Setup

1. Set Up Game Board

- Fuel: 8
- Food: 8
- Morale: 10
- Population: 12
- Place the Cylon Fleet game board to the left of the main board.

2. Set Up Tokens and Ships

- Remove 2 vipers and place the remaining 6 vipers and 4 raptors in the *Viper and Raptor Reserves* space.
- Place the 4 viper mark VIIs in the *Damaged Vipers* space.
- Place fleet token on start space of the *Jump Preparation* track.
- Place Cylon pursuit marker on start space of *Pursuit* track.
- Place all other tokens (facedown) and plastic ships adjacent to the game board.
  - 16 Cylon raiders + 4 additional raiders
  - 4 Cylon heavy raiders
  - 2 Cylon basestars

3. Determine First Player:

A randomly chosen first player takes the CP token.

4. Choose and Place Characters:

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

5. Distribute Title Cards

Give the Pres title card to the highest ranking player in the Pres line of succession. The Pres shuffles the Quorum deck and draws 1 Quorum card.

The Adm title card is given to the highest ranking player in the Adm line of succession. The Adm is given the 2 nuke tokens.

The CAG title card is given to the highest ranking player in the CAG line of succession.

6. Set Up Loyalty Deck

Create a "You Are Not a Cylon" deck including Personal Goal and Final Five Loyalty Cards.

Create a "You Are a Cylon" deck.

Create the loyalty deck depending on the number of players.

3 players: 1 Cylon, 6 Not a Cylon
4 players: 1 Cylon, 7 Not a Cylon +1 Not a Cylon if No Sympathizer
5 players: 2 Cylon, 9 Not a Cylon
6 players: 2 Cylon, 10 Not a Cylon +1 Not a Cylon if no Sympathizer
Plus 1 Not a Cylon for Gauis Baltar.
Plus 1 Not a Cylon for Sharon Valerii.

Shuffle the deck and deal 1 Loyalty Card facedown to each player (2 cards to Gauis Baltar).

In a 4 or 6 player game, after the loyalty cards have been initially dealt, add the *You Are a Sympathizer* card to the deck and shuffle it.

Place the remaining Loyalty deck and the remaining You Are Not a Cylon deck next to the board. Remember which deck is which. Remaining cards in the Your Are a Cylon deck are returned to the game box unseen.

7. Set Up Other Cards:

Shuffle the Quorum deck, Crisis deck, Super Crisis deck, and Destination deck and place them next to the board.

Separate the Skill cards into 5 decks by type. Shuffle each deck and place them facedown below the matching colored regions at the bottom of the board.

Place the Kobol Objective card faceup next to the Destination deck.

8. Receive Skills

Each player, except the starting player, draws 3 Skill cards from among any of the types of cards listed on his character sheet. This must be a subset of the character's normal draw. The starting player will draw Skill Cards at the start of his turn.

9. Create Destiny Deck

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

10. Set Up Ships

No Sympathizer Variant

This option is intended for players who do not like the dynamic created by the "Sympathizer" card. It is important to note that this option may make the game easier for Human players.

Make the following changes when playing a 4 or 6 player game.

If playing a 6 player game, the Sharon "Boomer" Valerii character may not be chosen during setup. Alternatively, add the Sympathizer card but treat it as a "You are not a Cylon" card.

Instead of adding the Sympathizer card to the loyalty deck, add 1 additional "You are not a Cylon" card.

The humans start the game with the following resources:

- Fuel: 8
- Food: 7
- Morale: 9
- Population: 10

Revealed Cylon players may draw 3 Skill cards on their turns (instead of 2) of 2 or 3 different types**.

Object of the Game

Humans win when they travel 8 or more units of distance towards Kobol, and achieve 1 last jump to reach Kobol with every resource higher than 0.

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

Cylons and Cylon Sympathizers win if any of following occurs:

- Any resource is 0 or less
- *Galactica* accumulates 6 damage tokens
- A centurion boarding token reaches the end of the boarding track
- As a result of execution, a player is forced to select a new character, but there are no more human characters remaining

Game Turn

1. Sickbay and Brig Trauma

If located in Sickbay or the Brig, "Acquire Trauma" and replace taken trauma token with one from the pool.

2. Receive Skills

Draw the number and types of **Skill cards** listed on your character sheet. If you have a multi-colored **multi-skill**, you receive the number of cards listed, *after* deciding how many cards you will draw from each type. **Revealed Cylon** draws 2* Skill cards of any types, but must be diff. types.

3. Movement

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

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

If piloting a *viper*, you may move to an adjacent space area (Mark VII may move 2 space areas), or discard a Skill card to move to a location on *Galactica* or *Colonial One* and return your viper to the **Reserves**.

At the end of your Movement step, you must encounter an Ally (if any) present in your location. If more than one, you choose. Encounter only during your turn and only once per turn.

4. Action

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

Activate Location: Perform the action on your current location.

Skill Card Action: Play a Skill card from your hand to perform the action on the card (if there is one on it). A Revealed Cylon may not perform the action on the card.

Character Action: Perform an action listed on your character sheet (if there is one on it). A Reveaed Cylon may not perform an action listed on the character sheet.

Activate Viper: Do 1 of the following when activating a viper:
- Launch a viper
- Move a viper
- Attack with a viper
- "Escort" 1 civilian ship in the viper's space to the pile of unused civilian ships.

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

Loyalty Card: Reveal one of your "You are a Cylon" Loyalty cards and perform the action on it. Then follow the steps under **Revealing That You Are a Cylon**. During all your future turns, follow the steps under **Revealed Cylon Game Turn**.

Do Nothing: Do nothing during this step.

5. Crisis

Revealed Cylons skip to step 7.

If in Brig, don't draw Crisis card and skip to step 8.

Draw and resolve the top card of the **Crisis deck**. There are 2 types: **skill checks**, and **events**.

Skill Check: Resolved according to the rules for skill checks. Some give the CP, the Pres, or the Adm the choice to either resolve the skill check or carry out an alternate instruction.

Event: Any Crisis card that is not a Cylon attack or skill check is an event. Follow the instructions. Some provide a decision for the CP, the Pres, or the Adm.

6. Activate Cylon Ships

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

7. Prepare for Jump

If the Crisis card has the **prepare for jump** icon, the fleet token advances one space up the **Jump Preparation** track. If it reaches the end, the fleet **jumps**. (This step is no longer skipped by Revealed Cylons and the text on the Caprica Cylon location is changed to allow this.)

8. End of Turn

A player with more than 10 Skill cards in hand (not including cards such as Quorum or Super Crisis cards) at the end of **any** player's turn must discard cards of his choice over 10.

If the Pres has more than 10 Quorum Cards in hand at the end of **any** player's turn must discard down to 10.

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* Draw 3 Skill cards if playing the "No Sympathizer" variant.
CP = Current Player; Pres = President; Adm = Admiral

Pass the CP token to the player on your left.

Revealing That You Are a Cylon

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

1. Discard

Discard down to 3 Skill cards.

2. Lose Titles

Give any Title cards to the next player in the Line of Succession.

3. Resurrect

Move your character token to the **Resurrection Ship**.

4. Receive Super Crisis:

Receive 1 random **Super Crisis card**, which may be played by activating the **Caprica** Cylon location. These cards are like normal Crisis cards, but are immune to all character abilities that affect Crisis cards.

5. End Turn:

A player with more than 10 Skill cards in hand (not including cards such as Quorum or Super Crisis cards) at the end of **any** player's turn must discard cards of his choice over 10.

If the Pres has more than 10 Quorum Cards in hand at the end of **any** player's turn must discard down to 10.

Pass the CP token to the player on your left.

Do not draw a Crisis card at the end of this or any future turn.

Sympathizer

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

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

Revealed Cylon Game Turn

A revealed Cylon player does the following during his/her turn (he has no *Activate Cylon Ships* or *Prepare for Jump* steps):

1. Receive Skills

You may draw 2 Skill cards of any types but must be different types. If 4 or 6 players and No Sympathizer Variant, may draw 3 Skill cards (instead of 2) of 2 or 3 different types**.

2. Movement

You may move to any other Cylon location.

3. Action:

You may perform the action listed on your location, but may not perform other actions, such as those found on Skill or Quorum cards or on your character sheet.

4. Prepare for Jump

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

5. End Turn

A player with more than 10 Skill cards in hand (not including cards such as Quorum or Super Crisis cards) at the end of **any** player's turn must discard cards of his choice over 10.

If the Pres has more than 10 Quorum Cards in hand at the end of **any** player's turn must discard down to 10.

Pass the CP token to the player on your left.

Do not draw a Crisis card at the end of your turn.

Revealed Cylons: Crises and Skill Cards

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

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

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

Skill Checks

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

1. **Read Card:** The CP reads out the card or location and players discuss without revealing the exact strength of their cards. If the card requires the CP, the Pres, or the Adm to make a choice, he must now make it. Any choice that does not have a **pass/fail effect** requires players to carry out specific instructions *instead* of a making a skill check.
2. **Play from Destiny Deck:** 2 cards from the Destiny deck are dealt facedown, starting a common pile.
3. **Play Skills:** Starting with the player **to the left** of the CP (and ending with the CP), each player has one opportunity to play any number of Skill cards from his hand facedown to the pile. Text on the cards is ignored. Revealed Cylon may play 1 skill card.
4. **Shuffle and Divide Cards:** The CP takes the pile, shuffles them and deals them faceup into 2 new piles: cards that **match a skill type (color) listed on the Crisis card** are placed in one pile, and all non-matching cards are placed in another.
5. **Resolve Skill Check Abilities:** CP resolves each card with a Skill Check Ability icon in order of his choosing. Do not resolve the same Skill Check Ability more than once.
6. **Resolve Consequence:** "Consequence" on Crisis/Super Crisis card is triggered if at least 1 Skill Card has a Skill Check Ability.
7. **Total Strength:** Total the **strength** of each card pile. The total strength of the non-matching pile is subtracted from that of the matching pile, giving a final strength.
8. **Determine Result:** If the final strength is **equal to or greater** than the skill check's **difficulty**, carry out the pass result. Otherwise, follow the *fail* result. All cards contributed are then discarded into the appropriate discard piles.
   Some skill checks have a partial pass number listed between the *pass* and *fail* results. If the skill check is not passed, but this number is equaled or exceeded, follow this result instead.

Activating Cylon Ships

Launch Raiders: Each basestar launches 3 raiders. Whenever a raider/heavy raider is launched, the CP takes a ship from those not currently on the board and places it in the launching basestar's area. If all of the raiders are on the board, no more may be launched. If no basestars on the main board, place 1 basestar on the Cylon Fleet board and advance the Cylon pursuit marker.

Activate Raiders: Raiders take one of the following actions (topmost).
- Attack a viper in its area (unmanned if able).
- Destroy a civilian ship in its area (CP's choice).
- Move towards nearest civilian ship (if tied, move clockwise).
- Attack Galactica.

If no Raiders on the main board, **launch** 2 raiders from each Basestar on the main board. If no raiders and no basestars on the main board, place 1 raider on the Cylon Fleet board and advance the Cylon pursuit marker.

Activate Heavy Raiders: Never attack and always move towards the nearest viper launch icon. If activated in a space with a viper launch icon, the heavy raider is removed from the board and a **centurion token** is placed on the start space of the **Boarding Party track**. Each time heavy raiders are activated, centurions are also activated. If no heavy raiders on the main board, **launch** 1 heavy raider from each Basestar on the main board. If no heavy raiders, no centurions, and no basestars on the main board, place 1 heavy raider on the Cylon Fleet board and advance the Cylon pursuit marker.

Activate Basestars: The basestar attacks Galactica. The CP rolls D8 for each basestar on the board to find out if Galactica is damaged. If no basestars on the main board, place 1 basestar on the Cylon Fleet board and advance the Cylon pursuit marker.

Placing Cylon Ships on the Cylon Fleet Board: CP rolls die (may be modified by game effects) and place Cylon ship in the matching space on the Cylon Fleet board.

If all ships of the appropriate type are already on either board, CP finds the highest-numbered area on the Cylon Fleet board containing at least one of that ship type. **Move all ships** in that Cylon space area to the corresponding space area on the main board.

Placing Cylon Ships on the Main Board: When a game effect requires placing Cylon ships on the main board, follow these steps:

CP = Current Player; Pres = President; Adm = Admiral

1. Choose appropriate Cylon ships from those not on either board and place them on the main board as instructed.
2. If not enough ships to fulfill the instructions, the appropriate ships are taken from the Cylon board, starting with the lowest-numbered space and proceeding in numerical order.
3. If still not enough ships to fulfill the instructions, CP decides which ships are not placed.

Attack Table

Unit Attacked	Die Result	
Raider	3–8 = Destroyed	
Heavy Raider, Centurion	7–8 = Destroyed	
Viper	5–7 = Damaged 8 = Destroyed	
Viper Mark VII	6–7 = Damaged 8 = Destroyed	
Civilian Ship	Automatically Destroyed (no die roll required)	
Galactica	with Raider:	8 = Damaged
	with Basestar:	4–8 = Damaged
Basestar	with Viper:	8 = Damaged
	with Galactica:	5–8 Damaged
Attack a space area with a Nuke	1–2 = Damage a basestar twice 3–6 = Destroy a basestar 7 = Destroy a basestar and 3 raiders 8 = Destroy every ship (including human) in the space area When 7 or less is rolled and more than one basestar in the area, Admiral chooses which one is affected. Regardless of the result of the die roll, discard the nuke token after it has been used.	

Jumping the Fleet

1. If FTL Action was used and the fleet marker is on one of the blue spaces of the Jump Preparation track, roll die. **If "6" or lower then lose the population listed on the current FTL Space.**
2. Move vipers to reserves. Pilots to Hangar Deck. Move Cylon ships to corresponding spaces on Cylon Fleet board. Civilian ships remain on the board. Centurions remain.
3. Adm draws 2 Destination Cards. One goes to bottom of deck; resolve the other.
4. Reset the jump track.
5. If total distance is now 4 or more for the first time: Stop to read Cylon Rules again, then pass out 1 Loyalty Card to each player (Boomer gets 2):
   - **If revealed Cylon gets Sympathizer Card:** show it, then may give to another player who then resolves it.
   - **If human or unrevealed Cylon gets Sympathizer Card:** Show it. Previous Loyalty Card remains hidden. If player goes to Brig then Sympathizer Card is treated as a human Loyalty Card. Otherwise, player becomes a revealed Cylon Sympathizer and is on the Cylon side. Follow the Cylon Loyalty Card steps 2-4.
6. If total distance is now 8 or more, enter Crossroads Phase:
   - A. Set Up Battle of the Ionian Nebula.
   - B. Draw and Resolve Crossroads Cards.
   - C. Resolve "The Trial/Boxing the Line".
   - D. Resume CP's turn.

Title Cards

The Pres can draw **Quorum cards** using the Pres Title card or the Pres' Office location. 10 Quorum card hand limit. Excess discarded at end of any turn.

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

CAG controls unmanned vipers and civilian ships in response to certain Crisis Cards.

Line of Succession

Should the Pres, Adm or CAG be executed or revealed as a Cylon, the highest player in the line of succession for that title claims it. In addition, if the Adm or CAG (but not the Pres) is placed in the "Brig," then the highest player in line claims the Adm/CAG title. If an Adm/CAG stripped of his title later moves out of the "Brig," he does not automatically reclaim the title. Brigged Pres keeps the Pres title and all associated abilities.

The orders of succession are:

Adm	Pres	CAG
1. Helena Cain	1. Laura Roslin	1. "Apollo"
2. William Adama	2. Gaius Baltar	2. "Starbuck"
3. Saul Tigh	3. Tom Zarek	3. "Kat"
4. "Helo"	4. Tory Foster	4. "Boomer"
5. Felix Gaeta	5. Ellen Tigh	5. Samuel Anders
6. "Apollo"	6. "Apollo"	6. "Helo"
7. "Dee" Dualla	7. Felix Gaeta	7. William Adama
8. "Starbuck"	8. William Adama	8. Helena Cain
9. "Kat"	9. "Helo"	9. Saul Tigh
10. "Boomer"	10. "Chief" Tyrol	10. Felix Gaeta
11. Samuel Anders	11. "Cally" Tyrol	11. "Dee" Dualla
12. "Chief" Tyrol	12. Helena Cain	12. "Chief" Tyrol
13. "Cally" Tyrol	13. "Dee" Dualla	13. "Cally" Tyrol
14. Tom Zarek	14. "Boomer"	14. Tom Zarek
15. Ellen Tigh	15. Saul Tigh	15. Ellen Tigh
16. Gaius Baltar	16. Samuel Anders	16. Gaius Baltar
17. Tory Foster	17. "Starbuck"	17. Tory Foster
18. Laura Roslin	18. "Kat"	18. Laura Roslin

Execution

If your character is executed, do the following:

1. **Discard Cards:** Discard hand of Skill Cards and assigned Quorum Cards.
2. **Prove Loyalty:** If have one or more "You Are a Cylon" Loyalty Cards, **reveal only one of them** (don't take the action listed on the card) and proceed to step 4 "Cylon." If all of your Loyalty Cards are "You Are Not a Cylon" cards, reveal all of them and proceed to step 3 "Human."
3. **Human:**
   E. Lose 1 morale.
   F. Return character to game box never to be used again.
   G. Discard all Loyalty Cards and trauma tokens.
   H. Choose **any** remaining new character and place that character in his starting location or "Sickbay" if starting location is unavailable. If you have already used a character's once-per-game ability, the new character's once-per-game ability is unavailable for use. If there are no characters left to be selected, the humans immediately lose.
   I. Add one card from the "You Are Not a Cylon" deck to the Loyalty deck, shuffle the Loyalty deck, and draw a new Loyalty Card without revealing it. If Boomer was executed and pre-Sleeper phase, draw an additional Loyalty Card.
4. **Cylon:**
   A. Move to the "Resurrection Ship" Cylon location.
   B. Follow the procedure for a revealed Cylon, but don't draw a Super Crisis Card.
5. **End Turn:** If CP was controlling the executed character, the player's turn ends.

Character-Specific Selection Rules

Carry out the following if you select the specified character as your new character.

Boomer: Shuffle one "You Are Not a Cylon" Loyalty Card into the Loyalty deck. If selected after the Sleeper phase, go the Brig and draw an additional Loyalty Card.

Helo: You are "stranded" during your next turn even if it's not the first turn of the game.

Apollo: Immediately launch Apollo in a viper. If no vipers available in the "Reserves," place Apollo in the Hangar Deck.

CP = Current Player; Pres = President; Adm = Admiral

Baltar: If selected before the Sleeper phase, shuffle one "You Are Not a Cylon" Loyalty Card into the Loyalty deck, then draw an additional Loyalty Card.

Anders: Skip the Receive Skills step of your next turn.

Acquiring Trauma

When drawing trauma token from a location or from the pool:
1. If trauma token is antagonistic or benevolent, keep it without revealing.
2. If trauma token is a disaster, reveal it:
   A. If human player, character is executed.
   B. If Cylon player, draw 2 more trauma tokens without revealing. If another disaster is drawn, reveal it and draw 2 more trauma tokens without revealing.
3. Return drawn disaster tokens to the pool.

If drawn from Sickbay or the Brig, replace the drawn token with one from the pool (without examining it).

Encountering Allies

1. Resolve Ally Card Result

Reveal trauma token on ally card. Resolve card if antagonistic or benevolent trauma token. If disaster trauma token, do not resolve card (character is **not** executed). Discard revealed trauma token.

2. Discard and Draw a New Ally Card

Remove Ally token from the board and return Ally card to the box. Draw new Ally card and place Ally token on the board. If Ally card drawn represents a character already in play, previously executed, or location no longer in the game, return the Ally card to the box and draw a new one.

3. Place a Trauma Token

Player places one of his own Trauma tokens on the new Ally card without revealing it. If player has no more Trauma tokens, draw one from the pool without looking at it.

Additional Rules for Allies

If location containing Allies is damaged or removed from the game, remove Ally tokens from the location, discard trauma tokens from corresponding Ally cards, and return those cards to the box.

If after execution, player selects Ally in play, remove Ally as above.

In both of these situations, Cylon player with the most trauma tokens (CP chooses Cylon player in case of a tie) replaces removed Ally with new randomly drawn one. Ally may be placed in a damaged location. Cylon player then places one of his trauma tokens (unrevealed) on the new Ally. If no Cylon players with trauma tokens, then CP draws replacement Ally and places a trauma token from the pool on the Ally card without looking at it. Repeat this process until all Allies returned to the box have been replaced.

The Crossroads Phase

Refer to rules or other reference.