

BATTLESTAR GALACTICA

THE BOARD GAME



Syfy
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EXODUS EXPANSION
RULES OF PLAY



Humanity has escaped from the Cylons and renewed its quest for the legendary planet Earth. But their former captors will never relent. For the human race to survive, the mighty Battlestar Galactica must protect the handful of ships carrying humanity on their journey through space.

And yet, even if the men and women who serve on Galactica can elude the Cylons, can they outrun their own flaws? When put to the test, will they be able to overcome their own painful secrets and stand together against their enemies? What if one of these individuals were to discover that his memories of a human life were a lie, and that he was instead one of the mysterious final five Cylon models?

Expansion Overview

With the *Exodus* expansion for *Battlestar Galactica: The Board Game*, players can make decisions based on the conflicted loyalties of their characters, face tenacious attacks by the Cylon Fleet, encounter allies on Galactica and Colonial One, and potentially undergo an unforgettable trial.

The new characters, Quorum, Destination, and Skill Cards included in this expansion, as well as most of the new Crisis and Super Crisis Cards, are designed to be used every time players use the *Exodus* expansion.

The other components of this expansion, however, can be used in several combinations. Starting on page 10, three additional options for play are described, including the Conflicted Loyalties option, the Cylon Fleet option, and the Ionian Nebula option. Each of these options presents players with additional rules and game components, and may be used in any combination or not at all.

Component List

- This Rulebook
- Cylon Fleet Game Board
- 4 Character Sheets
- 86 Cardboard Tokens consisting of
 - 4 Character Tokens
 - 1 Piloting Token
 - 1 Nuke Token
 - 38 Trauma Tokens
 - 35 Ally Tokens
 - 6 Alternate Basestar Damage Tokens
 - 1 Cylon Pursuit Marker

- 110 Large Cards consisting of
 - 40 Crisis Cards
 - 35 Ally Cards
 - 20 Loyalty Cards
 - 7 Crossroads Cards
 - 3 Quorum Cards
 - 3 Super Crisis Cards
 - 1 CAG Title Card
 - 1 Alternate Admiral Title Card
- 28 Small Cards consisting of
 - 4 Leadership Skill Cards
 - 4 Tactics Skill Cards
 - 4 Politics Skill Cards
 - 4 Piloting Skill Cards
 - 4 Engineering Skill Cards
 - 7 Destination Cards
 - 1 Ionian Nebula Objective Card
- 8 Plastic Ships consisting of
 - 4 Viper Mark VIIs
 - 4 Cylon Raiders
- 4 Plastic Character Stands

Component Breakdown

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

Cylon Fleet Game Board

This game board is used only when playing with the Cylon Fleet option, described on page 12. The board features a new location, the “Basestar Bridge,” which grants Cylon players several new ways to undermine humanity. Surrounding the basestar on the Cylon Fleet game board are Cylon space areas that correspond to the space areas surrounding Galactica. At the top of the board is a Pursuit track used to calculate how quickly the Cylon fleet catches up to humanity.



Character Sheets

These character sheets feature four new characters and describe those characters' skill sets and special abilities.



Character Tokens and Stands

These tokens represent the new playable characters included in this expansion. Before playing the first game, slot the tokens into the plastic stands.



Piloting Token

This token is used with the new pilot character, Samuel T. Anders. It functions exactly like the piloting tokens found in the core game.



Nuke Token

This token represents a powerful weapon that the Admiral can launch. This token is only used if the Admiral gains a third nuke token (as a result of the "Build Nuke" engineering card, for example).



Trauma Tokens

These tokens are used only when playing with the Ionian Nebula option, described on page 16. They represent the lingering effects a character suffers as a result of the many challenging experiences he has undergone. During the Crossroads phase, the number and type of trauma tokens each character has determines which characters are deemed worthy to continue fighting in the struggle between human and Cylon.



Ally Tokens

These tokens are used only when playing with the Ionian Nebula option, described on page 16. They are used to indicate the location of individuals who players may encounter. Players may find these allies to be either helpful or harmful. Each token corresponds to a matching Ally Card.



Alternate Basestar Damage Tokens

These tokens are used only when playing with the Ionian Nebula option, described on page 16. They represent damage to the vital systems of a basestar or other detrimental effects suffered by Cylons when a basestar is hit by an attack. These tokens replace the basestar damage tokens provided in the *Battlestar Galactica* core game.



Cylon Pursuit Marker

This marker is used only when playing with the Cylon Fleet option, described on page 12. The marker is used to track progress on the Pursuit track. When this marker reaches the end of the track, Cylon ships on the Cylon Fleet game board jump to the corresponding areas surrounding Galactica.



Crisis Cards

These cards augment the Crisis deck found in the core game and depict events after the escape from New Caprica. Some of these cards feature new mechanics specific to the *Exodus* expansion.



Ally Cards

These cards are used only when playing with the Ionian Nebula option, described on page 16. They represent various individuals who may help or hinder humanity in their quest for survival. Each card corresponds to a matching ally token.



Loyalty Cards

These cards augment the Loyalty deck found in the core game. There are two new kinds of Loyalty Cards, and either or both may be used when playing with the Conflicted Loyalties option, described on page 10.



Crossroads Cards

These cards are used only when playing with the Ionian Nebula option, described on page 16. Each card represents an important decision that a character must make near the end of the game during the Crossroads phase.



Quorum Cards

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



Super Crisis Cards

These cards are added to the core game's Super Crisis deck. They represent extremely challenging situations players must face.



CAG Title Card

The CAG (Commander, Air Group) Title Card is used only when playing with the Cylon Fleet option, described on page 12. Like the President and Admiral Title Cards, this card grants the owner a special action, as well as the ability to make important decisions posed by certain Crisis Cards.



Alternate Admiral Title Card

When players are using the Cylon Fleet option, described on page 12, this card is used in place of the Admiral Title Card from the core game.



Skill Cards

These new cards, four for each skill type, augment the existing Skill Card decks with exciting new abilities.



Destination Cards

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



Ionian Nebula Objective Card

This card is used only when playing with the Ionian Nebula option, described on page 16. The card replaces the Kobol Objective Card found in the core game.



Plastic Viper Mark VII's

These ships are used only when playing with the Cylon Fleet option, described on page 12. They represent a new type of viper for the humans to use when fighting Cylon ships. They are faster and harder to damage than normal vipers.



Plastic Cylon Raiders

These ships are used only when playing with the Cylon Fleet option, described on page 12. They are added to the pool of Cylon raiders that can be deployed against the humans.



Exodus Expansion Icon

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



The Exodus Expansion Icon

Expansion Setup

Before setting up the core game, use the following instructions for incorporating the expansion.

1. **New Character Sheets, Character Tokens, and Piloting Token:** Add the four new character sheets to the mix of available characters. When a player chooses one of the new characters, he receives the corresponding character sheet and character token, as well as the piloting token if applicable.
2. **New Crisis, Quorum, Super Crisis, Skill, and Destination Cards:** Shuffle the new Crisis, Quorum, Super Crisis, Skill, and Destination Cards into their respective decks. If players are not using the Cylon Fleet option, return the "CAG Chooses" Crisis and Super Crisis Cards to the box. In this instance, they are not added to the Crisis and Super Crisis decks.
3. **Additional Nuke Token:** Place the additional nuke token provided in the *Exodus* expansion adjacent to the game board. The humans still start with only two nuke tokens, but a third one could become available during the course of the game.
4. **Conflicted Loyalties:** If playing with the Conflicted Loyalties option, see page 10 for further setup instructions. Otherwise, return the Personal Goal and Final Five Loyalty Cards to the box. They will not be used during this game.
5. **Cylon Fleet:** If playing with the Cylon Fleet option, see page 12 for further setup instructions. Otherwise, return the Cylon Fleet game board, Cylon pursuit marker, CAG Title Card, Alternate Admiral Title Card, viper mark VIs, and the additional raiders from the *Exodus* expansion to the box. They will not be used during this game.
6. **Ionian Nebula:** If playing with the Ionian Nebula option, see page 16 for further setup instructions. Otherwise, return the trauma tokens, ally tokens, alternate basestar damage tokens, Ally Cards, Crossroads Cards, and the Ionian Nebula Objective Card to the box. They will not be used during this game.

How to Use this Expansion

This section describes in detail how to use the new component types and new game rules for the *Exodus* expansion. It is important to note that all of the rules in this section should always be used when playing the *Exodus* expansion. Other rules and components provided in this expansion are optional, and players only use them when they are using one or more of the options described on pages 10–21.

Skill Check Abilities

Some new Skill Cards feature a Skill Check Ability. These cards can be identified by the presence of the Skill Check Ability icon printed beside the card's strength.



Skill Check Ability Icon on a Skill Card

The text on a Skill Card that has a Skill Check Ability icon is resolved only when that card is played into a skill check. The text is resolved regardless of whether the Skill Card was added to the skill check by a human player, by a Cylon player, or from the Destiny deck. Do not resolve the text on a Skill Card played into a skill check if it does not have a Skill Check Ability icon.

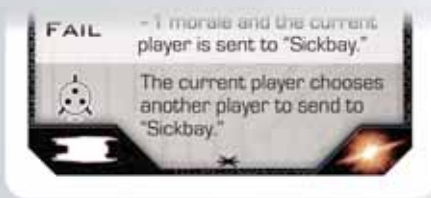
During a skill check, once all Skill Cards have been shuffled and divided into two piles (see the Shuffle and Divide Cards step of resolving a skill check on page 16 of the core rules), determine whether any of the cards have a Skill Check Ability icon. If so, the current player resolves each card with a Skill Check Ability icon in the order of his choosing (see "Skill Check Abilities Example" on page 7). However, do not resolve the same Skill Check Ability more than once, even if more than one copy of the same card was played into the check. (For instance, if two "Establish Network" cards were played into a skill check, double the strength of all engineering Skill Cards played in the check, but do not double them a second time.)

Then, if the skill check was called for by a Crisis or Super Crisis Card, determine if that card lists a "consequence" result. If so, resolve the "consequence" result listed on the card (see "Crisis Cards with a 'Consequence' Result" on page 6).

Crisis Cards with a “Consequence” Result

Some Crisis and Super Crisis Cards feature a “consequence” result (indicated by the Skill Check Ability icon) that is triggered when at least 1 Skill Card with a Skill Check Ability icon is played into that Crisis Card’s skill check.

“Consequence” Result on a Crisis Card.



After Skill Cards with Skill Check Ability icons are resolved during a skill check, determine if the check lists a “consequence” result. If it does, and at least 1 Skill Card with a Skill Check Ability icon was played into the check, resolve the “consequence” result. Note that the presence of a Skill Check Ability icon on a Skill Card played into a skill check triggers the “consequence” result regardless of whether the skill check is passed or failed.

Creating the Loyalty Deck with the Exodus Expansion

When using the *Exodus* expansion, use the following steps to create the Loyalty deck in place of the steps listed on page 6 of the core rules. Loyalty decks now include one more Loyalty Card than in the core game.

1. **Organize Loyalty Cards:** Remove the “You Are a Sympathizer” card from the Loyalty deck.

Take all the Loyalty Cards that say “You Are Not a Cylon” from both the core game and the *Exodus* expansion and shuffle them together into a “You Are Not a Cylon” deck. (Note: If you are not playing with the Conflicted Loyalties option, do not include the Personal Goal or Final Five Loyalty Cards in the “You Are Not a Cylon” deck.) Place this deck facedown near the game board.

Then take all the Loyalty Cards that say “You Are a Cylon” from both the core game and the *Exodus* expansion and shuffle them together into a “You Are a Cylon” deck and place it facedown near the game board.

2. **Create Deck:** Deal the appropriate number of cards from the “You Are a Cylon” deck and the “You Are Not a Cylon” deck into the Loyalty deck as listed below.

Three Players: Create a seven-card deck consisting of:

- 1 Card from the “You Are a Cylon” deck
- 6 Cards from the “You Are Not a Cylon” deck

Four Players: Create an eight-card deck consisting of:

- 1 Card from the “You Are a Cylon” deck
- 7 Cards from the “You Are Not a Cylon” deck

Five Players: Create an eleven-card deck consisting of:

- 2 Cards from the “You Are a Cylon” deck
- 9 Cards from the “You Are Not a Cylon” deck

Six Players: Create a twelve-card deck consisting of:

- 2 Cards from the “You Are a Cylon” deck
- 10 Cards from the “You Are Not a Cylon” deck

3. **Adjust Deck for Characters:** Add one extra card from the “You Are Not a Cylon” deck if a player has selected the character “Gaius Baltar.” Also, add one extra card from the “You Are Not a Cylon” deck if a player has selected the character “Sharon ‘Boomer’ Valerii.”
4. **Shuffle and Distribute:** Shuffle the Loyalty deck thoroughly and then deal one Loyalty Card facedown to each player. (Note: If a player has selected the character “Gaius Baltar,” he receives a second Loyalty Card at the start of the game.)
5. **Add Sympathizer:** If playing a four or six player game, add the “You Are a Sympathizer” card to the Loyalty deck and then shuffle it.
6. **Place Deck:** Place the remaining Loyalty deck and the remaining “You Are Not a Cylon” deck next to the game board. (Be sure to place them in such a way as to not confuse the two decks.) Return the remaining cards in the “You Are a Cylon” deck to the box without looking at them.

Skill Check Abilities Example



1. After shuffling and dividing the Skill Cards for a skill check, the current player sees that 1 card with a Skill Check Ability icon was played into this skill check.
2. The current player resolves the "Trust Instincts" Skill Card, adding 2 cards from the Destiny deck into the skill check. Note that, if either of the 2 additional cards from the Destiny deck had a Skill Check Ability icon (other than an additional "Trust Instincts" Skill Card), the text on that card would also be resolved at this point.
3. The current player then resolves the "consequence" result on the Crisis Card. Since at least 1 Skill Card with a Skill Check Ability icon was played into this check, Galactica is damaged once.
4. Finally, the player totals the strength for the skill check and determines the results as usual.

Execution

There are various effects in this expansion that result in the EXECUTION of a character. Being executed is extremely unpleasant and should be avoided at all costs.

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

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

If all of the player's Loyalty Cards are "You Are Not a Cylon" cards, he reveals all of them and proceeds to step "3. Human."

3. **Human:**
 - A. Lose 1 morale.
 - B. The player returns his character sheet and token to the game box. This character may no longer be used during the game.
 - C. The player discards all his Loyalty Cards. (If playing with the Ionian Nebula option, he also discards all of his trauma tokens.)
 - D. The player then chooses a new character, placing that character in his starting location. If the character's normal starting location is unavailable (for example, as a result of the "Bomb on Colonial 1" Super Crisis Card), the character starts in "Sickbay" instead. He may choose any character without regard to character type (however, the player should consider the identities of known humans and suspected Cylons when selecting his character).
 - E. The player adds one card from the "You Are Not a Cylon" deck to the Loyalty deck, shuffles the Loyalty deck thoroughly, and draws one new Loyalty Card, which is kept hidden from the other players. If the executed character was Sharon "Boomer" Valerii and the game has not yet reached the Sleeper phase, the player draws an additional Loyalty Card.

4. Cylon:

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

5. End Turn: If the executed character was being played by the current player, that player's turn ends, regardless of whether his character was a human or Cylon.

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

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

If the Admiral or President is executed, the title changes hands after the new character is selected. See the "Revised Line of Succession" section on page 9 for more information.

Rules for Selecting Specific Characters after an Execution

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

Sharon "Boomer" Valerii

If Sharon "Boomer" Valerii is selected as a new character, shuffle one "You Are Not a Cylon" Loyalty Card into the Loyalty deck. Then, if she was selected after the Sleeper phase, she is immediately placed in the "Brig" and the player who selected her draws an additional Loyalty Card.

Karl "Helo" Agathon

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

Lee "Apollo" Adama

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

Gaius Baltar

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

Samuel T. Anders

If Samuel T. Anders is selected as a new character, his player skips the Receive Skills step of his next turn.

Rules Changes and Clarifications

All of the rules found in this book supersede the rules found in the core game and the *Pegasus* expansion, and they should always be used when playing the *Exodus* expansion. Of course, if not using the Conflicted Loyalties option, the Cylon Fleet option, or the Ionian Nebula option, disregard the rules described for the unused option. This section contains a number of general rules changes that contradict and replace rules found in the core game.

"Cylon Players" and "Human Players"

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

Timing

If two or more players wish to play a card at the same time (such as two players wishing to use different Skill Card abilities before resolving a skill check), the current player decides which player plays his card first. If a card cannot be played as a result (for example, if two players attempt to play a "Strategic Planning" tactics card), it is returned to the hand of the player who tried to play it.

Nuke Tokens

Although the Admiral still starts the game with two nuke tokens, it is now possible, through the new "Build Nuke" engineering card, to acquire a third nuke or to regain nukes after they have been used. After launching a nuke, place the nuke token adjacent to the board instead of returning it to the box. The Admiral may not have more than three nukes at one time.

Quorum Hand Limit

The President has a maximum hand size of 10 Quorum Cards. At the end of any turn, if she has more than 10 Quorum Cards in her hand, she must discard Quorum Cards until she has 10.

Destroying Civilian Ships

When a player is instructed to “draw a civilian ship to destroy,” the current player draws a random civilian ship token from the tokens not currently on the board and destroys it. If all remaining civilian ships are currently on the board, the current player may choose any civilian ship on the board to destroy.

Revised Line of Succession

These lines of succession include characters from both the *Exodus* expansion and the *Pegasus* expansion, and they are used in place of the ones on page 28 of the core rulebook. Characters with an asterisk next to their names are from the *Pegasus* expansion.

Admiral

1. Helena Cain*
2. William Adama
3. Saul Tigh
4. Karl “Helo” Agathon
5. Felix Gaeta
6. Lee “Apollo” Adama
7. Anastasia “Dee” Dualla*
8. Kara “Starbuck” Thrace
9. Louanne “Kat” Katraine*
10. Sharon “Boomer” Valerii
11. Samuel T. Anders
12. “Chief” Galen Tyrol
13. Callandra “Cally” Tyrol
14. Tom Zarek
15. Ellen Tigh*
16. Gaius Baltar
17. Tory Foster
18. Laura Roslin

President

1. Laura Roslin
2. Gaius Baltar
3. Tom Zarek
4. Tory Foster
5. Ellen Tigh*
6. Lee “Apollo” Adama
7. Felix Gaeta
8. William Adama
9. Karl “Helo” Agathon
10. “Chief” Galen Tyrol
11. Callandra “Cally” Tyrol
12. Helena Cain*
13. Anastasia “Dee” Dualla*
14. Sharon “Boomer” Valerii
15. Saul Tigh
16. Samuel T. Anders
17. Kara “Starbuck” Thrace
18. Louanne “Kat” Katraine*

Revealed Cylon Players

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

- **Draw Skills Step:** A Cylon player may draw 2 Skill Cards of any type. However, each Skill Card must come from a different skill type. In other words, a Cylon player may not draw more than 1 Skill Card from any single Skill deck during his Draw Skills step.
- **Prepare for Jump Step (if necessary):** This step is no longer skipped on Cylon turns. For example, if a Cylon player activates the “Caprica” location and chooses a Crisis Card that has a “prepare for jump” icon on it, the fleet marker advances one space up the Jump Preparation track (after resolving the Crisis Card). Note that this is a change to the text printed on the “Caprica” Cylon location. Do not skip the Prepare for Jump step when using this location.

In addition, all of the abilities listed on a revealed Cylon player's character sheet are ignored. This rule means that if Sharon “Boomer” Valerii has been revealed as a Cylon before the Sleeper phase, her player is given only one Loyalty Card during the Sleeper phase, rather than the two Loyalty Cards she would have received if she had not revealed her character to be a Cylon. The unused Loyalty Card remains in the Loyalty deck and may be dealt out as a result of an execution.

How to Use Expansion Options

The *Exodus* expansion provides three options that may be used to add greater depth to the game. The Conflicted Loyalties option provides a wider variety of Loyalty Cards, the Cylon Fleet option provides a greater emphasis on space combat, and the Ionian Nebula option provides a new Objective Card that allows players to interact with allies and potentially face a trial near the end of the game. None of these options are necessary to play the game, but each may be used on its own or in any combination with the other options.

Option 1: Conflicted Loyalties

Playing with this option, players will find that their characters are motivated by more than simply being a human or a Cylon. For some, it will mean a compelling personal goal they hope to achieve. For others, it will mean discovering that they are one of the mysterious Final Five, the enigmatic Cylon models separate from the known Cylons. The identities of the Final Five are so secret that uncovering one can be dangerous to the one who discovers the truth. With the Conflicted Loyalties option, players may use the Personal Goal Loyalty Cards, the Final Five Loyalty Cards, or both.

Players should be aware that using the Personal Goal Loyalty Cards makes the game much more challenging for the humans. These cards are recommended for experienced players only.

The Conflicted Loyalties Option Setup

Players must choose whether they wish to play with only the Personal Goal Loyalty Cards, only the Final Five Loyalty Cards, or both. If using only the Personal Goal Loyalty Cards, return the Final Five Loyalty Cards to the box. If using only the Final Five Loyalty Cards, return the Personal Goal Loyalty Cards to the box.

When constructing the Loyalty deck, take all Personal Goal Loyalty Cards and Final Five Cards that were not returned to the box and shuffle them into the "You Are Not a Cylon" deck during the Organize Loyalty Cards step detailed in the "Creating the Loyalty Deck with the *Exodus* Expansion" sidebar on page 6.

Recommended First Game with Exodus

Trying to incorporate all of the new rules and components of the options provided in the *Exodus* expansion may seem overwhelming at first. When playing with the expansion for the first time, it is recommended that players either not use any of the three options listed in the rules or only use the Final Five Loyalty Cards from the Conflicted Loyalties option (see "Option 1: Conflicted Loyalties" to the left). Once players are comfortable with the additions to the game, they can use the options in different combinations as desired.

How to Use the Conflicted Loyalties Option

This section describes in detail how to use the game components and rules for the Conflicted Loyalties option. Note that for the purposes of determining whether a player is a human player or a Cylon player, the Personal Goal Loyalty Cards and the Final Five Loyalty Cards are treated exactly the same as "You Are Not a Cylon" Loyalty Cards.

Personal Goals

Individual characters may have personal motivations that exist outside of their loyalty to either humanity or the Cylons. These motivations are reflected by Personal Goal Loyalty Cards. Each of these Loyalty Cards has an action printed on it that allows the player who received it to reveal the card. However, he may only reveal the card if the conditions described on the card are all currently true.

After a player reveals a Personal Goal Loyalty Card when the fleet has traveled six or less distance, he adds the top card from the "You Are Not a Cylon" deck to the Loyalty deck, shuffles the Loyalty deck thoroughly, and then draws a new Loyalty Card, which he examines but keeps hidden from other players. If the fleet has traveled seven or more distance after a player has revealed a Personal Goal Loyalty Card, he does not draw a new Loyalty Card.

Playing with Personal Goal Loyalty Cards makes winning the game more difficult for the humans. The humans must still complete the conditions described on the Objective Card being used. However, each unrevealed Personal Goal Loyalty Card belonging to a human player at the end of the game reduces the resource listed on the card. If, after all the reductions, no resources have been reduced to 0 or lower, the humans win. If, however, any resource has been reduced to 0 or lower, then the victory goes to the Cylons. If a revealed Cylon player has an unrevealed Personal Goal Card at the end of the game, do not reduce the resource listed on that card.

The Final Five

Twelve models of Cylons exist, but the seven that command the Cylon Fleet never speak of the other five. Their identities are shrouded in mystery and to search for them is to put one's life in danger. If a player receives a Final Five Loyalty Card, his character is one of these models of Cylon (even though the card says "You Are Not a Cylon"; see the "Not a Cylon?" sidebar to the right). The Final Five are not like other Cylons, and their allegiance in this conflict cannot be taken for granted.

The text on Final Five Loyalty Cards is only resolved if another player looks at the card as a result of a game effect (for example, Gaius Baltar's Cylon Detector ability) or the card is revealed as a result of an execution.

If a player looks at a Final Five Loyalty Card belonging to someone else, he must immediately reveal it and return the card to the player who was dealt the card. The player who was dealt the card then resolves the text on the card, turns the card facedown again, and, finally, shuffles the card with any other Loyalty Cards he has.

If the Final Five Loyalty Card is revealed as a result of an execution, the player who was dealt the card resolves the text on the card and then returns the card to the box. Note that, as with Crisis Cards and skill checks, revealed Cylon players are not affected by the abilities on Final Five Loyalty Cards.

Secrecy and Conflicted Loyalties

The secrecy rules described on page 20 of the core rulebook apply to the Personal Goal and Final Five Loyalty Cards as well. Players may not discuss any of the details of the text on their Loyalty Cards beyond claiming or denying their status as either a human or a Cylon.

A player may suggest that he has a Personal Goal or Final Five Loyalty Card by, for example, strongly warning others to not look at his Loyalty Cards (whether the warning is legitimate or not), but he may not explicitly state that he has a card of either type nor may he give any details of a card's effects.

Not a Cylon?

If a player receives a Loyalty Card indicating that his character is one of the Final Five models of Cylon, why does the card say, "You Are Not a Cylon" on it? The answer is that the Final Five models still cling to the identities they've had while part of the fleet. Even with the knowledge of their true origin, these individuals do not necessarily join their Cylon brethren. In regard to whether a player wins with the humans or the Cylons, the Final Five Loyalty Card functions exactly the same as a normal "You Are Not a Cylon" Loyalty Card.

If a player has a Final Five Loyalty Card and a "You Are a Cylon" Loyalty Card, he is treated as any other player that has a "You Are a Cylon" Loyalty Card. Thematically, the character is one of the Final Five who has allied himself with the other Cylons.

Resurrection and the Final Five

While it may be true that a character who is one of the Final Five should thematically be resurrected in the event of an execution, if that character is not allied with the Cylons (that is, if the player with the Final Five Loyalty Card does not also have a "You Are a Cylon" card), the other Cylons will try to keep the character in his rebirthing tank indefinitely. Consequently, the character is no longer available for play. The player resolves the execution as if he were a human, losing morale and choosing a new character.



Option 2: The Cylon Fleet

Playing with this option, random Cylon attacks are replaced by a constant pursuit by the Cylon ships. Unlike in the core game, activating Cylon ships always has an effect, either on the main game board or on the Cylon Fleet game board. If Galactica jumps away from Cylon ships, those ships survive to continue chasing the colonial fleet, potentially catching up to them again and again.

The Cylon Fleet option uses the Cylon Fleet game board, Cylon pursuit marker, CAG Title Card, Alternate Admiral Title Card, viper mark VIs, and the additional raiders provided in the *Exodus* expansion. This option adds many new elements to the game; new players may wish to disregard this section until they have played a few times.

Cylon Fleet Option Setup

Before setting up the core game, remove all Cylon attack cards from the Crisis and Super Crisis decks. Return the Cylon attack cards to the box. When adding the Crisis and Super Crisis Cards from *Exodus* to the decks provided in the core game, be sure to include the “CAG Chooses” cards.

During step 5 of the *Exodus* setup (described on page 5), follow the steps below.

1. **Cylon Fleet Game Board:** Place the Cylon Fleet game board to the left of the main game board.
2. **New Plastic Ships and the Cylon Pursuit Marker:** Return two of the vipers from the “Reserves” location to the box. Then place the four viper mark VIs in the “Damaged Vipers” box on the main game board, and add the four new Cylon raiders to the Cylon ships adjacent to the main game board. Place the Cylon pursuit marker on the “Start” space of the Pursuit track on the Cylon Fleet game board.
3. **CAG Title Card and the Alternate Admiral Title Card:** Give the CAG Title Card to the character who is the highest in the order of succession for it (see “CAG Line of Succession” on page 14 for more information). Give the Alternate Admiral Title Card to the player whose character is highest on the Admiral Line of Succession, and return the Admiral Title Card from the core game to the box.

How to Use the Cylon Fleet Option

This section describes in detail how to use the game components and rules used for the Cylon Fleet option.

The Cylon Fleet Game Board

The Cylon Fleet game board represents the staging area where the Cylons prepare their attacks on humanity. It displays the “Basestar Bridge” location, the Pursuit track, and six Cylon space areas that correspond to the six space areas surrounding Galactica on the main game board. The Cylon space area numbered “7–8” corresponds to the space area in front of Galactica, the Cylon space areas numbered “4” and “2” correspond to the two space areas on the side of Galactica with the viper launch icons, the Cylon space areas numbered “5–6” and “3” correspond to the two space areas on the side of Galactica without the viper launch icons, and the Cylon space area numbered “1” corresponds to the space area behind Galactica.

The “Basestar Bridge” Location

The “Basestar Bridge” location on the Cylon Fleet game board provides Cylon players with new options in their battle against humanity. Only revealed Cylons may move to the “Basestar Bridge” location. (Note: Cylon players do not need to discard a Skill Card when moving between the “Basestar Bridge” and any of the other Cylon locations.)

When a player activates the “Basestar Bridge” location, he chooses two of the four listed abilities to resolve, one at a time. (Note that he may only resolve each ability once per activation of the location. He could not, for instance, activate the location and use the ability that compels the CAG to place a civilian ship twice.)

The Pursuit Track

While the humans scramble to efficiently jump the fleet, the Cylons constantly pursue them. This pursuit is measured using the Pursuit track on the Cylon Fleet game board. Once the Cylon pursuit marker reaches the end of the Pursuit track, all Cylon ships in space areas on the Cylon Fleet game board are moved to the corresponding space areas on the main game board. The Cylon pursuit marker advances primarily as a result of Cylon ship activations as described below.

Cylon Ship Activations Using the Cylon Fleet Option

When players use the Cylon Fleet option, Cylon ship activations always have an effect, even when the type of ship being activated is not on the main game board. Use the normal rules for Cylon ship activations as described on pages 22–24 of the core rulebook. However, when the rules indicate that “nothing happens,” resolve the activation according to the following rules.



Activate Raiders: If there are no raiders or basestars on the main game board, place 1 raider on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.



Activate Heavy Raiders and Centurions: If there are no heavy raiders, centurions, or basestars on the main game board, place 1 heavy raider on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.



Launch Raiders or Activate Cylon Basestars: When either of these icons is resolved, if there are no basestars on the main game board, place 1 basestar on the Cylon Fleet game board, according to the placement rules below, and advance the Cylon pursuit marker one space on the Pursuit track.

Placing Cylon Ships on the Cylon Fleet Game Board

When a Cylon ship activation places a raider, heavy raider, or basestar on the Cylon Fleet game board, the current player rolls a die and places the ship in the Cylon space area that matches the result. (This die roll may be modified by game effects such as a "Strategic Planning" Skill Card or Samuel T. Anders's Longshot ability.)

Placing Cylon Ships on the Cylon Fleet Game Board Examples

1



1. During the Activate Cylon Ships step, raiders are activated.
2. Since there are no raiders or basestars in space areas on the main game board, the current player rolls a die, (resulting in a 7) and places a raider in the corresponding Cylon space area.
3. The current player advances the Cylon pursuit marker one space on the Pursuit track onto the space with one civilian ship printed under it, and as a result, the CAG must place one civilian ship on the main game board.

4



4. Later in the game, during another Activate Cylon Ships step, raiders are launched.
5. Since there are no basestars in space areas on the main game board, the current player would normally roll a die and place a basestar in a Cylon space area. However, there are currently no more basestars available to place, so the current player instead finds the highest-numbered Cylon space area that contains at least one basestar, in this case the "5-6" Cylon space area, and moves all of the ships in that area to the corresponding space area on the main game board.
6. The current player advances the Cylon pursuit marker one space on the Pursuit track.

If all ships of the appropriate type are already on either the main game board or the Cylon Fleet game board, the current player finds the highest-numbered Cylon space area on the Cylon Fleet game board that contains at least one of that type of ship. He then moves all the ships in that Cylon space area to the corresponding space area on the main game board.

Advancing the Cylon Pursuit Marker

The Pursuit track displays the readiness of the Cylon Fleet to attack. The Cylon pursuit marker on the Pursuit track advances primarily when a Cylon ship is placed on the Cylon Fleet game board but may be advanced by other game effects.

Each time the Cylon pursuit marker advances on the Pursuit track, move the Cylon pursuit marker one space to the right on the track. When the marker moves onto the space with one civilian ship printed under it, the CAG places a civilian ship on the main game board. When the marker moves onto the space with two civilian ships printed under it, the CAG places two civilian ships, one at a time, on the main game board.

When the Cylon pursuit marker advances to the "Auto Attack" space of the Pursuit track, move all Cylon ships from each Cylon space area on the Cylon Fleet game board to the corresponding space area on the main game board. Then move the Cylon pursuit marker to the start space of the Pursuit track.

Placing Cylon Ships on the Main Game Board

When a game effect instructs a player to place Cylon ships on the main game board (for example, the "Cylon Ambush" Destination Card or a "Launch Raiders" icon), follow these steps in order:

1. Choose the appropriate types of Cylon ships from among the ships that are on neither the main game board nor the Cylon Fleet game board. Place these ships on the main game board as instructed.
2. If, after step 1, there are not enough ships to fulfill the instructions, take ships of the appropriate types from Cylon space areas, starting with the lowest-numbered Cylon space area and proceeding in numerical order until enough of the appropriate ships have been placed.
3. If, after step 2, there are still not enough ships to fulfill the instructions, the current player decides which ships are not placed.

The CAG Title

The CAG (Commander, Air Group) is the officer in charge of coordinating Galactica's pilots. The CAG Title Card is assigned at the start of the game and provides powerful abilities to the player who controls it. Like the President and Admiral, the CAG is given many important decisions to make by Crisis Cards. Should the CAG be revealed as a Cylon, the highest character in the Line of Succession (see "CAG Line of

Succession" below) for the CAG title claims it. In addition, if the CAG is placed in the "Brig," the highest character in line claims the CAG title. If a CAG stripped of his title later moves out of the "Brig," he does not automatically reclaim the title.

Whenever a game effect instructs the CAG to place a civilian ship on the main game board, the CAG chooses which space area to place the ship in. The CAG must, if able, place the civilian ship in a space area that does not already have a civilian ship in it. If all space areas contain a civilian ship, the CAG may place the new civilian ship in any space area. When placing civilian ships, the CAG will want to carefully consider where Cylon ships are on the Cylon Fleet game board as that indicates where they will appear on the main game board.

CAG Line of Succession

Characters with an asterisk next to their names are from the *Pegasus* expansion.

1. Lee "Apollo" Adama
2. Kara "Starbuck" Thrace
3. Louanne "Kat" Katraine*
4. Sharon "Boomer" Valerii
5. Samuel T. Anders
6. Karl "Helo" Agathon
7. William Adama
8. Helena Cain *
9. Saul Tigh
10. Felix Gaeta
11. Anastasia "Dee" Dualla*
12. "Chief" Galen Tyrol
13. Callandra "Cally" Tyrol
14. Tom Zarek
15. Ellen Tigh *
16. Gaius Baltar
17. Tory Foster
18. Laura Roslin

Viper Mark VIIIs

Viper mark VIIIs are more advanced models of the older mark IIs, like the ones aboard Galactica, but an update to their navigational software was sabotaged by the Cylons. By removing this update, these ships can be used again as powerful weapons.

Viper mark VIIIs function exactly like other vipers with a few exceptions. At the beginning of the game, the four viper mark VIIIs start the game in the "Damaged Vipers" box and may not be used until they are repaired.

When a game effect instructs players to destroy, place, or activate vipers and both vipers and viper mark VIIs are available, the current player chooses which ones to use.

When a character is piloting a viper mark VII or activating an unmanned viper mark VII, he may move the viper two space areas instead of just one. That is, once he has moved to an adjacent space area, he may move to one additional adjacent space area if he wishes.

When a viper mark VII is attacked, it is damaged on a result of a 6 or 7 and is destroyed on a result of an 8. (This information is included in the "Attack Table for the Cylon Fleet Option" on page 24.)

Rules Changes and Clarifications When Using the Cylon Fleet Option

This section contains a number of general rules changes that contradict and replace those found in the core game. These rules should always be used when playing with the Cylon Fleet option.

Viper Activation

When any player activates a viper, he now has the option to escort a civilian ship to safety instead of moving or attacking with it. When a player uses a viper activation to escort a civilian ship, he chooses one civilian ship in the viper's space area and shuffles the civilian ship back into the pile of unused civilian ships.

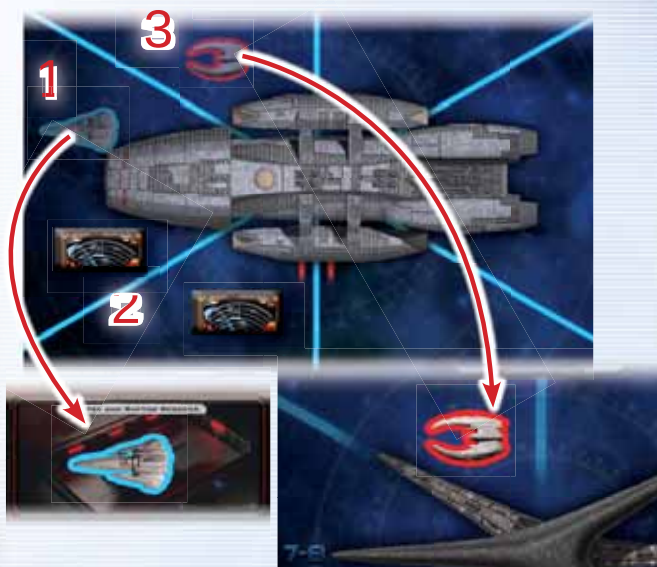
Jumping the Fleet

When the fleet jumps, return any vipers in space areas to the "Reserves" and move any character who was piloting a viper to the "Hangar Deck" location as normal.

However, do not remove any civilian ships from the main game board. Each civilian ship remains in the same space area it was in when the fleet jumped. Civilian ships are only removed from the main game board when destroyed, escorted using a viper activation, or as a result of a game effect that specifically instructs players to remove civilian ships from the main game board.

Finally, move any Cylon ships in space areas on the main game board to the corresponding Cylon space areas on the Cylon Fleet game board (see "The Cylon Fleet Game Board" on page 12).

Removing Ships During a Jump



1. Return all vipers in space areas to the "Reserves" and move any character who was piloting a viper to the "Hangar Deck" location.
2. Do not remove civilian ships from the main game board.
3. Move all Cylon ships in space areas on the main game board to the corresponding Cylon space areas on the Cylon Fleet game board.

Launching Nukes

When firing a nuke, the Admiral now chooses a space area to target, rather than a basestar, and rolls a die. On a roll of 1–2, the nuke damages a basestar in that space area twice. On a roll of 3–6, the nuke destroys a basestar in that space area. On a roll of a 7, the nuke destroys a basestar and three raiders in that space area. On a roll of an 8, every ship in that space area is destroyed, including raiders, heavy raiders, basestars, vipers, and civilian ships. In cases where a 7 or lower was rolled and more than one basestar is in a space area, the Admiral chooses which basestar to damage or destroy. In cases where a 7 or lower is rolled and there are no ships of the appropriate type in the space area to damage or destroy, the nuke has no effect, although the nuke token is still discarded by the Admiral and placed adjacent to the main game board.

Option 3: The Ionian Nebula

During their journey to the Ionian Nebula, characters become burdened by trauma as a result of their difficult experiences. In facing their challenges, they may be helped or hindered by the many allies found in the fleet. But, in the end, each character must ultimately face his own crossroads and prove his worth.

The Ionian Nebula option uses trauma tokens, ally tokens, alternate basestar damage tokens, Ally Cards, Crossroads Cards, and the Ionian Nebula Objective Card. This option adds many new elements to the game; new players may wish to disregard this section until they have played a few times.

The Ionian Nebula Option Setup

During step 6 of the *Exodus* setup described on page 5, follow the steps below.

1. **Alternate Basestar Damage Tokens:** Return the core game's basestar damage tokens to the box. Place the basestar damage tokens provided in the *Exodus* expansion facedown adjacent to the game board.
2. **Trauma Tokens:** Place the trauma tokens facedown next to the game board and randomize them. This is the pool of trauma tokens. Draw two random tokens from this pool and, without looking at them, place one facedown on the "Sickbay" and the other facedown on the "Brig."
Each player draws three random tokens from the pool of trauma tokens, looks at them without revealing them, and places them near his character sheet. If any of these trauma tokens has the disaster symbol on it, the player reveals it, sets it aside, and draws a new trauma token. The player then returns any trauma tokens with a disaster symbol facedown to the pool and randomizes them.
3. **Ionian Nebula Objective Card and Crossroads Cards:** Shuffle the Crossroads Cards and set them aside. They will not be used until the Crossroads phase (see page 18). Place the Ionian Nebula Objective Card next to the Destination deck and return the Kobol Objective Card to the box.
4. **Ally Cards and Tokens:** Shuffle the Ally Cards and place them and the ally tokens next to the main game board. Draw the top three cards from the Ally deck and place each one faceup adjacent to the Ally deck. Note: If an Ally Card is drawn that represents a character who has been chosen by a player, return that Ally Card to the box and keep drawing Ally Cards until one is drawn that represents a character not being used by a player. For each of the three

Ally Cards, draw one trauma token from the pool of trauma tokens and, without looking at it, place the trauma token facedown on the Ally Card.

Finally, for each of the three Ally Cards, place the matching ally token in the location listed on the card under the image.

How to Use the Ionian Nebula Option

This section describes in detail all game components and rules used for the Ionian Nebula option.

Trauma Tokens

During the course of the game, players will receive trauma tokens. These tokens represent the psychological effects on characters due to the hardships they endure (for instance, as a result of going to "Sickbay" or the "Brig"). Trauma tokens are used to influence the behavior of allies that characters may encounter. But more importantly, trauma tokens determine which player, if any, will be eliminated from the game as a result of his character being put on trial (for humans) or having his entire model line "boxed" (for Cylons).

In some cases, a player receives a trauma token with a benevolent symbol on it. This represents his character developing a sense of compassion or a belief in destiny as a result of his suffering. (Receiving trauma tokens with a benevolent symbol can prove hazardous to Cylon characters. See "3. Resolve 'The Trial / Boxing the Line' on page 19.) In other cases, a player receives a trauma token with an antagonistic symbol on it. This represents his character growing more bitter and aggressive as a result of his troubles. (Receiving trauma tokens with an antagonistic symbol can prove hazardous to human characters. See "3. Resolve 'The Trial / Boxing the Line' on page 19.) A player may also receive a trauma token with a disaster symbol on it, indicating some tragedy has befallen his character. (See "Acquiring Trauma" below.)



*Benevolent
Symbol*



*Antagonistic
Symbol*



*Disaster
Symbol*

Acquiring Trauma

Any time a player takes the trauma token from a location or draws a token from the pool of unused trauma tokens, he performs the following steps in order:

1. If the trauma token has either an antagonistic symbol or a benevolent symbol, the player does not reveal it, and he places the token with any other trauma tokens he has.
2. If the trauma token has the disaster symbol on it, the player must immediately reveal the token.
 - A. If a human player drew this token, his character is executed (see "Execution" on page 7).
 - B. If a Cylon player drew this token, he draws two more trauma tokens, which he examines without revealing them. If either of these tokens is the other trauma token with a disaster symbol on it, the player must again reveal it and draw two more trauma tokens. He then places all the trauma tokens he drew that do not have disaster symbols with any other trauma tokens he has.
3. The player returns any trauma tokens with the disaster symbol facedown to the pool of unused trauma tokens, and then randomizes the pool.

If the trauma token was taken from either the "Sickbay" or the "Brig," replace it with a token from the trauma pool. (See "Locations and Trauma" below.)

Locations and Trauma

At the start of a player's turn, before he draws his Skill Cards, if he is located in either the "Sickbay" or the "Brig," he takes the trauma token on that location, examines it without showing it to the other players, and performs the steps outlined above in "Acquiring Trauma." Afterward, he replaces the trauma token by taking a token from the pool of trauma tokens, without examining it, and placing it on the location where he started his turn.

Executions and Trauma

While resolving an execution, a player who was proven to be human discards all of his trauma tokens at the same time that he discards his Loyalty Cards. Immediately after the player chooses a new character, he draws three trauma tokens and examines them without showing them to the other players. As at the start of the game, the player draws a replacement for any trauma token with a disaster symbol on it and returns the disaster trauma token to the pool. A player who is proven to be a Cylon while resolving an execution keeps his trauma tokens.

Allies

Galactica and Colonial One are populated with individuals who possess remarkable talents, useful knowledge, and positive traits that may prove beneficial to humanity's efforts. However they also possess bad habits, selfish motivations, and destructive elements to their personalities that may prove harmful to those who encounter them. Players may interact with these individuals by using the Ally Cards and ally tokens.

At the end of a player's Movement step, if his character is in the same location as an ally token, he must encounter that token's corresponding Ally Card before proceeding to his Action phase.

If more than one ally token is in the location, the player chooses one of those allies to encounter. A player may only encounter an ally on his turn and may encounter only one ally per turn. Perform the following steps when encountering an Ally Card.

1. **Resolve Ally Card Result:** Each Ally Card lists two potential results of being encountered. The upper result described on the card is the benevolent result and the lower result is the antagonistic result.

When a player encounters an Ally Card, he first reveals the trauma token on that card. If the token has the benevolent symbol on it, he resolves the card's benevolent result. If the token has the antagonistic symbol, he resolves the card's antagonistic result. If the token has a disaster symbol, he resolves neither result. (Note: Revealing a trauma token with a disaster symbol when encountering an ally does not result in the execution of the character encountering that ally.) After revealing the trauma token, the player discards it.

2. **Discard and Draw a New Ally Card:** After resolving the Ally Card, the player removes the ally token from the board and returns the Ally card to the box. He then draws a new card from the Ally deck to replace the one he just discarded.

Any time an Ally Card is drawn, if it represents a character who is being used by a player or who has been executed, return that Ally Card to the box and draw a new one. If the location listed on the Ally Card is no longer in the game (for example, as a result of the "Bomb on Colonial 1" Super Crisis Card), return the Ally card to the box and draw a new one.

The player then places the corresponding ally token in the location indicated on the card.

3. **Place a Trauma Token:** Finally, the player who drew the Ally Card chooses one of his own trauma tokens to place facedown on the Ally Card he just drew. If the player has no trauma tokens, he draws a random token from the pool of trauma tokens instead and, without looking at it, places it facedown on the Ally Card. (Note: The player only draws a token from the pool of unused trauma tokens if he does not have any trauma tokens of his own.)

If a location containing an ally token is damaged or removed from play, remove all ally tokens in that location from the game board, discard the trauma tokens on the corresponding Ally Cards, and return those cards to the box. If, after an execution, a player chooses a character who corresponds to an ally token on the board, remove the ally token, discard the trauma token on the corresponding Ally Card, and return the card to the box.

In either of these situations, the Cylon player with the most trauma tokens draws a new Ally Card to replace the one returned to the box and places the corresponding ally token on the appropriate location. (Ally tokens can be placed in locations that are already damaged.) The Cylon player then chooses one of his own trauma tokens to place facedown on the Ally Card he just drew. If more than one Cylon player is tied for the most trauma tokens, the current player chooses which Cylon player will draw the Ally Card and place a trauma token on it. If there

are no Cylon players with trauma tokens, the current player draws a card from the Ally deck, draws a random token from the pool of unused trauma tokens, and, without looking at it, places it facedown on the card. Repeat this process until all Ally Cards returned to the box have been replaced.

Once the Ally deck is depleted, no further Ally Cards may be drawn.

Note: Ally Cards are only encountered at the end of a player's Movement step. If a player moves to a location when it is not his Movement step (for instance, as a result of an "Executive Order" leadership card), he does not encounter any Ally Cards.

Encountering an Ally Example



1. At the end of a player's Movement step, his character is in the Brig with the Romo Lampkin ally token. The player must encounter that ally. He begins by revealing the trauma token on that Ally Card.
2. Since the trauma token has a benevolent symbol, the player resolves the benevolent result and must move out of the "Brig" to any location.
3. The player then discards the trauma token and the Ally Card, draws a new Ally Card, and places the corresponding ally token in the location indicated on the card. Finally, he chooses one of his own trauma tokens and places it on the new Ally Card.

Secrecy and Trauma Tokens

The secrecy rules described on page 20 of the core rulebook also apply to trauma tokens. Players may not discuss the symbols on unrevealed trauma tokens. A player may suggest that an ally token should or should not be encountered, but he must not explicitly state that a trauma token of a specific type is on the card.

Alternate Basestar Damage Tokens

The alternate basestar damage tokens replace the basestar damage tokens provided in the core game. The critical hit, disabled hangar, disabled weapons, and structural damage tokens each function as described on page 25 of the core rulebook. Additionally, there are two new types of basestar damage tokens, detailed below:

- **Collateral Damage:** When drawn, destroy up to three raiders in the same space area as this basestar. Place this token on the basestar. While the token remains, it counts as one damage token.
- **Damage to Personnel:** When drawn, each Cylon player draws two trauma tokens. Place this token on the basestar. While the token remains, it counts as one damage token.



The Crossroads Phase

When playing with the Ionian Nebula Objective Card, the game enters the Crossroads phase after the humans travel eight or more units of distance.

The Crossroads phase represents a pivotal moment in the search for Earth. As the Cylons attack, each character must face an important decision.

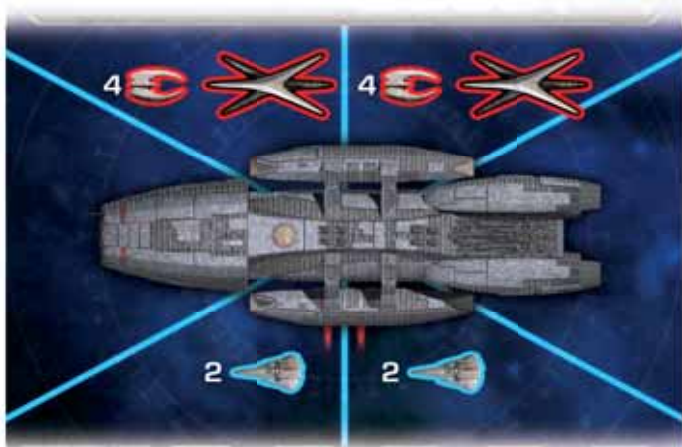
As soon as the Crossroads phase begins, the current player's turn is interrupted. Players then complete the following steps:

1. Set Up Battle of the Ionian Nebula
2. Draw and Resolve Crossroads Cards
3. Resolve "The Trial / Boxing the Line"

The following sections describe these steps in more detail. After resolving these steps, the current player's turn resumes.

1. Set Up Battle of the Ionian Nebula

Once Galactica jumps to the nebula, it encounters basestars and raiders waiting to attack. The ensuing battle is later known as the Battle of the Ionian Nebula.



In this step, the current player does the following in order:

- Place a basestar and four raiders in each of the two space areas above Galactica (as shown above). Note: If using both the Cylon Fleet option and the Ionian Nebula option, be sure to use the steps outlined in the "Placing Cylon Ships on the Main Game Board" section on page 14.
- Launch two vipers into each space area containing a viper launch icon.
- Move the fleet marker to the start space of the Jump Preparation track. Note that this replaces the Reset Jump Preparation Track step of "Jumping the Fleet."

2. Draw and Resolve Crossroads Cards

Arriving at the Ionian Nebula, each character faces a pivotal moment. The nature of this moment varies, but for each character, it is an opportunity to potentially overcome his past or to have a major impact on the search for Earth.

After placing ships for the Battle of the Ionian Nebula and resetting the fleet marker, the current player shuffles the Crossroads deck and deals one card facedown to each player. Each Crossroads Card features two results, one for a trauma token with a benevolent symbol and one for a trauma token with an antagonistic symbol. After secretly looking at his Crossroads Card, each player places it facedown in front of himself and chooses one of his trauma tokens to play facedown next to his Crossroads Card. This token indicates which result on the card will be resolved. If a player has no trauma tokens, he may choose either of the two results to resolve when his card is revealed.

After all players who have trauma tokens have played one facedown next to their Crossroads Card, the current player reveals his Crossroads Card and the trauma token he placed

Resolving Crossroads Cards Example



After each player has received his Crossroads Card and chosen a trauma token to assign to it, the current player reveals his Crossroads Card and trauma token. The trauma token has an antagonistic symbol, so the player resolves the antagonistic result on the Crossroads Card. Consequently, each Cylon player draws two trauma tokens, and the Admiral is executed. Note that even though the Admiral is executed, the Crossroads Card that the Admiral's player received and the trauma token he played with it remain in play (and will still be resolved).

next to it. He then resolves the result that matches the trauma token he played (or the result of his choosing if he had no trauma token to play). Play proceeds clockwise, and each subsequent player reveals both his Crossroads Card and trauma token and then resolves the appropriate result.

If at any point during this step a character is executed, the execution is resolved fully. However, the player does not discard his Crossroads Card or the trauma token he played next to it (his Crossroads Card will still be resolved in turn). Note that being executed while resolving Crossroads Cards is not the same as being eliminated (see "Resolve 'The Trial / Boxing the Line'" below).

3. Resolve "The Trial / Boxing the Line"

After each character has faced his crossroads, his peers must judge whether that character, either Cylon or human, still belongs among his own kind.

If not, that character is deemed unworthy of continuing in the struggle to find Earth. In the case of a human, this judgement means he has been found guilty by his peers and sentenced to death. For a Cylon, this judgement means having his entire model line "boxed" and kept in cold storage forever.

To resolve this step, players do the following:

1. **Remove Cards and Tokens:** After all Crossroads Cards have been resolved, discard all the trauma tokens that were placed next to the Crossroads Cards as well as the trauma tokens on Ally Cards and on the "Brig" and "Sickbay." Return all Ally Cards, ally tokens, and Crossroads Cards to the box. They will not be used for the remainder of the game.
2. **Reveal Trauma Tokens:** Each player reveals all of his trauma tokens. All human players (including unrevealed Cylons) discard all of their tokens with a benevolent symbol, while Cylon players discard all of their tokens with an antagonistic symbol.
3. **Discard Two or Fewer Trauma Tokens:** Each player with two or fewer remaining trauma tokens discards them as well.
4. **Total Remaining Trauma Tokens:** If no players have any remaining trauma tokens, proceed to step 6. However, if one or more players still have trauma tokens, each of those players determines the total number of tokens he has.
5. **Elimination:** The player who has the most trauma tokens remaining is eliminated from the game (see below). Resolve ties for having the most trauma tokens in the following manner:
 - A. In the event of a tie among human players, the President chooses one of the human players tied for the most trauma tokens. That player is eliminated.
 - B. In the event of a tie among Cylon players, each tied Cylon player is eliminated.
 - C. In the event of a tie between human players and Cylon players, each tied Cylon player is eliminated. The tied human player is also eliminated. If more than one human player was tied, the President chooses which of the tied human players is eliminated.

When eliminating a player, first resolve the execution of his character, including any loss of morale for executing a human. However, an eliminated human player does not choose a new character. Eliminated Cylon players do not move their characters to the "Resurrection Ship," but instead return their character sheets and tokens to the game box and discard any Super Crisis Cards they have. In either case, an eliminated player no longer receives a turn; he is out of the game completely. If he was the current player, the current player token is passed to the next player.

6. **Discard Remaining Trauma Tokens:** After resolving player eliminations, return all trauma tokens to the box and resume normal game play from the point at which it was interrupted (or from the beginning of the new current player's turn, if the previous current player was executed and/or eliminated during the Crossroads phase).

Once the game has resumed, the next time the humans jump, they do not draw a Destination Card; instead, they simply win the game (as long as every resource is higher than 0).

Resolving "The Trial/Boxing the Line" Example



1. In this example, Samuel T. Anders and Sharon "Boomer" Valerii are both revealed Cylons. All players reveal their trauma tokens. The human players discard their tokens with a benevolent symbol. Cylon players discard their tokens with an antagonistic symbol.
2. Players who have two or fewer trauma tokens remaining discard all of their trauma tokens.
3. If any players still have trauma tokens remaining, the player with the most trauma tokens is eliminated. Since two humans are tied for the most trauma tokens, the President chooses which one is eliminated. If a Cylon player were tied with the human players for the most trauma tokens, he would be eliminated as well.

Human Strategy for the Ionian Nebula Option

When playing with the Ionian Nebula option, a human player will want to consider carefully how he acquires and uses trauma tokens, particularly in relation to Ally Cards and Crossroads Cards. In general, a human player will want to avoid acquiring trauma tokens due to the risk of drawing a token with the disaster symbol, which would result in the character's execution. Additionally, the more tokens with an antagonistic symbol that a human player has, the greater the risk of the player being eliminated during the Crossroads phase.

Human Strategy: Allies and Trauma Tokens

After a human player encounters an Ally Card, he draws a new Ally Card and places one of his trauma tokens on that card. When choosing whether to place a token with a benevolent symbol or one with an antagonistic symbol, the player should consider the results described on the card. If he chooses a token with a benevolent symbol, encountering that ally will trigger the benevolent result, which typically benefits human players.

However, placing tokens on allies is the main method used by human players for getting rid of trauma tokens. A self-interested human player will want to get rid of his antagonistic tokens to avoid being eliminated while resolving "The Trial / Boxing the Line." The player must decide if the help an Ally Card can provide outweighs the risk of being eliminated.

Cylon players can place trauma tokens on Ally Cards in certain situations, such as after a location with ally tokens has been damaged or removed from play. While it is possible that a Cylon player may be trying to hurt the humans with antagonistic trauma tokens, it is also possible that he is getting rid of his benevolent tokens to avoid being eliminated while resolving "The Trial / Boxing the Line."

Human Strategy: Crossroads and Trauma Tokens

Playing and resolving Crossroads Cards is the last chance to affect trauma tokens before resolving "The Trial / Boxing the Line." Players will want to consider which result listed on their Crossroads Card they would prefer to take effect, but also which of their tokens they want to get rid of before resolving "The Trial / Boxing the Line."

Cylon Strategy for the Ionian Nebula Option

When playing with the Ionian Nebula option, a Cylon player, like a human player, will want to consider carefully how he acquires and uses trauma tokens, particularly in relation to Ally Cards and Crossroads Cards. Like human players, a Cylon player will want to avoid acquiring trauma tokens due to the risk of drawing a token with the disaster symbol, which would cause the Cylon player to draw two more trauma tokens. Unlike with humans, however, the more trauma tokens with a benevolent symbol that a Cylon player has, the greater the risk of the player being eliminated during the Crossroads phase.

Cylon Strategy: Allies and Trauma Tokens

Cylon players can place trauma tokens on Ally Cards in certain situations, such as after a location with ally tokens has been damaged or removed from play. When deciding whether to place a trauma token with a benevolent symbol or one with an antagonistic symbol, the player should consider the results described on the card. If the Cylon player chooses a token with an antagonistic symbol, encountering that Ally Card will trigger the antagonistic result, which typically harms human players.

However, replacing tokens on allies is the main method used by Cylon players to get rid of trauma tokens. A self-interested Cylon player will want to get rid of his benevolent tokens to avoid being eliminated while resolving "The Trial / Boxing the Line." The player must decide if the harm an Ally Card can do to the Cylon cause is worth the player's risking being eliminated.

Cylon Strategy: Crossroads and Trauma Tokens

Playing and resolving Crossroads Cards is the last chance to affect trauma tokens before resolving "The Trial / Boxing the Line." Players will want to consider which result listed on their Crossroads Card they would prefer to take effect, but also which of their tokens they want to get rid of before resolving "The Trial / Boxing the Line."

Combining the Pegasus and Exodus Expansions

This section details how to integrate the rules when playing with both the *Pegasus* and the *Exodus* expansions.

Handing Off Excess Loyalty Cards

When using the *Pegasus* expansion, be sure to use the revised rules described under "Handing Off Excess Loyalty Cards" as described on page 7 of the *Pegasus* rulebook.

Execution

The rules for execution are slightly revised for the *Exodus* expansion. Use the rules as they are described on page 7 of this rulebook, even when playing with the *Pegasus* expansion, with the following exception. During step 2, "Prove Loyalty," a player with one or more "You Are a Cylon" Loyalty Cards reveals one and gives all his remaining facedown Loyalty Cards to a human player of his choice, as described on page 12 of the *Pegasus* rulebook.

Setup Using the Cylon Fleet Option

If using the Cylon Fleet option, remove the "Mining Asteroid" Destination Card from the Destination deck before setting up the game.

Cylon Leaders

When using Cylon Leaders, use the following rules for any game involving the *Exodus* expansion.

A Cylon Leader disregards any game effect that instructs him to add a "You Are Not a Cylon" card to the Loyalty deck and draw a Loyalty Card.

Creating a Loyalty Deck with the Exodus Expansion and Cylon Leaders

When building the Loyalty deck in a game with the *Exodus* expansion and a Cylon Leader, use the following mix of cards instead of the mixes found under step 2 of "Creating the Loyalty Deck with the Exodus Expansion" on page 6 of this rulebook.

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

Four Players: Create a seven-card deck consisting of:
1 Card from the "You Are a Cylon" deck
6 Cards from the "You Are Not a Cylon" deck
Deal one random Sympathetic Agenda Card to the Cylon Leader.

Five Players: Create a nine-card deck consisting of:
1 Card from the "You Are a Cylon" deck
8 Cards from the "You Are Not a Cylon" deck
Deal one random Hostile Agenda Card to the Cylon Leader.

Six Players: Create an eleven-card deck consisting of:
2 Cards from the "You Are a Cylon" deck
9 Cards from the "You Are Not a Cylon" deck
Deal one random Sympathetic Agenda Card to the Cylon Leader.

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

Using Cylon Leaders with the Cylon Fleet Option

An Infiltrating Cylon Leader may never become CAG.

Using Cylon Leaders with the Ionian Nebula Option

If playing with the Ionian Nebula option, an Infiltrating Cylon Leader may encounter Ally Cards exactly the same as any human player.

At the start of the Crossroads phase, if a Cylon Leader is currently Infiltrating, he resolves "The Trial / Boxing the Line" as if he were a human. If he is not Infiltrating, he resolves "The Trial / Boxing the Line" as a Cylon.

New Caprica Objective When Using the Cylon Fleet Option

If using both the New Caprica Objective Card and the Cylon Fleet option, be sure to use the steps outlined in "Placing Cylon Ships on the Main Game Board" (described on page 14 of this rulebook) for placing Cylon ships on the main game board once Galactica returns to orbit.

Note that during the New Caprica phase, civilian ships are utilized as described on pages 13–17 of the *Pegasus* rulebook. Civilian ships do not remain in space areas during New Caprica setup. However, after Galactica has returned to orbit, vipers may be activated to escort civilian ships in space areas as described on page 15 of this rulebook.

Seven Player Game Variant

When using the Seven Player Game variant described on page 18 of the *Pegasus* rulebook, construct a thirteen-card Loyalty deck made up of 2 cards from the "You Are a Cylon" deck and 11 cards from the "You Are Not a Cylon" deck. Deal the Cylon Leader one random Hostile Agenda Card. Remember, when using this variant, each player should anticipate a longer wait between his turns.

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Frequently Overlooked Rules

- The Admiral only receives two nuke tokens at the start of the game. Place the third nuke token adjacent to the game board.
- When a Cylon player draws Skill Cards, he may not draw more than one card from each skill type.
- The President has a maximum hand size of 10 Quorum Cards. At the end of any turn, if she has more than 10 Quorum Cards in her hand, she must discard Quorum Cards until she has 10.

Using the Cylon Fleet Option

- When setting up the *Exodus* expansion, be sure to remove all Cylon attack cards from both the Crisis deck and the Super Crisis deck.
- When the fleet jumps, move all Cylon ships in space areas on the main game board to the corresponding space areas on the Cylon Fleet game board. Do not remove any civilian ships from the main game board.
- When firing a nuke, the Admiral chooses a space area to target, rather than a basestar.
- If a Cylon ship activation results in placing a Cylon ship on the Cylon Fleet game board, but there are no more ships of the appropriate type to be placed, the current player finds the highest-numbered space area on the Cylon Fleet game board that contains at least one of that type of ship. He then moves all the ships in that space area to the corresponding space area on the main game board.

Using the Ionian Fleet Option

- At the end of a player's Movement step, if he is in the same location as an ally token, he must encounter that Ally.
- If an Ally Card is drawn that represents a character who is being played by a player, who has been executed, or who would appear in a location that is no longer in the game (for example, as a result of the "Bomb on Colonial 1" Super Crisis Card), discard it and keep drawing Ally Cards until one is drawn that represents a character who has not been played during this game and whose location is still in play.

Quick Reference

Attack Table for the Cylon Fleet Option	
UNIT ATTACKED	DIE RESULT
	3–8 = Destroyed
	7–8 = Destroyed
	5–7 = Damaged 8 = Destroyed
	6–7 = Damaged 8 = Destroyed
	Automatically Destroyed (no die roll)
	<i>With Raider:</i> 8 = Damaged <i>With Basestar:</i> 4–8 = Damaged
	<i>With Viper:</i> 8 = Damaged <i>With Galactica:</i> 5–8 = Damaged
	Attack a space area with a <i>Nuke</i> : 1–2 = Damage a basestar twice 3–6 = Destroy a basestar 7 = Destroy a basestar and 3 raiders 8 = Destroy every ship in the space area Regardless of the result of the die roll, discard the nuke token after it has been used.