

# BATTLESTAR GALACTICA

THE BOARD GAME



**Syfy**  
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PEGASUS EXPANSION  
RULES OF PLAY



*The desperate journey continues. The Battlestar **Galactica** shepherds humanity's last survivors through the stars, searching for a new home. But now, they are no longer alone. The formidable Battlestar **Pegasus** has joined the struggle against the Cylon forces that relentlessly pursue them.*

*However, the war is turning the humans colder, crueler, and more paranoid. Cylon agents may still be hidden in the fleet, perhaps not even aware of their true nature. Anyone may secretly be waiting for the perfect moment to betray humanity.*

## Expansion Overview

The **Pegasus** expansion for **Battlestar Galactica: the Board Game** provides a wealth of new options to expand your gameplay experience. Players can take command of the Battlestar **Pegasus**, forge an alliance with Cylon leaders, and spearhead the New Caprican resistance, all while continuing their search for a new home.

The components of this expansion — the **Pegasus** game board, the new characters, and the new cards — are designed to work together. In most cases, if the players want to use at least one element from the expansion, they should use all of the elements, incorporating them into the **Battlestar Galactica** core game. For rules on using individual components, see "Selective Variants" on page 18.

## Component List

In this box you will find the following:

- This Rulebook
- Pegasus Game Board
- New Caprica Game Board
- 7 Character Sheets
- 18 Cardboard Tokens consisting of
  - 7 Character Tokens
  - 1 Piloting Token
  - 4 Occupation Forces Tokens
  - 4 Pegasus Damage Tokens
  - 1 Scar Token
  - 1 Cylon Locations Overlay

- 82 Large Cards consisting of:
  - 20 Crisis Cards
  - 30 New Caprica Crisis Cards
  - 3 Loyalty Cards
  - 12 Agenda Cards
  - 9 Quorum Cards
  - 5 Super Crisis Cards
  - 1 Admiral Title Card
  - 1 President Title Card
  - 1 Infiltration Reference Card
- 64 Small Cards consisting of:
  - 5 Leadership Skill Cards
  - 5 Tactics Skill Cards
  - 12 Politics Skill Cards
  - 5 Piloting Skill Cards
  - 5 Engineering Skill Cards
  - 26 Treachery Skill Cards
  - 5 Destination Cards
  - 1 New Caprica Objective Card
- 2 Plastic Basestars
- 7 Plastic Character Stands

## Component Breakdown

The following sections briefly describe and identify the different components of the **Pegasus** expansion.

## Pegasus Game board

This game board features locations on Battlestar **Pegasus**, and it provides humans with valuable new abilities during their travels. At the bottom of the board, a space has been designated for placing the Treachery Skill deck during play.



## New Caprica Game board

This game board features locations on the surface of New Caprica that may be used by either humans or Cylons. Characters are moved to this board at the start of the New Caprica phase (see page 13) as the Cylons hold humanity prisoner. This board is only used when playing with the New Caprica Objective Card.



## Pegasus Damage Tokens

These tokens are used in a similar fashion as the Galactica Damage tokens from the core game, to randomize and mark damaged locations on *Pegasus*. There is one token for each *Pegasus* location (see page 9).



## Scar Token

Scar is a dangerous Cylon raider occasionally encountered by the human fleet. This token is used to mark which Cylon raider is Scar, when called for by a Crisis Card.



## Character Sheets

These character sheets feature four new human characters and three Cylon Leaders (a new character type described in detail on page 10).



## Cylon Location Overlay

This large overlay is meant to be placed over the Cylon locations of the core game board. The new locations on the overlay are used instead of the Cylon locations on the original board.



## Character Tokens and Stands

These tokens represent the new playable characters (including Cylon Leaders) included in this expansion. Before playing your first game, the tokens are slotted into plastic stands.



## Crisis Cards

These cards augment the existing Crisis deck found in the core game. They feature new mechanics specific to the *Pegasus* expansion, and depict events surrounding *Galactica's* encounter with *Pegasus*.



## Piloting Token

This token is used with the new pilot character, Louanne "Kat" Katraine. It functions exactly like the piloting tokens found in the core game.



## New Caprica Crisis Cards

These alternate Crisis Cards are used during the New Caprica phase at the end of the game (see page 13).



## Occupation Forces Tokens

These special tokens are only used on the New Caprica game board. They represent the Cylon forces that patrol New Caprica.



## Loyalty Cards

These cards are periodically dealt to players to inform each player whether or not he is a Cylon. The new "You Are a Cylon" card may be used in constructing any Loyalty deck that includes *Pegasus* components. The "You Are a Sympathetic Cylon" card is included for playing the Sympathetic Cylon variant (see page 18).



## Agenda Cards

There are two sets of Agenda Cards for the Cylon Leaders - Hostile and Sympathetic. These cards provide Cylon Leaders with specific objectives they need to fulfill in order to win the game. The number of players determines the deck from which the Cylon Leader draws his Agenda (see the Cylon Leader rules on page 10 for more details).



*Hostile Agenda Cards*



*Sympathetic Agenda Cards*

## Quorum Cards

These cards are added to the Quorum deck of the core game. The President may use these cards to help augment the human's resources and fend off threats from the Cylon forces.



## Super Crisis Cards

These cards are added to the core game's Super Crisis deck. They represent extremely challenging situations players must face, including some that force devastating decisions on the humans.



## President and Admiral Title Cards

When using the New Caprica Objective Card, replace the Title Cards from the core game with these cards. The new Title Cards are given to the players who hold the corresponding title, and they include abilities specific to the New Caprica phase of the game (see page 13).



## Infiltration Reference Card

This reference card is used by a Cylon Leader when he is infiltrating the human fleet.



## Politics, Leadership, Tactics, Piloting, and Engineering Skill Cards

These new cards, five for each deck, augment the existing Skill Card decks with exciting new abilities. There are also seven replacement "Investigative Committee" Politics Skill Cards for the Politics deck (see page 6).



## Treachery Skill Cards

This new skill type provides powerful new abilities for Cylon players and adds a constant menace to every skill check.



## Destination Cards

These cards are mixed into the existing Destination deck, and provide new locations for the human fleet to discover.



## New Caprica Objective Card

This card replaces the Kobol Objective Card found in the base game. The New Caprica Objective Card is designed to only be used in conjunction with the other *Pegasus* expansion components, such as the *Pegasus* game board and Treachery Cards.



## Plastic Basestars

These sculpted plastic basestars replace the basestar tokens found in the core game. When the basestar is damaged, simply place the basestar damage token adjacent to it on the game board.



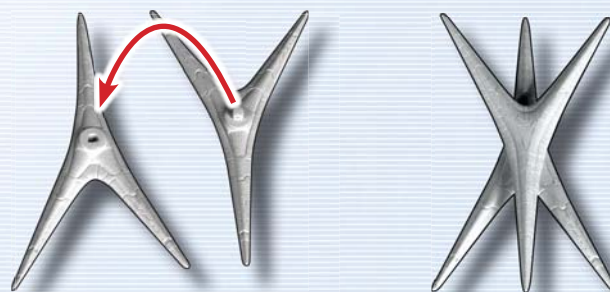
## Pegasus Expansion Icon

All cards in this expansion are marked with the *Pegasus* expansion icon on their front, to allow easy distinction from the core game of *Battlestar Galactica: the Board Game*.



The *Pegasus* Expansion Icon

## Assemble the Basestars



The two plastic basestars are packaged in the *Pegasus* expansion as two separate halves. To assemble them, gently snap the halves together as shown in the diagram.

Once assembled, place the basestars adjacent to the game board. The basestar models **replace** the basestar tokens in the core *Battlestar Galactica* game – do not use the basestar tokens in addition to the models.

# Expansion Setup

Before playing, set up the core game as normal while using the following instructions for incorporating the expansion.

1. **New Characters:** Add the seven new character sheets to the mix of available characters.
2. **Pegasus Game board:** Place the *Pegasus* game board to the right of the core game board, lining up the bottom of the two boards.
3. **New Caprica Game board:** Set the New Caprica game board aside. It will not be needed until the New Caprica phase (see page 13). If you are not using the New Caprica Objective Card, return the New Caprica game board to the box (see "Selective Variants" on page 18).
4. **Cylon Overlay:** Place the Cylon Overlay over the Cylon locations on the core game board.
5. **New Skill Cards:** Add the new Politics, Leadership, Tactics, Piloting, and Engineering Skill Cards to their respective decks. Remove the core game's "Investigative Committee" cards from the Politics Skill deck and return them to the box. Shuffle the Treachery Skill Cards and place them below the area marked for them on the *Pegasus* game board. *When creating a Destiny deck, include two Treachery Cards, for a total of 12 cards in the deck.*
6. **New Crisis, Destination, Quorum, and Super Crisis Cards:** Shuffle the new Crisis, Destination, Quorum, and Super Crisis Cards into their respective decks.
7. **New Loyalty Cards:** Add the new Loyalty Cards to the ones provided in the core game. These will be used when constructing the Loyalty deck.
8. **New Caprica Crisis & Objective Cards:** Shuffle the New Caprica Crisis Cards and set them aside. They will not be needed until the New Caprica phase (see page 13). Place the New Caprica Objective Card by the Destination deck and return the Kobol Objective Card to the box. (If you prefer to play with the Kobol Objective Card, see "No New Caprica" on page 18)
9. **Agenda Cards:** Separate the Agenda Cards into the Sympathetic and Hostile Agenda decks. (Using Agenda Cards is described on page 10.) If you are playing a three player game, do not use Cylon Leaders or the Agenda decks.
10. **The Scar Token, Occupation Forces Tokens, and Pegasus Damage Tokens:** Place these tokens adjacent to the core game board. Keep the Pegasus damage tokens separate from the Galactica damage tokens.



# Rules Changes and Clarifications

All of the rules found in this book supersede the rules found in the core game, and should always be used when playing the *Pegasus* expansion. This section contains a number of general rules changes that contradict and replace those found in the core game.

## “Cylon Players” and “Human Players”

Occasionally, game elements may refer to “players,” “human players,” or “Cylon players.” The term “players” is inclusive and refers to all individuals currently playing the game. The terms “human players” and “Cylon players” are more restrictive. The term “Cylon players” refers to revealed Cylons, but not to players who have a hidden “You Are a Cylon” Loyalty Card. The term “human players” refers to all players who are not revealed Cylons.

A Cylon Leader is considered a “human player” when he is Infiltrating and a “Cylon player” when he is not Infiltrating.

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

*Example: Aaron, Beth, Carlos, and Deirdre are playing a four-player game. Aaron, Beth, and Carlos all have hidden Loyalty Cards and Deirdre is a Cylon Leader. Even though Aaron secretly has a “You Are a Cylon” Loyalty Card, Aaron, Beth, and Carlos are all considered “human players.” Later, an effect is triggered from a Crisis Card that reads “all players discard 1 Skill Card and draw 1 Treachery Skill Card.” Aaron, Beth, and Carlos each discard 1 Skill Card, but since Deirdre is not currently Infiltrating, she can choose to ignore that part of the effect. Then, all four players draw 1 Treachery Skill Card.*

## Destroying Civilian Ships

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

During the New Caprica phase, all remaining civilian ships are stacked on top of the “Locked Civilian Ships” box. When a civilian ship on New Caprica is destroyed (such as by an occupation forces activation or a New Caprica Crisis Card), destroy the civilian ship on top of the Locked Civilian Ships stack. If the Locked Civilian Ships stack is empty, destroy the civilian ship on top of the Prepared Civilian Ships stack. If both stacks are empty, no civilian ship is destroyed.

## Handing off Excess Loyalty Cards

Due to the revised “Resurrection Ship” Cylon location, the way Cylon players are able to give players face down Loyalty Cards has changed as follows.

- **Revealing a Loyalty Card:** 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 (do this before the End Turn step of the revealing process).
- **Sleeper Phase:** 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 Sympathizer” or a “You Are a Sympathetic Cylon” card, he does not reveal it. Instead, the human player he passes it to must immediately reveal this Loyalty Card as if it had been dealt to him.

## Revealed Cylon Players

The following changes apply to a revealed Cylon player’s turn.

- **Draw Skills Step:** A Cylon player may draw two Skill Cards of any type, however **each Skill Card must come from a different Skill type**. In other words, a Cylon player may not draw more than one Skill Card from any single Skill deck during his Draw Skills step.
- **Movement Step:** In lieu of moving during this step, 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. For example, if a Cylon player activated the “Caprica” location and chose a Crisis Card that has a “prepare for jump” icon on it, the fleet marker advances one space up the Jump Preparation track (after resolving the Crisis Card).

Note that Cylon Leaders follow slightly different rules; see Cylon Leaders on page 10.

## Timing

If two or more players wish to play a card at the same time, (such as two players wishing to use different Skill Card abilities before resolving a Skill check), the current player decides which player may play his card first. If a card cannot be played as a result (for example if both cards were **Reckless** – see page 9), it is returned to the hand of the player who tried to play it.

## Revised Line of Succession

Should the President or Admiral be revealed to be a Cylon, the highest player in the line of succession for that title claims the title. In addition, if the Admiral (but not the President) is placed in the "Brig," then the highest 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**. (Note that when the Admiral is sent to "Detention" he retains his title.)

Should the President or Admiral be executed (see page 12), the highest player in the line of succession (including the new character replacing the executed character, if any) for that title claims their title.

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

The orders of succession are:

### Admiral

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

### President

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

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

## 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 Quorum Cards in her hand, she must discard Quorum Cards until she has 10.

## Hazardous Locations

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



*Example of a Hazardous Location*



# How To Use This Expansion

This section describes in detail how to use all of the new component types and new game rules. It is important to note that all of the rules in this section should be used when using the *Pegasus* expansion. Many of the components and rules in this section rely on one another to function correctly. For rules on using selective components see "Selective Variants" on page 18.

## Pegasus Game Board

The four locations on the *Pegasus* game board are now available for humans to visit and use, and collectively they give the humans several powerful new options. *Pegasus* is a separate ship, similar to *Colonial One*, and characters **must discard one Skill Card to travel between ships** (see page 10 of the core game rules).

Characters piloting vipers may move to *Pegasus* by discarding one Skill Card and moving their viper to the reserves, just like moving to *Galactica* or *Colonial One*.

## Damaging and Destroying *Pegasus*

*Pegasus* locations, like *Galactica* locations, may be damaged by Cylon attacks, and follow similar rules for damage and repair. Each time *Galactica* would be damaged, **the current player may choose to draw a *Pegasus* damage token instead of a *Galactica* damage token**. These tokens behave identically to *Galactica* damage tokens, except that they depict *Pegasus* locations.

If all four *Pegasus* locations have a damage token on them at the same time, *Pegasus* is destroyed. Move all characters on *Pegasus* to "Sickbay," and characters may not move to *Pegasus* for the rest of the game.

## Revised Cylon Locations

This expansion includes revised Cylon locations depicted on a punchboard overlay. These locations **replace** the existing Cylon locations from the core game. Pay careful attention to how these locations have changed (for example, the "Resurrection Ship" is now a Hazardous location).

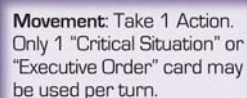
## Skill Cards

### New Abilities

This expansion includes new Skill Cards for each Skill type, as well as a new Skill type: Treachery. There are a variety of new Skill Card abilities, some of which are actions while others are triggered effects similar to those found in the core game. There are, however, some new game concepts introduced on these cards that are described below:

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

*Example: Beth, a human player, chooses to not leave her location during her Movement step and instead plays a "Critical Situation" Tactics Card. She may not move or play any additional Skill Cards with Movement powers this turn.*

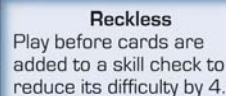


**Movement:** Take 1 Action. Only 1 "Critical Situation" or "Executive Order" card may be used per turn.

**Reckless** Skill Cards are played before any cards are added to a Skill check. They represent an effort to cut corners or make sacrifices to help resolve the challenge. **Only 1 Reckless Skill Card may be played for each Skill check.**

When a Reckless Skill Card is played, the current Skill check is considered Reckless. Some Treachery Cards have effects that are triggered when they are revealed in a Reckless Skill check (see page 10).

*Example: Carlos, a human player, has decided a Skill check is important enough to take some risks, so before any cards are added, he plays the "Jury Rigged" Engineering Card. The card reduces the difficulty of the check by 4, but makes it a Reckless Skill Check. No further Skill Cards with Reckless effects may be played to affect this Skill Check.*



**Reckless**  
Play before cards are added to a skill check to reduce its difficulty by 4.

Reckless Skill Check abilities appear only on Treachery Cards, and are triggered when revealed as part of a Skill check that has been made Reckless through the use of a Reckless Skill Card. Unlike other Skill Cards, Reckless Skill Check card text is not ignored during a Skill check.

The effects of these cards are triggered regardless of whether they were played by a human player, Cylon player, or were simply added from the Destiny deck.

*Example: After Carlos has made a Skill Check Reckless by playing his "Jury Rigged" card, it is discovered that 2 "Broadcast Location" cards have been played into the Skill check. Each Reckless Skill Check ability is triggered only once in a Skill check, so 1 basestar is placed in front of *Galactica* and 1 civilian ship is placed behind *Galactica*.*

**Reckless Skill Check:**  
Place 1 basestar in front of *Galactica* and 1 civilian ship behind *Galactica*. Only 1 of this ability may be resolved in each Skill check.

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



*The Skill Check Ability Icon*

## Treachery

Treachery is a new Skill type, representing nefarious and underhanded tactics. Unlike other Skill types, it is primarily used by Cylon players.

**Text abilities on Treachery Cards may not be used by human players.** These abilities may only be used by Cylon players. (Note, however, that Reckless Skill Check powers on Treachery Cards will take effect regardless of who played them, see above.) This is an exception from the normal rules governing revealed Cylon players (who normally may not use abilities from Skill Cards), and makes Treachery a highly desirable Skill type for Cylon players.

Treachery Cards range in value from 1 to 3. Unless otherwise specified, **Treachery is counted as a negative in all Skill checks.** A human player should be wary of drawing Treachery – other humans will almost certainly accuse him of being a Cylon if he does so voluntarily! Treachery Skill Cards do count as positive strength when activating either the "Airlock" or "Resistance HQ" locations (as noted on these locations).

When players choose Skill Cards to discard, they may select Treachery Cards, but should be careful. A Cylon player may play "Sabotage," a Treachery Card that will damage *Galactica* when played immediately after a human player discards a Treachery Card.

Finally, it is important to remember that **two Treachery Cards are added when creating a Destiny deck** (for a total of 12 cards in the deck).

## Cylon Leaders

Three of the characters included in this expansion are Cylon Leaders, a new type of character that begins the game as a revealed Cylon. Cylon Leaders have powerful abilities and offer a fun and unique gameplay experience. However, their Agendas make them more challenging to play than other characters.

These characters are recommended for experienced players only. Cylon Leaders follow all the normal rules for revealed Cylons, except as noted in this section.

### Choosing a Cylon Leader

At the beginning of the game, up to one player may choose to play as a Cylon Leader. **Cylon Leaders may not be used in a three player game.**

As long as these restrictions are followed, any player may choose to play as a Cylon Leader. If more than one player wants to play as a Cylon Leader, priority goes to the player who chooses his character first.

### Agenda Cards

When a player chooses to play a Cylon Leader, he receives an Agenda Card instead of a Loyalty Card. When the other players are being dealt Loyalty Cards during setup, he draws one Agenda Card from either the Hostile Agenda deck (when playing a five-player game) or the Sympathetic Agenda deck (when playing a four or six-player game).

The Sympathetic Agenda deck is more likely to be favorable to the human team, and the Hostile Agenda deck is more likely to be unfavorable to the human team. See "Creating the Loyalty Deck in Games with a Cylon Leader" on page 11 for more information.

The Agenda Card details unique victory conditions for the Cylon Leader, **All conditions listed on the card must be met in order for the Cylon Leader to win.** Note that Cylon Leaders may win with the humans or the Cylons, as specified by their Agenda Card. However, Cylon Leaders are considered revealed Cylon players unless Infiltrating (see next page).

Under no circumstances should a Cylon Leader ever reveal his Agenda Card during the game. He may claim to be trying to help either Cylon players or human players (although he is not obliged to tell the truth). Any other information on the Agenda Card may not be discussed.

## Playing a Cylon Leader

Cylon Leaders follow all rules for revealed Cylons, except as noted here:

Cylon Leaders have a Skill set, and must draw their Skill Cards from within their Skill set. At the start of the game, Cylon Leaders draw only two Skill Cards, not three.

The abilities (including the negative ability) printed on a Cylon Leader's character sheet are always in effect. Cylon Leaders may use action-abilities printed on their character sheet, instead of using the action listed on their current location (or an Action on a Treachery Card.)

## Infiltrating

A Cylon Leader may Infiltrate the humans by using the revised "Human Fleet" location. When a Cylon Leader Infiltrates, he may move from the "Human Fleet" location to any *Galactica* location. When Infiltrating, a Cylon Leader follows these special rules, which are summarized on the Infiltrate 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 may not move to Cylon locations (as long as he remains Infiltrating). This means that a Cylon Leader 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 Infiltrating Cylon Leader (Infiltrator) may draw one extra Skill Card (from within his Skill set) during his Receive Skills step (for a total of three cards instead of two). This additional card **may** be of a type that he has already drawn.
- An Infiltrator may **never** become President or Admiral.
- An Infiltrator may play a maximum of two Skill Cards into each Skill check. (An Infiltrator in the "Brig" may only play one Skill Card into each Skill check.)
- An Infiltrator still wins or loses as determined by his Agenda Card; they do 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 discard all but three Skill Cards from his hand** (of his choice). If a Cylon Leader returns to the "Resurrection Ship" for any reason (including being executed), he is no longer Infiltrating.

## Creating The Loyalty Deck in Games with a Cylon Leader

When building the Loyalty deck in a game with a Cylon Leader, use the following mix of cards instead of the mixes found under step 2 of the "Creating the Loyalty Deck" section of the core game rules.

**Three Players:** Cylon Leaders are not available in a three player game.

**Four Players:** Create a six-card deck consisting of:  
1x "You Are a Cylon" card  
5x "You Are Not a Cylon" cards  
Deal one random Sympathetic Agenda Card to the Cylon Leader.

**Five Players:** Create an eight-card deck consisting of:  
1x "You Are a Cylon" card  
7x "You Are Not a Cylon" cards  
Deal one random Hostile Agenda Card to the Cylon Leader.

**Six Players:** Create a 10-card deck consisting of:  
2x "You Are a Cylon" cards  
8x "You Are Not a Cylon" cards  
Deal one random Sympathetic Agenda Card to the Cylon Leader.

**Important Notes:** Remember to add one extra "You Are Not a Cylon" card for each "Gaius Baltar" or "Sharon Valerii" character playing before shuffling and distributing the Loyalty Cards.

If a Cylon Leader is in play, do not use the "You are a Sympathizer" Card, regardless of the number of players.

# Execution

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

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

1. **Discard Cards:** He discards his hand of Skill Cards. (Quorum Cards in his hand are unaffected.) He also discards any Quorum Cards played on his character (for example the "Assign Mission Specialist" Quorum card).
2. **Prove Loyalty:** If one or more of the player's Loyalty Cards is a "You Are a Cylon" card, he reveals one "You Are a Cylon" card and gives all his remaining facedown Loyalty Cards to a human player of his choice. (The player does not take the Action on his "You Are a Cylon" Loyalty Card.) He then proceeds to step 4, "Cylon."

If all of the player's Loyalty Cards are "You Are Not a Cylon" cards, he reveals all of them and proceeds to step 3, "Human." (If a player is a Cylon Leader, he has no Loyalty Cards to reveal, but instead proceed to step 4, "Cylon." **He does not reveal his Agenda Card.**)

3. **Human:**
  - A. Lose 1 morale.
  - B. The player returns his character sheet and token to the game box — this character may no longer be used during the game.
  - C. If Sharon "Boomer" Valerii is executed before the Sleeper phase, immediately deal a new card from the Loyalty deck to her player.
  - D. The player then chooses a new character, placing that character in his starting location. He may choose any character without regard to character type, excluding Cylon Leaders (however, the player should consider the identities of known humans and suspected Cylons when selecting his character).

If the player has already used his character's once-per-game ability, the new character's once-per-game ability will not be available for use. Each player only gets to use one once-per-game ability, regardless of the number of characters he plays.

4. **Cylon:**
  - A. Move to the "Resurrection Ship" Cylon location.
  - B. Follow the normal procedure for a revealed Cylon, but **do not draw a Super Crisis Card.**

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

If the Admiral or President is executed, the title will change hands **after** the new character is selected. See the "Revised Line of Succession" section on page 8 for more information.

*Example: Aaron's character has been executed. He immediately discards all of his Skill Cards. Since one of his Loyalty Cards is a "You Are a Cylon" card he reveals it, but keeps his other Loyalty Card facedown. Aaron chooses a human player, Carlos, and gives him the remaining facedown Loyalty Card.*

*Since he was not revealed to be a human, no morale is lost and no new character is chosen. Aaron moves his character to the "Resurrection Ship" location, but does not draw a Super Crisis Card.*

## Rules for Selecting Specific Characters after an Execution

Sharon "Boomer" Valerii, Karl "Helo" Agathon, Lee "Apollo" Adama, and Gaius Baltar all have unique rules that complicate their selection as characters after an execution as follows.

### Sharon "Boomer" Valerii

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

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

### Karl "Helo" Agathon

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

### Lee "Apollo" Adama

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

### Gaius Baltar

If Gaius Baltar is selected as a new character before the Sleeper phase, immediately add one "You Are Not a Cylon" card to the Loyalty deck, shuffle it, and deal one Loyalty Card to his player.

If Gaius Baltar is selected as a new character after the Sleeper phase, he may not use his "Cylon Detector" ability.

# The New Caprica Phase

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

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

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

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

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

## New Caprica Setup

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

1. **Place New Caprica Game Board:** Place the New Caprica game board to the right of the core game board, aligned with the top edge of the *Pegasus* game board.
2. **Main Game 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 will remain in place and are unaffected by any game mechanic until *Galactica* returns to orbit.
3. **Move Humans:** Human players move their characters to "Resistance HQ."
4. **Move Cylons:** Cylon players move their characters to "Occupation Authority."
5. **Move Civilians:** Place all (non-destroyed) civilian ships, including any in space areas by the Destination Card, in a stack on the "Locked Civilian Ships" box next to the "Shipyard" location.

6. **Place the New Caprica Crisis Deck:** Shuffle the New Caprica Crisis deck and place it by the game board. Return the normal Crisis deck to the box. It will not be used during the remainder of the game.
7. **Reset Fleet Marker:** Place the fleet marker on the "Start" space of the Jump Preparation track.

## Moving During the New Caprica Phase

Until *Galactica* returns to orbit (see page 17), no player (human or Cylon) may move to any location other than the New Caprica locations. After *Galactica* returns, humans may move to any New Caprica, *Galactica*, or *Pegasus* location (provided the *Pegasus* has not been destroyed). A player must discard one Skill Card when moving between ships and/or the planet surface. Similarly, after *Galactica's* return, Cylon players may move to any New Caprica or Cylon locations. If moving between New Caprica and the Cylon locations, the Cylon player must discard one Skill Card.

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

## New Caprica Board Setup

The diagram illustrates the setup of the New Caprica board. It shows the New Caprica Game Board placed to the right of the main game board. The board features several locations: Medical Center, Resistance HQ, Occupation Authority, Breeder's Canyon, and Shipyard. The diagram also shows the placement of Crisis Cards and the Locked Civilian Ships box. The setup is numbered 1 through 3, corresponding to the instructions below.

1. Human players place their characters on the "Resistance HQ" location.
2. Cylon players place their characters on the "Occupation Authority" location.
3. All remaining civilian ships are stacked on top of the "Locked Civilian Ships" box.

## New Caprica Locations

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

- Until *Galactica* returns to orbit, when a character would be sent to the "Resurrection Ship" (either due to revealing himself as a Cylon or being executed), he is instead sent to the "Medical Center." After *Galactica* returns to orbit, characters are sent to the "Resurrection Ship" as normal.
- Any effect that would send a character on a New Caprica location to the "Brig" sends them to "Detention" instead.
- Any character ability that applies to the "Brig" applies instead to "Detention" while that character is on a New Caprica location.
- While the President is on a New Caprica location, any Quorum Card effects that apply to the "Brig" apply to "Detention" instead. (Note that, as stated on the new President Title Card, when the President plays a Quorum Card while on a New Caprica location, she rolls a die. If 3 or less, she is sent to "Detention.")
- As is the case with the "Brig," players may not use the reveal actions on Loyalty Cards while in "Detention."
- When the Admiral is sent to "Detention," he retains his Admiral title card.
- Cylon players cannot be sent to "Detention."

## "Human Action" and "Cylon Action" Locations

Some locations on New Caprica have actions listed as "Human Action" or "Cylon Action." Only a human player may use a "Human Action" ability. Only a Cylon player may use a "Cylon Action" ability. (For clarification on the different types of players, see "Cylon Players" and "Human Players" on page 7.)

## Attacking Occupation Forces

A human player on New Caprica may always use an action to attack occupation forces (see page 15) in his location. To do so, he rolls a die. If the result is a 5 or higher, the attack is a success and one occupation forces token in that location is removed from the board. The human player may also discard a "Maximum Firepower" Skill Card to reroll the die. (Note that if a "Strategic Planning" Tactics Card has been played on this roll, the reroll also receives +2 to its result.)

*Example: Beth, a human player, has moved her character to the "Breeder's Canyon" location to destroy the occupation forces located there. As her Action she attacks and rolls a die. Her result is a 2, which fails to destroy the occupation forces. However she discards a "Maximum Firepower" Piloting Card to roll again. The second result is a 4, which also fails.*

## Detaining a Human

If a Cylon player's character is in the same location as a human character and an occupation forces token (see page 15), 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."

*Example: Aaron is a Cylon player, and on his turn he moves his character to the "Breeder's Canyon" location. Since there is both an occupation forces token and Beth's human character also in this location, he may use his Action to detain the human. He rolls a die and gets a result of 6. Beth's character is sent to the "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 in the same manner as normal crises, with a number of exceptions and special rules as listed in this section.

Any game effect that targets the Crisis Deck also affect the New Caprica Crisis Deck (for example, the "Launch Scout" Tactics Card).

## Cylon Ship and Occupation Forces Icons

Until the *Galactica* returns to orbit (see page 17), all **Cylon ship activation icons are ignored**. During the New Caprica phase, however, occupation forces are activated by the occupation forces icon (see page 15).



*Activate Occupation Forces Icon*

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

## Activating Occupation Forces

Occupation forces tokens represent the Cylons' armed centurion patrols.

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

If an occupation forces token on the "Shipyard" location is activated, remove it from the game board and destroy the civilian ship on the top of the "Locked Civilian Ships" box. If the Locked Civilian Ships stack is empty, destroy the civilian ship on top of the Prepared Civilian Ships stack. If both stacks are empty, no civilian ship is destroyed.

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

## Preparing for Jump and Evacuating Civilian Ships

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



*Evacuation Icon and the Prepare for Jump Icon.*

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

## Example of Activating Occupation Forces



1. During the Activate Cylon Ships step, occupation forces are activated.
2. Each occupation forces token is moved to the next location to the right.
3. The occupation forces token on the "Shipyard" location is activated. It is removed from the board and the civilian ship on top of the Locked Civilian Ships stack is destroyed.
4. The destroyed civilian ship is flipped over. The resources listed on its face are lost and the token is removed from the game.



## Prepared Civilian Ships and Locked Civilian Ships

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

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

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

When the Admiral ends the game (by using the action on the new Admiral Title Card), any civilian ships in either the Prepared Civilian Ships box or the Locked Civilian Ships box are destroyed.

## Before Galactica Returns to Orbit

During the New Caprica phase, ignore any effect that would place, destroy, or move ships in any space area around *Galactica* or centurions on the Boarding Party track, until the *Galactica* returns to orbit (see page 17). Additionally, locations on *Galactica* and *Pegasus* may neither be damaged nor repaired until *Galactica* returns to orbit. After *Galactica* returns, however, this rule is suspended and the normal rules again apply.

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

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

## Preparing and Evacuating Civilian Ships



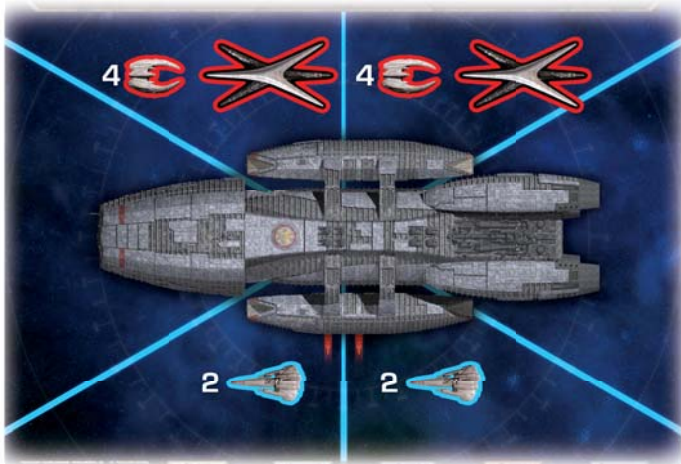
1. Civilian Ships begin the New Caprica phase stacked on the "Locked Civilian Ships" box.
2. When a civilian ship is prepared, move it from the top of the Locked Civilian Ships stack to the bottom of the Prepared Civilian Ships stack.
3. Civilian ships may only be evacuated after *Galactica* has returned to orbit (see next page). When a civilian ship is evacuated, the current player moves the civilian ship on the top of the Prepared Civilian Ships stack to a space area with a viper launch icon.





## Galactica Returns to Orbit

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



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

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

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

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

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

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

## Winning the Game

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

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

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

*Example: Deirdre is playing a Cylon Leader with the "Join the Colonials" Sympathetic Agenda Card. According to the card, Deirdre wins if the humans have won and her character is Infiltrating at the end of the game (and not in either the "Brig" or "Detention").*

*The Admiral orders the Galactica to leave after it has returned to orbit, ending the game. No human characters were left on a New Caprica location, but one civilian ship was left on the "Prepared Civilian Ships" box. When it is destroyed, the humans lose 2 population, reducing the resource to zero. The Cylons have won. Deirdre's character is Infiltrating in the "Armory," but since the humans did not win, Deirdre has also lost.*



# Game Variants

Here are some variations on the rules that modify the game to provide a different play experience. Before each game, the players should decide as a group if they would like to use one of the following variants, or a combination of several.

## Selective Variants

Many of the new characters and Crisis, Skill, and Destination Cards assume players are playing with Treachery Cards, the new Cylon locations, and the *Pegasus* game board. It is not recommended to use any elements of this expansion without using all the new Crisis, Skill, Destination, and Treachery Cards, new Cylon locations, and the *Pegasus* game board. The following two variants are for players who prefer not to play with the New Caprica Objective Card or Cylon Leaders.

### No New Caprica

If the group elects to not play with New Caprica, simply play with the Kobol Objective Card (as if playing the core game). Leave the New Caprica game board, New Caprica Crisis Cards, and occupation forces tokens in the game box.

### No Cylon Leaders

If the group elects to not play with a Cylon Leader, or if no one chooses a Cylon Leader during character selection, return the Cylon Leader character sheets and the Agenda decks to the game box. The Loyalty deck is then built according to the rules in the core game.

## Sympathetic Cylon

When constructing a Loyalty deck that would include the "You Are a Sympathizer" card, instead add the "You Are a Sympathetic Cylon" card. When a human player receives this card during the Sleeper phase, he must immediately reveal it. However, rather than following normal Sympathizer rules, this player becomes a revealed Cylon and draws an Agenda from the Sympathetic Agenda deck. All conditions on the card must be met for the Sympathetic Cylon 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, a Sympathetic Cylon does not have a Skill set. During his Receive Skills step (while Infiltrating), he draws three Skill Cards of any type, but each card must come from a different Skill type. He may draw no more than one Skill Card of any type during his Receive Skills step.

## Seven Player Game

To play a seven player game, one player must play a Cylon Leader. Construct a twelve-card Loyalty deck made up of 2 "You Are a Cylon" cards and 10 "You Are Not a Cylon" cards. Deal the Cylon Leader one random Hostile Agenda Card. When using this variant, each player should anticipate a longer wait between his turns.

## Component Clarifications

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

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

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

## Frequently Overlooked Rules

- The President has a maximum hand size of 10 Quorum Cards. At the end of any turn, if she has more than 10 Quorum Cards, she must discard Quorum Cards until she has 10.
- Players may not choose to move their characters to any Hazardous location through normal movement. They may only be moved to these locations by game effects.
- A player may only use a Movement ability on his turn (not when allowed to move during another player's turn, as with an "Executive Order" Skill Card). A player may either move or use a Movement ability during his Movement step, but not both. He may not use more than one Movement ability per turn.
- When a Cylon player reveals himself, he gives all of his facedown Loyalty Cards to one human player of his choice (do this before the End Turn step of revealing himself).
- When a player is revealed as a Cylon as a result of being executed, he does not receive a Super Crisis Card.
- When a Cylon player draws Skill Cards, he may not draw more than one card from each Skill type.
- During the New Caprica phase, players may no longer move to *Colonial One*, even after *Galactica* returns to orbit.
- Two Treachery Skill Cards are added to the Destiny Deck each time it is built.

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# Quick Reference

## Revealed as a Cylon

1. **Discard:** The player discards down to three Skill Cards (or to zero if he has been revealed as a result of execution). He also discards any Quorum Cards played on his character. (If the player was President, the hand of Quorum Cards is not discarded. It is given to the new President instead.)
2. **Lose Titles:** If the player had any Title Cards, they are given to a different player (see "Revised Line of Succession" on page 8).
3. **Resurrect:** The player moves his character token to the Cylon "Resurrection Ship" 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. If the player was revealed as a Cylon as a result of being executed, he does not receive a Super Crisis Card.
5. **Pass Loyalty Cards:** The player gives all of his facedown Loyalty Cards to one human player of his choice.
6. **End Turn:** The player's turn ends. 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.

## New Caprica Phase Setup

1. **Place New Caprica Game Board:** Place the New Caprica game board to the right of the core game board, aligned with the top edge of the *Pegasus* game board.
2. **Main Game 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 will remain in place and are unaffected by any game mechanic until *Galactica* returns to orbit.
3. **Move Humans:** Human players move their characters to "Resistance HQ."
4. **Move Cylons:** Cylon players move their characters to "Occupation Authority."
5. **Move Civilians:** Place all (non-destroyed) civilian ships, including any in space areas by the Destination Card, in a stack on the "Locked Civilian Ships" box next to the "Shipyard" location.
6. **Place the New Caprica Crisis Deck:** Shuffle the New Caprica Crisis deck and place it by the game board. Return the normal Crisis deck to the box. It will not be used during the remainder of the game.
7. **Reset Fleet Marker:** Place the fleet marker on the "Start" space of the Jump Preparation track.

## Once Galactica Returns to Orbit

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

## Resolving an Execution

1. **Discard Cards:** The player whose character was executed discards his hand of Skill Cards. (Quorum Cards in his hand are unaffected.) He also discards any Quorum Cards played on his character (for example the "Assign Mission Specialist" Quorum card).
2. **Prove Loyalty:** If one or more of the player's Loyalty Cards is a "You Are a Cylon" card, he reveals one "You Are a Cylon" card and gives all his remaining facedown Loyalty Card to a human player of his choice. (The player does not take the Action on his "You Are a Cylon" Loyalty Card.) He then proceeds to step 4, "Cylon."

If all of the player's Loyalty Cards are "You Are Not a Cylon" cards, he reveals all of them and proceeds to step 3, "Human." (If a player is a Cylon Leader, he has no Loyalty Cards to reveal, but instead proceed to step 4, "Cylon." He does not reveal his Agenda Card.)

3. **Human:**
  - A. Lose 1 morale.
  - B. The player returns his character sheet and token to the game box — this character may no longer be used during the game.
  - C. If Sharon "Boomer" Valerii is executed before the Sleeper phase, immediately deal a new card from the Loyalty deck to her player.
  - D. The player then chooses a new character, placing that character in his starting location. He may choose any character without regard to character type, excluding Cylon Leaders (however, the player should consider the identities of known humans and suspected Cylons when selecting his character).

If the player has already used his character's once-per-game ability, the new character's once-per-game ability will not be available for use. Each player only gets to use one once-per-game ability, regardless of the number of characters he plays.

4. **Cylon:**
  - A. Move to the "Resurrection Ship" Cylon location.
  - B. Follow the normal procedure for a revealed Cylon, but **do not draw a Super Crisis Card.**