BATTLESTAR GALACTICA

DAYBREAK EXPANSION
RULES OF PLAY

*The great beacon of hope, the **Battlestar Galactica**, falters and crumbles. A tenuous solidarity between human and Cylon wavers under overwhelming desperation and doubt. For those seeking the promise of peace, a single vessel guards the future. The **Demetrius**, guided by unknown forces, plots a course through the stars...a course for home.*

Many would oppose this vision of the future. In this desperate time, both human and Cylon are driven to take matters into their own hands. For some, this means risking everything. For others, this means mutiny.

Expansion Overview

The **Daybreak** expansion for **Battlestar Galactica: The Board Game** brings humanity's plight to a climax. Players can undertake desperate missions to find the location of Earth, struggle under the constant threat of mutiny, and bargain with Cylon Leaders driven by motives of their own.

Component List

- This Rulebook
- *Demetrius* Game Board
- Rebel Basestar Game Board
- 12 Character Sheets
- 29 Tokens, consisting of:
  - 1 Cylon Locations Overlay
  - 1 Colonial One Overlay
  - 12 Character Tokens
  - 4 Piloting Tokens
  - 10 Miracle Tokens
  - 1 Basestar Allegiance Marker
- 77 Bridge-sized Cards, consisting of:
  - 30 Crisis Cards
  - 2 Loyalty Cards
  - 22 Mutiny Cards
  - 8 Mission Cards
  - 14 Motive Cards
  - 1 Infiltration Reference Card
- 52 Small Cards, consisting of:
  - 5 Politics Skill Cards
  - 5 Leadership Skill Cards
  - 5 Tactics Skill Cards
  - 5 Piloting Skill Cards
  - 5 Engineering Skill Cards
  - 26 Treachery Skill Cards
  - 1 Earth Objective Card
- 8 Plastic Figures, consisting of:
  - 4 Centurions
  - 4 Assault Raptors
- 12 Plastic Character Stands

Component Overview

This section describes the components included in the **Daybreak** expansion.

Demetrius Game Board

The *Demetrius* game board features locations that allow players to go on vital scouting missions when using the Search for Home option.

Rebel Basestar Game Board

The Rebel Basestar features locations that provide human and Cylon players with powerful abilities when using the Search for Home option.

Character Sheets

These character sheets represent new humans and Cylon Leaders included in this expansion and alternate versions of humans from the base game. Each character sheet describes that character's skill set and special abilities.

Cylon Locations Overlay

This overlay replaces the Cylon locations used in the base game of *Battlestar Galactica: The Board Game*.
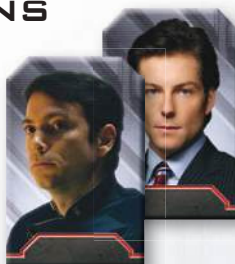
Colonial One Overlay

This overlay replaces the *Colonial One* locations used in the base game of *Battlestar Galactica: The Board Game*.

Character Tokens and Stands

These tokens and stands represent the new characters included in this expansion. They are used to mark the locations of characters on the game board.

Piloting Tokens

These tokens represent the new pilots included in this expansion while they are piloting a ship.

Miracle Tokens

Players must spend these tokens to activate their character's miracle ability.

Basestar Allegiance Marker

This double-sided marker indicates whether human or Cylon players are able to move to locations on the Rebel Basestar game board.

Crisis Cards

Crisis Cards represent new obstacles to the humans' struggle to survive.

Loyalty Cards

These cards include a new type of Loyalty Card representing a Mutineer, a human loyalist dedicated to working against the Colonial Fleet's leadership. An additional "You Are Not a Cylon" Loyalty Card is also provided.

Mutiny Cards

These cards represent actions human players can take to help humanity at the risk of being sent to the "Brig."

Mission Cards

Mission Cards are used when playing with the Search for Home option. They represent difficult missions the humans may pursue to find Earth and defeat their enemies once and for all.

Motive Cards

These cards represent tasks a Cylon Leader must accomplish in order to win alongside the humans or Cylons.

Infiltration Reference Card

This reference card is used by a Cylon Leader while he is Infiltrating the human fleet.

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

These new cards, five for each deck, augment the existing Skill decks with exciting new abilities.

Treachery Cards

Treachery Cards are Skill cards that represent nefarious and underhanded tactics and provide Cylon players with the ability to sabotage skill checks.

Earth Objective Card

This card replaces the Kobol Objective Card found in the base game when using the Search for Home option. It lists when the sleeper agent phase occurs and how humanity wins the game.

Plastic Centurions

These figures replace the centurion markers found in the base game.

Plastic Assault Raptors

These figures represent a powerful, new ship type available to the humans.

Daybreak Expansion Icon

The front of each card in this expansion is marked with the *Daybreak* expansion icon to distinguish these expansion cards from the base game cards.

The Daybreak Expansion Icon

Using This Expansion

When using the *Daybreak* expansion, carry out the steps described in "Expansion Setup" below.

Some of the components are only used when playing a special option known as the Search for Home (see "The Search for Home Option" on page 14). If not using this option, return the Earth Objective Card, Mission Cards, basestar allegiance marker, and the *Demetrius* and Rebel Basestar game boards to the box. These components will not be used during this game. All other components must be used when playing the *Daybreak* expansion and are explained in the following sections.

Using the *Daybreak* expansion, it is possible to play with up to seven players. In a seven-player game, one player **must** select a Cylon Leader when choosing characters.

If using the *Daybreak* expansion along with other *Battlestar Galactica* expansions, see "Combining Daybreak with Other Expansions" on page 16.

Expansion Setup

After the "Place Game Board" step of setting up the base game, carry out the following steps to incorporate the expansion:

1. **Colonial One and Cylon Location Overlays:** Place the *Colonial One* overlay on top of the *Colonial One* locations and the Cylon locations overlay on top of the Cylon locations on the base game's game board. Make sure the sides that say "*Colonial One* Destroyed" and "Hub Destroyed" are both facedown.

   Note: It is important that players read the overlays included in this expansion to familiarize themselves with how the locations have changed. For example, activating the "Caprica" location does not skip the Prepare for Jump step, and the "Resurrection Ship" location is now a hazardous location (see "Hazardous Locations" on page 12).

2. **Assault Raptor and Centurion Figures:** Place one assault raptor figure in the "Viper and Raptor Reserves" space of the game board. Place the rest of the assault raptor figures adjacent to the game board. Return the centurion markers from the base game to the box, and replace them with the centurion figures.

3. **New Character Sheets, Character Tokens, and Piloting Tokens:** Add the new character sheets to the pool of available characters (see "Choosing Characters Using Daybreak" on page 5).

4. **Miracle Tokens:** Give one miracle token to each player. Each player places his token on his character sheet after he chooses his character. Place the rest of these tokens in a supply pile next to the game board.

5. **New Crisis Cards and Skill Cards:** Shuffle the new Crisis and Skill Cards into their respective decks. Shuffle the Treachery Cards and place them to the right of the Engineering Skill deck. When creating the Destiny deck, include two Treachery Cards for a total of 12 cards in the deck. (This applies both during setup, and throughout the game. See "Treachery" on page 10.)

6. **Mutiny Cards:** Shuffle the Mutiny Cards and place this deck facedown next to the Crisis deck.

7. **New Loyalty Cards, Infiltration Reference Card, and Motive Cards:** Only add the "You Are a Mutineer" Loyalty Card if instructed to do so (see "Creating the Loyalty Deck with Daybreak" on page 6).

   If a player chooses a Cylon Leader character, he takes the Infiltration Reference Card. Then shuffle the Motive Cards and set them next to the game board. If no player chooses a Cylon Leader, return the Infiltration Reference Card and Motive Cards to the box.

8. **Search for Home:** If using the Search for Home option, see page 14 for further setup instructions.

New Rules

This section describes the new rules for this expansion. If a conflict arises between these rules and those found in *Battlestar Galactica: The Board Game*, the rules found in this expansion take precedence.

Choosing Characters Using Daybreak

This expansion includes alternate versions of Lee Adama, Tom Zarek, Karl "Helo" Agathon, and Gaius Baltar. If a player chooses the original or alternate version of one of these characters, other players cannot choose the remaining version of that character. However, players must continue to count the remaining version when determining which character type (political leader, military leader, or pilot) is the most plentiful.

Cylon Leaders are a special kind of character (see "Cylon Leaders" on page 8). Any player may choose to play as a Cylon Leader, but there can be only one each game. Once a player has chosen to play as a Cylon Leader, no other player may choose a Cylon Leader for that game. Players cannot choose Cylon Leaders in a three-player game.

Miracle Tokens

Each character has an ability that begins with the phrase, "Once per game." This ability is referred to as a MIRACLE ABILITY. At the start of the game, each player receives a miracle token that represents the ability to use his character's miracle

ability. When a player uses his character's miracle ability, he must discard his miracle token. If a player does not possess a miracle token, he **cannot use** his character's miracle ability.

A player can have only one miracle token at any time. If a player is instructed to gain a miracle token, he can do so only if he does not currently have one. If a player uses his miracle ability and then gains a miracle token, he may use his character's miracle ability again, but he must discard his miracle token again.

When a player reveals himself as a Cylon, he must discard his miracle token. Revealed Cylon players cannot gain miracle tokens. Cylon Leaders do not discard their miracle tokens when their Infiltration ends (see "Infiltrating" on page 8).

When a player is instructed to chose a player to gain a miracle token, he must chose a player who does not have a miracle token. If all players who can have a miracle token already have one, no player gains a miracle token. A Cylon Leader who does not have a miracle token can be chosen to gain one, even if he is not Infiltrating.

The Alternate Version of Gaius Baltar

The alternate version of Gaius Baltar follows special rules for his miracle ability, "Broadcast." He can have up to three miracle tokens at any time, and he must discard three miracle tokens to use his "Broadcast" ability. If he has less than three miracle tokens on his character sheet, he can be chosen to gain a miracle token.

If a player chooses the alternate version of Gaius Baltar, he does not add an additional card to the Loyalty deck during the "Adjust Deck for Characters" step of Creating the Loyalty Deck (see "Creating the Loyalty Deck with Daybreak" on page 6).

Mutiny Cards

Mutiny Cards provide special abilities that players may perform as an action. If a player is instructed to draw a Mutiny Card, he draws it from the top of the Mutiny deck and keeps it hidden from other players.

When a player discards a Mutiny Card, he places the card faceup in a discard pile next to the Mutiny deck. If the deck runs out of Mutiny Cards, players shuffle the discard pile to create a new Mutiny deck.

Mutiny Cards and the "Brig"

When a player who already has a Mutiny Card draws a second Mutiny Card, he must immediately move to the "Brig," unless specifically told not to do so (for example, if a player has been targeted by the "Press Room" location or uses the alternate version of Tom Zarek's "Abuse Power" ability). Any time a player with more than one Mutiny Card is in the "Brig," he chooses one Mutiny Card to keep and discards the rest.

While a player is in the "Brig," he may draw and play Mutiny Cards as normal. If a player in the "Brig" already has a Mutiny Card and draws a second, he must immediately choose one to keep and discard the other.

Unlike other players, the Mutineer is a special player who does **not** move to the "Brig" when he draws a second Mutiny Card. The rules regarding Mutiny Cards and the "Brig" for the Mutineer are described in detail in the "Mutineer" section below.

Mutiny Cards and Cylons

Revealed Cylon players can never draw or play Mutiny Cards, nor can they be chosen to draw Mutiny Cards. When a hidden Cylon reveals himself, he must discard all of his Mutiny Cards.

Cylon Leaders only draw and use Mutiny Cards while they are Infiltrating. When the action on a Mutiny Card requires a player to choose a player, he can choose an Infiltrating Cylon Leader. When a Cylon Leader ends his infiltration, he must discard any Mutiny cards he has (see "Infiltrating" on page 8).

The Mutineer

The *Daybreak* expansion introduces a new type of Loyalty Card: the "You Are a Mutineer" Card. The rules regarding this card are summarized on the "You Are a Mutineer" Card and are described in detail below.

The "You Are a Mutineer" Card is a unique Loyalty Card that replaces the "You Are a Sympathizer" Card from the base game. Treat the "You Are a Mutineer" Card like a "You Are Not a Cylon" Loyalty Card for purposes of determining if a player is a human or a Cylon. While a player has the "You Are a Mutineer" Card, he is referred to as the Mutineer. The Mutineer is more likely to draw Mutiny Cards, which increases his chances of being sent to the "Brig" (see "Mutiny Cards and the 'Brig'" above).

When a player receives the "You Are a Mutineer" Card facedown, he must **immediately reveal the card** and draw an additional Loyalty Card. Anytime a player receives the "You Are a Mutineer" Card, he draws one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title (excluding himself). (After that, the Mutineer gains and loses Title Cards normally.)

After all players have received Loyalty Cards during the Sleeper Agent phase, if the "You Are a Mutineer" Card was included in the Loyalty deck and was not revealed, the current player chooses a human player to draw an additional card from the Loyalty deck. If this player then reveals the "You Are a Mutineer" Card, he follows the above steps but does not draw an additional Loyalty Card.

During the "Prepare for Jump" step of the Mutineer's turn, if his **Crisis Card has the "prepare for jump" icon**, he **must draw a Mutiny Card**.

The Mutineer does **not** move to the "Brig" when he draws a second Mutiny Card. Instead, when the Mutineer draws a third Mutiny Card, he must immediately move to the "Brig," unless specifically told not to do so. Any time the Mutineer has more than two Mutiny Cards while in the "Brig," he must choose two Mutiny Cards to keep and discard the rest.

If the Mutineer reveals himself as a Cylon, he chooses a human player and gives that player the "You Are a Mutineer" Card. Unlike hidden Loyalty Cards, he gives this card to another player no matter how much distance has been traveled. That player must then draw one Mutiny Card and gives each Title Card he has to the player whose character is highest in the order of succession for that title (excluding himself). A player who receives the "You Are a Mutineer" Card from another player does not draw an additional Loyalty Card.

Creating the Loyalty Deck with Daybreak

When using the *Daybreak* expansion, use the following steps to create the Loyalty deck in place of the steps listed on page 6 of the base game's rule book.

1. **Organize Loyalty Cards:** Remove the "You Are a Sympathizer" Card and the "You Are a Mutineer" Card from the Loyalty deck. Return the "You Are a Sympathizer" Card to the game box, and place the "You Are a Mutineer" Card near the game board. Then, separate the remaining cards into a "You Are Not a Cylon" pile and a "You Are a Cylon" pile. Shuffle each pile and place the decks facedown near the game board.

2. **Create Deck:** Consult the "Creating the Loyalty Deck Based" Chart on the next page and 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.

3. **Deal Motive Cards to the Cylon Leader:** If a player chose a Cylon Leader character, deal two Motive Cards to that player (see "Motive Cards" on page 8).

4. **Adjust Deck:** Add one extra card from the "You Are Not a Cylon" deck if players are using the Exodus expansion. Add an extra card if a player chose "Sharon 'Boomer' Valerii" or the original version of "Gaius Baltar." If both characters were chosen, add two extra cards to the deck. **Do not** add an extra card for a player who has chosen the alternate version of Gaius Baltar. Return all unused Loyalty Cards to the game box without looking at them.

5. **Shuffle and Distribute:** Shuffle the Loyalty deck thoroughly. Then deal one Loyalty Card facedown to each player. Deal an additional Loyalty Card to a player who chose the original version of "Gaius Baltar." Do not deal a Loyalty Card to a player who chose a Cylon Leader.

6. **Place Deck:** Place the remaining Loyalty deck facedown next to the game board.

"Creating the Loyalty Deck" Chart

Number of Players	Cards from the "You Are a Cylon Deck"	Cards from the "You Are Not a Cylon Deck"	The Mutineer	Total Number of Cards
3	1	5*	Do Not Include	6*
4	1	7*	Include	9*
4 Including a Cylon Leader	1	5*	Do Not Include	6*
5	2	8*	Do Not Include	10*
5 Including a Cylon Leader	1	7*	Include	9*
6	2	10*	Include	13*
6 Including a Cylon Leader	2	8*	Do Not Include	10*
7 Including a Cylon Leader	2	10*	Include	13*

*Add one additional card from the "You Are Not a Cylon" deck for each of the following:

- **+1 card if using the *Exodus* expansion.**
- **+1 card if a player has chosen the original version of Gaius Baltar.**
- **+1 card if a player has chosen Sharon "Boomer" Valerii.**

Cylon Leaders

Unlike other players, a Cylon Leader is known to be a Cylon from the beginning of the game. However, his true allegiance may be either human or Cylon, determined by the Motive Cards he receives throughout the game.

Playing a Cylon Leader

Cylon Leaders are treated as revealed Cylons for all cards and effects, except as noted in this rulebook.

Cylon Leaders have a skill set, and must draw their Skill Cards from within their set. During setup, Cylon Leaders draw two Skill Cards, not three. **Note:** Sharon "Athena" Agathon starts the game Infiltrating (see "Infiltrating" on page 8), so she draws **three** Skill Cards at the start of the game.

All abilities printed on a Cylon Leader's character sheet are always in effect. Cylon Leaders may use action abilities printed on their character sheet instead of the action listed on their current location.

Motive Cards

Unlike other players, Cylon Leaders need to reveal (and fulfill the conditions of) Motive Cards in order to win the game.

During setup, a player who chose to be a Cylon Leader receives two Motive Cards. During the Sleeper Agent phase, he receives **two additional Motive Cards.** Cylon Leaders do not receive Loyalty Cards.

Boomer and Athena?

It is possible for both Sharon "Boomer" Valerii and Sharon "Athena" Agathon to be in the same game. While the presence of Athena indicates that Boomer is not human, it does not determine whether she is loyal to Cylon objectives or not. Boomer is extremely unique, capable of both tremendous deceit and fierce loyalty. Even among the Cylons, her true nature is enigmatic.

Boomer's Loyalty Cards may indicate that she is devoted to her human peers to such an extent that she would never dare risk sending herself to the Resurrection Ship and end up being trapped in her rebirthing tank indefinitely. Of course, her Loyalty Cards may also indicate that her allegiance to her human peers is an utter fabrication and she would be welcomed by the other Cylons as a hero. It's up to the other humans to discover her true intent.

Each Motive Card shows both an ALLEGIANCE, which determines if the Cylon Leader's victory requires the humans or the Cylons to win, and the requirements that must be met in order for the Cylon Leader to reveal the card.

Revealing Motive Cards

A Cylon Leader may reveal a Motive Card any time its requirements are currently being met. It is possible to reveal a Motive Card in the middle of resolving an action, a skill check, or a Crisis Card. At the end of the game, a Cylon Leader may reveal Motive Cards if the requirements listed on those cards are met, based upon the status of the game when it ended. He cannot reveal a Motive Card if its requirement is not currently being met, even if it was previously met.

It is possible for a Cylon Leader to reveal all four of his Motive Cards. If two of these cards show human allegiances and two show Cylon allegiances, the Cylon Leader wins alongside either group.

Winning as a Cylon Leader

A Cylon Leader wins along with the winning team if the following two conditions are met:

- At the end of the game, the Cylon Leader has no more than one Motive Card that he has not revealed.
- The Cylon Leader has revealed at least two Motive Cards with an allegiance that corresponds to the winning group, either humans or Cylons.

Infiltrating

A Cylon Leader may Infiltrate the humans by activating the revised "Human Fleet" location. When a Cylon Leader Infiltrates, he moves from the "Human Fleet" location to any Galactica location. While Infiltrating, a Cylon Leader follows these special rules, which are summarized on the Infiltration Reference Card:

While Infiltrating, a Cylon Leader is treated as a human player, except as noted below. He may move to any location available to human players, and cannot move to Cylon locations. An Infiltrating Cylon Leader draws a Crisis Card at the end of his turn, and can use the text abilities of Skill Cards.

An Infiltrating Cylon Leader draws one extra Skill Card from within his Skill set during his "Receive Skills" step for a total of three Skill Cards.
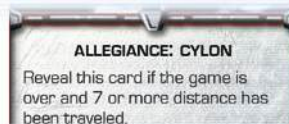
An Infiltrating Cylon Leader cannot become the President or the Admiral. He cannot be given the "Assign Vice President" Quorum Card, but may be given other Quorum Cards, such as "Assign Mission Specialist" or "Assign Arbitrator." When a Cylon Leader ends his Infiltration, he must discard any Quorum Cards he has been given, without effect.

# Example of Revealing Motive Cards at the End of the Game

At the end of the game, the Cylons have won by reducing Population to 0 after the humans have traveled only 5 distance. The Cylon Leader has 1 Politics Card and 3 Treachery Cards in his hand of Skill Cards, and he has not yet revealed any Motive Cards. The Cylon Leader has one final opportunity to reveal Motive Cards:

1. One of the Cylon Leader's Motive Cards states, "Reveal this card if the game is over and population is 6 or less." Since Population is at 0, he reveals the card. It displays a human allegiance.

2. The Cylon Leader's second Motive Card states, "Reveal this card if the game is over and food is 4 or less." Since Food is at 3, he reveals the card. It also indicates a human allegiance.
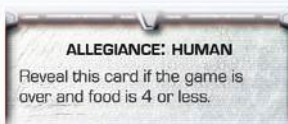
3. The Cylon Leader's third Motive Card states, "Reveal this card if the game is over and you have at least 3 Treachery Cards in your hand of Skill Cards." Since the Cylon Leader had 3 Treachery Cards in his hand at the end of the game, he reveals the card. It indicates a Cylon allegiance.

4. The Cylon Leader's fourth Motive Card states, "Reveal this card if the game is over and 7 or more distance has been traveled." Since the fleet has only traveled 5 distance, the Cylon Leader cannot reveal this card.
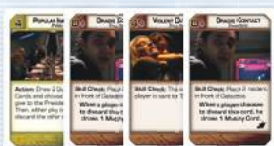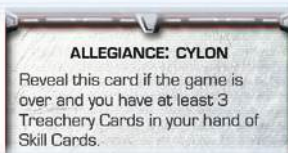
5. The Cylon Leader has 1 Motive Card that was not revealed. However, only 1 of the revealed Motive Cards displays a Cylon allegiance. The Cylon Leader loses the game despite the Cylons' victory.

An Infiltrating Cylon Leader can play a maximum of two Skill Cards into each Skill check. An Infiltrating Cylon Leader in the "Brig" can play a maximum of one Skill Card into each Skill check.

An Infiltrating Cylon Leader still wins or loses as determined by his Motive cards; Infiltrating does not affect his allegiance.

An Infiltrating Cylon Leader may always return to the "Resurrection Ship" as an action. When using this action in the "Brig," he must discard all but three Skill Cards from his hand. If a Cylon Leader returns to the "Resurrection Ship" for any reason, he is no longer Infiltrating.

Athena's "Resolute" Ability Clarifications

If Athena is Infiltrating and uses her "Resolute" ability to activate the "Human Fleet," she cannot choose to Infiltrate Galactica. If she activates "Caprica" while Infiltrating, she **does** receive an Activate Cylon Ship step. If she activates the "Hub Destroyed" location while Infiltrating, she moves to the "Cylon Fleet" and is no longer Infiltrating. She cannot activate the "Hangar Deck" while in the "Brig."

Skill Cards

This expansion includes five new Skill Cards of each type, as well as a new version of the Treachery deck, first introduced in the *Pegasus* expansion. The effects of these new cards are described below.

Skill Check Abilities

Some new Skill Cards feature a SKILL CHECK ABILITY. These cards are identified by the skill check ability icon printed beside the card's strength.

The Skill Check Ability Icon

Players resolve the text on a Skill Card with a skill check ability **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, a Cylon player, or from the Destiny deck. Players do **not** resolve the text on a Skill Card played into a skill check if it does not have a skill check ability icon.

After the "Shuffle and Divide Cards" step of resolving a skill check (see "Skill Checks" on page 16 of the base game's rule book), the current player identifies cards with the skill check ability icon. If there are any, the **current player** resolves each card with a skill check ability icon in the order of his choosing. He does **not** resolve the same skill check ability more than once, even if more than one instance of that ability was played into the skill check.

Example: The "Install Upgrades" Card reads: "Skill Check: If this skill check passes, the current player draws 2 Engineering Cards. If it fails, he draws 1 Engineering Card." If two "Install Upgrades" Cards are played into a skill check, the current player draws 2 Engineering Cards if the skill check passes or 1 Engineering Card if it fails. He does not draw 4 Engineering Cards if the skill check passes or 2 Engineering Cards if it fails.

Skill Check Ability Clarifications

When the current player resolves the skill check ability on a "Dogfight" or "Quick Thinking" Skill Card, he may have the opportunity to remove a card from the skill check. If he removes a card with a skill check ability that has **already been resolved,** the ability is unaffected.

Example: The current player resolves the "All Hands on Deck" Card, which reads, "For each Skill Card in this check with a strength of '0,' add 1 to the check's total strength." He then resolves the "Quick Thinking" Card, which allows him to choose 1 card with a strength of 3 or less to remove from the check and add to his hand. He chooses the "All Hands on Deck" Card. Even though the card has been removed, each remaining Skill Card with a strength of "0," still adds 1 to the check's total strength.

If the current player removes a Skill Card **before** its skill check ability is resolved, he does **not** resolve that ability.

Treachery

All Treachery Cards in this expansion have skill check abilities (see "Skill Check Abilities" to the left) that threaten the human players' chances of survival. Unless otherwise specified, Treachery Cards **count as negative strength in all skill checks**. Unlike other Skill Card types, Treachery Cards are primarily used by Cylon players, although other players may be forced to use them by certain game effects.

Each time players construct a Destiny deck, including during setup, they should **include two Treachery Cards** for a total of 12 cards in the deck (see "Destiny Deck" on page 15 of the base game's rulebook).

Discarding Treachery Cards and Drawing Mutiny Cards

Some Treachery Cards include the phrase, "When a player chooses to discard this card, he must draw 1 Mutiny Card." Any time a player chooses to discard one of these cards for any reason (including as a result of a Crisis Card, exceeding his hand limit of Skill Cards, or moving between ships) he must draw a Mutiny Card. He is not required to draw a Mutiny Card when the card is discarded randomly or when he plays one of these cards into a skill check.

A player **cannot** draw more than one Mutiny Card as a result of discarding these Treachery Cards in a single turn. After drawing the first Mutiny Card, he disregards the phrase, "When a player chooses to discard this card, he must draw 1 Mutiny Card," for the rest of the turn.

Assault Raptors

Assault raptors are a powerful new ship type that are better suited to attack basestars than a viper, and are outfitted with both an FTL engine and a sturdier frame. The humans start the game with one assault raptor in the "Reserves." Players **cannot** choose to place this assault raptor on the board during the "Set Up Ships" step of setup. The other assault raptors begin adjacent to the board.

Players can gain additional assault raptors using the "Raptor Specialist" Skill Card, the "Weapons Ready" Mutiny Card, or through the effect of the "Trial by Fire" Crisis Card. If players are instructed to destroy a raptor to build an assault raptor, a raptor from the "Reserves" must be destroyed. If there are no raptors in the "Reserves," the assault raptor cannot be built. When players gain an assault raptor, they place the plastic assault raptor in the "Reserves." Assault raptors **cannot** be risked or destroyed in place of a raptor.

Assault raptors are treated as vipers, not raptors, for all game effects. When a game effect instructs players to choose a viper to launch, damage, destroy, place, or activate, the player taking an action at that time may choose a viper or an assault raptor to use for that game effect. If no player is taking an action, the current player chooses which ship to use. An assault raptor that was placed adjacent to the board at the start of the game and has not yet been placed on the board is **not** treated as a "destroyed viper" for other game effects.

Unlike vipers, assault raptors cannot be damaged. When an assault raptor is attacked, it is destroyed on a die result of "7" or "8." If a player must choose a viper to be damaged and he chooses an assault raptor, that assault raptor is destroyed.

Assault Raptors and FTL Jumps

During the "Remove Ships" step of Jumping the Fleet, any player whose character is piloting an assault raptor may choose to remain in his space area. That assault raptor is not returned to the "Reserves" and the character is not moved to the "Hangar Deck." For each unmanned assault raptor in a space area during the "Remove Ships" step of Jumping the Fleet, the current player may choose to keep the assault raptor in its space area rather than returning it to the "Reserves."

Revised Cylon and Colonial One Locations

Certain effects require players to flip the Cylon locations overlay or the *Colonial One* overlay to its destroyed side. (If the "fail" result on the "Bomb on Colonial 1" Super Crisis Card is carried out, flip the *Colonial One* overlay to the "*Colonial One* Destroyed" side.)

If the *Colonial One* overlay is flipped to the "*Colonial One* Destroyed" side, send all characters on *Colonial One* to "Sickbay." If the Cylon Location overlay is flipped to its "Hub Destroyed" side, remove any character tokens on the overlay, flip the overlay, and then place those tokens in the same location as they were on before the overlay was flipped. If any tokens are on the "Resurrection Ship" location, players place those tokens on the "Hub Destroyed" location after flipping the Cylon Location overlay. If the Cylon Location overlay is flipped to its "destroyed" side and an effect or ability references the "Resurrection Ship" location, the "Hub Destroyed" location is used instead.

Rules Changes and Clarifications

When playing the *Daybreak* expansion, all rules found in this book supersede the rules found in the base game and the *Pegasus* and *Exodus* expansions.

Timing

If two or more players wish to play a card or use an ability 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 or uses his ability 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.

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 game board** and destroys it. If all remaining civilian ship tokens are currently on the game board, the current player chooses any one civilian ship on the board and destroys it.

Crisis Cards vs. Super Crisis Cards

Super Crisis Cards are treated like normal Crisis Cards, but cannot be affected by character abilities that affect Crisis Cards or Skill checks.

Reducing/Increasing the Highest/Lowest Resource

If there is a tie among resources when players are instructed to reduce or increase the highest or lowest resource, the current player chooses one of the tied resources to reduce or increase.

Quorum Hand Limit

The President has a maximum hand size of 10 Quorum Cards. If he has more than 10 Quorum Cards in his hand at the end of any player's turn, he must discard Quorum Cards until he has 10.

Cylon Players

The following sections describe rules for revealing as a Cylon and resolving a Cylon player's turn while using *Daybreak*.

Revealing as a Cylon

When a player reveals himself as a Cylon, he must discard all of his Mutiny Cards and any remaining miracle tokens during the "Discard" step of revealing as a Cylon in addition to discarding down to three Skill Cards.

All abilities listed on a revealed Cylon player's character sheet are ignored. However, if a player using Sharon "Boomer" Valerii has revealed himself as a Cylon before the Sleeper Agent phase, he still receives two Loyalty Cards. If players are using the *Exodus* expansion, her player receives only one Loyalty Card during the Sleeper Agent phase (see "Revealed Cylon Players" on page 9 of the *Exodus* rulebook).

Handing Off Excess Loyalty Cards

The following changes apply when Cylon players give their facedown Loyalty Cards to human players:

- **Revealing a Loyalty Card:** When a Cylon player reveals himself, he gives all of his facedown Loyalty Cards to one human player of his choice. This is done during the "End Turn" step of the revealing process.

Cylon Players and Human Players

Game elements may refer to players, human players, or Cylon players. The term "players" refers to all individuals 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.

When using the Cylon Leader option, a Cylon Leader is considered a human player when he is Infiltrating and a Cylon player when he is not Infiltrating.

- **Sleeper Agent Phase:** When a Cylon player receives Loyalty Cards during the Sleeper Agent phase, he looks at all of his facedown Loyalty Cards. Then, he gives those cards to one human player of his choice.

- If a Cylon player receives the "You Are a Mutineer" Loyalty Card, he does not reveal it. Instead, the human player he gives it to must immediately reveal the "You Are a Mutineer" Card as if it had been dealt to him.

Note: If Galactica has traveled 7 or more distance, a Cylon player **does not** give his facedown Loyalty Cards to another player. However he **does** give the "You Are a Mutineer" Loyalty Card to a human player of his choice.

Cylon Players' Turns

The following changes apply to the steps of resolving a Cylon player's turn.

- **Draw Skills Step:** A Cylon player may draw two Skill Cards of any type. However, each Skill Card must come from a different skill type. A Cylon player cannot draw more than one Skill Card from any single Skill deck during this step.
- **Movement Step:** Cylon players resolve this step normally.
- **Action Step:** Cylon players resolve this step normally.
- **Prepare for Jump Step (if necessary):** This step is no longer skipped during a Cylon player's turn. If a Crisis Card has the "prepare for jump icon" on it, players advance the fleet token one space on the Jump Preparation track. If the token reaches the end of the track, then the fleet jumps (see "Jumping the Fleet" on page 13 of the base game's rule book).

Hazardous Locations

Locations with a yellow-striped border are considered hazardous. These locations include the "Brig," "Sickbay," and the "Resurrection Ship." Players cannot move to a hazardous location as part of their normal movement. They can only move to a hazardous location when a card or effect forces them to move there.

A Hazardous Location

Revised Lines of Succession

The lines of succession detailed below include all characters from all three expansions (*Pegasus*, *Exodus*, and *Daybreak*). They are used in place of all previous lines of succession. Four characters have both an original version and an alternate version and are listed twice on each line of succession. These characters are listed once for the original version and once for the alternate version, as indicated in parentheses following the characters' names. Characters marked with an asterisk (*) are included in the *Pegasus* expansion, while those marked with a dagger (†) are included in the *Exodus* expansion.

Admiral

#	
1	Helena Cain*
2	William Adama
3	Saul Tigh
4	Karl "Helo" Agathon (Original Version, Military Leader)
5	Felix Gaeta†
6	Louis Hoshi
7	Tom Zarek (Alternate Version, Military Leader)
8	Lee "Apollo" Adama (Original Version, Pilot)
9	Anastasia "Dee" Dualla*
10	Karl "Helo" Agathon (Alternate Version, Pilot)
11	Kara "Starbuck" Thrace
12	Louanne "Kat" Katraine*
13	Sharon "Boomer" Valerii
14	Brendan "Hot Dog" Costanza
15	Samuel T. Anders†
16	"Chief" Galen Tyrol
17	Callandra "Cally" Tyrol†
18	Sherman "Doc" Cottle
19	Lee Adama (Alternate Version, Political Leader)
20	Tom Zarek (Original Version, Political Leader)
21	Ellen Tigh*
22	Gaius Baltar (Alternate Version, Support)
23	Gaius Baltar (Original Version, Political Leader)
24	Romo Lampkin
25	Tory Foster†
26	Laura Roslin

President

#	
1	Laura Roslin
2	Gaius Baltar (Original Version, Political Leader)
3	Lee Adama (Alternate Version, Political Leader)
4	Tom Zarek (Original Version, Political Leader)
5	Romo Lampkin
6	Tory Foster†
7	Ellen Tigh*
8	Lee "Apollo" Adama (Original Version, Pilot)
9	Tom Zarek (Alternate Version, Military Leader)
10	Felix Gaeta†
11	William Adama
12	Karl "Helo" Agathon (Original Version, Military Leader)
13	"Chief" Galen Tyrol
14	Gaius Baltar (Alternate Version, Support)
15	Callandra "Cally" Tyrol†
16	Sherman "Doc" Cottle
17	Helena Cain*
18	Anastasia "Dee" Dualla*
19	Louis Hoshi
20	Karl "Helo" Agathon (Alternate Version, Pilot)
21	Sharon "Boomer" Valerii
22	Saul Tigh
23	Brendan "Hot Dog" Costanza
24	Samuel T. Anders†
25	Kara "Starbuck" Thrace
26	Louanne "Kat" Katraine*

The Search for Home Option

As humanity enters its darkest hour, a glimmer of hope appears on the horizon. By undertaking a series of dangerous and challenging missions, the Colonial Fleet has an opportunity to not simply survive to see another day, but to once and for all defeat their enemies and find a home to start new lives.

The Search for Home option uses the *Demetrius* and Rebel Basestar game boards, basestar allegiance marker, Mission Cards, and the Earth Objective Card.

Search for Home Setup

After completing the normal *Daybreak* setup (see "Expansion Setup" on page 4), follow the steps below.

1. **Demetrius and Rebel Basestar Game Boards and Basestar Allegiance Marker:** Place the *Demetrius* game board to the left of the main game board. Leave room for the Rebel Basestar game board to the left of the *Demetrius* game board, but **do not** place the Rebel Basestar game board or basestar allegiance marker in play until instructed to do so by the "Cylon Civil War" Mission Card.

2. **Mission Cards and the Earth Objective Card:** Shuffle the Mission deck and place it next to the *Demetrius* game board. Place the Earth Objective Card next to the Destination deck and return the Kobol Objective Card to the box.

How to Use the Search for Home Option

This section describes the components and rules necessary to play the Search for Home option.

The Earth Objective Card

When using the Search for Home option, the Earth Objective Card replaces the Kobol Objective Card. As shown on the Earth Objective Card, human players must travel 10 distance before they can win on the following jump.

The Demetrius Game Board

The *Demetrius* game board provides human players with opportunities to travel the extra distance needed to reach Earth. By using the locations on the *Demetrius* game board, human players can activate missions and interact with the Mission deck. As with other ships, if a player moves from a viper to a location on *Demetrius* or between a location on the *Demetrius* and a location on another ship, he must discard one Skill Card from his hand.

Locations on the *Demetrius* game board cannot be damaged.

Crisis Cards and the Bridge

If a player activates the "Bridge" location at any point during a turn, the current player does not draw a Crisis Card during his Crisis step.

The "Active Mission" Space

Players activate missions by using the "Bridge" location on the *Demetrius* game board. When a player activates a mission, he places the top card of the Mission deck faceup on the "Active Mission" space on the board. If a card is already on the "Active Mission" space on the board, players cannot activate the "Bridge" location. If the Mission deck is depleted, shuffle the Mission Card's discard pile facedown to form a new Mission deck.

Once a card has been placed on the "Active Mission" space, it remains there until the next time the fleet jumps. This prevents players from activating a new mission until after the next jump.

## Mission Cards and Activating Missions

Each Mission Card features a skill check that players must resolve when the card is revealed. If players pass the skill check, resolve the "pass" result on the card. If they do not pass the check, resolve the "fail" result on the card.

Character abilities and card abilities that affect Crisis Cards **do not** affect Mission Cards. Similarly, character abilities and card abilities that affect skill checks **do not** affect skill checks on Mission Cards. This includes "Investigative Committee," "Restore Order," and "Declare Emergency" Cards. Players **do not** resolve skill check abilities when resolving Mission Cards.

Effects or abilities that limit the number of cards that a player may contribute to a skill check (such as being in the "Brig," being a Cylon player, or Aaron Doral's "Vanity" negative ability) **do** limit the number of cards a player may contribute to skill checks on Mission Cards.

Mission Cards that Count as Additional Distance

Some Mission Cards count as additional distance when the "pass" result on them is resolved. These cards are easily identified by the distance number on the bottom of the card.
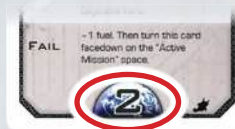
The Distance Number on the Bottom of a Mission Card

If the "fail" result on one of these cards is resolved, the card is turned facedown on the "Active Mission" space and it does not count as additional distance.

A card that counts as additional distance adds its distance number to the total distance traveled as soon as the "pass" result on it is resolved.

Example: The fleet has traveled eight distance when the skill check on the "Search for Home" Mission card is passed, the card counts as two additional distance immediately. Since the total distance traveled is now 10, the humans win the next time the fleet jumps.

Removing Mission Cards

During the "Remove Ships" step of Jumping the Fleet, remove the card on the "Active Mission" space and do one of the following, depending whether the card was faceup or facedown on the "Active Mission" space and whether it has a distance number or not:

- If the card was **faceup** on the "Active Mission" space and **has a distance number** on it, place the card next to the Earth Objective Card.
- If the card was **faceup** on the "Active Mission" space and **does not have a distance number** on it, place the card faceup in a discard pile next to the Mission deck.
- If the card was **facedown** on the "Active Mission," reshuffle the card back into the Mission deck.

The Rebel Basestar Game Board

The Rebel Basestar game board comes into play after the skill check on the "Cylon Civil War" Mission Card is resolved. When it comes into play, place the Rebel Basestar game board in play to the left of the *Demetrius* game board.

The Rebel Basestar game board features a "Basestar Allegiance" space which is used to indicate whether the rebel basestar is allied with the humans or the Cylons.

The "Basestar Allegiance" Space

If the "pass" result on the "Cylon Civil War" Mission card is resolved, place the basestar allegiance marker on the "Basestar Allegiance" space with the **human side faceup**. If the "fail" result on the "Cylon Civil War" Mission Card is resolved, place the basestar allegiance marker on the "Basestar Allegiance" space with the **Cylon side faceup**.

Basestar Allegiance Marker Human Side Faceup   *Basestar Allegiance Marker Cylon Side Faceup*

If the basestar allegiance marker has its human side faceup, human players treat the rebel basestar as another ship, like *Colonial One* or *Demetrius*. If a player moves from a viper to a location on the rebel basestar or between a location on the rebel basestar and a location on another ship, he must discard one Skill Card from his hand. If the basestar allegiance marker's human side is faceup, Cylon players **cannot** move to the rebel basestar or activate its locations.

If the basestar allegiance marker has its Cylon side faceup, Cylon players can discard a Skill card to move between any location on the Cylon Location overlay and the rebel basestar. If the basestar allegiance marker's Cylon side is faceup, human players cannot move to the rebel basestar or activate its locations.

Locations on the Rebel Basestar game board cannot be damaged.

Raider Bay Clarifications

When a player activates the "Raider Bay" location, he can only activate the two raiders or the four vipers he places. He cannot activate any raiders or vipers that were placed before he activated the "Raider Bay" location.

If a player using the original version of Apollo uses his "Alert Viper Pilot" ability to pilot one of the vipers placed when the "Raider Bay" location is activated, the player who activated the "Raider Bay" location cannot activate the viper Apollo is piloting. The player using Apollo can use the action granted to him by the "Alert Viper Pilot" ability even though it interrupts the player who is activating the "Raider Bay."

Combining Daybreak with Other Expansions

The following sections detail how to integrate the rules for playing with the *Daybreak* expansion with the rules for playing with the *Pegasus* expansion, the *Exodus* expansion, or both.

Before playing with multiple expansions, players must agree upon which Objective Card to use during the game. Choose one of the following:

- The Kobol Objective Card from the base game
- The New Caprica Objective Card from *Pegasus*
- The Ionian Nebula Objective Card, part of the Ionian Nebula option from *Exodus*
- The Earth Objective Card, part of the Search for Home option from *Daybreak*

Even when combining *Daybreak* with other expansions, always use the rules in the *Daybreak* rulebook for creating the Loyalty deck (see "Creating the Loyalty Deck with Daybreak" on page 6).

Combining Pegasus and Daybreak

This section describes how to integrate the rules and components included in the *Pegasus* expansion with those included in the *Daybreak* expansion.

Unused Pegasus Expansion Components

When using the *Pegasus* expansion with the *Daybreak* expansion, return the following *Pegasus* expansion components to the game box:

- Cylon locations overlay
- Infiltration Reference Card
- Treachery Cards
- "You Are a Sympathetic Cylon" Loyalty Card
- Sympathetic and Hostile Agenda Cards

Do not combine the deck of Treachery Cards included in *Pegasus* with the Treachery Cards included in *Daybreak*.

The Sympathetic Cylon and Seven Player Game Variants

When using the *Daybreak* expansion, do not use the Sympathetic Cylon Variant. If players wish to play a seven player game, use the rules described in this expansion rather than the variant described in the *Pegasus* expansion.

Movement Abilities

Effects that prohibit the use of actions of a specific type also prohibit the use of Movement abilities of that type. For instance, while the "Hornet's Nest" Cylon attack card is in play, players cannot use actions or Movement abilities on Piloting Cards.

Reckless Skill Checks

After resolving all skill abilities during a Reckless skill check, turn the top card of the Treachery deck faceup and carry out one of the following steps, based on the card's strength:

- If the card has a strength greater than "0," discard it and continue resolving the skill check. Do not resolve the card's skill check ability and do not include it when totaling strength.
- If the card has a strength of "0," turn the next card from the Treachery deck faceup as well. Resolve the skill check abilities on both of these cards, even if the ability has already been resolved during this check. Then, discard both cards and continue to resolve the skill check. Do not include these cards when totaling strength.

When a "Restore Order" Card is played before a skill check, that check cannot then be made Reckless. Similarly, a "Restore Order" Card cannot be played before a skill check if that check has been made Reckless. If two or more players wish to play cards at the same time, the current player determines which player may play his card first.

Cylon Leaders

Include the Cylon Leaders from *Pegasus* with the other characters that players may choose from at the start of the game. Even when using a Cylon Leader from *Pegasus*, follow the rules for Cylon Leaders described in the *Daybreak* rulebook (see "Cylon Leaders" on page 8).

Executions

When a player carries out the steps of an execution using *Daybreak*, he makes the following adjustments:

- During the "Discard Cards" step, he discards his Mutiny Cards and his miracle tokens. He does not gain a miracle token when he chooses a new character, but may gain a miracle token later in the game through game effects.
- If his character was the Mutineer and he had revealed only "You Are Not a Cylon" Loyalty Cards during the "Prove Loyalty" step, his new character immediately receives the "You Are the Mutineer" Card faceup.
- If his character was the Mutineer and he had revealed a "You Are a Cylon" Loyalty Card during the "Prove Loyalty" step, he chooses a human player and passes him the "You Are the Mutineer" Loyalty Card faceup as he would when he reveals as a Cylon.
- If he chooses the alternate version of Tom Zarek as his new character, he must immediately draw a Mutiny Card.

The New Caprica Phase

When players are using the New Caprica Objective Card, the following rules apply to the New Caprica phase:

Assault Raptors

At the start of the New Caprica phase, return all assault raptors in space areas to the "Reserves" and place all pilots on the "Resistance HQ" location.

Colonial One

At the start of the New Caprica phase, if the "*Colonial One* Destroyed" side of the *Colonial One* overlay is not faceup, flip the overlay.

Placing Civilian Ships

Once the New Caprica phase has begun, players cannot place civilian ships in space areas until **Galactica** returns to orbit. After **Galactica** returns, players can place civilian ships in space areas, but **cannot** move them from the Locked Civilian Ships stack or Prepared Civilian Ships stack unless allowed to by a game effect.

Motive Cards and the Final Jump

After the Admiral orders Galactica to leave, Motive Cards that include the phrase, "Reveal this card if the game is over," cannot be revealed until after players destroy all civilian ships on New Caprica and execute all human players on New Caprica.

Combining Exodus with Daybreak

This section describes how to integrate the rules and components included in the *Exodus* expansion with those included in the *Daybreak* expansion.

Creating a Loyalty Deck Using Exodus

While creating the Loyalty deck using the Exodus expansion, add one additional card from the "You Are Not a Cylon" deck. Do not return the unused "You Are Not a Cylon" cards to the box. Instead, place the "You Are Not a Cylon" deck next to the Loyalty deck in such a way as to not confuse the two decks.

Executions

When a player carries out the steps of an execution using *Daybreak*, he makes the following adjustments:

- During the "Discard Cards" step, he discards his Mutiny Cards and his miracle tokens. He does not gain a miracle token when he chooses a new character, but may gain a miracle token later in the game through game effects.

- If his character was the Mutineer and he had revealed only "You Are Not a Cylon" Loyalty Cards during the "Prove Loyalty" step, his new character immediately receives the "You Are the Mutineer" Card faceup.

- If his character was the Mutineer and he had revealed a "You Are a Cylon" Loyalty Card during the "Prove Loyalty" step, he chooses a human player and passes him the "You Are the Mutineer" Loyalty Card faceup as he would when he reveals as a Cylon.

- If he revealed a "You Are a Cylon" Loyalty Card during the "Prove Loyalty" step, he gives all of his remaining facedown Loyalty Cards to a human player of his choice when he carries out the steps of revealing as a Cylon.

- If he chooses the alternate version of Tom Zarek as his new character, he must immediately draw a Mutiny Card.

The Conflicted Loyalties Option

Motive Cards that include the phrase, "Reveal this card if the game is over," cannot be revealed until after resources have been reduced for all unrevealed Personal Goal Loyalty Cards.

The Cylon Fleet Option

The following section clarifies the rules when players are using the Cylon Fleet option from the *Exodus* expansion.

The Cylon Fleet Option Setup

Return all Cylon attack cards from the Crisis Cards included in the *Daybreak* expansion to the box with all other Cylon attack cards.

The "Basestar Bridge" Location

The "Basestar Bridge" location on the Cylon Fleet game board is a Cylon location. Human players can never move to or activate the "Basestar Bridge" location. If the basestar allegiance marker is on the Rebel Basestar game board with the Cylon side faceup, Cylon players can travel between the "Basestar Bridge" location and any location on the Rebel Basestar game board by discarding 1 Skill Card.

The Ionian Nebula Option

The following section clarifies the rules when players are using the Ionian Nebula option from the *Exodus* expansion.

Alternate Characters and Ally Cards

If a player has chosen the alternate version of a character and an Ally Card is drawn that represents that character, return that Ally Card to the box and keep drawing Ally Cards until either one is drawn that represents a character that has not been chosen by a player (including characters who have been executed) or the Ally deck is depleted.

Sharon "Athena" Agathon and the Sharon "Boomer" Valerii Ally Card

Sharon "Athena" Agathon is not the same character as Sharon "Boomer" Valerii. If no player has chosen Sharon "Boomer" Valerii, do not return the Sharon "Boomer" Valerii Ally Card to the box when it is drawn, even if a player has chosen Sharon "Athena" Agathon.

The CAG Line of Succession

The line of succession for the CAG presented below includes all characters from all three expansions (*Pegasus*, *Exodus*, and *Daybreak*), including the alternate versions of characters. Characters marked with an asterisk (*) are included in the *Pegasus* expansion, while those marked with a dagger (†) are included in the *Exodus* expansnsion.

CAG

1	Lee "Apollo" Adama (Original Version, Pilot)
2	Kara "Starbuck" Thrace
3	Louanne "Kat" Katraine*
4	Karl "Helo" Agathon (Alternate Version, Pilot)
5	Sharon "Boomer" Valerii
6	Brendan "Hot Dog" Costanza
7	Samuel T. Anders†
8	Lee Adama (Alternate Version, Political Leader)
9	Karl "Helo" Agathon (Original Version, Military Leader)
10	William Adama
11	Helena Cain*
12	Saul Tigh
13	Felix Gaeta†
14	Anastasia "Dee" Dualla*
15	Louis Hoshi
16	Tom Zarek (Alternate Version, Military Leader)
17	"Chief" Galen Tyrol
18	Callandra "Cally" Tyrol†
19	Sherman "Doc" Cottle
20	Tom Zarek (Original Version, Political Leader)
21	Ellen Tigh*
22	Gaius Baltar (Alternate Version, Support)
23	Gaius Baltar (Original Version, Political Leader)
24	Tory Foster†
25	Romo Lampkin
26	Laura Roslin

Combining Pegasus and Exodus with Daybreak

To combine *Pegasus*, *Exodus*, and *Daybreak*, use all of the rules included in the "Combining Daybreak with Other Expansions" section of the *Daybreak* rulebook as well as the rules in the "Combining the Pegasus and Exodus Expansions" on page 22 of the *Exodus* rulebook. However, disregard the "Creating the Loyalty Deck with the Exodus Expansion and Cylon Leaders" section on page 22 of the *Exodus* rulebook. Instead, use the rules in the *Daybreak* rulebook for creating the Loyalty deck (see "Creating the Loyalty Deck with Daybreak" on page 6).

Frequently Overlooked Rules

- During the "Prepare for Jump" step of the Mutineer's turn, if his Crisis Card has the "prepare for jump" icon, he **must** draw a Mutiny Card.

- When a player receives the "You Are a Mutineer" Card during setup or during the Sleeper Agent phase, he must immediately reveal the card and draw an additional Loyalty Card. He must also immediately draw one Mutiny Card and lose any Title Cards he has.

- After all players have received Loyalty Cards during the Sleeper Agent phase, if the "You Are a Mutineer" Card was included in the Loyalty deck and was not revealed, the current player chooses a human player to draw an additional card from the Loyalty deck. If this player then reveals the "You Are a Mutineer" Card, he does not draw an additional Loyalty Card.

- When the Mutineer is in the "Brig," he must discard down to two Mutiny Cards. All other players must discard down to one Mutiny Card when they are in the "Brig."

- Cylon players cannot draw or play Mutiny Cards.

- A Cylon player may always ignore the negative effects of Crisis Cards. They do not have to discard Skill Cards as a result of Crisis Cards. They cannot be chosen to be sent to "Sickbay" or the "Brig" nor can they move to either of those locations.

- The Prepare for Jump step is **not** skipped when a Cylon Player activates the "Caprica" location.

- When creating the Destiny deck, include two Treachery Cards.

- If players are using the Search for Home option, character abilities or card abilities that affect skill checks **do not** affect skill checks on Mission Cards.

Credits

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Managing Game Producer: Christopher Hosch

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We would also like to thank everyone at Syfy and NBC Universal for not only creating the amazing universe of *Battlestar Galactica*, but also for giving us the opportunity to bring all the magic of the series into the world of board gaming.

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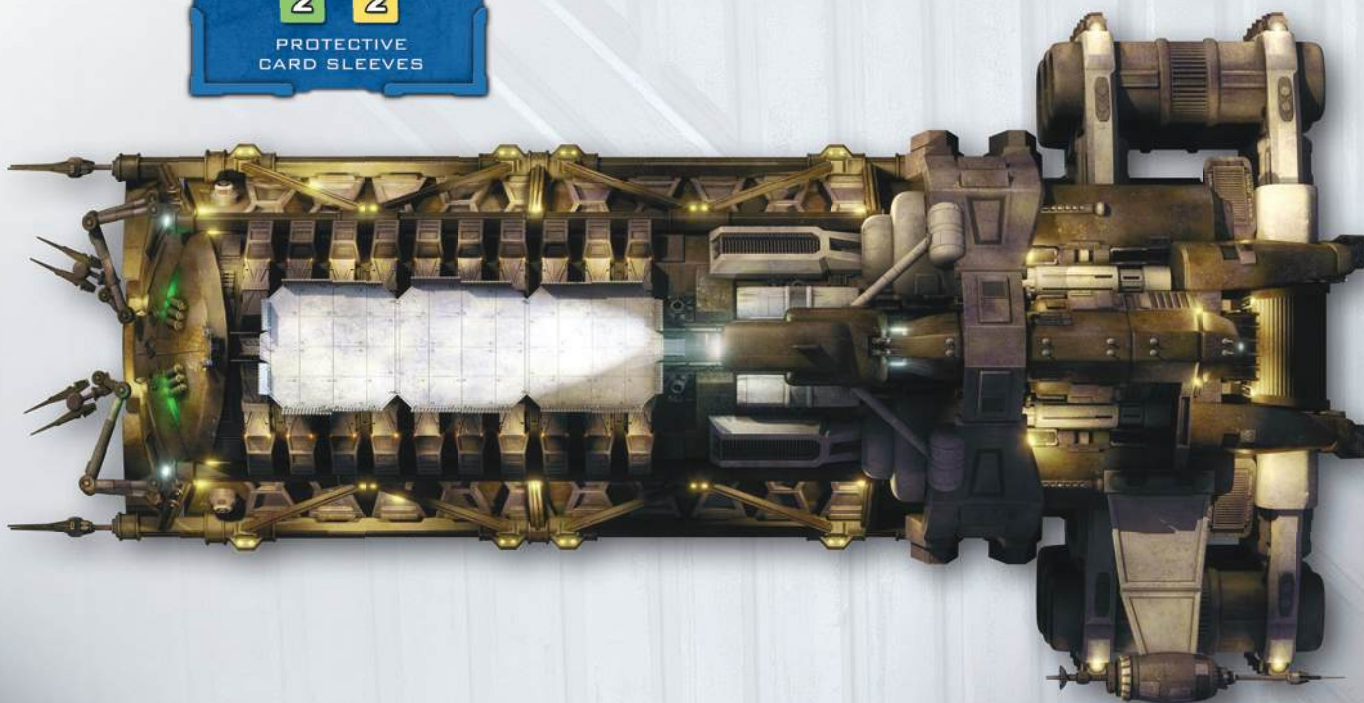
Attack Table

Unit Attacked	Die Result
	3—8 = Destroyed
	7—8 = Destroyed
	5—7 = Damaged 8 = Destroyed
	7—8 = Destroyed
	Automatically Destroyed (no die roll)
	With Raider: 8 = Damaged *With Basestar:* 4—8 = Damaged

	With Viper: 8 = Damaged
	With Assault Raptor: 7—8 = Damaged
	With Galactica: 5—8 = Damaged
	Targeted with a Nuke:
	  1—2 = Damaged twice
	  3—6 = Destroyed
	  7—8 = Destroyed and destroy 3 raiders in the same area.
	Regardless of the result of the die roll, discard the nuke token after it has been used.

Using The Cylon Fleet Option from Exodus

	6—7 = Damaged 8 = Destroyed

	Attack a space area with a Nuke:
	 1—2 = Damage a basestar twice
	3—6 = Destroy a basestar
	    7 = Destroy a basestar and 3 raiders
	    8 = Destroy every ship in the space area
	Regardless of the result of the die roll, discard the nuke token after it has been used.

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