

BSG Skill Card Summary

Color	Val	Qty	Name	Trigger	Action	Box
Politics	1	8	Consolidate Power	Action	+2 cards (any color)	Base
Politics	2	6	Consolidate Power	Action	+2 cards (any color)	Base
Politics	3	4	Investigative Committee	Pre Check	Cards, incl. fate deck, are added face up	Base
Politics	4	2	Investigative Committee	Pre Check	Cards, incl. fate deck, are added face up	Base
Politics	5	1	Investigative Committee	Pre Check	Cards, incl. fate deck, are added face up	Base
Politics	1	1	Support the People	Pre Check	Humans with 4 or less cards get +2 cards, Reckless	Pegasus
Politics	2	1	Support the People	Pre Check	Humans with 4 or less cards get +2 cards, Reckless	Pegasus
Politics	3	1	Preventive Policy	Instead of Move	Name a resource, lose 1 less this turn	Pegasus
Politics	4	1	Preventive Policy	Instead of Move	Name a resource, lose 1 less this turn	Pegasus
Politics	5	1	Preventive Policy	Instead of Move	Name a resource, lose 1 less this turn	Pegasus
Politics	0	3	Red Tape	In Check*	Discard all 5-6 strength cards from check	Exodus
Politics	6	1	Political Prowess	Play Pre-Check on	Auto pass/fail a skill check on a location	Exodus
Politics	0	?	Force Their Hand	In Check*	Active player human? Plays 1 Skill or draw 1 Mutiny card	Daybreak
Politics	3	?	Popular Influence	Action	Draw 2 Quorum cards, give 1 to President, play or discard 1	Daybreak
Politics	5	?	Negotiation	Action	Basestar in front of Galactica, draw 1 Politics card. Do not launch or activate any cylon ships this turn.	Daybreak
Leadership	1	8	Executive Order	Action	Another player gets 2 Actions or 1 Move, 1 Action	Base
Leadership	2	6	Executive Order	Action	Another player gets 2 Actions or 1 Move, 1 Action	Base
Leadership	3	4	Declare Emergency	After Check	Difficulty -2	Base
Leadership	4	2	Declare Emergency	After Check	Difficulty -2	Base
Leadership	5	1	Declare Emergency	After Check	Difficulty -2	Base
Leadership	1	1	Major Victory	Destroyed Basestar/Centurion	Roll 5+ for +1 Morale	Pegasus
Leadership	2	1	Major Victory	Destroyed Basestar/Centurion	Roll 5+ for +1 Morale	Pegasus
Leadership	3	1	At Any Cost	Pre Check	Treachery counts positive, Reckless	Pegasus
Leadership	4	1	At Any Cost	Pre Check	Treachery counts positive, Reckless	Pegasus
Leadership	5	1	At Any Cost	Pre Check	Treachery counts positive, Reckless	Pegasus
Leadership	0	3	Iron Will	In Check*	If within 4 of difficulty, no fail result, if 0 or less, -1 Morale	Exodus
Leadership	6	1	State of Emergency	Action	-1 Food, all players get 1 Action or 1 Move	Exodus
Leadership	0	?	All Hands on Deck	In Check*	Each Skill card of value 0: +1 to check	Daybreak

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Leadership	3	?	Restore Order	Pre Check	Disable skill check abilities when resolving	Daybreak
Leadership	5	?	Change of Plans	After Check	Instead of resolving success, each human draws 2 Skill cards	Daybreak
Tactics	1	8	Launch Scout	Action	Risk a Raptor (3+) to check top Destination/Crisis card	Base
Tactics	2	6	Launch Scout	Action	Risk a Raptor (3+) to check top Destination/Crisis card	Base
Tactics	3	4	Strategic Planning	Before Dice Roll	Add +2 to result	Base
Tactics	4	2	Strategic Planning	Before Dice Roll	Add +2 to result	Base
Tactics	5	1	Strategic Planning	Before Dice Roll	Add +2 to result	Base
Tactics	1	1	Guts and Initiative	Pre Check	No Destiny cards, Reckless	Pegasus
Tactics	2	1	Guts and Initiative	Pre Check	No Destiny cards, Reckless	Pegasus
Tactics	3	1	Critical Situation	Instead of Move	+1 Action, no chain /w Executive Order / Critical Situation	Pegasus
Tactics	4	1	Critical Situation	Instead of Move	+1 Action, no chain /w Executive Order / Critical Situation	Pegasus
Tactics	5	1	Critical Situation	Instead of Move	+1 Action, no chain /w Executive Order / Critical Situation	Pegasus
Tactics	0	3	Trust Instincts	In Check*	+2 extra cards from Destiny	Exodus
Tactics	6	1	Scouting for Fuel	Action	Risk a Raptor (4+) for +1 Fuel	Exodus
Tactics	0	?	Quick Thinking	In Check*	Active player may pick 1 card 0-3 Strength. Remove From check, add to his hand. Cannot pick Quick Thinking.	Daybreak
Tactics	3	?	Unorthodox Plan	Action	Activate one location even if damaged: Command, Armory, Weapons Control, Communications.	Daybreak
Tactics	5	?	A Second Chance	Pre Check	If check passes difficulty by 4+, activate player gains miracle Token	Daybreak
Piloting	1	8	Evasive Manoeuvres	Attack vs Viper	Re-roll attack, -2 if piloted	Base
Piloting	2	6	Evasive Manoeuvres	Attack vs Viper	Re-roll attack, -2 if piloted	Base
Piloting	3	4	Maximum Firepower	Action while piloting	Make 4 Attacks	Base
Piloting	4	2	Maximum Firepower	Action while piloting	Make 4 Attacks	Base
Piloting	5	1	Maximum Firepower	Action while piloting	Make 4 Attacks	Base
Piloting	1	1	Full Throttle	Movement+Action	Move anywhere and make 1 attack	Pegasus
Piloting	2	1	Full Throttle	Movement+Action	Move anywhere and make 1 attack	Pegasus
Piloting	3	1	Run Interference	Attacked by Raider as pilot	First 4 Raiders auto-miss	Pegasus
Piloting	4	1	Run Interference	Attacked by Raider as pilot	First 4 Raiders auto-miss	Pegasus
Piloting	5	1	Run Interference	Attacked by Raider as pilot	First 4 Raiders auto-miss	Pegasus
Piloting	0	3	Protect the Fleet	In Check*	If 3+ points of Red in check, activate 1 unmanned Viper	Exodus

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Piloting	6	1	Best of the Best	Viper Attack	Destroy D8 Raiders instead of regular attack	Exodus
Piloting	0	?	Dogfight	In Check*	May damage 1 viper in space or Reserves to remove 1 other Skill card from this skill check.	Daybreak
Piloting	3	?	Combat Veteran	Action	Choose 1 unmanned viper in space / reserves, activate 0-3x	Daybreak
Piloting	5	?	Launch Reserves	Action	Place 2 unmanned vipers from reserves into space with Pilot and activate those vipers.	Daybreak
Engineering	1	8	Repair	Action	Repair your location or 2 vipers	Base
Engineering	2	6	Repair	Action	Repair your location or 2 vipers	Base
Engineering	3	4	Scientific Research	Pre Check	Engineering counts positive	Base
Engineering	4	2	Scientific Research	Pre Check	Engineering counts positive	Base
Engineering	5	1	Scientific Research	Pre Check	Engineering counts positive	Base
Engineering	1	1	Jury Rigged	Pre Check	Difficulty -4, Reckless	Pegasus
Engineering	2	1	Jury Rigged	Pre Check	Difficulty -4, Reckless	Pegasus
Engineering	3	1	Calculations	After Dice Roll	+/-1 to result	Pegasus
Engineering	4	1	Calculations	After Dice Roll	+/-1 to result	Pegasus
Engineering	5	1	Calculations	After Dice Roll	+/-1 to result	Pegasus
Engineering	0	3	Establish Network	In Check*	Engineering counts double	Exodus
Engineering	6	1	Build Nuke	Action	+1 Nuke for the Admiral	Exodus
Engineering	0	?	Install Upgrade	In Check*	If check passes: Active player draws 2 Engineering cards, Otherwise 1 Engineering card.	Daybreak
Engineering	3	?	Raptor Specialist	Action	Return destroyed Raptor to reserves or destroy Raptor To gain Assault Raptor.	Daybreak
Engineering	5	?	Test the Limits	Action	If fleet marker not on blue jump space, increase track by 1, roll a die, if 5 or lower damage Galactica.	Daybreak
Treachery	8	1	Broadcast Location	Reckless	+1 Basestar, +1 Civilian ship	Pegasus
Treachery	4	1	By Your Command	Reckless	Activate Raiders & Heavy Raiders	Pegasus
Treachery	5	2	Special Destiny	Reckless	Each Player draws 1 Treachery	Pegasus
Treachery	3	2	God's Plan	Movement	Swap with top card from Destiny stack	Pegasus
Treachery	4	3	Sabotage	Treachery Discard	Damage Galactica	Pegasus
Treachery	2	3	Human Weakness	Action	If at least 1 human in Brig, -1 highest resource	Pegasus
Treachery	0	?	Draidis Contact	In Check*	2 Raiders in front of Galactica; On discard: 1 Mutiny card	Daybreak

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Treachery	0	?	Bait	In Check*	1 Civilian Ship in back of Galactica; On discard: 1 Mutiny card	Daybreak
Treachery	3	?	A Better Machine	In Check*	Add 2 Treachery cards to destiny and shuffle	Daybreak
Treachery	3	?	Personal Vices	In Check*	Humans draw 1 Treachery . Active player human? 1 Mutiny card	Daybreak
Treachery	4	?	Violent Outbursts	In Check*	Active player to sickbar.	Daybreak
Treachery	5	?	Exploit a Weakness	In Check*	Active player chooses a human to draw 1 Mutiny card	Daybreak

Note: Daybreak **Treachery replaces Pegasus **Treachery**. Daybreak has extra rules for Reckless.**