

BATTLESTAR GALACTICA

THE BOARD GAME

The following are frequently asked questions, errata, and clarifications for *Battlestar Galactica: The Board Game* and the *Pegasus Expansion*. (which begin on page 3)
The newest revisions are highlighted in red.

ERRATA

The bottom of the Admiral card has incorrect attack numbers for nukes. The correct numbers can be found on the back of the rulebook.

The "Executive Order" Leadership skill card should include the following text: Limit of 1 "Executive Order" card may be used per turn.

Page 5 incorrectly states the chain of command for the presidency. It should list "Roslin, Baltar, Zarek" (like page 28).

On page 19, the last sentence about super Crises should read: "Super Crisis Cards are treated like normal Crisis Cards, but are immune to all character abilities that affect Crisis Cards **or skill checks**"

On page 22, the "Activate Basestars Icon" caption is incorrect. It should read "Launch Raiders Icon."

On page 28, the rules for Line of Succession should read "Should the President or Admiral be revealed as a Cylon, the **highest** player in the line of succession for that title claims it."

On page 30, the "Food Shortage" Crisis card example should read "the president chooses two, and the current player chooses three cards to discard" (as printed on the "Food Shortage" Crisis card).

FREQUENTLY ASKED QUESTIONS

Characters

Q: What happens if Helo rerolls a die that was modified by a "Strategic Planning" tactics card?

A: The reroll also receives +2 to its result.

Q: Can Laura Roslin activate a location if she does not have at least two Skill cards in her hand?

A: No.

Q: Under what conditions does Lee Adama have to use his "Headstrong" ability?

A: Whenever he is forced to discard cards. This includes discarding down to 10 cards at the end of a player's turn, and when required to do so by a Crisis card. It does not include when he discards a card to move between ships.

Q: When can Lee Adama use his "Alert Viper Pilot" ability?

A: He may use this ability whenever a viper is placed on the game board. This includes (but is not limited to), when a player activates the "Command" location, and when vipers are placed due to a Cylon Attack card. He may **not** use this ability if he is in the brig, or the viper is piloted by another character.

Q: If Starbuck starts her turn piloting a viper, does she receive two actions if she moves to Galactica or Colonial 1?

A: Yes.

Q: Can Chief Tyrol use his "Blind Devotion" ability on a skill check affected by an "Investigative Committee" Skill card?

A: Yes. He could even wait until all cards have been added (faceup) to the skill check and then decide to use his ability.



Cylon Players

Q: What happens if a revealed Cylon player receives the sympathizer card?

A: As per page 19 of the rulebook: "...he may first give the card to any other player (who then immediately resolves it)."

Q: What happens if an unrevealed Cylon player receives the sympathizer card?

A: He follows the instructions on the card. If this sends him to the "Brig," then he remains an unrevealed Cylon player and may later reveal himself. Otherwise, he will be able to give his other Loyalty cards to another player (see below).

Q: Can a revealed Cylon player use the actions from his unrevealed Loyalty cards (for example if he has a second "You are a Cylon" card)?

A: No. He may however give his unrevealed cards to another player by using the "Resurrection Ship" location.

Q: Can a revealed Cylon player be targeted by the "Executive Order" Skill card or Quorum cards?

A: No.

Q: Can a revealed Cylon player activate heavy raiders using the "Cylon Fleet" location in order to advance Centurions up the boarding party track?

A: Yes. He may even do this if there are not any heavy raiders or basestars on the game board.

Q: What happens to a player's "keep in play" Quorum cards if he becomes a revealed Cylon?

A: They are discarded.

Q: What happens if an unrevealed Cylon is targeted by an "Executive Order" and reveals himself as his first action.

A: He would be unable to take his second action. (Following the "Revealed Cylon Players" instructions on page 19, his turn ends after revealing). The current player then continues his turn.

Q: What happens to a viper if the piloting character reveals himself as a Cylon?

A: The viper is returned to the Reserves.

The Brig and Sickbay

Q: Who becomes Admiral if all human players are in the "Brig?"

A: The character in the "Brig" who is highest in the line of succession. If one player leaves the "Brig", he immediately becomes Admiral.

Q: If a character is in the brig, and a card sends him to sickbay, is he moved from the "Brig?"

A: **No.** This reflects a change from previous rulings.

Q: What actions can a player take while in the "Brig?"

A: A player may take any actions he wishes while in the "Brig." Only his movement and participating in skill checks are restricted.

Q: If the a player is required to choose a character to send to the "Brig" or "Sickbay," can he choose a character that is already there?

A: No. He also cannot choose a revealed Cylon player, or "Helo" before he is on the board (due to his negative ability)

Q: Can a player in "Sickbay" move out of that location if targeted by an "Executive Order" Skill card?

A: Yes. If the player moves out of "Sickbay" before the start of his turn, then he will not be restricted to drawing a single card.

Miscellaneous

Q: When a player activates the "Communications" location, can he show the civilian ship backs to other players?

A: No. He secretly looks at them.

Q: If two piloted vipers are in the same area, which one is attacked first?

A: The current player chooses which one is attacked.

Q: Can a player use the "Declare Emergency" Skill card to decrease the difficulty of a Partial Pass Result?

A: No. The difficulty of a skill check is the number in the upper left corner of the card.

Q: What happens if all four Centurions tokens are on the board and a heavy raider at a viper launch icon is activated?

A: The heavy raider is not removed from the board since a centurion cannot be placed (due to component restrictions).

Q: Can multiple Centurion tokens be on the same space of the Boarding Party track?

A: Yes. They **do not** push each other, or prevent other tokens from being placed on their space.

Q: What happens in the unlikely event that a Skill deck and discard pile run out of cards?

A: Players will be unable to draw cards of that type until some of that type of cards have been discarded.

Q: If the Admiral launches a nuke and rolls a 7 or 8, can he destroy heavy raiders in the area instead of normal raiders?

A: No. Heavy raiders are unaffected by this result.

Q: If the "FTL Control" location is damaged, can the fleet marker still advance? Can the fleet still Auto Jump?

A: Yes and Yes.

Q: Can a player use the "Command" location to launch a viper and then move or attack with the same viper?

A: Yes. There is no limit to the number of times an unmanned viper may be activated per turn.

Q: What happens to the Sympathizer card once it is revealed?

A: It remains in play, but is unaffected by abilities that normally affect Loyalty cards. For example, if an opponent is able to look at one of his random Loyalty cards, the Sympathizer card is excluded.

PEGASUS ERRATA & FAQ

The following questions and errata refer specifically to the *Pegasus Expansion*.

ERRATA

Louanne “Kat” Katraine

“Stim Junkie” should read:

Stim Junkie – At the end of your **Action** step, if you are in the same location or space area that you were in at the start of your turn, you are moved to “Sickbay.”

Handing Off Excess Loyalty Cards

Cylons may only hand off excess loyalty cards if Galactica has traveled six or less distance.

New Caprica Locations

Add the following to the bulleted list on page 14:

- *Any effect that would send a character on a New Caprica location to “Sickbay” sends them to the “Medical Center” instead.*

Detaining a Human

The rules under the “Detaining a Human” section on page 14 of the Pegasus Expansion rulebook are in error and contradict the summary on the New Caprica board. The New Caprica board summary is correct. Replace the final two sentences with the following:

If the result is a 1-3, the human is moved to “Detention.” If the result is 4-7, human is moved to the “Medical Center.” If the result is an 8 or higher, nothing happens.

Character Abilities

Q: Can Helena Cain use her “Blind Jump” once-per-game ability on New Caprica?

A: No. “Blind Jump” is no longer useable once Galactica has traveled 6 or more distance. Players who have selected Helena Cain are well advised to use her “Blind Jump” ability earlier in the game, rather than later.

Q: Does Helena Cain’s “Blind Jump” ability supersede the text on the “Assign Mission Specialist” Quorum card? How many destination cards are drawn if the fleet Blind Jumps while this card is in play?

A: In this case, the “Assign Mission Specialist” card is ignored and remains in play ready for the next time the fleet jumps.

Q: Can “Strategic Planning” and other effects that modify die rolls be used in conjunction with Louanne “Kat” Katraine’s “Hot Shot” ability?

A: No.

Q: Can Ellen Tigh’s “Politically Adroit” ability or the text effect of the “Support the People” Skill card allow a player to draw cards from outside his Skill set?

A: No. Any time a player draws cards, they must be from within his Skill set unless expressly noted otherwise.

Q: What happens if a title taken by Ellen Tigh’s “Manipulative” ability changes hands during Ellen’s turn? What if she takes a title and then the previous title holder becomes ineligible to receive it during her turn (revealed as a Cylon, executed, or brigged in the case of the Admiral title)?

A: If, at the end of her turn, Ellen no longer is in possession of the Admiral or President title she gained through the use of her once-per-game ability, she may not return it and so it stays where it is. If the previous title holder becomes ineligible for its return for any reason, Ellen attempts to return it, fails, and the title moves to the character highest in the Line of Succession (which may be Ellen Tigh herself).

The Brig, Sickbay, Detention, and the Medical Center

Q: Do forced-movement effects such as Louanne “Kat” Katraine’s “Stim Junkie” ability or the effects of crisis cards that force a player to move to Sickbay affect characters in the “Brig” or “Detention” locations?

A: No.

Q: Does Tom Zarek’s “Friends in Low Places” ability affect the “Detention” location, or only the “Brig” location?

A: All abilities that affect the “Brig” location affect “Detention” while that character is on New Caprica. So, Tom Zarek can modify the difficulty of the “Detention” skill check only while he is on New Caprica himself.

Q: Can a character in the “Brig” or “Detention” use Movement abilities?

A: Yes.

Miscellany

Q: What happens when the Pegasus “Main Batteries” are used to shoot at a space sector including Scar?

A: Scar can only be shot down on a die roll of 7-8. If the Pegasus “Main Batteries” roll is at least a 7, Scar can be chosen as one of the raiders destroyed. Otherwise, Scar may not be chosen and other raiders (if any are available) will be hit instead.

Q: Who chooses when the “Probation” card is discarded to activate its ability?

A: The President.

Q: How many cards do Cylon Leaders draw at the start of the game?

A: 2, as they may not draw more cards than their skill set allows

SECRECY CLARIFICATIONS

This section of the FAQ further clarifies the Secrecy rules found in the rulebook. It covers general secrecy as well as specific rules that apply to unique situations and components.

This section is only intended for play groups who have trouble agreeing on what should and should not be allowed under the current Secrecy rules.

SECRECY GOLDEN RULE

When in doubt, players may make statements that are “polar opposites”. This means that players may say if they have a “high” or “low” strength card, but may **not** say that they have a “pretty high”, “kinda low” or even a “medium” strength card.

SKILL CHECKS

When adding cards to skill checks, players are forbidden from listing what card types, colors or strength they played into (or plan to play into) the skill check.

They may only share information that follows the “Secrecy Golden Rule”. Common terminology that players use in this situation is “a lot” or “a little.” The only instance in which a player may say that he is adding “a medium amount” to a skill check is if he plays multiple cards into the check.

Players may also say such statements as “I am playing five **low** cards to this skill check”. They may do this because the number of cards being added to the skill check is open information.

SKILL CARD ABILITIES

If a player is hoping that another player has a specific Skill Card ability, he may ask other players.

For example, if a player is thinking of using the “FTL Control” location during his Action step, he may ask if any players have a “Strategic Planning” Skill Card.

Players may admit to having a requested card, but are **not required to**.

This information should not be abused (for example, a player should not just list off all card abilities in his hand).

HAND AND DECK SIZE

The number of cards in each player’s hand, each Skill deck, Quorum deck and the destiny deck are open information.

The top card of each discard pile is open information, but players are **not allowed** to count the number of cards in it.

LOYALTY CARDS

If a player is able to look at another player’s loyalty cards, he may **not share specific information** about the cards (such as an ability printed on it).

He may however make open accusations of the player being either a Cylon or a Human.

If the player looked at multiple Loyalty Cards, he may not share the number of Cylon cards the player has, and may simply accuse him of being a Cylon (or not).

When the player looks at another player’s Loyalty Cards, the owner of the Loyalty Cards is allowed to know which cards are being looked at.

TOP CARD OF THE DECK

There are times when players receive information about the top card of a deck (such as Destination or Crisis cards).

Players may not share specific information about these cards, but may classify the card as being “bad” or “good”.

CIVILIAN SHIPS

When a player is able to look at the face of a civilian ship token, he may not reveal it or share the specific information listed on it.

He may however say that it has “a lot” or “a little” resources.

