

BATTLESTAR GALACTICA

FAQ AND ERRATA

This document provides errata and answers to frequently asked questions for *Battlestar Galactica: The Board Game* and its expansions: *Pegasus*, *Exodus*, and *Daybreak*. The newest revisions are highlighted in red.

ERRATA

This section contains corrections to errors that appeared in early printings of *Battlestar Galactica: The Board Game*. Later printings include these corrections.

The Admiral Title Card

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” Card

The “Executive Order” Skill Card should include the following text: “Limit of 1 ‘Executive Order’ card may be used per turn.”

The Rulebook

Page 5 incorrectly states the chain of command for the presidency. It should list “Laura Roslin, Gaius Baltar, and Tom Zarek” (as listed on 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

This sections provide answers to the most commonly asked questions about playing *Battlestar Galactica: The Board Game*.

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 One?

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.

Q: When resolving a skill check on a Super Crisis card, can William Adama use his “Command Authority” ability? Can Chief Tyrol use his “Blind Devotion” ability?

A: No.

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 a player must 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 centurion markers 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 markers 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.

Q: How do you resolve multiple Cylon ship activation icons when they appear on the same card?

A: Resolve each one separately in left-to-right order.

Q: Can the result of a die roll be modified to be more than an "8" or less than "1"?

A: No. After all modifications to a die roll have been calculated, any number greater than an "8" is treated as an "8" and any number less than a "1" is treated as a "1."

Q: When can a character piloting a viper choose to land?

A: Landing a viper is a movement. It can be done as a player's Movement Step or as a move granted by an "Executive Order" Skill Card or by a "State of Emergency" Skill Card from the *Exodus* expansion. He cannot land a viper as an action.



PEGASUS ERRATA & FAQ

The following errata and answers to frequently asked questions refer specifically to the *Pegasus* expansion.

ERRATA

This section contains corrections to errors that appeared in early printings of the *Pegasus* expansion. Later printings include these corrections.

The Louanne “Kat” Katraine Character Sheet

“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.’”

The Rulebook

On page 7, under the “Handing Off Excess Loyalty Cards” section, the following sentence should be added to the end of the “Revealing a Loyalty Card” bullet item: “If a Cylon player reveals himself and the fleet has traveled 7 or more distance, he must keep his excess loyalty card(s).”

On page 14, under the “New Caprica Locations” section, the following sentence should be added to the end of the second bullet item: “Any effect that would send a character on a New Caprica location to ‘Sickbay’ sends them to the ‘Medical Center’ instead.”

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

This sections provide answers to the most commonly asked questions about using the *Pegasus* expansion.

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 she uses “Blind Jump” 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.

Q: When a character activates “Detention” and the skill check passes, what locations can he move to?

A: Any location on New Caprica.

Q: If someone other than the President plays a Quorum Card while on New Caprica, does he need to roll a die to see if he goes to "Detention"?

A: No.

Miscellaneous

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" Quorum 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: Two, as they may not draw more cards than their skill set allows

Q: Can an Infiltrating Cylon Leader be chosen when the "Assign Vice President" Quorum Card is played?

A: No. But an Infiltrating Cylon Leader may be given other Quorum Cards such as "Assign Mission Specialist" or "Assign Arbitrator" when they are played. When a Cylon Leader ends his Infiltration, he discards any Quorum Cards he was given without effect.

Q: What happens when a player who is not in the "Brig" reveals the "You Are a Cylon" Loyalty Card that says, "Can Damage Galactica" if it is not that player's turn and Pegasus is in play?

A: For each of the five damage tokens drawn, the current player chooses whether to draw a Galactica or Pegasus damage token. The player that revealed the Loyalty Card then chooses which two of those five tokens to resolve.

Q: Are there any decks that cannot be chosen when the "Consult the Oracle" Quorum Card is played?

A: Players cannot choose the Loyalty deck or the Agenda deck. If using the **Daybreak** expansion, players cannot choose the Motive deck.

Combining Other Expansions with New Caprica

Q: How does Felix Gaeta's "Coup" ability work if he is in "Detention" on New Caprica?

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).

Q: If players enter the New Caprica Phase while resolving the "Lion's Head Nebula" Destination Card from Exodus, do players still advance the Jump Preparation track by 2?

A: Yes. Players set up the New Caprica Phase during the "Kobol Instructions" step of Jumping the Fleet, and then advance the Jump Preparation track by 2 after the "Reset Jump Preparation Track" step.

Q: When Athena uses her "Resolute" ability on a New Caprica location, can she use either the location's Human Action or the Cylon Action?

A: Yes.

Q: Before Galactica returns to orbit, can Athena use her "Resolute" ability or Hoshi use his "Organized" ability to activate any locations other than those on the New Caprica board?

A: No.

Q: How does Doral's "Meticulous" ability work before Galactica returns during the New Caprica phase?

A: He ends his Infiltration, moves to any New Caprica Location, and then takes another action.

Q: How does Romo's "Attorney" ability work during the New Caprica phase?

A: It works as described on his character sheet when he is not on New Caprica. When he is on New Caprica, he instead moves a character in "Detention" to any New Caprica location and takes all of that player's Skill Cards.



EXODUS ERRATA & FAQ

The following errata and answers to frequently asked questions refer specifically to the *Exodus* expansion.

ERRATA

This section contains corrections to errors that appeared in early printings of the *Exodus* expansion. Later printings include these corrections.

“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 cannot choose a revealed Cylon.**”

The Rulebook

The second sentence in the “Nuke Tokens” section on page 8 should read: “After launching a nuke, or any other time players are instructed to remove a nuke token from the game, place the nuke token adjacent to the board instead of returning it to the box.”

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.**” (Note that this errata represents a change to a previous ruling.)



FAQ

This sections provide answers to the most commonly asked questions about using the *Exodus* expansion.

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. 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 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.

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 one 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. 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.

Conflicted Loyalties Option

Q: If multiple Final Five Loyalty Cards are examined simultaneously, how are they resolved?

A: All effects of the Final Five Loyalty Cards must be applied, even if the player examining the cards or the character whose cards are being examined is executed. The current player chooses the order in which the cards are resolved.

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. Using the "Cylon Fleet" location may result in ships 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 icons 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.

Ionian 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.

Q: If players enter the Crossroads Phase while resolving the "Lion's Head Nebula" Destination Card, do players still advance the Jump Preparation track by 2?

A: Yes. Players resolve the Crossroads Phase during the "Kobol Instructions" step of Jumping the Fleet. The rules for the Crossroads Phase tells players to skip the "Reset Jump Preparation Track" step, but players should still advance the track by 2 after that step would be resolved, even when it is skipped.

Miscellaneous

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.

Q: If players are not using the Cylon Fleet option, who places the civilian ships mentioned on the "Medal of Distinction" Crisis Card?

A: The Admiral places the ships in any space area or areas he chooses. If players are using the Cylon Fleet option, the CAG places them according to the usual rules for ship placement.

DAYBREAK ERRATA & FAQ

The following errata and answers to frequently asked questions refer specifically to the *Daybreak* expansion.

ERRATA

This section contains corrections to errors that appeared in early printings of the *Daybreak* expansion. Later printings include these corrections.

Rulebook

On page 10 of the rulebook, the following sentence should be added at the end of the "Athena's 'Resolute' Ability Clarifications" section: "She cannot activate the 'Hangar Deck' while in the 'Brig.'"

On page 12 of the rulebook, the last sentence of the "Quorum Hand Limit" section should be changed to: "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."

On page 14, the "Crisis Cards and the Bridge" section should be changed to: "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."

On page 17, the following sentence should be added at the end of the "Creating a Loyalty Deck Using Exodus" section: "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."

On page 17, the sentence that begins the "The Ionian Nebula Option" section should be changed to: "The following section clarifies the rules when players are using the Ionian Nebula option from the Exodus expansion."

The "Weapons Armed" Mutiny Card

The action on this Mutiny Card should say: "**Action:** Destroy a raptor to gain an assault raptor. Then, launch 2 raiders from each basestar and discard this card."

FAQ

This sections provide answers to the most commonly asked questions about using the *Daybreak* expansion.

Character Abilities

Q: Does Hoshi's "Reluctant" ability require him to discard a Skill Card when he uses a Skill Card with a Movement ability from the Pegasus expansion, such as "Critical Situation"?

A: Yes.

Q: When Hoshi uses his "Organized" ability and activates "Command," "Communications," or "Weapons Control," can he use his "Dutiful" ability as well?

A: Yes. The three location he chooses when using "Organized" must all be different from each other, but each time he activates "Command," "Communications," or "Weapons Control," he can use "Dutiful" to discard a Skill Card and activate it again.

Q: If a player chooses the alternate version of Zarek, is the Mutiny Card he draws at the start of the game subject to his "Necessary Step" ability?

A: Yes. When he draws the Mutiny Card required by his "Disreputable" ability, he draws two Mutiny Cards, keeps one, and places the other on the bottom of the deck.

Q: Can Helo use his "Moral Compass" ability after the alternate version of Apollo uses his "Choose a Different Path"?

A: Yes. "Choose a Different Path" creates an additional option when resolving a "President Chooses," "Admiral Chooses," "CAG Chooses," or "Current Player Chooses" Crisis Card. Note that the alternate version of Apollo cannot use "Choose a Different Path" after Helo has used "Moral Compass."

Q: When can Athena use her "For Love" ability?

A: She can use her "For Love" ability any time a player discards a Skill Card for any reason, with the following exceptions:

- When a player discards down to his hand limit.
- When resolving a Super Crisis.
- When a player discards a skill card to resolve an ability on his character sheet. This includes discards caused by Kat's "Hotshot" ability, Hoshi's "Dutiful" ability, and Anders' "Star Player" ability.

Q: If D'Anna uses her "Visions" ability in the "Brig," is she required to discard down to 3 Skill Cards?

A: No.

Q: When Doral uses his "Meticulous" ability, can he choose to move to the Resurrection Ship?

A: No. Players cannot move to a hazardous location unless specifically instructed to do so. Using the "Meticulous" ability replaces the normal rules that instruct players to move to the Resurrection Ship.

Q: Can the alternate version of Baltar reveal a "You Are a Cylon" Loyalty Card outside of the "Brig"?

A: No, except if players are using the **Pegasus** and/or **Exodus** expansions and he is executed.

Q: Can Doc Cottle use the text abilities on Engineering Cards that are not actions?

A: Yes.

Skill Cards

Q: What constitutes "Choosing to Discard" for purposes of discarding "Dradis Contact" or "Bait" cards?

A: Any time a player discards one or more Skill Cards, he is considered to have chosen the cards unless he was either instructed to discard them randomly (as a result of Apollo's "Headstrong" ability, for example) or instructed to discard all of his Skill Cards (including as a result of Tigh's "Alcoholic" ability). Note that if a player is instructed to discard a specific number of Skill Cards, **they are always considered to have been chosen by the player**. Even in cases where the player only had that number of Skill Cards or fewer in his hand, the player would have to draw a Mutiny Card for discarding a "Dradis Contact" or "Bait" Card. If a player has already drawn a Mutiny Card during this turn as a result of discarding one of these Skill Cards, he does not draw another Mutiny Card.

Q: Does "Negotiations" prevent placement of Cylon ships? Does it prevent activating centurions?

A: It does not prevent the placement of Cylon ships during the turn it was played, but it does prevent the activation of centurions.

Q: Can "Change of Plans" be used after a player has used either "Political Prowess" or Boomer's Mysterious Intuition" ability to pass a check?

A: Yes.

Mutiny Cards and the Mutineer

Q: What happens to Helo if he receives a second Mutiny Card (or a third, if he's the Mutineer) while he's Stranded?

A: He discards down to one Mutiny Card (or two, if he's the Mutiner), but does not move to the "Brig."

*Q: After resolving the "Unauthorized Usage" Mutiny Card, can a nuke token be recovered by playing the "Build Nuke" Skill Card from the **Exodus** expansion?*

A: Yes. When using the **Exodus** expansion, any time players are instructed to remove one or more nuke tokens from the game, place them adjacent to the board instead.

Q: Can a player whose character is in the "Brig" play "Peaceful Resistance"? Can "Peaceful Resistance" be played in the unusual case that the Admiral is in the "Brig."

A: Yes to both, but in both cases the player who played the card remains in the "Brig."

Q: Can a player play "Violent Protest" while the President is in "Sickbay" or the "Brig"?

A: Yes. If the President is in the "Brig," he does not move.

*Q: If the "Engine Room" location from the **Pegasus** expansion is activated during the Mutineer's turn, does he still draw a Mutiny Card during his "Prepare for Jump" step, even if his Crisis Card does not have a "prepare for jump" icon printed on it?*

A: Yes.

Q: Does the Mutineer draw more than one Mutiny Card if more than one Crisis Card with a "prepare for jump" icon is resolved during his turn?

A: No. The Mutineer draws a Mutiny Card each time he resolves one or more "prepare for jump" icons during the "Prepare for Jump" step of his turn.

Miscellaneous

Q: Can Apollo start the game in an Assault Raptor instead of a viper?

A: Yes.

*Q: How do miracle tokens work after resolving the fail result on the "The Farm" Super Crisis Card from the **Pegasus** expansion?*

A: Human players can no longer use their miracle abilities. Cylon leaders can still use their miracle abilities when they are not Infiltrating. Miracle tokens can still be used for other effects, such as activating locations on the Rebel Basestar game board.

Q: While the "Event Horizon" Cylon Attack Crisis Card is in play, what constitutes "activating a viper" for purposes of the "Gravity Well" special rule?

A: Each time a pilot activates his viper it is considered an activation and he must first discard a Skill Card. When a player uses Command, he must discard two Skill Cards to use both activations. If resolving a card that allows a player to activate a viper, he must discard a Skill Card for each activation. If a player uses an action that allows him to move and/or attack with a viper, such as "Maximum Firepower" or "Full Throttle," the action is treated as only 1 activation. Moving a viper as part of a player's Movement step or as a result of the move granted by an "Executive Order" card is not an activation and does not require a player to discard a Skill Card.

*Q: When resolving a skill check on a Mission Card, can players use the "Support the People" Skill Card from the **Pegasus** expansion? Can William Adama use his "Command Authority" ability, Chief Tyrol use his "Blind Devotion" ability, or Athena use her "For Love" ability when resolving a skill check on a Mission Card?*

A: No.

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 claim to have a requested card, but are **not required to do so**.

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

SKILL CARDS WITH SKILL CHECK ABILITIES

Certain Skill Cards included in expansions feature skill check abilities. Players can ask if other players have a Skill Card with a specific skill check ability as described in the “Skill Card Abilities” section above. If they do, players may claim to have a card with that ability, but are not required to do so.

However players cannot say or even imply the text that appears on Skill Cards that they will contribute or have contributed to a skill check, including cards with skill check abilities. If a player claimed to have a Skill Card with a particular skill check ability before he contributed cards to a skill check, players cannot ask him if he still has the Skill Card after he contributes cards to the check.

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.