

BATTLESTAR GALACTICA

THE BOARD GAME

The following are frequently asked questions, errata, and clarifications for **Battlestar Galactica: The Board Game**, the **Pegasus Expansion** (which begin on page 3), and the **Exodus Expansion** (which begin on page 4). 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" 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 Crisis Cards 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. (Once is revealed as a Cylon, he may no longer be targeted by an "Executive Order.") 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.

FAQ

Character Abilities

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

A: No. “Blind Jump” is no longer usable once Galactica has traveled 7 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. (Note that this is a correction to a previous FAQ which stated the ability was no longer usable once Galactica has traveled 6 or more distance.)

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

EXODUS ERRATA & FAQ

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

ERRATA

“Unwelcome Faces” Crisis Card

The first option should read:

The Admiral **must** discard all of his skill cards and then choose a character to send to the “Brig.”

Helena Cain Ally Card

The benevolent result should read:

You may choose another character to be executed. **You may not choose a revealed Cylon.**

Cylon Fleet Option

[Note that this errata represents a change to a previous ruling.] The final paragraph on page 15 in the “Jumping the Fleet” section should read:

Finally, move any Cylon ships in space areas on the main game board to the corresponding Cylon space areas on the Cylon Fleet game board [see “The Cylon Fleet Game Board” on page 12]. **All basestar damage tokens on basestars are removed and randomly mixed into the pile of unused damage tokens.**

FAQ

Constructing the Loyalty Deck

Q: Is the “You Are a Sympathizer” Loyalty Card added at the start of the game or just before the Sleeper Phase?

A: At the start of the game. It is possible that the card would be gained by a player before the Sleeper Phase.

Character Abilities

Q: Can Tory Foster use her “Adaptable” ability when a player uses the President’s Office to play a Quorum Card?

A: Yes. Each Quorum Card has an action listed on it. Anytime that action is resolved, Tory Foster may use her “Adaptable” ability. Things that may cause the action on a Quorum Card to be resolved include using the President’s Title Card, using the President’s Office location ability, resolving the benevolent result of Aaron Doral’s Ally Card, or using Laura Roslin’s “Skilled Politician” ability. Note that in a case such as the “Assign Mission Specialist” Quorum Card, the “Adaptable” ability only applies when the card is given to another player, not when that player who received the card uses it (since the latter is not an action).

Q: How do Felix Gaeta’s “FTL Operator” ability and Karl “Helo” Agathon’s “ECO Officer” ability interact if a player use the FTL Control location ability on Karl “Helo” Agathon’s turn?

A: After the die is rolled either character’s player may reroll the die. If both wish to, the current player (in this case, the player who is playing Karl “Helo” Agathon), decides who has the first opportunity to reroll the die. Note that if one of the two players rerolls the die, the other will still have an opportunity to reroll the die after that, even if he did not state his intention to do so previously.

*Q: How does Felix Gaeta’s “Coup” ability work if he is in Detention on New Caprica (part of the *Pegasus Expansion*)?*

A: If he uses the ability while in Detention, he gains the Admiral title and, if Galactica has not yet returned to orbit he moves to “Resistance HQ.” If Galactica has returned to orbit, he moves to “Command” (and does not need to discard any Skill Cards to do so).

Skill Cards

*Q: If the “Iron Will” Skill Card is played into a skill check that has had its difficulty reduced by either a “Jury Rigged” Skill Card (from the *Pegasus Expansion*) or a “Declare Emergency” Skill Card, does the total strength need to be within 4 of the Skill Check’s printed difficulty to avoid resolving the fail effect or does it need to be within 4 of the modified difficulty?*

A: Within 4 of the modified difficulty. However, if the total strength is 0 or less, players still lose 1 morale.

Q: How are partial success results on Crisis Cards and Super Crisis Cards affected by the “Iron Will” Skill Card?

A: The card does not change whether or not a partial success result is resolved or the number required to resolve a partial success. Note that there are situations where humans might gain greater benefit from the total strength of a skill check being low enough to not resolve a partial success if the skill check includes an “Iron Will” Skill Card.

Q: When a “State of Emergency” Skill Card is played, are Cylon players allowed to move or take 1 Action?

A: Yes. Unlike an “Executive Order” Skill Card, which a Cylon player may not benefit from, “State of Emergency” is not targeting a specific player.

Q: If the current player plays the “State of Emergency” Skill Card and uses his action to reveal a “You Are a Cylon Card,” does his turn end before any other player may move or take 1 Action as a result of the card?

A: No. Once the card has been played, its action will be resolved completely, even if the current player is executed or revealed as a Cylon. This is different from an “Executive Order” Skill Card which, once played, is not resolved completely if its target reveals himself as a Cylon as the first action provided by the card. In this case, the player does not gain the second action provided by the card because, as a Cylon player, he may no longer be targeted by an “Executive Order.”

The “Consequence” Result

*Q: Are “consequence” results on Crisis Cards triggered by Treachery Cards (from the **Pegasus Expansion**) that have a Skill Check Ability Icon on them?*

A: Yes.

Cylon Fleet Option

Q: When a game effect instructs a player to place a civilian ship in a specific space area, such as behind Galactica, does the CAG choose a space area instead?

A: No, the CAG only chooses where to place civilian ships only in cases where no specific space area is indicated.

Q: How does the Cylon Fleet location affect the Cylon Fleet game board?

A: When a Cylon player uses the Cylon Fleet location on the main game board to activate all Cylon ships of a certain type, it is the same as resolving the activation icon of that type. For example, activating raiders is the same as resolving the activate raiders icon. In this way, using the ability on the Cylon Fleet location to activate all ships may result in ships of that type being placed on the Cylon Fleet game board and advancing the Pursuit track. When the Cylon Fleet location is used to launch 2 raiders and 1 heavy raider from each basestar, it only applies to basestars on the main game board and in no case are ships added to the Cylon Fleet game board or is the Pursuit track advanced as a result.

Q: What happens if a Cylon player uses the Basestar Bridge location to place a basestar on the Cylon Fleet game board if both basestars are already on either the main game board or the Cylon Fleet game board?

A: Nothing. All basestars would remain where they are.

Q: If the only basestar on the main game board has the disabled hangar damage token on it when a launch raiders icon is resolved, do players place a basestar on the Cylon Fleet game board and advance the Pursuit track? What about if the only basestar has the disabled weapons damage token when a activate basestars icon is resolved.

A: In both cases, do not place a basestar on the Cylon Fleet game board and do not advance the Pursuit track.

Ioninan Nebula Option

Q: Do trauma tokens go back into the pool of unused trauma tokens when they are discarded?

A: Yes.

Q: Can an eliminated player still win the game?

A: No, once eliminated a player has lost the game, regardless of whether the humans or Cylons win.

Q: If an unrevealed Cylon is eliminated as a result of resolving “The Trial/Boxing the Line,” does he continue the game as a revealed Cylon?

A: No. Unrevealed Cylons are still treated as human players, even during the resolution of “The Trial/Boxing the Line.” If an unrevealed Cylon is eliminated as a result of resolving “The Trial/Boxing the Line,” he follows the normal steps for execution, including revealing one “You Are a Cylon” card, but the character is not moved to the Resurrection Ship. The player returns his character sheet and token to the box, no longer takes his turn, and has lost the game. It would seem neither the humans nor the Cylons wanted him around.

Miscellany

Q: Can the result of a die roll be modified to be more than an “8”?

A: No. After all modifications to a die roll have been calculated, any number greater than an “8” is treated as an “8.”

Q: If a game effect instructs you to destroy a basestar, do you draw three basestar damage tokens, or simply remove the basestar?

A: Remove the basestar without drawing any tokens.



SECRECY CLARIFICATIONS

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.