daybreak**.

Movement Abilities

Effects that prohibit the use of actions of a specific type also prohibit the use of Movement abilities of that type.

Reckless Skill Checks

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.

When a *Restore Order* card is played before a skill check, that check cannot then be made Reckless; and a *Restore Order* card cannot be played before a skill check that has been made Reckless. If 2 or more players wish to play cards at the same time, the current player determines which may play his card first.

Cylon Leaders

Include the Cylon Leaders from **Pegasus** with the other characters that players may choose from at the start of the game.

Even when using a Cylon Leader from **Pegasus**, follow the rules for Cylon Leaders described in **Daybreak.**

Executions

When a player carries out the steps of an execution using **Daybreak**:

During the Discard Cards step, he discards his Mutiny cards and his miracle tokens. 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 and he had revealed only *You Are Not a Cylon* Loyalty cards during the Prove Loyalty step, his new character immediately receives the *You Are the Mutineer* card faceup.

If his character was the Mutineer and he had revealed a *You Are a Cylon* Loyalty card during the Prove Loyalty step, 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.

If he chooses the alternate version of *Tom Zarek* as his new character, he must immediately draw a Mutiny card.

The New Caprica Phase

When players are using the New Caprica Objective card, the following rules apply to the New Caprica phase:

Assault Raptors
At the start of the New Caprica phase, return all assault raptors in space areas to the *Reserves* and place all pilots on the *Resistance HQ* location.

Colonial One
At the start of the New Caprica phase, if the *Colonial One Destroyed* side of the *Colonial One* overlay is not faceup, flip it.

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 may do so, but cannot move them from the Locked Civilian Ships stack or Prepared Civilian Ships stack unless allowed by a game effect.

Motive Cards and the Final Jump
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.

COMBINING EXODUS WITH DAYBREAK

Creating a Loyalty Deck Using Exodus

When creating the Loyalty deck, add one additional card from the *You Are Not a Cylon* deck.

Place the unused *You Are Not a Cylon* cards in a deck next to the Loyalty deck (ensuring the two are not confused).

Executions

When a player carries out the steps of an execution using **Daybreak**:

During the Discard Cards step, he discards his Mutiny cards and his miracle tokens. 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 and he had revealed only *You Are Not a Cylon* Loyalty cards during the Prove Loyalty step, his new character immediately receives the *You Are the Mutineer* card faceup.

If his character was the Mutineer and he had revealed a *You Are a Cylon* Loyalty card during the Prove Loyalty step, 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.

If he revealed a *You Are a Cylon* Loyalty card during the

Prove Loyalty step, he gives all of his remaining facedown Loyalty cards to a human player of his choice when he carries out the steps of revealing as a Cylon.

IIf he chooses the alternate version of *Tom Zarek* as his new character, he must immediately draw a Mutiny card.

The Conflicted Loyalties Option

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.

The Cylon Fleet Option

Setup
Return all Cylon attack cards from the Crisis cards included in **Daybreak** to the box with all other Cylon attack cards.

The *Basestar Bridge* Location
The *Basestar Bridge* location on the Cylon Fleet board is a Cylon location. Human players can never move to or activate this location.

If the basestar allegiance marker is on the Rebel Basestar board with the Cylon side faceup, Cylon players can travel between the *Basestar Bridge* location and any location on the Rebel Basestar board by discarding 1 Skill card.

The Ionian Nebula Option

Alternate Characters and Ally Cards
If a player has chosen the alternate version of a character and an Ally card is drawn that represents that character, return that card to the box and keep drawing until either one is drawn that represents a character that has not been chosen by a player (including characters who have been executed) or the Ally deck is depleted.

Sharon "Athena" Agathon and Sharon "Boomer" Valerii
Sharon "Athena" Agathon is not the same character as *Sharon "Boomer" Valerii*. If no player has chosen *"Boomer"*, do not return the *"Boomer"* Ally card to the box when it is drawn, even if a player has chosen *"Athena"*.

The CAG Line of Succession

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

* from **Pegasus**. † from **Exodus**.

PEGASUS, EXODUS & DAYBREAK

To combine **Pegasus**, **Exodus**, and **Daybreak**, use all of the rules above as well as the *Combining the Pegasus and Exodus Expansions* rules from **Exodus**.

Disregard the *Creating the Loyalty Deck with the Exodus Expansion and Cylon Leaders* section in **Exodus**. Instead, use the rules in **Daybreak** for creating the Loyalty deck.

TRIM CORNERS