

# BATTLESTAR GALACTICA

## THE BOARD GAME

This document contains some optional rules that players can use when playing *Battlestar Galactica: The Board Game*. At the start of the game, all players must agree on which optional rules they wish to use (if any).

### NO SYMPATHIZER

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

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

- If playing a 6 player game, the Sharon "Boomer" Valerii character may not be chosen during setup.
- Instead of adding the Sympathizer card to the loyalty deck, add 1 additional "You are Not a Cylon" card.
- The humans start the game with the following resources: 8 Fuel, 7 Food, 9 Morale, 10 Population.
- Revealed Cylon players may draw 3 Skill cards on their turns (instead of 2).

### GAME VARIANTS

At its heart, *Battlestar Galactica: The Board Game*, is a game of survival and mistrust that works best with at least three players, including at least one Cylon. Although the feeling mistrust is lost in these variants, players may choose to use one of them to focus on cooperation and the struggle for survival. It is also important to note that some characters' special abilities are less useful in these variants.

### DISCLAIMER

Much of the excitement of *Battlestar Galactica: The Board Game* arises from the suspicion and paranoia that it promotes. Even though these rules allow playing with fewer Cylon players, the game does lose one of its core features and a lot of the exciting player interaction.

### Two Player Game

In a two player game, each player chooses a single character. During setup, Loyalty cards are not dealt out.

At the start of the sleeper phase, create a loyalty deck consisting of 1x "You are a Cylon" and 2x "Not a Cylon" cards. Then add a number of "Not a Cylon" cards to the Loyalty deck equal to the number of resources that are half or lower (red). Then shuffle this deck, and deal 1 Loyalty card to each player.

Note that the Sharon "Boomer" Valerii character may not be chosen when playing this variant.



## One Player Game

### Setup

In a one player game, the player chooses one character to control at the start of the game. This character is known as his main character. The player may not choose Laura Roslin or Sharon "Boomer" Valerii as his main character. He then chooses one character to "assist" him.

The Loyalty deck is set up as follows: 6x "Not a Cylon" and 1x "You are a Cylon." After creating the deck, deal three Loyalty cards facedown to the assist character.

The main character receives both the Admiral and President titles. He starts with only **one** nuke token (instead of two).

### Assist Character

The assist character is not placed on the board. He can not draw cards, move, take actions, or become President or Admiral.

The player may use the assist character's once per game ability as if it were on his main character's sheet.

### Negative Abilities

All character negative abilities (the bottom ability of the character sheets) are ignored.

### Receiving Skills

During the Receive Skills step, the player may draw a maximum of five skill cards, one of which may come from the assist character's skill set.

### Revealing Loyalty Cards

At the end of each Activate Cylon Ships step, one of the assist player's loyalty cards might be revealed. If the Cylon Heavy Raiders were activated this step, reveal the top card of the assist character's loyalty deck.

If it is "Not a Cylon" card, it is ignored. If it is a "You are a Cylon" card, all text on the card is immediately resolved. The assist character is removed from the board, and the player may no longer draw from the assist character's skill set, or use his once per game ability.

All "You are a Cylon" loyalty cards targeting a character always affect the main character. Also, the "Can Damage Galactica" loyalty card is resolved as "Draw and resolve two Galactica damage tokens."

Whenever the assist character receives more loyalty cards, or after the player looks at any of his unrevealed loyalty cards, shuffle the assist player's unrevealed loyalty cards.

### Sleeper Phase

At the start of the sleeper phase, add a number of "Not a Cylon" cards to the Loyalty deck equal to the number of resources that are half or lower (red). Then deal four cards from this deck to the assist character (and then shuffle his cards).

### Brig

While the main character is in the brig, the player still draws a Crisis card on his turn, may not move, and may play a maximum of three skill cards into each Skill check.

The assist character may not be sent to the brig.

## Fully Cooperative Game

In this variant, all players are working together without fear of traitors in their midst. The loyalty deck is not used in this variant, and the Admiral starts with only **one** nuke token (instead of two).

### Setup

At the start of the game, remove the following cards from the Quorum deck: Encourage Mutiny, Release Cylon Mugshots, Assign Arbitrator, and Arrest Order (x2).

The humans start the game with the following resources: 8 Fuel, 7 Food, 9 Morale, 10 Population.

### Receiving Skills

Each player draws one less skill card during his "Receive Skills Step." Each turn, the player may choose the card from his skill set that he doesn't draw.

### Brig

While a character is in the brig, he still draws a Crisis card on his turn.

