BATTLESTAR GALACTICA™

THE BOARD GAME



RULES OF PLAY

Sci Fi

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

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

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

Game Overview

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

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

Component List

- This Rulebook
- Game Board
- 10 Character Sheets
- 52 Cardboard Tokens consisting of
  - 4 Resource Dials
  - 10 Character Tokens
  - 4 Piloting Tokens
  - 2 Nuke Tokens
  - 12 Civilian Ship Tokens
  - 2 Basestars
  - 4 Centurion Markers
  - 4 Basestar Damage Tokens
  - 8 Galactica Damage Tokens
  - 1 Fleet Marker
  - 1 Current Player Token
- 110 Large Cards consisting of
  - 70 Crisis Cards
  - 16 Loyalty Cards
  - 17 Quorum Cards
  - 5 Super Crisis Cards
  - 1 President Title Card
  - 1 Admiral Title Card
- 128 Small Cards consisting of
  - 21 Leadership Skill Cards
  - 21 Tactics Skill Cards
  - 21 Politics Skill Cards
  - 21 Piloting Skill Cards
  - 21 Engineering Skill Cards
  - 22 Destination Cards
  - 1 Kobol Objective Card
- 1 Eight-sided Die
- 32 Plastic Ships consisting of
  - 8 Vipers
  - 4 Raptors
  - 16 Cylon Raiders
  - 4 Cylon Heavy Raiders
- 4 Plastic Connectors (for resource dials)
- 10 Plastic Character Stands

Component Breakdown

Game Board



The game board is where the main action of the game takes place. It depicts the locations on *Galactica* and *Colonial One*, as well as the areas of space surrounding them. For a full diagram of the game board, see "Game Board Breakdown" on page 8.

Resource Dials and Plastic Connectors

The resource dials are used to track the dwindling resources of the humans. They are attached to the game board using the plastic connectors (see the "Installing Resource Dials" diagram on page 5).



Character Sheets

Each character has a sheet that describes that character's skill set and special abilities.



Character Tokens and Stands

Each character is represented by a token that is slotted into a plastic stand.



Piloting Tokens

Each character who has the ability to pilot has a corresponding piloting token. A character's piloting token is placed under a viper when that character is piloting it.



Current Player Token

This token is used to help the players remember which player is currently taking his turn.



Nuke Tokens

The Admiral starts the game with two nuke tokens. These powerful weapons can destroy basestars, but are finite and should not be wasted.



Civilian Ship Tokens

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



Basestars

These large tokens represent the Cylon basestars, which can attack *Galactica* and launch raiders during combat.



Centurion Markers

These markers are used to track progress on the Boarding Party track. Should any of these tokens reach the end of the track, the humans lose the game (see "Activate Heavy Raiders and Centurions" on page 24).



Damage Tokens

These tokens represent the vital systems that can be damaged when *Galactica* or a basestar is hit by an enemy attack.



Fleet Marker

This marker is used to track progress on the Jump Preparation track. When this token reaches the end of the track, the fleet jumps to its next destination (see "Jumping the Fleet" on page 13).



Destination Cards

These cards are used when the fleet jumps, to determine which destination the fleet reaches.



Kobol Objective Card

This card lists when the sleeper agent phase takes place and how the human players win the game.



Skill Cards

These cards are drawn by players at the start of their turn. These cards are used to overcome crises, or may be played to provide special abilities. Each character has access to different skills and will therefore be able to help overcome different types of crises.



President and Admiral Title Cards

These cards grant the owner a special action, as well as the ability to make important decisions posed by certain Crisis Cards. One player starts the game with each of these cards, but they often change hands throughout the game.



Quorum Cards

These cards can be drawn by the President, and can increase morale, help deal with Cylon players, or provide special abilities for other players.



Crisis Cards

These cards represent the different roadblocks and disasters the human players must overcome. Some of these cards require skill checks, while others represent Cylon attacks. These cards are the main way resources are lost.



Super Crisis Cards

These five cards represent extremely dangerous crises. When a Cylon player reveals himself, he receives one of these cards (see "Revealed Cylon Players" on page 19).



Loyalty Cards

Each player is dealt one Loyalty Card at the start of the game, and another one halfway through the game. These cards are kept secret and inform each player whether or not he is a Cylon (see "Revealed Cylon Players" on page 19).



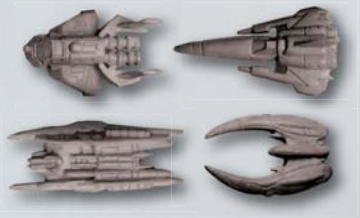
Eight-sided Die

This die is used primarily to resolve combat, but may also be used by certain Crisis Cards.

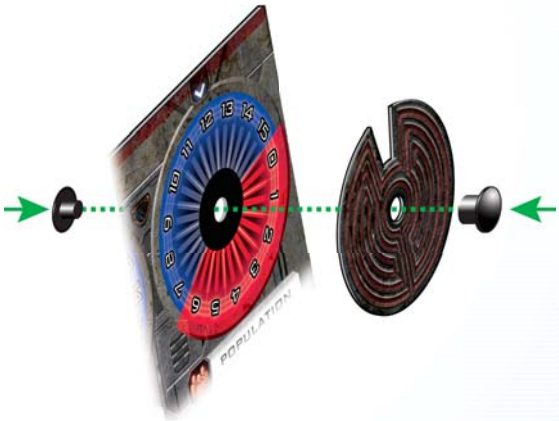


Plastic Ships

These plastic ships are used during Cylon attacks. Their limited quantities make them a precious commodity.



Installing Resource Dials



Before playing the game for the first time, attach the four resource dials to the game board. These dials are used to track the fleet's dwindling resources throughout each game. To attach a dial, simply push one side of a plastic connector through the board, and the other side through the dial. Then push them together until they fit snugly together. Once attached, they should not be removed.

The number a given dial shows represents how much of that particular resource is available at that time. When a resource is lost or gained for any reason, its dial is rotated to indicate the new total. If any resource is reduced to zero (at the end of a player's turn), then the human players lose the game.

Setup

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

1. **Place Game Board:** Place the game board at the center of the table. Set the food and fuel dials to "8," the morale dial to "10," and the population dial to "12."
2. **Set Up Tokens and Ships:** Place the eight vipers and four raptors in the "Viper and Raptor Reserves" space of the game board. Then place the fleet token on the start space of the Jump Preparation track. Last, place all other tokens (facedown) and plastic ships adjacent to the game board.
3. **Determine First Player:** Randomly choose a player to be the first player, and give him the current player token. This player will choose his character first and take the first turn of the game.
4. **Choose and Place Characters:** Starting with the first player and proceeding clockwise, each player chooses a character of the character type(s) that is most plentiful (political leader, military leader, or pilot). This restriction does not apply to support characters, who may be chosen at any time. After choosing a character, the player receives the corresponding character sheet and stand-up character token, as well as a piloting token if applicable. He then places his character token on the location specified on his character sheet.
   Example: The first player chooses Laura Roslin (a political leader) as his character. The next player may choose any military leader or pilot (since they are the most plentiful). He could also choose a support character.
5. **Distribute Title Cards:** The President title is given to the first available player in the following list: Laura Roslin, Tom Zarek, and Gaius Baltar. The Admiral title is given to the first available player in the following list: William Adama, Saul Tigh, and Helo Agathon. The Admiral is then given the two nuke tokens, and the President shuffles the Quorum deck and draws one Quorum Card.
6. **Set Up Loyalty Deck:** Set up the Loyalty deck according to the "Creating the Loyalty Deck" sidebar on page 6.
7. **Set Up Other Cards:** Shuffle the Quorum deck, Crisis deck, Super Crisis deck, and Destination deck and then place them next to the game board. Then separate the Skill Cards into five decks by type, as shown on their faces. Shuffle each deck separately, and then place them (facedown) below the matching colored regions at the bottom of the game board. Lastly, place the Kobol Objective Card faceup next to the Destination deck.
8. **Receive Skills:** Each player, except the starting player, draws a total of three Skill Cards from among any of the cards he can draw during his Receive Skills step (see "Receive Skills Step" on page 9). The starting player does not receive Skill Cards now, but will draw Skill Cards at the start of his turn.
9. **Create Destiny Deck:** Deal two Skill Cards of each skill type facedown onto the "Destiny deck" space on the game board and shuffle them thoroughly.
10. **Set Up Ships:** Place one basestar and three raiders in front of *Galactica*. Then place two vipers below Galactica and two civilian ships behind *Galactica* (as shown below).



Ship Setup at the Start of the Game

Creating the Loyalty Deck

1. **Organize Loyalty Cards:** Remove the "You Are a Sympathizer" card from the Loyalty deck. Then separate the remainder of the deck into two piles ("You Are Not a Cylon" and "You are a Cylon"). Shuffle the "You Are a Cylon" pile.
2. **Create Deck:** Deal the appropriate number of "You Are a Cylon" and "You are not a Cylon" cards into the Loyalty deck as listed below.

   Three Players: Create a six-card deck consisting of:
   1x "You Are a Cylon" card
   5x "You Are Not a Cylon" cards

   Four Players: Create a seven-card deck consisting of:
   1x "You Are a Cylon" card
   6x "You Are Not a Cylon" cards

   Five Players: Create a 10-card deck consisting of:
   2x "You Are a Cylon" cards
   8x "You Are Not a Cylon" cards

   Six Players: Create an 11-card deck consisting of:
   2x "You Are a Cylon" cards
   9x "You Are Not a Cylon" cards
3. **Adjust Deck for Characters:** Add one extra "You Are Not a Cylon" card for each "Gauis Baltar" or "Sharon Valerii" character playing.
4. **Shuffle and Distribute:** Shuffle the deck thoroughly and then deal one Loyalty Card facedown to each player.
5. **Add Sympathizer:** If playing a four or six player game, add the "You Are a Sympathizer" card to the deck and then shuffle it.
6. **Place Deck:** Place the remaining Loyalty deck next to the game board. All extra Loyalty Cards (i.e., those not added to the deck) are placed back in the game box without looking at them.

Object of the Game

The object of the game for a given player depends on which team he belongs to. A player's team is determined by the Loyalty Cards he receives throughout the game (see "Loyalty Cards" on page 18).

All human players win the game if they travel at least eight units of distance (as specified by the Kobol Objective Card; see page 14) and then jump one final time (see "Human Objective" on page 12).

All Cylon players win the game by preventing the humans from reaching their objective. They usually accomplish this goal by running the fleet out of a resource (food, fuel, morale, or population), but can also win by destroying *Galactica* (see "Damage Tokens" on page 25) or successfully invading *Galactica* with centurion boarding parties (see "Activate Heavy Raiders and Centurions" on page 24).

Choosing Optimal Characters

When choosing characters, it is important to be aware of which characters have already been chosen. The last player, in particular, should take the skill sets of other players' characters into account when making his own choice. For example, if no other players have chosen a character with the engineering skill, it may be a good idea to choose one who does have it.

Setup Diagram



1. Loyalty Deck
2. Destination Deck and Kobol Objective
3. President Title Card and Starting Quorum Card
4. Centurion, Damage, Civilian Ship, and Basestar Tokens
5. Quorum Deck
6. Destiny Deck
7. Plastic Human Ships in the "Reserves"
8. Resource Dials (set to starting positions)
9. Plastic Cylon Ships
10. Character Tokens (on setup locations)
11. Admiral Title Card and Nuke Tokens
12. Super Crisis Deck
13. Crisis Deck
14. Skill Decks (separated by type)
15. Current Player Token
16. A Player's Piloting Token
17. A Player's Character Sheet
18. A Player's Starting Hand of Skill Cards (note that the starting player does not have a starting hand)
19. A Player's Loyalty Card

Game Board Breakdown



Front of Galactica

Back of Galactica

1. **Destiny Deck Location:** Two cards of each Skill Card type are placed here to form the Destiny Deck. Two cards from this deck are added to every skill check.
2. **Damaged Viper Box:** When a viper is damaged, it is placed here.
3. **Viper and Raptor Reserves:** All vipers and raptors that have not been launched, damaged, or destroyed are placed here. This space is often referred to as simply the "Reserves."
4. **Resource Dials:** These dials keep track of the fleet's dwindling resources.
5. **Colonial One Locations:** These locations may be moved to and activated by human players. Players must discard a Skill Card to move between *Colonial One* and *Galactica*.
6. **Cylon Locations:** When a Cylon player is revealed, his character token is moved to, and then among, these locations. Other players may never move to or activate these locations.
7. **Jump Preparation Track:** The fleet marker is placed on this track, and marks how close the fleet is to jumping.
8. **Boarding Party Track:** Centurion markers are placed on this track. If a centurion marker reaches the end of this track, then the humans lose the game.
9. **Space Areas:** Basestars, civilian, and plastic ships are placed in these six areas, each separated by thick blue lines. The concentric circles in space areas have no game effect.
10. **Galactica Location:** These locations may be moved to and activated by the human players. Players must discard a Skill Card to move between *Galactica* and *Colonial One*.
11. **Hazard Locations:** These two locations have ongoing negative effects. Players may never voluntarily move to these locations.
12. **Viper Launch Icons:** These icons represent the space areas in which vipers may be launched. Note that there are no launch icons on the other side of *Galactica* because, thematically, the starboard hangar deck was a museum and later housed refugees.
13. **Skill Deck Regions:** These colored regions mark where the appropriate Skill decks should be placed.

Game Turn

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

1. **Receive Skills Step:** The current player draws the number and types of Skill Cards listed on his character sheet (see "Receive Skills Step" on this page).
2. **Movement Step:** The current player may move to a different location. If he moves to a different ship (from *Galactica* to *Colonial One* or vice versa), he must discard one Skill Card from his hand.
3. **Action Step:** The current player chooses one action to perform. Options include the actions listed on his location, character sheet, and Skill Cards (see the full list of actions on page 10).
4. **Crisis Step:** The top card of the Crisis deck is drawn and then resolved (see "Crisis Step" on page 10).
5. **Activate Cylon Ships Step (if necessary):** If any are in play, Cylon ships are activated according to the Crisis Card drawn (see "Activate Cylon Ships Step" on page 11).
6. **Prepare for Jump Step (if necessary):** If the Crisis Card has the "prepare for jump" icon on it (see "Prepare for Jump Step" on page 11), the fleet token advances one space up the Jump Preparation track. If the token reaches the end of this track, then the fleet jumps (see "Jumping the Fleet" on page 13).

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

Game Turn Detail

The following section explains each step of a player's turn in detail.

Receive Skills Step

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



William Adama's Skill Set

Example: It is William Adama's Receive Skills step. He looks at his skill set, which lists 3 leadership and 2 tactics. He therefore draws three leadership Skill Cards and two tactics cards.

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



Example of a Multi-Skill

Example: It is the start of Lee "Apollo" Adama's turn. He therefore draws two piloting and one tactics Skill Cards according to the skill set listed on his character sheet. He may then decide to draw two leadership or two politics Skill Cards – or one of each – since he has a 2 leadership/politics multi-skill.

Movement Step

During this step, the current player may move his character token to another location if he wishes. If he moves to a different ship, he must discard one Skill Card from his hand. Human characters may not move to Cylon locations, and revealed Cylons may **only** move to Cylon locations.

Example: It is Lee "Apollo" Adama's movement step, and he wishes to move from "Command" (on Galactica) to the "Press Room" (on Colonial One). He discards a piloting Skill Card from his hand and moves to the "Press Room" location.

If the player's character is piloting a viper, he may move to an adjacent space area during this step, or may discard a Skill Card to move to a location on *Galactica* or *Colonial One* and return his viper to the "Reserves."

Action Step

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

- **Activate Location:** The player may perform the action listed on his character's current location.
- **Skill Card Action:** The player may play a Skill Card from his hand to perform the action specified on the card. Note that not all Skill Cards have actions on them (see "Skill Cards" on page 15).
- **Character Action:** The player may perform an action listed on his character sheet. Note that only some character sheets have actions listed on them.
- **Activate his Viper:** If the player is piloting a viper, he may activate it to move or to attack a Cylon ship.
- **Title and Quorum Cards:** If the player has a Title or Quorum Card that provides him with an action, then he may perform it during this step.
- **Loyalty Card:** The character may reveal one of his "You are a Cylon" Loyalty Cards to perform the specified action on it. He then follows the rules for revealed Cylon players on page 19.
- **Do Nothing:** If the player does not wish to perform any actions, he may decide to do nothing during this step and proceed to the Crisis step.

Crisis Step

During this step, the current player draws the top card of the Crisis deck, reads it aloud, and then resolves it. There are three types of Crisis Cards: Cylon attacks, skill checks, and events.

Cylon Attack Crises

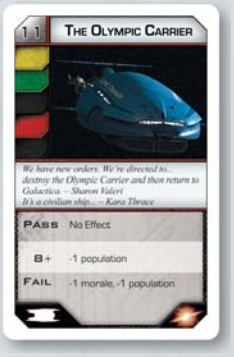
These Crisis Cards feature an image of *Galactica* and some surrounding ships. When resolving a Cylon attack Crisis Card, simply follow the steps listed on it. Then discard the card unless instructed to keep the card in play.



A Cylon Attack Crisis Card

Skill Check Crises

These Crisis Cards list a difficulty and one or more skill types, listed as colored boxes, in the upper left corner. These cards are resolved according to the rules for skill checks (see "Skill Checks" on page 16) and have outcomes based on whether the players pass or fail the skill check. Some of these cards give the current player, the President, or the Admiral the choice to either resolve the skill check or carry out some alternate instruction.



A Skill Check Crisis Card

Event Crises

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



An Event Crisis Card

Activate Cylon Ships Step

If there is at least one Cylon ship in play, then the Cylon ships may move or attack based on the icon on the bottom left of the Crisis Card (see "Activating Cylon Ships" on page 22).



The Bottom of a Crisis Card

Prepare for Jump Step

If the drawn Crisis Card has the "prepare for jump" icon on its lower right corner, then the fleet token moves one space ahead (toward the "Auto Jump" space) on the Jump Preparation track. If this causes the token to move to the "Auto Jump" space, then the fleet jumps to a new destination (see "Jumping the Fleet" on page 13).



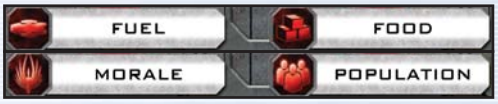
Prepare for Jump Icon

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

Losing Resources

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

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



Whenever a resource is lost for any reason, the appropriate resource dial is adjusted to represent the new total. The red color on the resource wheels tells players when a resource is half (or less) full, and is used by sympathizer Loyalty Cards (see page 18).

Core Rules

This section explains the core components and rules of the game. In particular, this section focuses on the human players and describes characters, jumping the fleet, and skills.

Characters

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

- **Character Type:** Each character has a type listed on his character sheet. This type only matters during setup, and exists to help players choose a well-rounded group of characters.
- **Character Abilities:** Each character has two positive abilities and one negative ability. Some of these abilities are passive (always affecting the character) while others require the player to use them as an action (see "Action Step" on page 10).

- **Skill Set:** Each character sheet lists the skills the character has expertise in. At the start of the player's turn, he gains the number and types of Skill Cards listed in his character's skill set. When a character is allowed to draw Skill Cards of an unspecified type, they must be from within his skill set unless specified otherwise.

  Example: William Adama is in the "Research Lab" and uses the action listed there to draw one tactics or one engineering card. He may choose to draw engineering even though it is outside his skill set, because the location specifies the card type.

- **Setup:** Each character has setup instructions on his card. This usually lists the location where the character is placed at the beginning of the game. Some characters have special instructions (such as "Apollo," whose sheet instructs the player to launch a viper and place him in it as a pilot).

Each character is represented by a stand-up character token, which is used to track his location on the game board. After the character tokens are punched out, each one is attached to a plastic character stand.

Character Sheets



1. Name
2. Character Type
   (Political Leader, Military Leader, Pilot, or Support)
3. Positive Abilities
4. Negative Ability
5. Setup Location
6. Skill Set

Title Cards

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

The President and Quorum Cards

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

Whichever player has the President title has control over this hand of Quorum Cards. These cards are kept secret, and there is no limit to the number of cards that may be in the President's hand.

The Admiral

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

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

Human Objective

For the human players to win the game, they must successfully jump the fleet enough times to reach Kobol. Once the fleet has reached Kobol, the humans immediately win the game. For information on the Cylon players' objective, see "Cylon Objective" on page 18.

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

1. The fleet token is moved to the "Auto Jump" space of the Jump Preparation track (see "Prepare for Jump Step" on page 11).
2. A player activates the "FTL Control" location. If the fleet jumps this way, then some population may be lost (see "FTL Control Jump" on the following page).

Jumping the Fleet

In ***Battlestar Galactica***, moving ships at faster-than-light (FTL) speed is referred to as "jumping." Whenever the fleet jumps, the Admiral draws Destination Cards to determine where the fleet jumps to. To choose the destination, the Admiral performs the following steps:

1. **Remove Ships:** Remove all ships from the game board (see "Jumping During Combat" on page 25).
2. **Choose Destination:** The Admiral draws two cards from the Destination deck, chooses one, and places the other on the bottom of the deck.
3. **Follow Instructions:** The Admiral places the chosen card faceup next to the Kobol Objective Card and follows any instructions on the Destination Card.
4. **Kobol Instructions:** If the previous step causes the total distance on Destination Cards placed adjacent to the Kobol Objective Card to equal or exceed four or eight for the first time, then follow the instructions on the Kobol Objective Card (see page 14).
5. **Reset Jump Preparation Track:** Move the fleet token to the start space of the Jump Preparation track.

FTL Control Jump

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

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

Example: The fleet token is on the second-to-last space of the Jump Preparation track (the –1 population space). The current player activates the "FTL Control" location to jump the fleet. He rolls a die, and it is a "5" (which is "6" or less), so the fleet loses 1 population.

Destination Cards

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

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



Distance on Destination Cards

Using Abilities

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

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

Example: An unmanned viper has just been attacked by a raider and an "8" is rolled. Starbuck plays an "Evasive Maneuvers" piloting card, which allows her to reroll the die.

Example of Jumping





1. During the Prepare for Jump step, the current Crisis Card has the prepare for jump icon. The fleet marker is moved one space ahead on the Jump Preparation track. Since this causes the token to enter the Auto Jump space, the fleet jumps. All ships are removed from the game board.
2. The Admiral draws the top two cards of the Destination deck and chooses one to play faceup. The other card is returned to the bottom of the deck.
3. The chosen card is placed faceup next to the Kobol Objective Card. The instructions on the Destination Card are then followed (in this case, to lose 1 fuel and destroy 1 raptor).
4. If this had caused the total distance to equal or exceed four (or eight) units for the first time, then the instructions on the Kobol Card would be followed. In this example, nothing happens since neither of these totals was exceeded for the first time.
5. The fleet token is moved back to the start of the Jump Preparation track.

Kobol Objective Card

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

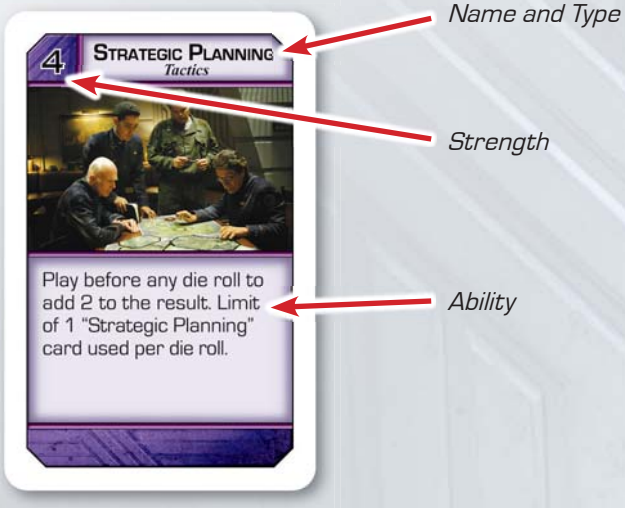
- **Sleeper Agents:** When **four or more units of distance** have been traveled, the remaining Loyalty Cards are dealt out (see "Sleeper Agents Phase" on page 18).
- **Reach Kobol:** After **eight or more units of distance** have been traveled, the humans are only one jump away from winning the game. The next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).

Example: The human players have 1 population resource remaining and have traveled 8 units of distance. William Adama uses the "FTL Control" location to jump the fleet. The humans will win the game due to this jump, as long as they do not lose any population due to the "FTL Control" location.

Skill Cards

At the start of each player's turn, he draws the number and types of Skill Cards indicated by his skill set (listed on his character sheet). These are always drawn regardless of how many cards are already in his hand. These cards are used to overcome skill checks or to provide players with special actions (and other abilities) that they can perform. Each skill type specializes in different strategies:

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



Breakdown of a Skill Card

Hand Limit and Discarding

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

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

Destiny Deck

At the start of the game, a deck of 10 Skill Cards (two of each type) is created and shuffled. Two random cards from this deck are placed into each skill check, and add an element of uncertainty.

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



The Destiny Deck Space on the Game Board

Skill Checks

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

1. **Read Card:** The current player reads the entire card (or location) out loud to all players. Players may then discuss what they would like to do (following the guidelines under "Secrecy Rules" on page 20). If the card requires the current player, the President, or the Admiral to make a choice, he must make the decision at this time. Any choice that does not have a pass/fail effect requires players to carry out specific instructions **instead of** a making a skill check.
2. **Play from Destiny Deck:** Two cards from the Destiny deck are dealt facedown together, starting a common pile. This pile can be placed on the ***Battlestar Galactica*** logo of the game board, or any common area that is in reach of all players.
3. **Play Skills:** Starting with the player that is **to the left** of the current player (and ending with the current player), each player may play **any number** of Skill Cards from his hand facedown to the common pile. Any text on the Skill Cards played onto the pile in this manner is ignored. Only the strength and types of skills on each Skill Card is relevant when played into a skill check.
4. **Shuffle and Divide Cards:** After each player has had one opportunity to play Skill Cards, the current player takes all Skill Cards from the pile and shuffles them. (The cards are shuffled so none of the players will know which players contributed which cards to the pile.) He then deals them faceup into two new piles. All cards that match a skill type (color) listed on the Crisis Card are placed in one pile, and all other cards (i.e., those that do not match) are placed in the other pile.
5. **Total Strength:** The total strength (upper left number) of each card pile is totaled. The total strength of the non-matching pile is subtracted from the total strength 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, then the "pass" result of the skill check is carried out. Otherwise, the "fail" result is followed. All Skill Cards contributed toward the skill check are then discarded into the appropriate discard piles.

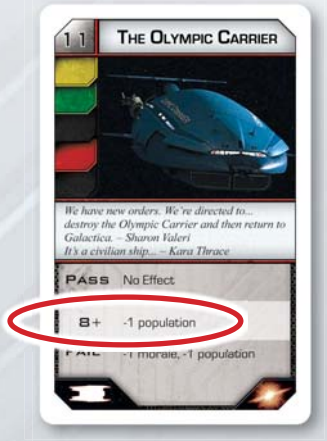
Skill Supervisor

Although it is technically the current player's responsibility to make sure that Skill Cards are discarded properly, many play groups prefer to assign one player the role of **SKILL SUPERVISOR** at the start of the game.

This player is in charge of sorting discarded Skill Cards into the appropriate discard piles. In addition, when a Skill deck runs out, this player is responsible for reshuffling the appropriate discard pile to form a new deck. Lastly, when the Destiny deck runs out, this player is in charge of creating a new Destiny deck (by collecting two of each Skill Card type and then shuffling them together).

Partial Passes

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



A Crisis Card with a Partial Pass Result

Example of a Skill Check



1. During his Crisis step, the current player draws the "Fulfiller of Prophecy" Crisis Card. He reads it aloud and must choose whether to perform a skill check (the top option) or resolve the bottom section. He chooses the top option, and will therefore resolve a skill check.
2. Two cards from the Destiny deck are dealt into a common pile.
3. The player to the current player's left plays two Skill Cards into the pile. The next player decides not to play any cards, and finally, the current player plays a single card.
4. The current player shuffles the pile of cards and divides them into two new piles. Cards that match the skill types on the Crisis Card are placed in one pile, and non-matching cards are placed in the other.
5. Both piles are individually totaled. The non-matching pile total of "3" is then subtracted from the matching pile of total "6," providing a final strength of "3."
6. Since the final strength did not equal or exceed the difficulty of the skill check, the "fail" result is performed. The fleet loses 1 population, and the current player adjusts the population resource dial (from 12 to 11).

Game Board Skill Checks

Three game board locations – "Administration," "Admiral's Quarters," and the "Brig," – instruct the player using the location to carry out a skill check. In these cases, a skill check is resolved (following the rules on page 16). The specific rules for skill checks at these locations are found below:

- **Administration:** The current player chooses any player to nominate for the presidency. A 5 difficulty politics/leadership skill check is resolved with the following results.
  - *Pass:* The nominated player claims the President title.
  - *Fail:* No Effect.



- **Admiral's Quarters:** The current player chooses any character to accuse. A 7 difficulty leadership/tactics skill check is resolved with the following results.
  - *Pass:* The accused character is moved to the "Brig."
  - *Fail:* No Effect.



- **Brig:** The current player attempts to escape the "Brig" location. A 7 difficulty politics/tactics skill check is resolved with the following results.
  - *Pass:* The current player may move his character to any space on *Galactica*.
  - *Fail:* No Effect.





Cylon Players

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

Cylon Objective

For the Cylon players to win the game, they must prevent the humans from completing the Kobol Objective. There are three possible ways of doing this:

- **Run Out a Resource:** If at least one resource is depleted to 0 or less **at the end of a player's turn,** the game immediately ends and the Cylon players win. This is the most common way the Cylons to win. Note that it is possible for the human players to reach 0 of a resource type and then increase it during the same turn without losing the game.
- **Centurion Invasion:** If at least one centurion marker reaches the end of the Boarding Party track, then the crew of the *Galactica* are killed and the Cylon players win (see "Activate Heavy Raiders and Centurions" on page 24).
- **Galactica Destroyed:** If six or more locations on *Galactica* have damage tokens on them at the same time, then *Galactica* is destroyed and the Cylon players win (see "Damage Tokens" on page 25).

Loyalty Cards

Each player starts the game with one Loyalty Card. Later in the game, players receive additional Loyalty Cards (see "Sleeper Agent Phase" on page 19), which increase their chances of being Cylon players.

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

Each Loyalty Card specifies whether the controlling player is a Cylon, is not a Cylon, or is a Sympathizer (see "Sympathizer" on page 19).

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

Sleeper Agent Phase

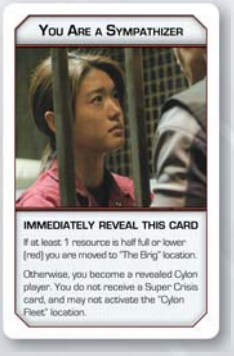
Once the fleet has traveled at least four distance, each player (including revealed Cylon players) is dealt one card from the top of the Loyalty deck. If a player receives a "You are a Sympathizer" card, then he must immediately reveal and resolve it. If he is a revealed Cylon player, then he may first give the card to any other player (who then immediately resolves it).

Sympathizer

In addition to human and Cylon players, there may be a Sympathizer inside the fleet. The "You Are a Sympathizer" card represents a human or Cylon who wishes to side with the other team, and is only used in a four or six player game. This card is not added to the Loyalty deck until after the initial Loyalty Cards have been dealt out.

A player who receives this card **must** immediately reveal it. If at least 1 resource is half full or lower (in the red zone), then the player is moved to the "Brig" location. This card is then treated as a "You Are Not a Cylon" card.

If every resource is more than half full (not in the red zone), then this player becomes a revealed Cylon player for the remainder of the game and follows the game turn steps described under "Revealed Cylon Players" on this page (except for steps "4" and "5.") This player may never activate the "Cylon Fleet" location or play Super Crisis Cards.



The Sympathizer Loyalty Card

Determining if You Are a Cylon



Carl "Helo" Agathon has two Loyalty Cards, one "You Are a Cylon" card and one "You Are Not a Cylon" card. Since he has at least one "You are a Cylon" card, he is a Cylon player. He may reveal himself on his turn (as an action) to perform the special ability listed on his Loyalty Card. If he does so, he becomes a revealed Cylon player (see below).

Revealed Cylon Players

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

1. **Discard:** The player discards down to three Skill Cards.
2. **Lose Titles:** If the player had any Title Cards, they are given to a different player (see "Line of Succession" on page 28).
3. **Resurrect:** The player moves his character token to the "Resurrection Ship" Cylon location.
4. **Receive Super Crisis:** The player receives one random Super Crisis Card. This card remains in his hand and may be played by activating the "Caprica" Cylon location. Super Crisis Cards are treated like normal Crisis Cards, but are immune to all character abilities that affect Crisis Cards.
5. **End Turn:** The player's turn then ends, and the current player token is passed to the player on his left. Note that a player who reveals himself as a Cylon does not draw a Crisis Card at the end of this turn, or any of his future turns (see "Revealed Cylon Players' Turns," below).

Secrecy

A key element of ***Battlestar Galactica: The Board Game*** is the paranoia and tension surrounding the hidden Cylon players. Because of this, secrecy is very important, and the following rules must be observed at all times:

- **Blind Accusations:** Players may accuse each other of being Cylon operatives at any time. Although these blind accusations have no game rule effects, they can help, or confuse, the human players in their hunt to find the Cylons.
- **Open Accusations:** Should one player gain the ability to look at another player's Loyalty Cards, he may choose to keep this information to himself, share it with the group, or even lie about it.
- **Skill Cards and Skill Checks:** Players are **prohibited** from revealing the exact strength of cards in their hands. They may use vague terms such as "I can help out on this crisis a little bit," but they may not make more specific statements such as "I am playing 5 piloting." In addition, after a skill check is resolved, players may not identify which cards they played. The reason for these restrictions is to keep hidden information secret and to protect Cylon players from being discovered too easily.
- **Cards in the Decks:** If a player has the ability to look at cards on the top of a deck, he may not disclose specific information about that card.
- **Revealed Cylons:** Revealed Cylon players must also follow all rules of secrecy. They may not show their hands to other players and may not say which Super Crisis Card they have in their hands.

Revealed Cylon Players' Turns

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

1. **Draw Skills Step:** The Cylon player may draw two Skill Cards of any type(s).
2. **Movement Step:** The Cylon player may move to any other Cylon location.
3. **Action Step:** The Cylon player may perform the action listed on his current location. Revealed Cylons may **not** perform other actions, such as those found on Skill Cards or Quorum Cards. All of the abilities listed on a revealed Cylon player's character sheet are also ignored.

Important Note: There are no "Activate Cylon Ship" and "Prepare for Jump" steps during a revealed Cylon player's turn.

Revealed Cylons and Crises

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

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

Revealed Cylon Players' Skill Cards

Revealed Cylon players only draw two Skill Cards on their turns. A revealed Cylon player may – at his option – play **one** (and only one) Skill Card into each skill check that is resolved.

Revealed Cylon players may not use actions or abilities listed on Skill Cards. They must continue to obey the hand limit rule, and discard down to 10 Skill Cards at the end of each player's turn.

The Destiny deck is still used after a Cylon player has been revealed.

Ship Reference

Galactica



This large ship leads and defends the human fleet, and is depicted in the center of the game board. There are many locations on *Galactica* where characters can take different actions.

Civilian Ships



These small tokens represent unarmed human ships. When one of these ships is destroyed, the resources (usually population) listed on the face of the token are lost. These ships are always kept facedown.

Colonial One



This ship, smaller than *Galactica*, is the President's base of operations and is depicted at the top of the game board. There are several locations on *Colonial One* where characters can take different actions.

Basestars



These large Cylon ships are represented by large punchboard tokens. These ships are often placed in different space areas and can both attack *Galactica* directly and launch raiders and heavy raiders.

Vipers



These plastic ships are used by the humans to defend their fleet and to attack Cylon ships. Vipers are placed in the "Reserves," "Damaged Vipers," or space areas of the game board.

Raiders



These plastic ships are used by the Cylons to attack the fleet. These fragile ships are plentiful, and often attack vipers and civilian ships.

Raptors



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

Heavy Raiders



These plastic ships are used by the Cylons to land boarding parties on *Galactica*. These ships never attack other ships; their sole purpose is to reach the hangar deck and release their deadly centurion boarding parties.

Combat

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

Cylon Attack Cards

When a Cylon attack Crisis Card is drawn, the following steps are performed as listed on the card:

1. **Activate Existing Cylon Ships:** Any existing Cylon ships are activated based upon the icon(s) listed on the card. If there are multiple icons listed, they are activated from left to right, following standard activation rules (see "Activating Cylon Ships" below).
2. **Setup:** Place new Cylon ships, vipers, and civilian ships on the game board as illustrated on the card. Vipers are always placed from the "Reserves" and civilian ships are always drawn randomly from among those in the stockpile and are placed on the game board facedown.
3. **Special Rules:** Most Cylon attack Crisis Cards have a special rule on them, which is followed at this time.

A Cylon attack card is discarded once these three steps have been carried out, unless the card specifies "Keep this card in play," in which case it has an ongoing ability that usually lasts until the fleet jumps.

Activating Cylon Ships

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

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

Activate Raiders



Activate Raiders Icon

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

1. **Attack a Viper:** The raider attacks a viper in its space area. It attacks an unmanned viper if able; otherwise it attacks a piloted viper.
2. **Destroy Civilian Ship:** If there are no vipers in its area, the raider destroys one civilian ship in its area. The current player chooses a civilian ship in the area and flips it over. The resources listed on its face are lost, and the token is removed from the game.
3. **Move:** If there are no civilian ships in the area, the viper moves one space area towards the nearest civilian ship. If several civilian ships are equidistant, it moves **clockwise** around *Galactica*.
4. **Attack Galactica:** If there are no civilian ships on the game board, the raider attacks *Galactica* (see "Attacking" on page 24).

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

Example: The current Crisis Card has been resolved and has the activate raider icon on it. All Cylon raiders on the game board (they are all in the same area) are activated. The first raider attacks a viper in its area and destroys it. As a result, there are no vipers or civilian ships in the second raider's area, so it moves to an adjacent space (towards the nearest civilian ship).

Launch Raiders

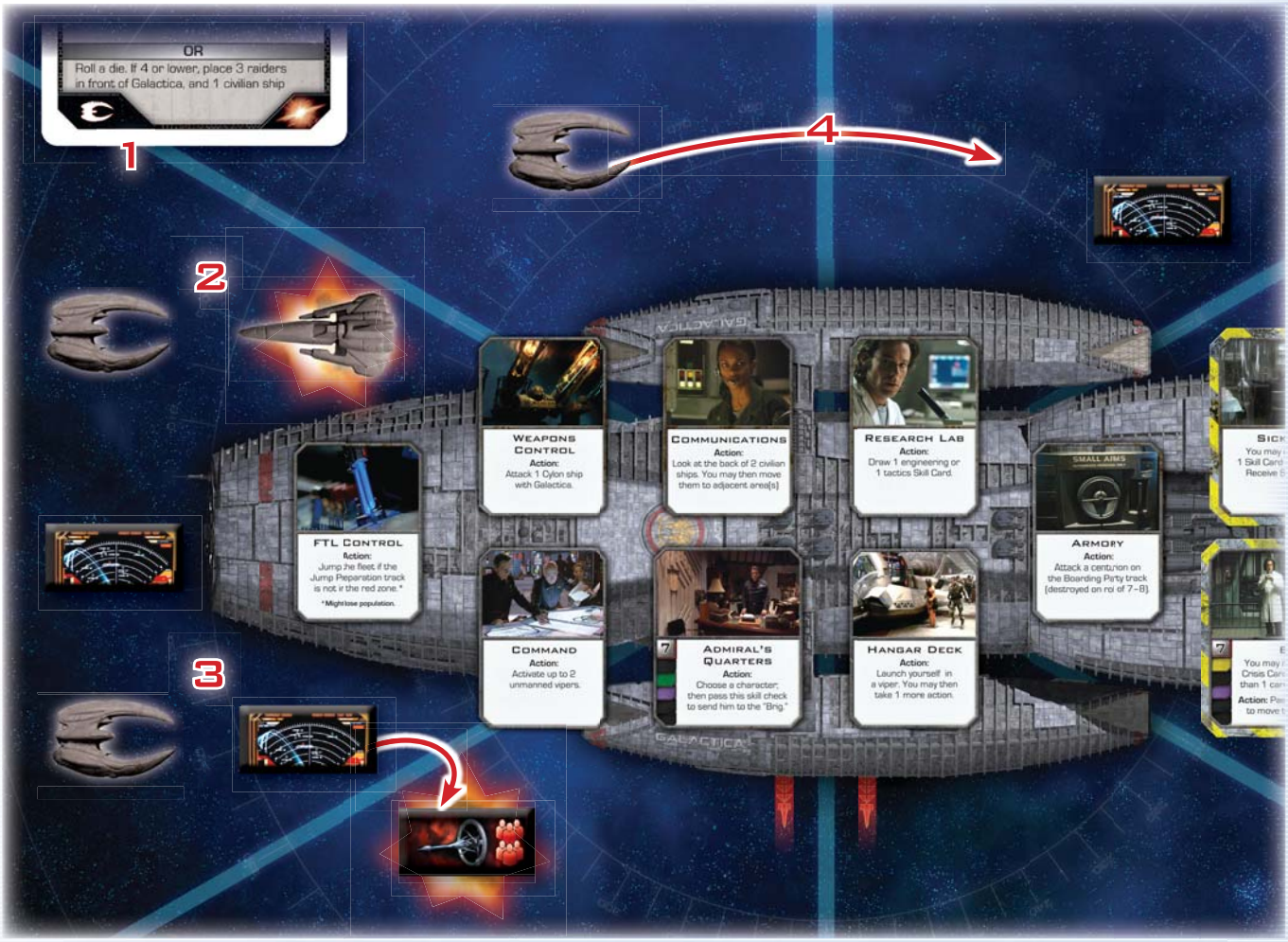


Launch Raiders Icon

When the launch raiders icon appears, each basestar launches three raiders. If there are no basestars in play, then nothing happens.

Whenever a raider (or heavy raider) is launched, the current player takes a ship of the specified type from among those not currently on the game board. He then places it in the launching basestar's area. If all of the raiders are on the game board, then no more raiders may be launched.

Activating Cylon Raiders



1. During the Activate Cylon Ships step, the current Crisis Card has the activate raiders icon. There are multiple raiders on the board, so the current player chooses an area and activates the raiders in that area (one at a time).
2. The first raider attacks a viper in its area, rolls a "5," and damages the viper.
3. The other raider in the area does not have any vipers to attack, so it destroys a civilian ship in its area. The civilian ship token is turned over, and the resources on its face (2 population) are lost.
4. The next area to be activated has a single raider in it. Since there are no ships in its area, the ship moves towards the nearest civilian ship (clockwise). The next time the raider is activated, it will most likely destroy the civilian ship in its area.

Activate Heavy Raiders and Centurions



Activate Heavy Raiders and Centurions Icon

Heavy raiders never attack. They always move towards the nearest space area containing a viper launch icon. If a heavy raider starts its movement in a space with a viper launch icon, the centurions on it board *Galactica*.



A Viper Launch Icon

When centurions from a heavy raider board *Galactica*, that heavy raider is removed from the game board, and a centurion token is placed on the start space of the Boarding Party track. Whenever there are any centurion tokens on the Boarding Party track and heavy raiders are activated (even by a revealed Cylon player), each centurion token moves one space towards the "Humans Lose" space. If a centurion token reaches the end of the track, then the Cylons win the game.



The Boarding Party Track

The human players can attempt to destroy centurions by activating the "Armory" location on the game board.

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

Activate Cylon Basestars



Activate Basestars Icon

When a Cylon basestar is activated, the basestar attacks *Galactica*. The current player rolls a die for each basestar on the game board to find out if the attack damages *Galactica* (see "Attacking," on this page).

Attacking

Whenever a ship attacks, the current player rolls an eight-sided die and consults the entry on the table that corresponds to the target of the attack (and, sometimes, the method of the attack). Depending upon the rolled result, the target can become damaged or be destroyed.

Attack Table

Unit Attacked	Die Result
	3–8 = Destroyed
	7–8 = Destroyed
	5–7 = Damaged 8 = Destroyed
	Automatically Destroyed (no die roll)
	*With Raider:* 8 = Damaged *With Basestar:* 4–8 = Damaged
	*With Viper:* 8 = Damaged *With Galactica:* 5–8 = Damaged *With Nuke:* 1–2 = Damaged Twice 3–6 = Destroyed 7–8 = Destroyed and destroy 3 raiders in the same area.

Note that players may never attack human ships with vipers or with the "Weapon's Control" location.

Damage, Destruction, and Remove from Game

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

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

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

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

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

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

Damage Tokens



Galactica Damage Token



Basestar Damage Token

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



- **Damage Location:** When drawn, this token is placed on the matching location on *Galactica*. All characters in this location are moved to "Sickbay." Characters may move into a damaged location, but may not use the action listed on it (until repaired by an engineering card). When a damaged location is repaired, return the damage token to the pile of unused damage tokens and randomize them



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



- **Critical Hit:** When drawn, this token is placed on the basestar. While it remains, it counts as two damage tokens (it takes three damage tokens to destroy a basestar).



- **Disabled Hanger:** When drawn, this token is placed on the basestar. While it remains, the basestar may not launch raiders or heavy raiders.



- **Disabled Weapons:** When drawn, this token is placed on the basestar. While it remains, the basestar may not attack *Galactica*.



- **Structural Damage:** When drawn, this token is placed on the basestar. While it remains, all attacks against the basestar gain +2 to their die rolls.

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

If six or more areas on *Galactica* have damage tokens at the same time, then 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. Any vipers so removed are returned to the "Reserves," and any civilian ships so removed are shuffled back into the pile of unused civilian ships. Any character who was piloting a viper is moved to the "Hangar Deck" location.

Any centurion tokens on the Boarding Party track remain in play when the fleet jumps.

Activating Vipers

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

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

- **Launch a Viper:** The player takes a viper from the "Reserves" and places it in one of the two space areas marked with the viper launch icon (see page 24).
- **Move a Viper:** The player chooses a viper that is already in a space area. He may move the viper to an adjacent space area. Note that vipers may not fly "over" *Galactica;* they may only move clockwise or counterclockwise "around" it, between directly adjacent space areas.
- **Attack with a Viper:** The player chooses a viper and a Cylon ship that are in the same space area. He then rolls one eight-sided die to resolve an attack following the rules under "Attacking" on page 24.

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

Piloting Vipers

All characters who have piloting in their skill set have the ability to personally pilot a viper. A piloted viper functions slightly differently than an unmanned viper and may not be activated using the "Command" location.

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

Moving and Actions when Piloting

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

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

Viper Destruction

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

Moving from a Viper

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

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

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

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

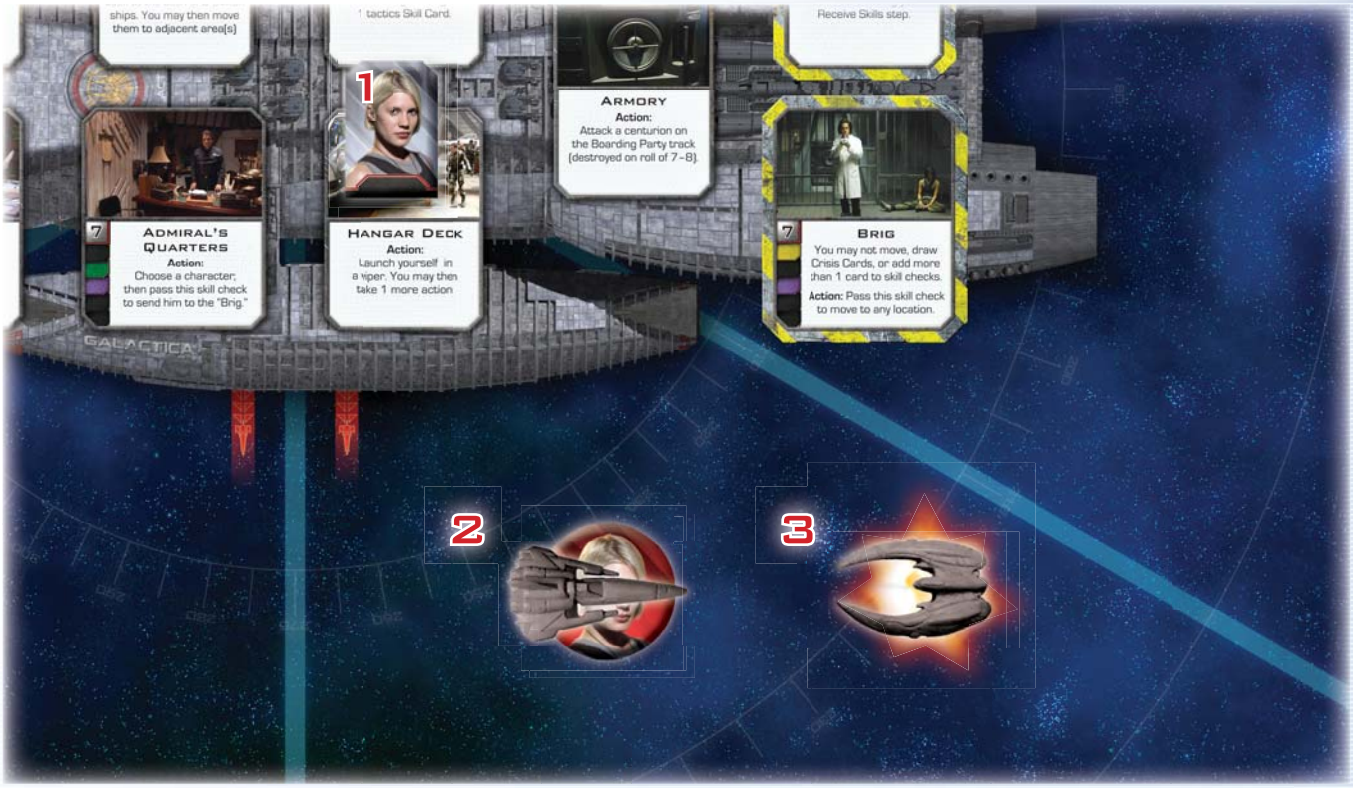


A "Launch Scout" Skill Card

Example: The current player plays the "Launch Scout" tactics card as an action. The card specifies that he may risk a raptor to look at the top card of the Destination or Crisis deck. Because there is at least one raptor in the "Reserves," the player is able to take this action. He rolls a die as instructed, and rolls a "1." Since this does not reach the target number of 3, he does not gain the reward and a raptor is destroyed.



Piloting a Viper and Attacking



1. "Starbuck" uses the action in the "Hangar Deck" location to launch herself in a viper. She removes her character token from the board, launches a viper, and places her piloting token under it.
2. She may then take another action (as specified on the "Hangar Deck" location). She decides to use the action to activate her viper and attack a raider in her area.
3. She rolls a "3," which is exactly enough to destroy the raider. It is removed from the game board, and she proceeds to her Crisis Step.

Note that Starbuck may not use her character's "Expert Pilot" ability (found on her character sheet) in this example because she was not piloting a viper at the start of her turn.

Other Rules

Detailed in this section are miscellaneous rules, including the line of succession for the Admiral and President titles, the way component limitations affect gameplay, and ways to adjust the game to make it less difficult for either the humans or Cylons.

Line 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. In addition, if the Admiral (but not the President) is placed in the "Brig," then the next player in line claims the Admiral title. If an Admiral stripped of his title later moves out of the "Brig," he does **not** automatically reclaim the title.

The orders of succession are:

Admiral

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

President

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

Note that 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. This includes Skill Cards, Quorum Cards, Crisis Cards, Super Crisis Cards, and Destination Cards.

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

Example: A Cylon attack Crisis Card is drawn that requires two basestars to be placed on the game board. There is already one basestar on the game board, so there is only one more that can be placed. The current player decides which of the two basestars listed on the Cylon attack card to place on the game board.

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.

Adjusting Difficulty

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

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

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

Human Player Strategy

The ultimate goal for the human players is to conserve enough resources to travel eight units of distance and then jump to Kobol. This makes their immediate goal to preserve resources, and their long-term goal to travel enough distance.

On the Humans' Turns

Two things need to be taken into account during a human player's turn: first, which resources are in the most danger, and second, which actions are available to the player.

Each character type has a particular specialization. For example, pilots are good at piloting vipers and destroying Cylon ships, while political leaders are good at overcoming Crisis Cards and using the Quorum deck.

At the start of the game, it is important to make sure that resources lost are not all of the same type. For example, morale is most often lost from Crisis Cards, and the loss of morale can often get out of control. Alternatively, population is usually safe from Crisis Cards, but in grave danger when the Cylons attack.

It is also important to be able to determine when to use the "FTL Control" location. For example, it is often not a good idea to use "FTL Control" when population is running low.

Dealing with Cylon Players

The biggest threat to the human players is posed by the Cylons who have infiltrated the fleet. Human players should try to keep an eye on the negative Skill Cards that come up during skill checks and should question each decision made on Crisis Cards. The sooner the humans can get the Cylon players into the "Brig" location, the better. A Cylon player in the "Brig" has limited impact on the game, and is less harmful if he decides to reveal himself.

Preparing for the Sleeper Agent Phase

It is important for human players to keep in mind that even if they do not start as a Cylon, that may change during the Sleeper Agent phase. At the start of the game, it may be a good strategy for the humans to avoid doing too well, because one of them may become a Cylon player during the Sleeper Agent phase. Performing exceptionally well as a human may make winning the game more difficult for a player who switches over to the Cylon side.

Cylon Player Strategy

The ultimate goal of the Cylon players is to make sure the humans lose the game, usually by focusing on a single resource type and running it down to nothing.

While Unrevealed

During skill checks, Cylon players should find any and all reasons to avoid helping out. When they do help out, they should make sure to throw in a negative card (or two) to cancel out their help. However, Cylon players should be careful not to look too suspicious and should make sure to use resource types that other players could have thrown in as well. Often times, the best way to avoid suspicion is to make other players seem more suspicious.

It is fairly important for Cylon players to avoid being placed in the "Brig" while unrevealed. While in the "Brig," Cylon players cannot use the special ability on their Loyalty Cards (but may still reveal themselves). It is often worthwhile to throw other players in the "Brig" to avoid suspicion.

A properly timed reveal can be devastating to the humans. Cylon players should pay attention to the special ability of their Loyalty Cards and wait for the perfect time to strike.

While Revealed

Revealed Cylons have one main purpose: to focus on the weakest resource and destroy it. Morale and population are usually the two easiest resources to decrease. Morale is easiest to decrease by Crisis Cards (through the "Caprica" location), while population is easiest to destroy with Cylon attacks (using the "Cylon Fleet" location).

Revealed Cylon players should usually draw piloting or engineering Skill Cards on their turn, since these types appear on Crisis Cards least frequently.

Card Clarifications

This section clarifies the effects of some cards.

- **Resource Maximums:** Although resources can sometimes be increased by cards, they can never be raised higher than 15.
- **"Food Shortage" Crisis Card:** This card causes the President and current player to discard two cards each. If the President **is** the current player, then he must discard four cards.
- **Choice Crises:** When a player makes a choice on a Crisis Card, he can always choose the top or bottom section of the card, regardless of whether he will be able to fulfill the game text listed (unless the card specifically restricts this).

Frequently Overlooked Rules

- Players always draw all Skill Cards indicated on their character sheet at the start of their turn, regardless of hand size.
- Ships may **only** move into adjacent space areas. They may not move over *Galactica*.
- When a player receives a "You are a Sympathizer" card, he must immediately reveal it.
- When using the "FTL Control" location, population is lost according to the Jump Preparation track on a roll of 6 or less.
- Each player must discard down to 10 Skill Cards at the end of every player's turn.
- Players may move out of "Sickbay" without difficulty, but not the "Brig." They may only move out of the "Brig" by passing the skill check listed on the location.
- Cylon players may only reveal their Loyalty Cards as an Action.
- Revealed Cylon players **are** dealt a Loyalty Card during the Sleeper Agent phase.
- Cylon ships are always activated according to the "Activate Cylon Ships" rules (page 22), even if there is a revealed Cylon player.
- Super Crisis Cards are immune to character abilities that specifically affect Crisis Cards.

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Quick Reference

Player Turn

1. **Receive Skills Step:** Draw Skill Cards according to the skill set on your character sheet. Revealed Cylon players draw two Skill Cards of any type(s).
2. **Movement Step:** Move to any location. If moving to another ship, you must discard one Skill Card.
3. **Action Step:** Activate your location, or use a card that costs an action.
4. **Crisis Step:** The top card of the Crisis deck is resolved.
5. **Activate Cylon Ships Step:** Cylon ships are activated according to the Crisis Card.
6. **Prepare for Jump Step:** If the Crisis Card has the jump icon on it, advance the marker one space on the Jump Preparation track. If the marker is at the end of the track, then jump the fleet.

Important Note: There are no "Activate Cylon Ship" and "Prepare for Jump" steps during a revealed Cylon player's turn.

Skill Checks

1. Read Card
2. Play Two Cards from Destiny Deck
3. Play Skills
4. Shuffle and Divide Cards
5. Total Strength
6. Determine Result

Jumping the Fleet

1. Remove Ships
2. Choose Destination
3. Follow Instructions on Destination Card
4. Kobol Instructions
5. Reset Jump Preparation Track

Activating a Viper

There are three possible things that a player may do when activating a viper:

- Launch a viper
- Move a viper
- Attack with a viper

Activating Cylon Ships

Raiders: Will take one of the following actions (topmost).

1. Attack a viper in its area (unmanned if able).
2. Destroy a civilian ship in its area (current player's choice).
3. Move towards nearest civilian ship (if tied, move **clockwise**).
4. Attack *Galactica*.

If no Raiders are in play, launch two raiders from each Basestar.

Heavy Raiders: Never attack and always move towards the nearest viper launch icon. If activated in a space with a viper launch icon, their centurions board Galactica (see page 24). Each time heavy raiders are activated, centurions are also activated. If there are no heavy raiders in play when a crisis activates them, instead launch one heavy raider from each Basestar in play.

Attack Table

Unit Attacked	Die Result
	3–8 = Destroyed
	7–8 = Destroyed
	5–7 = Damaged 8 = Destroyed
	Automatically Destroyed (no die roll)
	*With Raider:* 8 = Damaged *With Basestar:* 4–8 = Damaged
	*With Viper:* 8 = Damaged *With Galactica:* 5–8 = Damaged *With Nuke:* 1–2 = Damaged Twice 3–6 = Destroyed 7–8 = Destroyed and destroy 3 raiders in the same area.

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