Setup

1. Set Up Game Board

- Fuel: 8
- Food: 8
- Morale: 10
- Population: 12

2. Set Up Tokens and Ships

- Place 8 vipers and 4 raptors in the *Viper and Raptor Reserves* space.
- Place the fleet token on the start space of the *Jump Preparation* track.
- Place all other tokens (facedown) and plastic ships adjacent to the game board.

3. Determine First Player:

A randomly chosen first player takes the Current Player 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 President title card to the first available player in this list: Laura Roslin, Gaius Baltar, and Tom Zarek. The President shuffles the Quorum deck and draws 1 Quorum card.

The Admiral title card is given to the first available player in this list: William Adama, Saul Tigh, and Helo Agathon. The Admiral is given the 2 nuke tokens.

6. Set Up Loyalty Deck

Create the loyalty deck depending on the number of players.

 3 players: 1 Cylon, 5 Not a Cylon
 4 players: 1 Cylon, 6 Not a Cylon
 5 players: 2 Cylon, 8 Not a Cylon
 6 players: 2 Cylon, 9 Not a Cylon
 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.

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 next to the board. All Loyalty Cards not added to the 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. 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).

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

Game Turn

Players take complete turns, starting with the first player and proceeding clockwise.

1. Receive Skills

Draw the number and types of **Skill cards** listed on your character sheet. 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 type(s).

2. Movement

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

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

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

3. Action

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

Activate Location: Perform the action on your current location.

Skill Card Action: Play a Skill card from your hand to perform the action on the card (if there is one on it). 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

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.

4. Crisis

Revealed Cylons skip to step 7.

Draw and resolve the top card of the **Crisis deck**. There are 3 types: **Cylon attacks**, **skill checks**, and **events**.

Cylon Attack: Follow the steps on the card, then discard it unless instructed to keep it in play.

Skill Check: Resolved according to the rules for skill checks. Some give the current player, the President, or the Admiral the choice to either resolve the skill check or carry out an alternate instruction.

Event: Any Crisis card that is not a Cylon attack or skill check is an event. Follow the instructions. Some provide a decision for the current player, the President, or the Admiral.

5. Activate Cylon Ships

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

6. Prepare for Jump

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

7. 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.

Pass the Current Player 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.

Pass the Current Player 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 type(s). If 4 or 6 players and No Sympathizer Variant, may draw 3 Skill cards instead of 2.

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. 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.

Pass the Current Player 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 current player, make the decision.

Revealed Cylon players:
- are unaffected by abilities on Crisis cards and skill checks,
- cannot be sent to the Brig or Sickbay 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 current player reads out the card or location and players discuss without revealing the exact strength of their cards. If the card requires the current player, the President, or the Admiral to make a choice, he must now make it. Any choice that does not have a **pass/fail effect** requires players to carry out specific instructions *instead* of a making a skill check.
2. **Play from Destiny Deck:** 2 cards from the Destiny deck are dealt facedown, starting a common pile.
3. **Play Skills:** Starting with the player **to the left** of the current player (and ending with the current player), each player has one opportunity to play any number of Skill cards from his hand facedown to the pile. Text on the cards is ignored. Revealed Cylon may play 1 skill card.
4. **Shuffle and Divide Cards:** The current player takes the pile, shuffles them and deals them faceup into 2 new piles: cards that **match a skill type (color) listed on the Crisis card** are placed in one pile, and all non-matching cards are placed in another.
5. **Total Strength:** Total the **strength** of each card pile. The total strength of the non-matching pile is subtracted from that of the matching pile, giving a final strength.
6. **Determine Result:** If the final strength is **equal to or greater** than the skill check's **difficulty**, carry out the pass result. Otherwise, follow the *fail* result. All cards contributed are then discarded into the appropriate discard piles.

Some skill checks have a partial pass number listed between the *pass* and *fail* results. If the skill check is not passed, but this number is equaled or exceeded, follow this result instead.

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. Remove ships from board. Vipers to reserves. Pilots to Hangar Deck. Civilian ships face down in pile (reshuffle it). Centurions remain.
3. Admiral 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.

Title Cards

The President can draw **Quorum cards** using the President Title card or the President's Office location. The President player secretly controls his hand of Quorum cards (no hand limit).

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

Line of Succession

Should the President or Admiral be revealed as a Cylon, the highest player in the line of succession for that title claims it. In addition, if the Admiral (but not the President) is placed in the

"Brig," then the highest player in line claims the Admiral title. If an Admiral stripped of his title later moves out of the "Brig," he does not automatically reclaim the title.

The orders of succession are:

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

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

Activating a Viper

Do 1 of the following when activating a viper:
- Launch a viper
- Move a viper
- Attack with a viper

Activating Cylon Ships

Launch Raiders: Each basestar launches 3 raiders. If there are none in play, nothing happens. Whenever a raider/heavy raider is launched, the current player takes a ship from those not currently on the board and places it in the launching basestar's area. If all of the raiders are on the board, no more may be launched.

Activate 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 (current player's choice).
- Move towards nearest civilian ship (if tied, move clockwise).
- Attack Galactica.

If no Raiders in play, **launch** 2 raiders from each Basestar.

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**. If no heavy raiders in play, **launch** 1 heavy raider from each Basestar in play.

Each time heavy raiders are activated, centurions are also activated.

Activate Basestars: The basestar attacks Galactica. The current player rolls D8 for each basestar on the board to find out if Galactica is damaged.

Attack Table

Unit Attacked	Die Result	
Raider	3–8 = Destroyed	
Heavy Raider, Centurion	7–8 = Destroyed	
Viper	5–7 = Damaged 8 = Destroyed	
Civilian Ship	Automatically Destroyed (no die roll required)	
Galactica	with Raider: with Basestar:	8 = Damaged 4–8 = Damaged
Basestar	with Viper: with Galactica: with Nuke:	8 = Damaged 5–8 Damaged 1–2 = Damaged Twice 3–6 = Destroyed 7–8 = Destroyed and destroy 3 Raiders (not Heavy Raiders) in the same area.

Basestar Damage

		Critical Hit: When drawn, place this token on basestar. While it remains, it counts as 2 dmg. tokens (3 dmg. tokens to destroy a basestar).
		Disabled Hanger: When drawn, place this token on basestar. While it remains, basestar may not launch raiders or heavy raiders.
		Disabled Hanger: When drawn, place this token on basestar. While it remains, basestar may not attack *Galactica*.
		Structural Damage: When drawn, this token is placed on basestar. While it remains, all attacks against basestar gain +2 to die rolls.