

## BATTLESTAR GALACTICA

### GALACTICA

#### FTL CONTROL

Action: Jump the fleet if Jump Preparation Track is not in the red zone \*Risks population

#### WEAPONS CONTROL

Action: Attack 1 Cylon ship with Galactica

#### COMMAND

Action: Activate up to 2 unmanned Vipers

#### COMMUNICATIONS

Action: Look at the back of 2 civilian ships; you may move them to adjacent areas.

#### ADMIRAL'S QUARTERS

Action: Choose a character; then pass the skill check to send that player to the brig.

#### RESEARCH LAB

Action: Draw 1 engineering card or 1 tactics skill card.

#### HANGER DECK

Action: Launch yourself in a viper.  
You may then take 1 more action.

#### ARMORY

Action: Attack a centurion on the boarding party track (destroyed on roll = 7-8)

#### SICKBAY

You may only draw 1 skill card during your Receive Skills step.

#### BRIG

Action: Pass this skill check to move to any location. \*You may not move, draw Crisis Cards, or add more than 1 card to checks.

### COLONIAL ONE

#### PRESS ROOM

Action: Draw 2 politics skill cards

#### PRESIDENT'S OFFICE

Action: If you are the President, draw 1 Quorum card. You may then draw 1 additional Quorum Card or play 1 from your hand.

#### ADMINISTRATION

Action: Choose a character; then pass this skill check to give him the President title.

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# BATTLESTAR GALACTICA CYLONS

## CAPRICA

Action: Play your Super Crisis card or draw 2 Crisis Cards, choose 1 to resolve, and discard the other. \*No Activate Cylon Ships or Prepare for Jump steps.

## CYLON FLEET

Action: Activate all Cylon ships of one type, or launch 2 Raiders and 1 Heavy Raider from each Basestar. Activating Heavy Raiders will cause Centurions to advance on the boarding party track even if no Heavy Raiders are on the board.

## HUMAN FLEET

Action: Look at any player's hand and steal 1 Skill card (place it in your hand). Then roll a die and if 5 or higher, damage Galactica.

## \*RESURRECTION SHIP

Action: : You may discard your Super Crisis card to draw a new one. Then, if the distance is 7 or less, give your unrevealed Loyalty Card(s) to any other player.

## CYLON TURN

### RECEIVE SKILLS

Revealed Cylons draw 2 Skill cards of any type(s).

### MOVEMENT

Move to a different Cylon location.

### ACTION

Take one action out of the options listed on your location only.

## SKILL CHECKS

Revealed Cylons may play one Skill card into each skill check. He may not use actions or abilities listed on Skill cards.



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