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Use the flags and menus above to select Battlestar Galactica extension configurations, modules, and options. Some items may be disabled if they contradict another option you choose. All endings There are many options that add all the endings to the game. None of them are included here, but you can still use this set of rules for such a game by selecting all the endings. This will show all the official rules for each ending. Whichever option you use will tell you how to get through all the endings, but when you need to solve normal gameplay events and issues, they will be available. Agendas and motives of Pegasus and Daybreak have both added cylon leaders, but the way that Cylon Leaders win is different in Daybreak. You can choose back The Motive Card pegasus items that use the agenda cards (Cylon Leaders and Sympathetic Cylon). The reverse (the use of Agenda cards in Daybreak for Cylon Leaders) is not integrated into the rules because the Agenda cards are very simple and do not have any conflict rules. All you have to do is: Give Cylon Leader a hostile (for 5 or 7 game players) or a sympathetic (4 or 6 player game) Agenda card when the first round of the loyalty card comes out. Ignore any mention of Motive Card in the rules. Use the text of the Agenda card to determine whether Cylon's leader wins or loses at the end of the game. Sympathetic options For the Role of Sympathizers from the basic game are meant to be a kind of half-cylon: if the game goes well for people, add a new Cylon (with some limitations), but if not, the player's person is simply sent to Brig. This map turned out to be quite unpopular for several reasons. On the one hand, the hapless player who becomes Cylon through the sympathizer card is immediately revealed as Cylon and doesn't get to secretly sabotage people, and even as Cylon they don't get Super Crisis and can't use the Cylon Fleet location by removing more than a quarter of their possible Sailon actions. Secondly, it adds an incentive for people to sabotage themselves before the Sleeping Agent phase, so that the sympathizer remains human. There are several options for avoiding sympathizers. Daybreak and Pegasus add Cylon leaders, special characters that are almost literally half Cylons and therefore eliminate the need for sympathizers when used. Pegasus adds the option of using the Sympathetic Cylon loyalty card, which is very similar to the sympathizer, but instead changes the player into essentially a Cylon leader. As an option, you can even choose to simply use the sympathetic Cylon without the rest of Pegasus. Daybreak replaces both Sympathetic and Sympathetic Cylon with The Mutineer, a player who gets a lot of mutiny cards, so there is no option necessary to avoid with this extension. The simplest option, however, is not requiring At all, this is the No Sympathizer option that has been officially released by Fantasy Flight Games. It just interferes with people and allows the Cylons to draw more cards. Allies for all seasons This version was developed by Alexander DeSouza. This allows the Ally mechanics to be added to the game without using the entire end of the Ionic Nebula. Loyalty deck options deal with changing the Exodus rule with an additional card. In Pegasus, a executed man-player always returns as a man. It's a little unfortunate in terms of history: people can perform a pretty awful, but guaranteed, Cylon test at a relatively small cost. The outcome changes this, and always leaves an additional loyalty card in the deck. This has two effects: the executed person can return as Cylon, but the Sailon card may remain in the deck, and not surrendered to the player at all. Both have their pros and cons. The Pegasus version has the advantage that the game is never a short Cylon. The Exodus version has more intrigue, and avoids giving people a vicious incentive to kill their teammates. The Exodus version begins to make even more sense when the personal purpose and the Final Five cards are included, because even if the executed person returns as a person, they may get stuck with one of these hostile human cards. The Pegasus version is starting to make more sense with fewer players, as it becomes more likely that the remaining card will be Cylon. Some game mechanics depend on the Exodus version, such as Personal Goal and some Ally cards. When they are included, you will be forced to use the Exodus style. Otherwise, you can choose the one you like the most: guaranteed Cylons, but also an easy test, or more uncertainty and the possibility of missing Cylon. You can also choose one, but add an additional rule to mitigate the flaws. Some examples include: Exodus rules, then at a distance of 7, all human players roll die. The lowest gets the final loyalty card, ensuring that the last Cylon comes out at some point. Pegasus rules, but the new human character must extract from a special deck that is half a personal goal/final five card, half a normal non-Cylon card. They will still be a guaranteed person, but working with a special loyalty card can punish people for killing an innocent. The outcome of the rules, then at the end of the game, if the remaining card was Cylon, subtract 1 of each resource as a handicap before declaring a human victory. This set of rules is designed to be a single resource for the official Battlestar Galactica rules from Fantasy Flight Games, including its 3 extensions. Goals to be complete and unambiguous, including published rules included in the games, as well as clarifications and made later, so that no one should dig into the 4 rules, errata, official frequently asked questions, informal frequently asked questions, and FFG FFG rulings in response to customer questions. For beginner players, it is probably best to use the official basic rulebook of the game to learn the game. This set of rules has a lot of detail, even when all the extensions are off, which is likely to hurt more than help. But if you're playing a game and you have a question to which the official rulebook doesn't seem to answer, take a look. An experienced player should be able to use this to teach new players the game, as they can explain the basics themselves and know what details can be ignored to start. Set up extensions and settings with the form at the top of the page. Some rules change depending on which extensions or settings are included, and the rule set will change as you set it up. By default, this set of rules adheres to the official rules and regulations of Fantasy Flight Games. However, some options are available for options, including one Alexander DeSouza called Allies for All Seasons, which pulls in an ally mechanic without the rest of the Ionic Nebula ending. The foundations of Humanity were destroyed in a sudden attack by the Cylons, a race of machines that were created by humans and rebelled against them. After 40 years of peace, the remaining members of the human race suddenly found themselves on the run, fleeing into space and fighting for survival. In the escape, however, it becomes clear that the Cylons have evolved - there are models that are completely indistinguishable from humans, and some don't even know they are Cylons. During the game, the human fleet will try to avoid the haunting Cylons by moving towards the ultimate goal in a series faster than light jumping. People have re-formed their government, and what's left of the military still follows the chain of command... but can they trust those in power? Each player will choose a character and receive loyalty cards. Characters have different skills and abilities, and a well-balanced team of players will help people succeed and survive. Pegasus take turns where they can draw cards, move, and take action, but at the end of each turn all players have to deal with the crisis. This could be a surprise Attack by Cylon, or a dilemma with no clear answer. All the while, some players secretly Cylons, or can become Cylons part through the game, so trust is a critical factor. Hidden Cylon can choose sabotage at a critical moment, or cause infighting among people. Cylons can also choose to show themselves by causing damage along the way and allowing Cylon to openly fight people. Strategy as a real person, you want to focus on conserving fleet resources so that you can survive until the end of the game (which you want to achieve as soon as possible). Different characters have different strengths, so players will want to help in areas they're able to. The biggest threat to humans is the hidden Cylons, which can strike at a critical moment. Keep an eye on negative Skill cards and take a close look at when other players make questionable decisions about whether they are honest. If another Player is Cylon, it is very important to get them thrown into Brig as soon as possible. While in Brig, Cylon doesn't harm the fleet when they show themselves, and they'll only be able to put one card into a skill test so they won't be able to hurt too much. In the meantime, remember that you can become Cylon during the sleeping agent phase... it may turn out that you don't want to help your team too much. Like Cylon, you don't want to give away the fact that you're Cylon up to the right moment. Pretend to be human like everyone else, but trying to find reasons and excuses doesn't help. A negative card or two can set people back, but be careful that it also doesn't point to you. If you're the only pilot, and all of a sudden the pilot cards start to hurt people, you're going to be the prime suspect right away. Try to make other players look like suspicious instead. Players in leadership positions often have to make tough decisions without the right answer, so take advantage of opportunities to criticize them and question them. Getting thrown into Brig is a setback because you don't get to add more than one card to test your skills and you don't get to cause damage when you show yourself. Correct time to reveal can have devastating consequences for people, especially if your reveal power is just what people don't need. You can also go rogue without using your uncover power, openly harming people, wasting resources, making harmful decisions, and generally sabotaging the fleet. This is especially useful when you hold a position of power, or if you see an opportunity to do more harm through regular action. Sure, people quickly catch and take you down, but they'll have to spend twists and resources to do it. Once identified, focus on the weakest point of the person and attack it. Go after the lowest resources as possible. Crisis cards tend to reduce morale, and civilian vessels usually hold the population. You can also give heavy raiders and centurions a boost, making them even more of a threat and forcing people to take care of them quickly. When drawing cards, piloting and engineering are usually negative for testing skills, but of course betrayal cards are the most useful of all. They come from optional rules for the basic game. They were written before the extensions came out, so they can't solve the new mechanics of the game. Two players of the game Both players choose any character they want, except Boomer. Don't create a deck during the setting. Instead, during the Sleeping Agent phase, create a loyalty deck: 1 You are you Cylon Card 2 Not Cylon Card 1 is no longer a Cylon card for each resource that is in the red shuffle and deal 1 card for each player. One player of the game To customize, choose a character who is not Boomer, not Laura Roslin. That's your main character. Then choose another character as a help symbol. Build Loyalty Deck 1 You Cylon, 6 Not Cylon Cards and Deal 3 to Help character. As the main character, you get all the title cards. Start with 1 nuclear charge instead of 2. Ignore all the negative character abilities in this option. The character of the assist does not fit on the board, does not draw cards, does not take action and does not hold any titles. During the game, you can view the character's once-per-game ability as if it were on your own character sheet. When You receive Skill 1 cards, you can come from the assist character's skill set (a maximum of 5 Skill cards). At the end of the Activate Cylon Ships step, if heavy raiders were activated during this step, identify 1 of the character's loyalty cards. If it's a Cylon card, decide it and remove the assist character from the game. You can no longer use their skill set or once per game ability. The Can Damage Galactica loyalty card is instead decided as a draw and the resolution of 2 Galactica damage tokens. The character who is the target is always the main character. Always shuffle the character's loyalty cards after they get new ones, and after you look at any of them. While in Brig, the movement is limited as usual, but you still draw a map of the crisis and you can play up to 3 cards in the skill test. You can choose yourself when playing the cards of the quorum, which indicate the choice of the other player. This does not apply to Skill cards, including the Executive Order. During the Sleeper Agent stage, add the Non-Cylon card to the loyalty deck for each resource in red. Then hand out 4 loyalty cards to help the character and shuffle your cards. Completely collaborative game These roles, in particular, do not take into account any of the extensions. There are probably many other cards and game mechanics that don't apply to cylon-free game. There are no hidden cylons in this version. Don't create a loyalty deck. The admiral only starts with one nuclear charge. Remove Encourage Mutiny, Release Cylon Mugsshots, Appoint an arbitrator, and Arrest Order from the deck of the quorum. Start with 8 fuel, 7 foods, 9 morale, and 10 population. Each character must draw 1 card with fewer skills during the Get Skills step. They can choose which card is not drawn. Characters in Brig still draw crisis cards. The game setup game board setting game board is pretty simple. Resource sets are installed by default, skill cards go next to their respective spaces vipers and predators go in and the navy marker goes down the jump track. All other components and decks are placed somewhere near the floor for use later. Skill cards fold the pile face up next to each skill draw pile. When an extension involves a fantasy version of an existing component, such as plastic base stars and centurions, they are used instead of those components, rather than together with. Although the Daybreak extension is not used in this game, if you have one, it may be helpful to use Miracle tokens to track someone who has used and has not used them once per game. Launch model of ship: one base star and 3 raiders in front of the Galaxy (left space zone) Two vipers below the galaxy (one in each space zone with the icon of the launch tube) Two civilian ships behind the Galaxy (right space zone). One or more options that require Cylon Locations to be superpositioned are included. Take one of Pegasus or Daybreak, and cover the normal Cylon Places with an overlay, with a hand that says: Cylon Places face up. To add a Pegasus extension, first remove existing Investigative Committee cards from the political deck of the base game. Pegasus includes a new set of Investigative Committee cards that do not show destiny deck cards. Put the Battlestar Pegasus board to the right of the main board, so space for Treachery skill card deck lines with other deck card skills. Put Cylon Overlay Places on top of the main Cylon board Locations. Do not use Pegasus Cylon Overlay Places, Daybreak One will be used instead. Next, add these components from the Pegasus extension: New character sheets and Battlestar Pegasus tokens of the game board and Pegasus damage tokens New skill cards (including Reckless Cards of Betrayal) (but don't add cards of betrayal, those from Daybreak will be used instead) New Crisis, Destination, quorum, Super Crisis Cards, and Loyalty Cards Add the following Components of Exodus: New Characters and Tokens , quorum, Super Crisis, Skills and Maps Appointments. Don't add crisis and super crisis cards with the name CAG Selects on them. Another nuclear marker next to the board. Admiral still only gets two to start, but now people can earn more through the effects of the game. Also, follow these steps to customize cylon Fleet: Remove all Cylon attack cards from the crisis and super crisis decks. Also, remove Mountain Asteroid Destinations if present (since it uses the Scar Cylon Attack Map). Make sure all crisis and super crisis cards from Exodus have been added, including those that say: CAG picks. Place The fleet's flight to the left of the main side, with the Cylon Pursuit marker on the Launch space. Remove 2 common vipers from the game, and place 4 Mark VII vipers in the Damaged Vipers box. Add 4 additional Cylon raiders to Cylon Raiders promotions, a total of 20. Add the CAG tile card with other title cards to be distributed later. Replace the admiral's card header with an alternative version of the exodus. It changes the way nuclear weapons work. This Admiral map is used in the new Caprica Admiral. To add the daybreak expansion: Place the colonial one overlay over the colonial one, and the states Cylon imposes over the states of Cylon. This Cylon Places overlay is one with Hub destroyed on the back. Make sure Colonial One Destroyed and Hub Destroyed Face Down. Place one assault predator in the Reserves and the rest next to a game board with other ships. Stir the mutiny deck and place it next to the boards. Add new character sheets and tokens. Add to the new Skill cards, including Treachery Mutiny cards, which are a new type. Please note that Daybreak and Pegasus Treachery cards are not designed for mixing. When you play both extensions, use Daybreak Treachery cards and remove Pegasus Treachery cards from the game. Give each player one wonder token. Place the Demetrius board to the left of the main game board and leave room for the Rebel Basestar board, which can be created later as a result of the Mission. The Mission Deck is shuffled and placed next to Dimitri. To play with Cylon Leaders, add Cylon Leader sheets and tokens. The Cylon leader will also need an Infiltration card and an Agenda card from The Daybreak Pegasus Motive. Ending Kobol does not require additional customization. Give an objective map to the Kobol Admiral and follow his instructions when the specified distances are reached or exceeded. To play with the end of New Caprica, give the New Caprica objective card to the admiral and follow the instructions on it at these distances. The new President Caprika and Admiral name the card add new information to be used in the New Caprica phase, so they should be used instead of the usual name cards. Instead of the usual versions, use the new Caprica President and Admiral title cards. The admiral must accept both alternative admiral maps: one adds a new action to the New Caprica phase, and the other changes the way nuclear weapons work. Both of these changes apply in this game. Have a New Caprica board, a New Caprica Crisis deck and Occupation Force tokens ready for the start of the New Caprica phase, but it doesn't need to be dug up until then. Follow these instructions to create the ending of the Ionic Nebula: Give the Admiral an objective map of the Ionic Nebula. Follow the instructions at these distances. Replace token damage the base star with large rectangular damage tokens. Remove old damage markers from the game. Place the injury markers face down and randomize them. Shuffle and set aside the Crossroads card. Shuffle allied cards and place Allied tokens next to the dock. There are more instructions on how to set up the Ionic Nebula after players choose their characters. To set up a home search, give Earth an Objective Admiral map and follow his instructions when the specified distances are reached. Place the Demetrius board to the left of the main game board and leave room for the Rebel Basestar board, which can be created later as a result of the Mission. The Mission Deck is shuffled and placed next to Dimitri. Select characters Identify the first player randomly. First, they will choose their character and turn first. Both the choice of the character and the gameplay will take place clockwise from there. Only 1 player can choose Cylon leader. Cylon leaders cannot be selected in a game of 3 players. If there are 4 or 6 players, the official rules for the No Sympathizer option do not allow players to choose Sharon Boomer. The reason is that their weakness is designed to make her more likely to be sympathetic, and in the 6 player game there are not enough loyalty cards to accommodate both her and Gaius Baltar's weaknesses. You can ignore this, however, and if extra loyalty cards are needed, you can just use the Sympathizer Card and treat it like a regular Non Cylon card. Players cannot choose alternative versions of characters that have already been selected. Note that Boomer and Athena are not alternatives to each other, they are separate characters that can be selected in one game. Each character has a category: political, military, pilot and support. Support symbols can be selected at any time. The remaining three categories should be selected evenly. For example, if the first two selected characters were political and military, players cannot choose a different political or military character until the pilot is selected. Once all the characters are selected, distribute the titles to the highest in succession lines. First, build two decks of loyalty cards: You're Cylon and You're Not Cylon Deck. Set aside any loyalty cards that have names other than these two. Next, add the Final Five and Personal Goal cards to the Non-Cylon deck. Then add the Personal Goal cards to the Not Cylon deck. These instructions suggest that one player plays Cylon Leader one plays as the leader of Cylon. If this is not the case, click on this link or go to the top of the page and change the Cylon Leader option. Shuffle both decks separately and then form the initial loyalty deck in With this table: Cylon Card Players Not Cylon Cards 3 1 5 4 1 6 5 2 8 8 2 9 Cylon Cards Players Not Cylon Cards 4 1 5 5 1 7 6 2 8 7 2 10 Players Cylon Cards 3 1 6 4 1 7 5 2 9 6 2 10 Cylon Cards Players 4 1 1 6 5 1 8 6 2 9 7 2 11 If No One Plays as Cylon Leader : Cylon Card Players Not Cylon Cards 3 1 6 4 1 7 5 2 9 6 2 10 If the player is the leader of Cylon: Cylon card players Not Cylon cards 4 1 6 5 1 8 2 9 7 2 11 If the player chose Sharon Boomer Valeria (pilot), add another 1 No Cylon card. If a player has chosen Gaius Baltar (Political), add one more Not Cylon card. If you're playing with 5 or 7 players, add a Mutineer card to the Loyalty deck. If you're playing with 4 or 6 players, add a Mutineer card and another 1 Cylon card to your loyalty deck. If you're playing with 4 or 6 players, you'll get a You Are a Sympathetic Cylon card, a Sympathetic Agenda card, which have Caprica Six on their back.), a Fantosis card, and an Infiltration card, but don't add anything to the loyalty deck yet. Set the Sympathetic Cylon card aside to be added to the loyalty deck after the first round of the loyalty card come out. If you play with 4 or 6 players, the Rules of the No Sympathizer option will apply to this game. Set resource dials up to 8 fuel, 7 food, 9 morale, and 10 population, and highlight 1 more Non Cylon cards to be added to the loyalty deck after the first round of loyalty cards are dealt. Revealed Cylons will draw 3 cards instead of 2 during the game. If you play with 4 or 6 players, get a You sympathize card and set it aside. Don't add it to the loyalty deck yet. It is added to the loyalty deck after the first round of cards come out. The motive deck needs to have some cards removed for this option. Find and remove the Make Ally card from the game. (This applies to mutiny cards that are not in this game.) To balance the deck, find all 7 cards with Cylon loyalty and remove one at random from the game. Keep the No Cylon deck, taking care to keep it separate from the actual loyalty deck. It can be used later to add more cards to the loyalty deck. Unused cards from the Cylon deck are now removed from the game without disclosing them. The loyalty deck is complete. Shuffle it and distribute 1 card to each player except the Cylon leader. In accordance with his weakness, Gaius Baltar (Political) receives 2 loyalty cards instead of 1. After the first round of the hand out, add any cards that have been shelved to be added later, like sympathetic or sympathetic Cylon. In game 4 or 6 players, give Cylon leader a random cards from the sympathetic agenda deck. (This deck has a Caprica Six on the back.) In a game with 5 or 7 players, give Cylon's leader a random Agenda card from the Hostile Agenda deck. (This deck has a centurion on its back.) The Cylon Leader deal is two random Motive Cards. The first hand cards Each player, except the first player, draws 3 Skills Cards to start the game. (As always, when a player draws a Skills card they must proceed from their skills unless otherwise stated.) The first player will get to draw his usual hand of cards in the first turn. The Cylon leader draws 2 cards instead of 3 if they don't start the game as an infiltration. Assemble the Destiny deck from each skill type and shuffling it. Whenever the fate of the deck runs out, make a new one in the same way. To finish the creation for the game with the Ionic Nebula Ending: Place 1 injury marker in Brig, and 1 in Sickbay. Don't look or reveal any of them. Each player draws 3 injury tokens, keeping them hidden. If a player draws a Disaster, one that looks like a blood spatter, they show it to everyone, replace it with a new marker and then shuffle Disaster back into the pool. Draw and place Ally cards and their respective tokens up to 3 are placed on the board. If the ally is a duplicate of the character of an existing player, remove it from the game and redraw it. Place the Trauma token from the pool face down on each of the 3 Allied cards. Developed by Alexander DeSouza, these rules allow you to include ally maps and tokens without the rest of the Ionic Nebula endgame. To set up for allies for all seasons, just before the game starts: Remove all disaster tokens from the game (those that show blood spatter). The rest of the Trauma tokens should be randomized face down in a pile near the board. Draw and place Ally cards and their respective tokens up to 3 are placed on the board. If the ally is a duplicate of the character of an existing player, remove it from the game and redraw it. Each player draws 4 Trauma tokens and contributes 1 to the mood pool. Human players want the general mood to be friendly, but also want their own tokens to be friendly by the end of the game. The Cylons are the exact opposite: they want antagonistic sentiment as well as antagonistic tokens for themselves. During the game, any player sent to Brig or Sickbay must also draw a Trauma token. The hidden Cylon that runs should also draw the Trauma marker. At a distance of 8, in addition to what the objective map says, solve the phase of injury. Rule reminders Before the game, make sure: the main board was created with basestar, 3 raiders, 2 vipers, and 2 civilian ships. Each player, except the first player, drew 3 Skill cards. Two betrayal cards were included in the Destiny deck. Pegasus Treachery cards not only daybreak them. Them. Loyalty deck apart from the Not Cylon deck and you know there is that All Cylon Attack cards have been removed from the decks of Crisis and Super Crisis, as well as Mountain Asteroid Destination. It may be a good idea to remind all players this: If there are 4 or 6 players shown Cylons can draw 3 cards at the beginning of their turn, not 2. When selecting a character to send to Sickbay or Brig, you should choose someone who can actually be moved there if possible. Cylon players can ignore the impact on crisis cards. Centurions do not push each other on the boarding track, more than you can occupy the same space. Even if the resource reaches zero, people need to end the player's current queue to pick it back before they lose. All players must reset up to 10 Skill cards at the end of each turn if they have more. Revealed Cylons should never disclose more loyalty cards, even if they are told to immediately disclose this card. They can hand them over later on the Resurrection Ship. Super crisis cards are immune to the character's abilities and any ability that says it affects crisis cards. In this version, when Cylon is revealed, they show one Cylon loyalty card and then pass the rest of them face down to the human player of their choice when the distance is 6 or less. In addition, the location of Caprica has changed: the jump icon is no longer ignored when playing the Crisis card. For these extensions, here are some of the important new rules in effect: When Cylon is revealed, they show one Cylon loyalty card and pass the rest of them face down to the human player of their choice when the distance is 6 or less. The text on Treachery cards can only be used by Cylon players. Movement: actions are actions that can be taken instead of moving while driving during your turn. When Galactica is damaged, the current player may choose to damage Pegasus instead. When nuclear weapons are used, they are discarded rather than removed from the game. The admiral still starts with only 2 nuclear weapons, but now they can be recovered (and there is a possible third marker of nuclear weapons). Cylon's activation rules differ with the Cylon Fleet board. Civilian ships are not removed from the aircraft after the jump, and all Cylon ships board Cylon Fleet instead of being removed. When the viper is activated, it is also possible to escort a civilian vessel from the side. If you finish your step motion in a place containing an ally, you must first encounter it. Whenever a player is sent to Brig or Sickbay, or performed and disclosed as Cylon, they must make one injury marker. If the skill test is made reckless, after solving the ability to test skills, draw and Treachery map. If it's force 0, draw an extra betrayal, solve both cards and drop them. If not, discard the Treachery Treachery card nothing happens. Once per game ability is not only once per game. Instead, they can now only be used by spending the Miracle token. Players may not have more than 1 Miracle token at a time. Mutiny and Mutineer maps are a brand new game mechanic: the Mutiny card limit is 1. Players who cross the limit first go to Brig and then drop to the limit. Cylon players may not have or use mutiny cards. Mutineer has a mutiny card limit of 2 instead of 1. When a rebel resolves a crisis with the Jump Preparation badge, they must draw a map of the mutiny. If the Mutineer card is still in the loyalty deck after the Sleeping Agent cards are dealt out, the current player must select the player's person to deal with another 1 loyalty card. (If it's a Mutineer card, ignore the instruction to deal with them with another loyalty card.) Assault predators are piloted and can attack like vipers. They may not be risky, but they can stay in space while jumping. During and after the New Caprica stage, players cannot use Colonial One. Demetrius is a new ship where missions can be undertaken. The second Mission cannot be undertaken until the fleet jumps off. If the Mission receives distance, this distance is added immediately. Skill testing in missions does not depend on maps or abilities of the characters, but restrictions on the number of cards a player can add still apply. Rebel Basestar is added to the game after completing a specific Mission. Identified Cylon players must draw 2 different types of cards at the beginning of their turn. When Cylon uses Caprica's location, the Jump Preparation icon is not ignored. The hand of the cards of the quorum also has a limit of 10 cards, which is applied at the end of each player's queue in the same way as Skill cards. Skill Check Ability skill cards will only take effect if they are played in a skill test and identified. Reckless abilities will only take effect if a test of skills has been made by a reckless card. Playing the game, starting with the first player (as selected during the installation), each player takes a turn clockwise until the game is over. The game ends when either people lose or the final jump takes place. People can lose as follows: be out of the resource at the end of the player's queue or at the end of the game. Centurion invasion: Centurion reaching space People lose on the track of the Galactica Destroyed. Galactica boarding party collapses when 6 or more players are damaged simultaneously. No more characters: The man is performed, but there are no more characters to be selected. If people run out of resources, they can avoid losses if they manage to replenish this resource before the end of the current Players. In all other cases, the game ends immediately. The player's game turn consists of the following steps: If a player has a Trauma token in the player's current location, he or she must draw it and 1 injury marker from the pool at this location to replace it. Get Skills: Human Players and Cylon Leaders receive cards according to their character sheet. Cylon players draw two Skill cards of different types of any type. (Three cards if there are 4 or 6 players) Movement: The player can make 1 move. Instead, they can also use the actions of the Movement available to them. At the end of the Movement step, if in a place with tokens of 1 or more allies, select one ally to meet and solve it. Action: The player can take one action that is available to them. Crisis: The player draws and resolves the crisis card, unless otherwise said. Cylon players always miss this step. The end of the turn. The next player clockwise gets to take a turn. All players must opt out of Skill Cards up to a limit of 10 cards. The president must also waive the 10 quorum card limit. If any resource is at 0 or below at the moment, people lose. Throughout the game, players must adhere to secrecy rules and follow the instructions on the maps and sheets of characters they have. In addition to the text on the character sheets, players must also draw Skill cards only from their skill set unless otherwise stated. If the fleet earns more than the distance at any time during the turn, finish the map that has added distance, immediately check the Admiral Objective card to see if the total distance has been completed or exceeded any of the times. If so, all the other gameplay pauses while the instructions on the objective map are resolved, after which the gameplay resumes. This could be the Sleeping Agent phase, counting Trauma tokens at a distance of 8 or the beginning of the end of the game. The player's terminology Word player refers to any player in the game, person or Cylon. Cylon player is a player who has shown as Cylon. Any player who is not a Cylon player is a human player, even if they secretly Cylon. Cylon Leaders Cylon players as well if they don't sneak in. If a player has both a You Are a Cylon card and a You Are Not a Cylon card, it's a hidden Cylon. Players who have hidden You Cylon cards are secretly Cylons, but until they show, they follow all the rules for human players (and should probably pretend to be human until the time comes to reveal). Even if the player is very obviously sabotaging people, or even admitted to being Cylon, they are still a human player until they show their Cylon cards. The Cylons always win or lose to Cylon's team, even if they never show up. Mystery as a game of hidden agendas and secrets, secrecy is very important. Without any rules about secrecy, people could simply question everyone about their contributions and actions, making deception almost impossible. In a real-life or death situation that would be good But for the game it's not fun. So, in a way The following rules are crucial to giving players a plausible deniability: Players cannot discuss the exact power of the cards in their hands. Vague terms are as much and a bit allowed, but statements like I add 5 engineering cards are not. Players can't determine which Skill cards they've added to the skill test, or talk about what types of cards they've added or plan to add. When players get to look at the top card deck, they cannot disclose specific information about that card. This also applies when a player is allowed to look at another person's loyalty card. Players may not disclose the specifics of the civil courts they have seen. Revealed Cylons can't tell which Super Crisis cards (s) they have. When the card is designed to be placed at the bottom of the deck, players may not look at it. They put him there to keep it a secret. Players are always allowed to speculate and accuse players of being Cylons or people and may lie. If a player sees a loyalty card from another, he can disclose (or lie about whether it was Cylon or not (but not specific information like what the power was). Other rules about secrecy will depend on the desires of the players, as much or a little, but not quite high or medium to describe the cards. Good and bad are also acceptable. When playing multiple cards in a skill test, players can say that they help the average amount (since it's basically the same as some high and some low cards say). They can also include information that is already public as 1 add 3 high cards to check. Public information includes the number of cards in each player's hand, in each deck of the Skill card, the deck of the quorum and the Destiny deck, as well as the number of cards the player adds to the skill test. The top card of any pile of reset is also public, but not the number of cards in it. Players can ask for cards, how am I going to use FTL, does anyone have strategic planning?, and others may choose to answer what they are doing or not. This should not be abused: don't ask for information about each card. Conflict Resolution This set of rules tries to be as comprehensive and unambiguous as possible, but Battlestar Galactica is a complex game and individual opinions and interpretations may differ. Trying to eliminate ambiguity, try to follow these recommendations: read the text carefully and try to take it literally. The text of the game usually means exactly what it says. specific redefines are less specific. For example, text on a crisis map or a sheet of symbols may contradict the normal rule of the game, and in these cases the rule of the game Try to solve as many effects as possible and skip everything that can't be solved. Do whatever you can and ignore everything you can't. However, this set of rules covers many uncomfortable details. There are sections with recommendations on specific locations and abilities of characters, as well as detailed descriptions of how most events are handled. You can find details by looking for the name of the card or abilities on this page. Looking at the section pertaining to the event you are in the middle of is also likely to give some clarity as to how the situation needs to be resolved (and perhaps even an accurate answer). The limitation component obviously there are no infinite number of ship tokens and other elements in the game, so it is possible that they will work. Follow these rules when the game effect cannot be met because there are not enough tokens or other parts. If the components are limited to the courts, the current player decides how to place them, and if necessary, which ones are placed and which are not placed. When using the Cylon Fleet board and the game effect instructs the player to place the Cylon ships on the main game board, extract from the usual pile. If the normal heap is over, but on board Cylon Fleet there is a part of this ship, the ships are taken from the lowest protomer space zone Cylon. This does not affect other ships in this space area, and the path of pursuit has not progressed. If both the regular pile and the Cylon Fleet board are outside the ship, the current player decides the order of placement and, if necessary, which of them are placed and which are not placed. If a heavy raider cannot become a Centurion due to component restrictions, a heavy raider remains on board. When ordered to draw and destroy a civilian ship, there are special rules that apply when the normal stock is over. When the pilot uses a hanger deck, if there is no viper in the reserve, the pilot can return the unmanned viper to the space zone in the reserves and then launch it with the help. When the deck ends with the card, shuffle it to fold the pile to create a new deck. The only exception to this rule is the Loyalty deck, which is not shuffled or used again after it has been exhausted. The only exceptions to this rule are the loyalty deck and Ally deck, both of which are not shuffled or used again after they are exhausted. In rare cases when the Not a Cylon deck is depleted, it should be shuffled with all not a Cylon cards discarded. Die rolls Various events during the game depend on the results of the die roll. When a player initiates an action that requires a die roll, that player makes a throw even if he is not a current player. This is important for characters with the ability to influence their rolls to die. careful to check whether the ability indicates your queue or during time Step action as well. When the ability allows you to repaint the roll to die, any abilities that were played before the first roll, such as Strategic

Although they start out damaged, when repaired they are more powerful than conventional vipers. With the exception of those noted here, they are treated in exactly the same way as vipers for all game effects. When you move a brand VII viper, you can move 2 space spaces instead of 1. This includes both manned and unmanned vipers. The Brand VII viper is damaged by 6 or 7, and destroyed by 8. When placing, destroying, activating or launching a viper, players can use the brand VII viper if it is available instead. Attack predators are predators that have been upgraded to fight rather than exploration, and cannot be used to risk predators. Instead, with the exception of those noted here, they are treated in the same way as vipers for all game effects. When the fleet jumps, the character piloting an assault predator can choose to stay in their space zone. An unmanned assault predator can stay in space if the player chooses. Predator attacks are destroyed by 7 or 8 and never damaged. If an indication is to damage the viper as a target and an attack predator is chosen as a target, it is destroyed instead. When placing, destroying, activating or launching a viper, players can use a predator attack if one is available instead. Piloting Any With piloting in their skill set allowed to fly viper himself. These symbols have a piloting token in addition to their usual symbol marker used to represent which viper they are flying. These Are These manned vipers, as opposed to drones. Piloted vipers follow the same activation rules, but a manned viper can only be activated by the pilot. The viper pilot, which is damaged or destroyed, is sent to Sickbay. When providing a move, the pilot can move his ship to the adjacent space zone for free. Discarding 1 Skill Card, the pilot can move to a place on any other ship, like other characters. The pilot can activate his own viper as an action. This can mean moving twice in one turn, first as a move and again as the activation of the viper. Please note that discarding the card to move to another ship is not available as an action or activation, it is strictly a move. Unless otherwise stated when the pilot stops piloting, their viper returns to the Reserves. This includes voluntary moving to the ship's location, dropping a map or unwittingly moved to the hangar deck, Sickbay, Brig, Resurrection Ship, etc. If you were a current player when you were executed, decide the execution, then skip the remaining moves, actions and crisis steps. If an ally has complied with you, replace the ally as if he were in a place that was damaged after the execution is completed. After that, the execution takes place in different ways depending on whether you are actually human or not. Completing cylon execution If you're hidden by Cylon, reveal one You Cylon card and keep the rest of your loyalty card face down. Don't take action on this map. Take one injury marker from the pile (not a mood pool). Follow the rest of the usual routine to identify how Cylon is, but don't draw super Crisis cards. If you're Cylon Leader or Cylon, who's already shown, go to the Resurrection Ship place and take one injury marker out of the heap (not the mood pool). When piloting the ship, this ship returns to the reserves. As always, Cylon Leaders do not reveal their agenda or motive! Completing the human performance show all your loyalty cards by showing that none of the Cylon cards. For the Final Five cards settle the text to perform. The fleet loses one morale. (If this leads to Dee being executed, decide to execute her after she is finished.) Return your character and marker (s) to the field by removing them from the game. Give up any Trauma tokens. Give up all your loyalty cards. If you were Boomer and the Sleeping Agent phase hasn't happened yet, draw one new loyalty card. Choose a new character with no restrictions on the type. You can't choose an alternative version of an existing character, and can't choose a Cylon leader. If there are no more characters left, people lose. Lose in the usual installation location for this character or the Angar deck, if the seat is completely inaccessible or absent. During the New Caprika phase before the galaxy returns, start at Resistance headquarters. Add 1 card from the Not a Cylon deck to the loyalty deck, shuffle and draw 1 new card. If you played like Boomer when you were executed and the Sleeping Agent phase hasn't happened yet, draw one more loyalty card. Distribute all the titles you had when you were executed before the first in the line of succession, including your new character. Titles held by other players do not change, even if your new character is higher in the lineage. If the executed character was Mutineer, your new character gets the Mutineer card again, following the instructions on the map as if they had just got his face up. Draw 3 new Trauma tokens. If the disaster token is drawn, set it aside and draw a new one to replace it, then return the disaster to the pool, just like at the beginning of the game. If your new character is one of them, there are some additional rules and clarifications: Boomer: If before the SleepEr phase, shuffle 1 No Cylon card into a loyalty deck. Shuffle 1 card Not Cylon into a loyalty deck. If you're after the Sleeping Agent phase, start at The Brig and draw an additional loyalty card. If the executed character was on New Caprice, start Boomer's Detention instead. Helo: Start with Stranded, even if it's not the beginning of the game. Apollo: Start with a viper from the reserves. If they are not present, start with the Hangar deck. Gaius Baltar (Political): If you shuffle 1 Non-Cylon card into a loyalty deck before the Sleeping Agent phase and draw 1 loyalty card. If after the Sleeping Agent phase, Guy cannot use his Cylon detector ability. Anders: Skip the skills to pitch your first turn like Anders because of the starts on the bench. Tom Szarek (Military): Draw a map of the mutiny because of the Subversive. You can't use the new character's ability to effect the previous character. For example, if a quorum card executes a player who returns as Tori Foster, she cannot use her Adaptable ability on this quorum map. The new character can, however, use the ability to do things that happen soon after. For example, if Airlock is used to execute a player who returns as William Adama, the card drop step of the skills test comes after the determine result step that caused the execution. This means that William Adam can use his once-per-game Command ability to draw these cards in hand rather. Symbol ability notes when Helo uses an ECO officer to roll over to die that was strategic planning applied to him, the tumble-roll also gets 2 to the result. Players can also contact Strategic Planning if it wasn't used initially. Helo's moral compass allows him to choose which box will be solved in the Someone Chooses crisis. However, it cannot influence any choice that needs to be made in this box. For example, if the chosen box says that the president must either relinquish his title or move to Brig, Helo has no authority to influence the president's decision. If Helena Cain uses a Blind Jump while a Mission Specialist is appointed, ignore the Mission Specialist instructions for this jump, leaving it in place for later. Always follow the usual rules of drawing and destroying civilian ships. When Kat uses her hot shot ability, there is no die roll, so the cards that affect die rolls cannot be used. An attack on a basestar with structural damage does not get The No.2 with a hot shot for the same reason. It also cannot defeat Scar with a hot shot because it can only be destroyed by a roll of death. Kat cannot use this ability outside of her usual step of action on her turn, nor can she use that ability if another player takes action during her step action (for example, if she used an executive order). If Ellen T steals the title with The Help of Manipulative, but then loses it for the rest of her turn, she is no longer able to follow instructions to return it, and therefore stays with whoever now has it. If she tries to bring him back, but the player who belonged to him is no longer able to hold the title, he goes to first in the respective line of succession. Even if during her Manipulative turn, she receives or regains the title legally, for example, with the help of the Administration, she still has to follow instructions to reclaim the title at the end of her turn. She can't use Manipulative to become an admiral if she is in The Ellen T. Adroit Brigade at the same time as instructing her to confront an ally, as both occur at the end of your move. As always, the current player (in this case, Ellen Tee herself) can choose what order they are being dealt with in. Hoshi's reluctant weakness also extends to the Skill Card Movement, because any restrictions on actions also apply to the Movement. Its Dutiful ability can be used once for each place listed. So, for example, if he used his Organized once per game at these 3 locations, he might as well use Dutiful every time on them. Tom Szarek (Military) The necessary steps apply to all players, even himself, and even applies at the beginning of the game when he draws a mutiny card because of his Weakness. Lee Adam (political) Choose another way and Helo in Moral Compass as apply to to He chooses solutions. Lee's ability allows him to create and select a new, additional box on Someone Chooses cards, while Helo allows him to intervene when the box is selected and force him to choose another one instead. Lee could use another way to choose his special option, and Helo could then forcing his choice back to any of the original elections. If Helo uses the moral compass first, Lee cannot use the other way to override Helo because Lee's choice has already been installed, and it is too late to choose a new option even though it has been added. Doc Cottle can use the ability on engineering maps, just not the action (and therefore no action motion either). Athena For Love ability can not be used in the following cases: the player throws to the limit of the hand (as mentioned on the sheet) The player without skill cards wants to switch to another ship Super Crisis card is being decided by the player discards to decide the nature of the ability, like Kat Hotshot, Hoshi Dutiful, and Anders Star Player. If Athena draws Sabotage while several players are discarded, she cannot use it on the Treachery card, which is simultaneously discarded. For more information on when the reset is simultaneous, see Timeline. Athena's Decisive ability can activate the action of a person or Cylon in the place of New Caprico. D'Anna's Vision ability, when used in Brig or Detention, does not require the reset of up to 3 cards. This requirement applies only when using the special action of the Return to the Ship of Resurrection infiltration. The Resurrection ship is dangerous, so it could only move there if it was clearly listed as a choice. The location notes Command wording on command should actually run up to 2 unmanned viper activations because you can target the same vipers twice. This also means that you can run the viper for the first activation and then activate it again on the second. Brig Players can only leave Brig if they pass Brig's Skill Check, or the effect is said to move the player and specifically mentions Brig. For example, a card with the name to send the president to Sickbay cannot be used to transfer the president from Brig. If, however, he said: move the symbol from Brig to Sickbay, such a move will be allowed. Specifically, Kat's Stim Addict and Lee Adama's Pilot Viper cannot be used to escape From Brig. The text on the board states that characters can move to any place after passing a skills test, but the rules of the base game indicate on page 18 that they can move anywhere on Galactica. (This page is also wrong a player who takes action as a current player.) Players can use whatever action they want in Brig. They are also allowed to use the movement's activities during the movement stage. The only restrictions that apply to them are the movement restriction and the number of cards they can play in skill checks. By selecting players for Sickbay/Brig in general, players are allowed to make choices even if they know that they can't actually accomplish the consequences of that choice. However, one exception is targeting players to be sent to Brig or Sickbay. Players who, for whatever reason, cannot move to a specified location cannot be targeted. This includes any character with limited movement (characters that are in Brig, Helo when he Stranded, showed Cylons) and characters already in this place. If possible, the character should be targeted, which can indeed be moved from another location to a specified location. If there are no characters that can be legally directed, nothing happens and the gameplay continues. If the subsequent effect depends on which character was chosen (for example, select a character to send to Sickbay and then look at one of their loyalty cards), the subsequent effect is also missed because no player can be selected. Please note that this restriction only applies to the choice of which symbol is moving. Players still have the right to choose a character to send to the Brig/Sickbay option, even if they know that there are no legal goals. Similarly, if the option does not offer a choice like Send the President to Sickbay, the option can still be chosen if the specified target cannot be moved. Again, the result is that nothing happens. If Colonial One is destroyed by the game effect, flip the overlay to reveal the colonial One Destroyed side. Any characters on board are sent to Sickbay, and locations on Colonial One are not available for the rest of the game. In the Exodus rulebook on page 9, The behavior of Caprica's location is changed: don't skip the Jump Preparation icon on crisis cards played with Caprica. The location of Cylon Fleet When selecting the activation of all Cylon ships of the same type, the selected activation is decided just as it is when it appears on the map of the crisis, including moving centurions if heavy raiders are activated and placing ships aboard the Cylon Fleet. Another option is running 2 Raiders and 1 heavy raider from each basestar does just that and nothing more. The Cylon Fleet Board is only involved if the launch of ships triggers normal component restriction rules. Basestars aboard the cylon fleet do not launch ships as a result of this action, only basestars on the main board. So it is not an activate Cylon Ships icon that is solved, the pursuit track is not advanced and Cylon Cylon the space area does not move to the main board. The Basestar Bridge on the Cylon Fleet board is Cylon State, only accessible to Cylon players. There is no need to discard the Skill card to go to basestar from the usual Cylon locations. The two abilities that are selected must be resolved before deciding any of them. The activated player cannot switch after the first one has been resolved. (This is an exception to the usual rules. For most other game decisions, players can make their choice as they go.) Trying to use the Basestar bridge to place a basestar aboard the Cylon Fleet when both basestars are already placed on one of the two boards does nothing. Both stars remain where they are. Ending the game People reach New Caprico and try to settle there. However, they are discovered by Cylons, and Galaktia and Pegasus are forced to flee. People will have to suffer through the occupation of Cylon in anticipation of their battlegests coming back. Once they do, people will have to evacuate New Caprice and escape to safety. New Phase installation Caprica If this distance was reached by jumping, go through a normal jump procedure, including the discharge of the fleet marker. Attacking predators are not allowed to stay in space for this jump. If the destination is the Gas Cloud, the admiral examines the New Caprice Crisis deck after it is ready rather than the old crisis deck. The destination card can return the ships to the main board after the jump. Leave them where they are if not instructed otherwise. If this distance has not been reached by jumping, drop the fleet marker. Remove the Crisis deck from the game. The new Caprica Crisis deck will be used in its place for the rest of the game. Shuffle it and place next to the till. The New Caprica board is located above the Pegasus board. All human players move to the Headquarters of the Resistance, including anyone in the brig. Piloted vipers return to reserves. All Cylon players have been transferred to the Occupy Authority. Move all remaining predators to the New Caprica board. They may still be at risk even before Galactica returns. Shuffle all remaining civilian ships, whether in space or in stock, into a single stack face down on the Closed Civilian Ships field. Once the installation is complete, the gameplay resumes from where it left off when the new distance was applied, but now with rules for the new Caprica phase to the one where Galactica returns to power. Until Galactica returns to orbit, as described below, all players can only move to new Caprico locations. Even when that happens, Colonial One will not return. (In the show, it was the last ship to leave New Capric, and it was under Cylon's control until then.) You can use destroyed colonial overlay to point it out. The new phase of Caprika rules both man and Cylon Cylon can move to New Caprican locations. Most of The New Places of Capric have both Human Action and Cylon Action. Only human players can use human action, and only Cylon players can use Cylon Actions. There are also 2 actions at the top of the board that can be used while on any New Caprica space. (For Laura Roslin Terminal Illness, these 2 actions are not considered location activation.) As indicated on the alternative President's card, when the President plays the card of the quorum, he must die, and if 3 or below go to detention. This only happens when you play the card of the quorum out of hand, and not, for example, with The Skilled Policy of Roslin once per game. The new Caprica Crisis Deck replaces the regular crisis deck for the rest of the game. Game effects aimed at the Crisis deck are now aimed at this deck. The Jump Preparation icon is now always accompanied by an evacuation icon. Preparations for the jump will be decided before Galactica returns, and the evacuation icon will be resolved after that. The occupying forces are a new type of Cylon ship that travels along the track at the bottom of the New Capric board. When they are activated: The occupying forces, which are already in place of the shipyard, leave the board. When he leaves, he destroys a blocked civilian ship, if any, otherwise he destroys a prepared civilian ship, and does nothing if both stacks are empty. The occupying forces do not move one space to the right on the track. If there were no occupying forces on the track when they were activated, place one at the start under the occupation administration. Centurions do not advance when the occupying forces are activated, and vice versa, they are completely separated from each other, although they are similar. When re-rolling The Attack Occupation Force roll using Maximum Firepower, which was also the maximum firepower applied to it, the tumbleweed also gets the Maximum Firepower bonus. Prepare civilian vessels to train a civilian vessel, move a civilian ship on top of a blocked civilian ship stack on the bottom of a trained civilian stack vessel. Civilian vessels can only be moved from blocked or prepared civilian stacks of vessels using game effects that specifically relate to these locations. When another game effect requires drawing or placing civilian ships, they must be taken from a normal stack on a board as usual. If the ships were not escorted from the board, this probably means that will not be, and normal rules of limitation of components will apply. The rules of the permit for the painting and destruction of a civilian vessel have special instructions for the blocked and Stacks. Brig vs. Detention When a Character Is in a New Caprick Place: Any effect that sends them to Brig instead sends them into detention Any symbol of ability applied to Brig instead applies to detention If the president is on New Capric, the quorum cards that apply to Brig instead apply to detention just like Brig. Cylon, who shows in custody does not get to use the opportunity on their loyalty cards. Like Brig, when it is written on the board that a player who passes a skills test can move to any place, it actually means any place on New Caprice. Unlike Brig, the Admiral does not lose his title when sent to the detention center. So is CAG. Players are still drawing a crisis card in custody. If Romo Lampkin is on New Capric and uses a lawyer, he instead moves the character from the detention center to a location on New Capric and steals their skill cards. Until Galactica returns, players are only allowed to travel to the New Places of Caprique. All other places are completely inaccessible and cannot be moved or activated remotely. The space zones of the Galaxy, the Cylon Fleet board and any Cylon or Centurions are not affected by any game mechanics. Game effects, which usually send a player to the Resurrection Ship, instead send them to the Medical Center. This includes stopping infiltration, execution and identifying as Cylon. It is not possible to start penetration because it will require first moving to the location of the human fleet. Allow the new Map of the Capric Crisis just like the usual crisis maps, but ignore the evacuation icon and any Cylon ship activation that is not the Occupy force. Also, ignore anything that says to place, move, destroy, repair or damage any ships including vipers, the Galaxy, and Pegasus. Civilian ships cannot be deployed in space areas. The fleet marker moves when, as usual, the Jump Preparation icon appears. When it reaches Auto Jump, do not follow the usual jump procedure. Instead, the Galaxy returns and the last battle is set up. Predators may still be at risk until Galactica returns. If Felix Gaita uses his Coup act while in custody until the return of the Galaxy, he moves to the Resistance headquarters instead of the Command. The end of Dorai's meticulous ability becomes you can move to any place in New Caprico and take another action instead of moving to a medical center. Once Galactica returns when Galactica returns, first place is 1 basestar and 4 Raiders in each of the top 2 space areas. Place 2 vipers in each of the 2 lower areas of space (4 in total). The jump track will not be used for the rest of the game, so from now on ignore the Jump Icon preparation on the crisis cards. Instead, solve the Evacuation icon as follows: The player takes the civilian ship from the top of the prepared space of the civilian ships and moves it one of the two space areas with a viper launch icon. If the ships are not in a prepared pile, nothing happens. Since the final jump is at the discretion of the admiral, do not jump track. Human players can now move between New Caprice, the Galaxy and other human ships by discarding the Skills Map. Colonial is not available during the New Caprico phase even after the Galaxy returns. Cylon players can also travel between New Caprican and other Places of Cylon by discarding the Skill card. Ships and centurions again suffer from game effects, as usual. Vipers can use their escort civilian ships to activate on civilian ships in their space zone. Evacuate New Caprice Once Galactica is in orbit, the Admiral has action available on their title map, which initiates the final jump and completes the game. When the final jump occurs: The Crossroads phase begins immediately after reaching 8 or more distances, interrupting the current player's turn. The Cylons are waiting to ambush the human fleet, and each character faces an important decision. There are 3 steps to the crossroads phase: The Battle of the Ionic Nebula first, create the Battle of the Ionic Nebula: Place Basestar and 4 Raiders in each of the 2 main areas of the space board. Run 2 vipers into each of the two lower areas of space. Finally, reset the jump track. Crossroads Second, each character will be put to the test with the Crossroads card: The current player shuffles the Crossroads deck and hands out 1 card to each player. Each player secretly looks at their own, and chooses one injury marker to play face down next to their Crossroads card. This icon is the result that will be resolved. A player without Trauma tokens can choose any result when the card is revealed. After all the players have made their choice, the current player shows his card and token. The chosen result is decided, and the next player reveals his choice. Solve any penalties usually when they occur, but the Crossroads card of the executed player and the selection of the marker remain. Trial/Boxing Line 3, the characters will be judged by their peers: Remove all Crossroads cards and injury tokens used with them from the game. Also remove from the game all ally cards and tokens attached to them Trauma tokens and Trauma tokens on the ground on board. Each player reveals all his Trauma tokens. Human players discard their friendly tokens, while Cylon players discard all their antagonistic tokens. Each player with 2 or fewer tokens at the moment discards them. Each player counts the number of remaining tokens. If all players have 0 tokens, no player is eliminated. If not, a player with a lot of tokens is eliminated from the game. If players are related, the president selects one of the related players to eliminate. If Cylon players are linked, each Cylon player associated is eliminated. If the players are both human and Cylon connected, follow both All related Cylons are eliminated, and the president chooses who the tied person is eliminated. Eliminated. The Crossroads phase is complete and the game will resume when the Crossroads phase is interrupted. If the Crossroads phase has been achieved with a jump because the jump track has already been reset, don't reset it again (although technically this is the next step in the procedure). The next jump will complete the game. Eliminate To exclude a player from the game, follow the rules of execution, but stop when he is told to either choose a new character or go to the Ship of Resurrection. Their character sheet and token are removed from the game and they must opt out of any Super Crisis cards. The excluded player is no longer in turn and has been completely removed from the game. If they were a current player, the next player is now the current player. Any former titles are given first in the line of succession. Human losses If people lose, the game ends immediately, and Cylon's team wins. (Note that if people run out of resource, they have time to end the turn to recharge it before they are actually lost.) Players can reveal their game is an ended Motive card if all conditions are correct to see if they have won along with Cylons or not. Players with Agenda cards can now reveal them to see if they have won along with Cylons. (All the endings are included, so you're probably playing some version of the mega game. Check these rules to decide the end of the game. According to official rules, each ending has a final jump, which either occurs after a certain distance, or for the New Caprica phase, occurs when (and only when) the Admiral uses a special action available to them on their title card. The final jump just ends the game, the normal jump procedure should not, so there is no Delete Ships step or destination card drawn. The potential loss of population from FTL Control is still occurring, as it occurs before the jump. Once the final distance is reached, indicated on the objective map, the next time the fleet jumps finish the game. When this happens, the usual jump procedure is skipped, so there is no step to remove the ships and no drawn destination map. The location of FTL Control still causes a loss of population if the roll die 6 or lower, as it occurs before the jump. At a distance indicated on the objective map of New Capricoa, the phase of New Capricoa begins. The gameplay continues, with all the players interacting on New Caprick. The jump track is used for the last time to bring back Galactica, and after Galactica returns the final jump the game is over. The final jump can only be initiated by an admiral as an action, not by using a jump track or FTL control. The usual jump procedure is missed, so there is no step delete ships and the destination map is not drawn. Instead, follow the rules above for the end of the game in New Caprik. After the final jump jump Leaders must wait until all other effects are resolved before they hide any game over the Motive cardsdeclare their agenda is accomplished. After the last jump, sympathetic Cylons must wait until all other effects are resolved before they can reveal any game has ended with The Motive cardsdeclare their agenda accomplished. The Preventive Policy cards remain valid if they are played during the final turn. With the resolution of any end of the game effects, undisclosed Cylons continue to be treated as human players, but they still end up winning or losing with Cylons. Attackers are still treated as human or Cylon players depending on whether they penetrate or not. Solve the game effects that occur at the end of the game, such as unfulfilled personal goal cards. Note, however, that personal goal cards do not apply at the end of the game if they are held shown by Cylon. If people have not run out of resources or lost by any other means, when everything is solved at the end of the game, people win! Win! battlestar galactica board game rules faq. battlestar galactica board game exodus rules. battlestar galactica board game daybreak rules. battlestar galactica board game nuke rules. battlestar galactica board game pegasus rules

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