

# BATTLESTAR GALACTICA

## GAME SETUP

Follow these steps to prepare to play *Battlestar Galactica: the Board Game*, including any combination of its expansions.

### INCORPORATING EXPANSIONS

If players are not using expansions, proceed to "Set Up Components" on the next page. If players are using one or more expansions, perform the following steps first:

1. Choose an Objective Card
2. Choose Other Options
3. Incorporate Expansion Components

These steps are described in detail in the following sections.

#### 1. Choose an Objective

Each expansion provides an Objective Card. Players must select one from among their available choices:

- The Kobol Objective Card
- 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*

Once players have chosen, they cannot also use another Objective Card or any option that includes another Objective card. Return each unused Objective Card to its corresponding box and do not include it when incorporating components.

#### 2. Choose Other Options

Some expansions provide other options, such as the Sympathetic Cylon variant from *Pegasus* and the Conflicted Loyalties and Cylon Fleet options from *Exodus*. Players may use these options in any combination or not at all. However, in games that include *Daybreak*, players cannot choose the Sympathetic Cylon Variant.

#### 3. Incorporate Expansion Components

Add, replace, or remove components from *Battlestar Galactica: the Board Game* as described below.

**Pegasus:** If using *Pegasus*, carry out the following steps:

1. **Replace Components:** Return the basestar tokens and "Investigative Committee" Politics Cards from *Battlestar Galactica: the Board Game* to the box. Use the plastic basestars and "Investigative Committee" Politics Cards from *Pegasus* instead.

2. **Adjust for the New Caprica Objective Card:** If **not** using this card, return these components to the *Pegasus* box:

- The New Caprica game board
- Occupational Forces tokens
- New Caprica Crisis Cards
- The Admiral and President Title Cards from *Pegasus*

If using this card, return the Admiral and President Title Cards from *Battlestar Galactica: the Board Game* to the box. Use the Admiral and President Title Cards from *Pegasus* instead.

3. **Add Remaining Pegasus Components:** Add all of the remaining components from *Pegasus* to the game.

**Exodus:** If using *Exodus*, carry out the following steps:

1. **Adjust for the Cylon Fleet Option:** If **not** using this option, return the following components to the *Exodus* box:

- The Cylon Fleet game board
- The Cylon pursuit marker
- The CAG and Admiral Title Cards from *Exodus*
- "CAG Chooses" Crisis Cards and Super Crisis Card
- Viper mark VII's
- The four additional raiders from *Exodus*

If using this option, return the Cylon Attack Crisis Cards and Cylon Attack Super Crisis Cards from *Battlestar Galactica: the Board Game* and **all expansions** to their corresponding boxes. Return two vipers and the Admiral Title Card from *Battlestar Galactica: the Board Game* to the box. Return the "Mining Asteroid" Destination Card and scar token from *Pegasus* to the box.

2. **Adjust for the Ionian Nebula Option:** If **not** using this option, return the following components to the *Exodus* box:

- Trauma tokens
- Ally tokens
- Alternate basestar damage tokens
- Ally Cards
- Crossroads Cards

If using this option, return the basestar damage tokens from *Battlestar Galactica: the Board Game* to the box. Use the alternate basestar damage tokens instead.

3. **Add Remaining Exodus Components:** Add all of the remaining components from *Exodus* to the game.

**Daybreak:** If using *Daybreak*, carry out the following steps:

1. **Replace Components:** Return the centurion markers from *Battlestar Galactica: the Board Game* to the box. Use the plastic centurion figures instead.  
  
Return the Cylon locations overlay, Infiltration Card, and Treachery Cards from *Pegasus* to the box. Use the Cylon locations overlay, Infiltration Card, and Treachery Cards from *Daybreak* instead.
2. **Adjust for the Search for Home Option:** If **not** using this option, return the following components to the *Daybreak* box:
  - Rebel basestar gameboard
  - *Demetrius* gameboard
  - Mission Cards
  - Basestar allegiance token
3. **Add Remaining Daybreak Components:** Add all of the remaining components from *Daybreak* to the game.

## SET UP COMPONENTS

Follow these steps to setup and distribute the components.

1. **Place Game Board:** Place the game board at the center of the table. Set the food and fuel dials to "8," the morale dial to "10," and the population dial to "12."
  - If using *Pegasus*, place the *Pegasus* game board to the right of the game board and place the Cylon locations overlay over the Cylon locations.
  - If using the New Caprica Objective Card from *Pegasus*, set the New Caprica game board aside.
  - If using the Cylon Fleet option from *Exodus*, place the Cylon Fleet game board adjacent to the game board.
  - If using *Daybreak*, place the *Colonial One* overlay over the *Colonial One* locations and the Cylon locations overlay over the Cylon locations. Make sure the sides that say "*Colonial One* Destroyed" and "Hub Destroyed" are both facedown.
  - If using the Search for Home option from *Daybreak*, place the *Demetrius* game board adjacent to the game board. Set the Rebel Basestar game board aside.
2. **Set Up Tokens and Ships:** Place the vipers and raptors in the "Viper and Raptor Reserves" space and place the fleet token on the start space of the Jump Preparation track. Then, place all other tokens and plastic ships adjacent to the game board. All tokens are placed facedown, when applicable.
  - If using the Cylon Fleet option from *Exodus*, place the viper mark Vlls in the "Damaged Vipers" box and the Cylon pursuit marker on the "Start" space of the Pursuit track.
  - If using the Ionian Nebula option from *Exodus*, place the trauma tokens next to the game board. Draw two random tokens from this pool and place one facedown on "Sickbay" and the other facedown on the "Brig."
  - If using *Daybreak*, place one assault raptor in the "Viper and Raptor Reserves" space.

3. **Determine First Player:** Randomly choose a player to be the first player and give him the current player token. This player will take the first turn of the game.
4. **Choose and Place Characters:** Starting with the first player and proceeding clockwise, each player chooses a character sheet.

During this step, keep track of how many political leaders, military leaders, and pilots have not yet been chosen. A player cannot choose one of those three character types if either or both of the other two types have more available characters. For example, a player cannot choose a military leader if there are more remaining political leaders than military leaders or more remaining pilots than military leaders. On the other hand, if the number of remaining political leaders and the number of remaining pilots are both equal to or less than the number of available military leaders, he can choose a military leader. This restriction does not apply to support characters, who may be chosen at any time.

- If using *Pegasus* or *Daybreak* in a game with four or more players, any player may choose a Cylon Leader character. Once a Cylon Leader has been chosen, other players cannot choose one during this game. If a Cylon Leader has not been chosen by the first six players in a game with seven players, the seventh player **must** choose a Cylon Leader.
- If using *Daybreak*, once a player chooses Lee Adama, Tom Zarek, Karl "Helo" Agathon, or Gaius Baltar, other players cannot choose the remaining version of that character. However, continue to count the remaining version when determining how many characters of each character type remain to be chosen.

Each player takes his corresponding character token and, if applicable, piloting token. He then places his character token on the "Setup" location specified on his character sheet. Return unused character sheets, character tokens, and piloting tokens to the box.

5. **Distribute Title Cards:** The player whose character is highest in the Admiral's order of succession takes the Admiral Title Card and two nuke tokens. The player whose character is highest in the President's order of succession takes the President Title Card and the Quorum deck. He shuffles the Quorum deck and then draws the top card.
  - If using the Cylon Fleet option from *Exodus*, the player whose character is highest in the CAG's order of succession takes the CAG Title Card.
6. **Set Up Loyalty Deck:** Set up the Loyalty deck according to the "Creating the Loyalty Deck" section on the next page.
7. **Set Up Other Cards:** Shuffle the Crisis deck, Super Crisis deck, and Destination deck and place each of them facedown next to the game board. Separate the Skill Cards into decks by type. Shuffle each deck separately and place them facedown below the matching colored regions at the bottom of the game board. Then place the Objective Card faceup next to the Destination deck.

- If using *Pegasus*, shuffle the Treachery Cards and place the deck facedown below the matching colored region on the *Pegasus* game board.
- If using the New Caprica Objective Card from *Pegasus*, set the New Caprica Crisis deck aside. It may be used later in the game.
- If using the Ionian Nebula option from *Exodus*, set the Crossroads deck aside. It may be used later in the game.

Find all Ally Cards that correspond to the characters that were chosen during the "Choose and Place Characters" step and return them to the *Exodus* box. Shuffle the remaining Ally Cards into a deck and place it next to the game board. Draw the top three Ally Cards and place each one faceup next to the deck.

For each faceup Ally Card, place one trauma token facedown on the Ally Card and then place the corresponding ally token in the location listed on the card.








- If using *Daybreak*, shuffle the Mutiny deck and place it facedown next to the Crisis Card deck. Then shuffle the Treachery Cards and place the deck to the right of the deck of engineering cards.
  - If using the Search for Home option from *Daybreak*, shuffle the Mission deck and place it next to the *Demetrius* game board.
8. **Receive Initial Skills:** Each player, except the starting player, draws three Skill Cards from his skill set. During setup, players cannot draw more cards of a skill type than is indicated by their skill set.
- A Cylon Leader draws the two Skill Cards he can draw during his Draw Skills Step, not three cards. Sharon "Athena" Agathon starts the game Infiltrating, and as a result, also draws a third Skill Card.
  - If using *Daybreak*, give one miracle token to each player. Place the rest of these tokens in a supply pile next to the game board.
9. **Create Destiny Deck:** Shuffle two facedown Skill Cards of each type together to form a Destiny deck. Place this deck on the "Destiny deck" space on the game board.
10. **Set Up Ships:** Place one basestar, three raiders, two vipers, and two civilian ships on the game board as shown below.
- If using *Daybreak*, players cannot choose to place an assault raptor on the board instead of a viper.



## CREATING THE LOYALTY DECK

1. **Organize Loyalty Cards:** Set aside the "You Are a Sympathizer" card and separate the remainder of the deck into two piles: a "You Are Not a Cylon" and a "You Are a Cylon." Shuffle the "You Are a Cylon" pile.
  - If using the Sympathetic Cylon variant from *Pegasus*, set aside the "You Are a Sympathetic Cylon" Loyalty Card, shuffle the Sympathetic Agenda deck, and return the Hostile Agenda Cards to the *Pegasus* box. If **not** using the Sympathetic Cylon variant, return the "You Are a Sympathetic Cylon" Loyalty Card to the *Pegasus* box.
  - If using *Daybreak*, set aside the "You Are a Mutineer" Loyalty Card.
  - If using Cylon Leaders and *Pegasus* in a four or six player game, shuffle the Sympathetic Agenda deck and return the Hostile Agenda Cards to the box. In a five or seven player game, shuffle the Hostile Agenda deck and return the Sympathetic Agenda Cards to the box. If **not** using Cylon Leaders or if using Cylon Leaders and *Daybreak*, return all Agenda Cards to the box.
  - If using the Conflicted Loyalties option from *Exodus*, shuffle the Final Five Loyalty Cards, the Personal Goal Loyalty Cards, or both into the "You Are Not a Cylon" pile.
  - If using Cylon Leaders and *Daybreak*, shuffle the Motive deck and place it near the game board. If not using Cylon Leaders, return the Motive Cards to the box.
2. **Create Deck:** Consult the "Creating the Loyalty Deck" chart on the back of this reference sheet and deal the appropriate number of cards into the Loyalty deck.
3. **Adjust Deck:** Add one extra card from the "You Are Not a Cylon" deck for each of the items listed at the bottom of the "Creating the Loyalty Deck" chart on the back of this reference sheet.
4. **Shuffle and Distribute:** Shuffle the deck thoroughly and then deal one Loyalty Card facedown to each player. For approximately ten seconds, all players should focus solely on their own Loyalty Card to give hidden Cylons a chance to read the text on their card. If all players agree, this amount of time may be increased or decreased to suit their needs.
  - If using Cylon Leaders, deal one Agenda Card or two Motive Cards to the Cylon Leader, as instructed by the "Creating the Loyalty Deck" chart on the back of this reference sheet.
5. **Add Sympathizer:** Shuffle the "You Are a Sympathizer" card into the deck if instructed to do so by the "Creating the Loyalty Deck" chart on the back of this reference sheet.
6. **Place Deck:** Place the remaining Loyalty deck next to the game board. Return all Loyalty Cards not in the Loyalty deck to the box without looking at them.
  - If using *Exodus*, place the remaining "You Are Not a Cylon" deck next to the game board near the Loyalty deck in such a way as to not confuse the two decks.

## “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	Total Number of Cards
3	1 	5 	6
4 *	1 	6 	7
4 ** Including a Cylon Leader	1 	5 	6
5	2 	8 	10
5 *** Including a Cylon Leader	1 	7 	8
6 *	2 	9 	11
6 ** Including a Cylon Leader	2 	8 	10
7 *** Including a Cylon Leader	2 	10 	12

### \*Special Rules for Four or Six Players



If using *Daybreak*, add the “You Are a Mutineer” Card and another “You Are Not a Cylon” Card.



If using the Sympathetic Cylon option from *Pegasus*, add the “You Are a Sympathetic Cylon” Card.



If not using *Daybreak* or the Sympathetic Cylon option, wait until the “Add Sympathizer” step and then add the “You Are a Sympathizer” Card.

### \*\*Special Rules for Four or Six Players including a Cylon Leader



If using *Daybreak*, deal 2 Motive Cards to the Cylon Leader.



If not using *Daybreak*, deal 1 Sympathetic Agenda Card to the Cylon Leader.

### \*\*\*Special Rules for Five or Seven Players including a Cylon Leader



If using *Daybreak*, add the “You Are a Mutineer” Card.



If using *Daybreak*, deal 2 Motive Cards to the Cylon Leader.



If not using *Daybreak*, deal 1 Hostile Agenda Card to the Cylon Leader.

During the “Adjust Deck” step, add one additional card from the “You Are Not a Cylon” deck for each of the following

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