







D'ANNA BIERS



SUPPORT

Investigative Reporter – At the end of your turn, you may look at the top card of the Quorum deck and place it on the top or bottom.

Exclusive Video – Action: Once per game, gain 1 morale or in turn order, look at the hand of Skill Cards of all Human players and take 1 Skill Card of your choice from each of those players.

Following the Story – You must move to a new location when you have the opportunity to do so.

Setup: Press Room

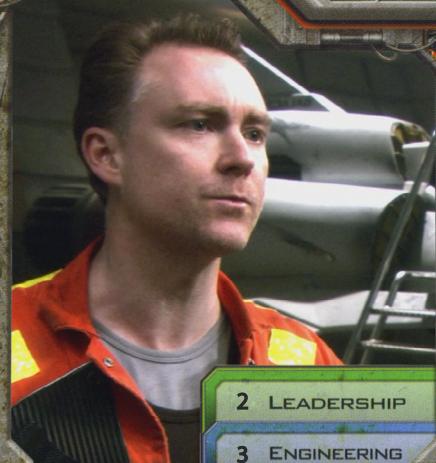
1 POLITICS/TACTICS

2 POLITICS

2 LEADERSHIP

1 POLITICS/TACTICS

PETER LAIRD



SUPPORT

Aeronautical Engineer – Action: You may discard a Engineering Skill Card of strength 3 or higher while in the “Hangar Deck” to repair 4 damaged vipers or 1 destroyed viper.

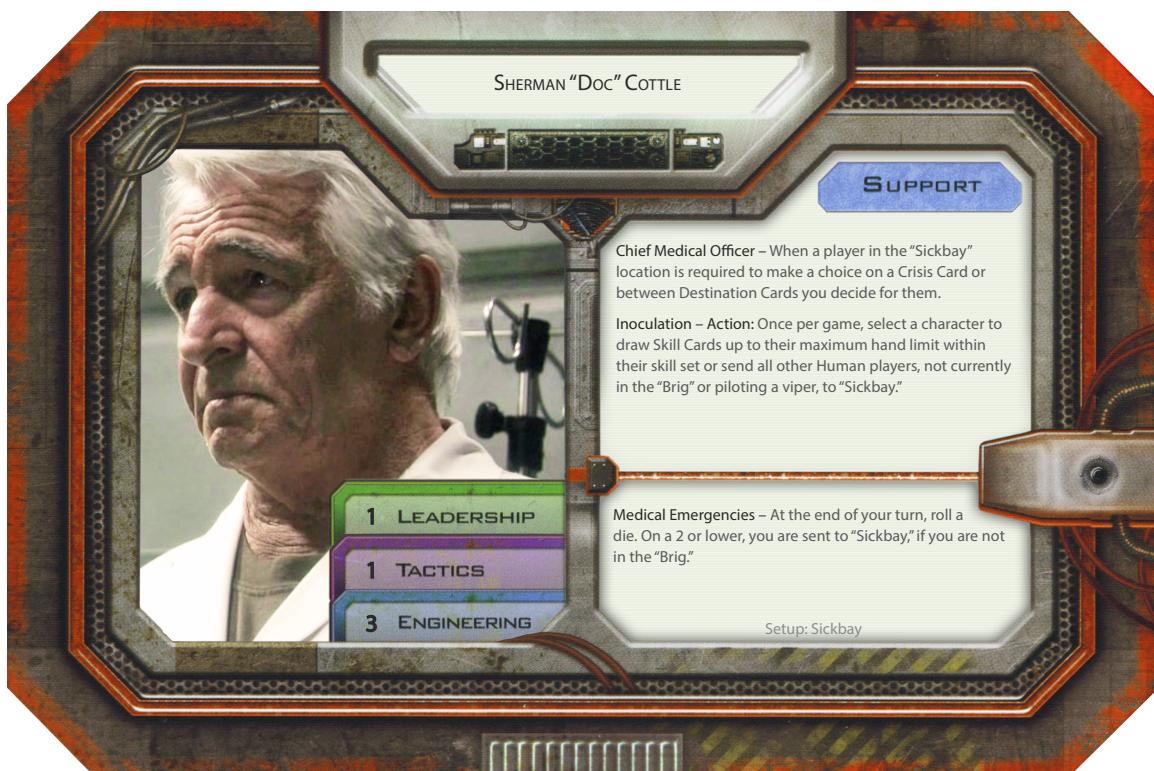
Fuel Efficiency – Action: Once per game, you may gain 1 fuel or move all non-civilian ships of 1 type to an adjacent areas of space.

Drafted Civilian – The first time a civilian ship is destroyed on a turn, discard Skill Cards equal to the number of lost resources.

Setup: Engine Room or Hangar Deck

2 LEADERSHIP

3 ENGINEERING





BROTHER CAVIL

SUPPORT

Confession – At the start of your turn, you and a Human player of your choice exchange one Skill Card from each of your hands (if able).

There Is No God – Action: Once per game, discard the Destiny deck. Draw 10 Skill Cards from 4 different Skill Card decks of your choice without looking at them (minimum of 2 cards per deck) and shuffle them to become the new Destiny deck.

Conservation – If the final strength during a Crisis skill check is at least 6 higher than the difficulty, add a counter on your character (max 3). You draw one less Skill Card during your Receive Skill step for each counter on your character.

Setup: Hangar Deck

2 POLITICS

2 LEADERSHIP

2 TACTICS

JAMES "JAMMER" LYMAN

SUPPORT

Ordnance Loading Specialist – During your turn, if you activate the "Armory" or "Weapons Control," you may take another action (once per turn).

Two-Faced – Once per game, before resolving a skill check, choose a Cylon player. That player discards their hand of Skill Cards. Alternatively, when you use an action to reveal as a Cylon, draw 2 Super Crisis Cards (instead of 1).

Collaborator – If another player reveals as a Cylon and you have a "You are a Cylon" Card, you are executed. Otherwise, reveal your Loyalty Cards as if you were executed, shuffle them into the Loyalty deck and draw that many cards.

Setup: Weapons Control

1 POLITICS

1 TACTICS

3 ENGINEERING

## SUCCESSION LIST

### PRESIDENT OF THE COLONIES

Laura Roslin  
Gaius Baltar  
Tom Zarek  
Billy Keikeya  
Tory Foster  
Romo Lampkin  
"Caprica" Six  
Aaron Doral  
Elosha  
Ellen Tigh  
Lee "Apollo" Adama  
D'Anna Biers  
Felix Gaeta  
"Chief" Galen Tyrol  
James "Jammer" Lyman  
Gina Inviere  
Leoben Conoy  
Samuel "Longshot" Anders  
Callandra "Cally" Tyrol  
Karl "Helo" Agathon

Anastasia "Dee" Dualla  
Sharon "Athena" Agathon  
William Adama  
Kara "Starbuck" Thrace  
Sherman "Doc" Cottle  
Brother Cavil  
Sharon "Boomer" Valerii  
Aaron Kelly  
Saul Tigh  
Louanne "Kat" Katraine  
Brendan "Hot Dog" Costanza  
Louis Hoshi  
Margaret "Racetrack" Edmondson  
Diana "Hardball" Seelix  
Natalie Faust  
Simon  
Peter Laird  
Alex "Crashdown" Quartararo  
Kendra Shaw  
Helena Cain

### ADMIRAL OF THE COLONIAL FLEET

Helena Cain  
William Adama  
Saul Tigh  
Aaron Kelly  
Karl "Helo" Agathon  
Kendra Shaw  
Louis Hoshi  
Felix Gaeta  
Anastasia "Dee" Dualla  
Natalie Faust  
Lee "Apollo" Adama  
Kara "Starbuck" Thrace  
Sherman "Doc" Cottle  
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Simon  
D'Anna Biers  
Tory Foster  
Ellen Tigh  
Romo Lampkin  
Brother Cavil  
Gaius Baltar  
Laura Roslin  
Leoben Conoy  
Billy Keikeya  
Elosha

## EXODUS REFERENCE

### CAG COMMANDER OF THE AIR GROUP

Lee "Apollo" Adama  
Kara "Starbuck" Thrace  
Louanne "Kat" Katraine  
Sharon "Athena" Agathon  
Brendan "Hot Dog" Costanza  
Sharon "Boomer" Valerii  
Margaret "Racetrack" Edmonson  
Alex "Crashdown" Quartararo  
Samuel T. Anders  
Diana "Hardball" Seelix  
Karl "Helo" Agathon  
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Gaius Baltar  
Tory Foster  
Billy Keikeya  
Laura Roslin  
Elosha

### CYCLON FLEET OPTION



**6-7: DAMAGE**  
**8: DESTROY**

**DURING SETUP:**  
**-2 VIPERS, +4 RAIDERS**  
**+4 DAMAGED MARK VII'S**

**NEW NUKE EFFECT:**  
WHEN YOU USE A NUKE YOU SELECT AN AREA OF SPACE. ROLL A DIE:

- 1-2: DAMAGE A BASESTAR TWICE
- 3-6: DESTROY A BASESTAR
- 7: DESTROY A BASESTAR AND THREE RAIDERS
- 8: DESTROY ALL CYLON AND COLONIAL SHIPS

