Character Sheets & Titles

Name	Politics	Leadership	Tactics	Piloting	Engineering	Treachery	Faith	Abilities	Starting Location	Game	Pres	Adm	CAG	BGG Card Image ID	BGG Cylon Card Image ID	BGG Sympathizer Card Image ID	Banner ID	Alternate Banner ID
Adama		3	2					Inspirational Leader: When you draw a Crisis Card all 1 strength Skill Cards count positive for the skill check. Command Authority: Once per game, after resolving a skill check, instead of discarding the used Skill Cards, draw them into your hand. Emotionally Attached: You may not activate the 'Admiral's Quarters' location.	Admiral's Quarters	B	12	2	13	456785	664765		544211	551658
Apollo	0.2	0.2	1	2				Alert Viper Pilot: When a viper is placed in a space area from the 'Reserves', you may choose to pilot it and take 1 action. You may only do this when on a Galactica location, excluding the brig. CAG - Action: Once per game, you may activate up to 6 unmanned vipers. Headstrong: When you are forced to discard skill cards you must discard randomly	Sector 5 / Sector 6	B	9	10	1	456784	664759		544204	551665
Baltar	2	1			1			Delusional Intuition: After you draw a Crisis Card, draw 1 Skill Card of your choice. (It may be from outside your skill set.) Cylon Detector - Action: Once per game, you may look at all Loyalty Cards belonging to another player. Coward: You start the game with 2 Loyalty Cards (instead of 1).	Research Lab	B	2	27	27	459265	664757		544202	551652
Boomer			2	2	1			Recon: At the end of your turn, you may look at the top card of the Crisis Deck and place it on the top or bottom. Mysterious Intuition: Once per game, before resolving a skill check on a Crisis Card, choose the result (Pass or Fail), instead of resolving it normally. Sleeper Agent: During the Sleeper Agent Phase, you are dealt 2 Loyalty Cards (instead of 1) and then moved to the 'Brig' location.	Armory	B	25	15	5	456789	664760		544206	551655
Chief	1	2			2			Maintenance Engineer: During your turn, after you use a 'Repair' skill card, you may take another action (once/turn). Blind Devotion: Once per game, after cards have been added to a Skill Check (but before revealing them), you may choose a skill type. All cards of the chosen type are considered strength 0. Reckless: Your hand limit is 8 (instead of 10).	Hangar Deck	B	14	20	21	459266	664764		544210	551664
Helo		2	2	1				ECO Officer: During your turn, you may re-roll a die that was just rolled (once per turn). You must use the new result. Moral Compass: Once per game, after a player makes a choice on a Crisis Card, you may change it. Stranded: Your character is not placed on the game board at the start of the game. Whilst not on the game board you may not move, be moved, or take actions. At the start of your 2nd turn, place your character on the 'Hanger Deck' location.	Stranded on Caprica	B	13	6	10	456787	664761		544207	551660
Roslin	3	2						Religious Visions : When you draw Crisis Cards, draw 2 and choose 1 to resolve. Place the other on the bottom of the deck. Skilled Politician – Action: Once per game, draw 4 Quorum Cards. Choose 1 to resolve and place the rest on the bottom of the deck. You do not need to be President to use this ability. Terminal Illness : In order to activate a location you must first discard 2 Skill Cards.	President's Office	B	1	30	31	456786	664763	562779	544209	551661
Starbuck		0.1	2	2	0.1			Expert Pilot: When you start your turn piloting a viper, you may take 2 actions during your Action Step (instead of 1). Secret Destiny: Once per game, immediately after a Crisis Card is revealed, discard it and draw a new one. Insubordinate: When a player chooses you with the ' Admiral's Quarters' location, reduce the difficulty by 3.	Hangar Deck	B	31	13	2	459267	664748		544208	551657
Tigh		2	3					Cylon Hatred: When a player activates the 'Admiral's Quarters' location, you may choose to reduce the difficulty by 3. Declare Martial Law - Action: Once per game, give the President title to the Admiral. Alcoholic: At the start of any player's turn, if you have exactly 1 Skill Card in your hand you must discard it.	Command	B	26	3	15	459268	664762		544203	551654
Zarek	2	2	1					Friends In Low Places: When a player activates the 'Administration' or the 'Brig' location, you may choose to reduce or increase the difficulty by 2. Unconventional Tactics - Action: Once per game, lose 1 population to gain 1 of any other resource type. Convicted Criminal: You may not activate locations occupied by other characters (except the 'Brig')	Administration	B	4	24	24	456783	664758		544205	551656
Cain			2.1	2.1				Intolerant: When an "Admiral's Quarters" Skill check is passed with a 10 or more, you may choose to execute that character instead of sending him to the "Brig." Blind Jump - Action: Once per game, if 6 or less distance, draw 2 civilian ships and destroy them to immediately jump the fleet (even if the fleet marker is on a red space). The Admiral only draws 1 Destination Card. Bent on Revenge: You may not activate the "FTL Control" or "Engine Room" locations.	Pegasus CIC / Command	P	20	1	14	868412	868413		544871	551659
Dee		1	3		1			Efficient: When you activate the "Communications" location, you may look at every civilian ship on the game board and may move any number of them. Fast Learner: Once per game, before making a Skill check, look at the top 3 cards of any Skill deck (even outside your Skill set), and add all of them to either the Skill check or your hand. Emotionally Fragile: When morale is reduced to 2 or less, you are executed. If you are human, do not lose 1 morale.	Communications	P	21	11	18	908973	908972		544872	551666
Ellen	2	2				1		Politically Adroit: When you end your Movement step in the same location as another human player, you may give that player 1 Skill Card from your hand to draw 2 Skill Cards. Manipulative: Once per game, you may take the Admiral or President title at the start of your turn. Return that title to its previous owner at the end of your turn. Nothing But Trouble: Your Skill set includes Treachery. (Human players can't use text abilities of Treachery Cards.)	Admiral's Quarters	P	8	25	25	908975	908974		544875	551662
Kat		1	2	2				Hotshot: When you would roll a die during your Action step, you may instead discard a Skill Card. Use the card's strength +2 instead of the die roll. Sacrifice - Action: Once per game while piloting a viper, send yourself to "Sickbay" to destroy 5 raiders, 2 heavy raiders, 1 basestar, or 1 civilian ship in your space area. 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."	Hangar Deck	P	32	14	3	908979	908978		544873	551668

Character Sheets & Titles

CHARACTER REFERENCE																		
Name	Politics	Leadership	Tactics	Piloting	Engineering	Treachery	Faith	Abilities	Starting Location	Game	Pres	Adm	CAG	BGG Card Image ID	BGG Cylon Card Image ID	BGG Sympathizer Card Image ID	Banner ID	Alternate Banner ID
Cavil			1		0.1	0.1		Primacy - Action: Place 1 basestar in front of Galactica, or if all basestars are in play, you may remove 1 from the game board. You may then place 3 raiders in front of Galactica and 1 civilian ship behind Galactica. Aggressive Tactics - Movement: Once per game you may take 2 Actions. Lies and Secrets: When a player reveals a "You are a Cylon" Loyalty Card, you must discard all Skill Cards in your hand.	Cylon Fleet	P	99	99	99	868411	878337		544870	551663
Leoben	1				0.1	0.1		Glimpse the Face of God - Movement: Draw 2 cards from the top of the Destiny deck, then place 2 cards from your hand on the top of the Destiny deck. Cryptic Message - Action: Once per game, exchange your hand of Skill Cards with another player's hand of Skill Cards. Clouded: You may not voluntarily move to a location that contains another character.	Human Fleet	P	99	99	99	878336	878338		544874	551653
Six		1			0.1	0.1		Intimate - Movement: Draw 1 Skill Card at random from a player's hand. Then, that player draws 1 card from the your choice (it may be from outside his Skill set). Human Delusion: Once per game, after all Skill Cards played into a Skill check have been revealed, you may play of Skill Cards from your hand into the check. Conflicted Loyalties: You must discard 1 Skill Card to activate the "Cylon Fleet" location	Caprica	P	99	99	99	878339	878335		544876	551667
Anders		2	2.1	0.1				Star Player – Action: Discard any number of Skill Cards. Then draw that number of Skill Cards from any one type within your skill set. Longshot: Once per game, you may choose the result of a die roll on your turn instead of rolling it. This result cannot be modified or rerolled. Starts on the Bench: Skip the Receive Skills Step of your first turn	Armory	E	30	18	8	908969	908968		878727	878728
Cally	1	1	1		2			Quick Fix: On your turn, once all Skill Cards played into a skill check have been revealed, you may choose 1 card to discard before resolving skill check abilities and totalling strength Discharge of a Firearm – Action: Once per game, you may execute another character who is in your current location. Impulsive: You cannot contribute only 1 Skill Card into a skill check. You must either contribute no Skill Cards or contribute 2 or more Skill Cards. (Disregard this while you are in the "Brig.")	Hangar Deck	E	16	21	22	908971	908970		878729	878730
Gaeta	0.2	0.2	2		1			FTL Operator: Anytime "FTL Control" is activated, you may reroll the die. You must use the new result. Coup – Action: Once per game, you may take the Admiral title. If you are in the "Brig" when you take this action, move immediately to "Command" before taking the title. Misguided: You may not play more than 3 cards into any skill check	FTL Control	E	11	7	17	908977	908976		878731	878732
Tory	3	1	1					Adaptable: After any player uses the action on a Quorum Card, you may draw 2 Skill Cards of your choice (they may be from outside your skill set). Influential – Action: Once per game, you may examine the top 5 cards of the Quorum deck, and return them to the top of the deck in any order you choose (even if you are not currently the President). Amoral: When you are the current player, you must choose the first option listed on any Crisis Cards that say "Current Player Chooses."	Press Room	E	6	29	28	908967	908980		878733	878734
Cottle	1		2		2			Treatment – Action: Choose a Human Player and draw 2 Skill Cards from his Skill Set. Then, give him two Skill Cards from your hand. Quarantine – Action: Once per game, look at each Civilian Ship on the board. Choose 1 and draw a new Civilian ship to replace it if possible. Shuffle the chosen ship back into the pile of unused Civilian Ships. Specialized: You cannot use the Actions printed on Engineering Skill Cards.	Research Lab	D	17	22	23					
Hoshi		2	2		1			Dutiful: Once during your turn, if you Activate "Command", "Communications", or "Weapons Control", you may discard 1 Skill Card to immediately Activate that Location again. Organized – Action: Once per game, if you are not in the "Brig", Activate any three undamaged Locations, regardless of where you are. You cannot Activate the same Location more than once nor any Cylon Locations. Reluctant: You must discard 1 Skill Card to use an Action printed on a Skill Card.	Communications	D	22	8	19					
Hot Dog		1	1	2	1			Memento: Once per turn, immediately after Population is reduced, you may draw the top 3 cards from the Piloting deck, discard 1 of them, and keep the other 2 cards. Escort: Once per game, before flipping over a Civilian Ship in a space area and destroying it, you may destroy an undamaged Viper instead. Shuffle the Civilian Ship back into the pile of unused Civilian Ships. Forced to Eject: Any time a Viper you are piloting is damaged, destroy it instead.	Hangar Deck	D	29	16	6					
Lampkin	3		2					Deceitful: When a Crisis Card requires you to discard Skill Cards, reduce the number of cards you discard by 1 (once per Crisis Card). Attorney – Action: Once per game, move a Character in the "Brig" to any non-Hazardous Location on Galactica. If he belongs to another Player, take all of that Player's Skill Cards. Kleptomania: If you end your Movement Step in a Location with another Player, you must discard 2 Skill Cards. If you cannot, you are sent to the "Brig" at the end of your turn.	Administration	D	5	28	29					
D'Anna	0.1	0.1			0.1	0.1		Visions – Action: If you are Infiltrating, choose a Human Player and look at 1 of his Loyalty Cards at random. Then, end your Infiltration and move to the "Resurrection Ship". Don't Trust Anyone – Action: Once per game, draw 2 Super Crisis Cards. Heretic: If you are on the "Resurrection Ship" Location (but not the "Hub Destroyed" Location), you must discard a Super Crisis Card to move to a different Location.	Human Fleet	D	99	99	99					
Simon				0.1	1	0.1		Calculating: You may contribute 2 Skill Cards to Skill Checks, or 3 Skill Cards while you are Infiltrating. Ignore this ability when you are in the "Brig." Modifications: Once per game, at the start of a Player's Activate Cylon Ships step, either choose a Cylon Ship type to Activate or Launch Raiders. Ignore any Activate Cylon Ships icons on the bottom of the Crisis Card. Logic Bound: When you play any Skill Cards into a Skill Check, you must play 1 face up.	Cylon Fleet	D	99	99	99					
Doral	0.1		0.1			1		Industrious: While Infiltrating, draw 2 extra Skill Cards on your turn instead of 1. Ignore this ability while you are in "Sickbay". Meticulous: Once per game, when you use an Action to end your Infiltration, you may move to any Cylon Location and take another Action instead of moving to the Resurrection Ship. Vanity: You cannot contribute to Skill Checks during another Player's Action Step.	Caprica	D	99	99	99					

Character Sheets & Titles

Name	Politics	Leadership	Tactics	Piloting	Engineering	Treachery	Faith	Abilities	Starting Location	Game	Pres	Adm	CAG	BGG Card Image ID	BGG Cylon Card Image ID	BGG Sympathizer Card Image ID	Banner ID	Alternate Banner ID
Athena		0.1		1	0.1			For Love: Once per turn, when another Player must discard 1 or more Skill Cards (except when discarding down to his hand limit), you may draw 1 Treachery Skill Card to reduce the number of cards he discards by 1. Resolute – Action: Once per game, activate any undamaged Location. Grieving: When you are in a Hazardous Location, you cannot draw Skill Cards during your "Receive Skills" or "Draw Skills" step.	Hangar Deck	D	99	99	99					
Gaius	2	2			1			Cult Leader – Action: Choose a Player in the same Location as you and either give him one of your Miracle Tokens or take his Miracle Token. Broadcast – Action: Discard 3 Miracle Tokens to raise any Resource by 2. You can have up to 3 Miracle Tokens. Spiritual Crisis: You cannot use an Action printed on a "You Are a Cylon" Loyalty Card unless you are in the "Brig".	Admiral's Quarters	D	15	26	26					
Karl		2	2	1				Raptor Pilot: When you look at the top card as a result of the Launch Scout Skill Card, look at the top 2 cards instead and, in the order of your choosing, place each card on the top or bottom of the deck. No One Gets Left Behind: Once per game, during the Remove Ships step of Jumping the Fleet, lose 1 Fuel to gain 2 Population. Family Commitments: If you are not on Galactica, draw 1 fewer Skill Card during your Receive Skill Step.	Admiral's Quarters	D	23	12	4					
Lee	0.2	0.2	1	2				Forward Thinker: After you use an "Executive Order" Skill Card and the chosen player has finished moving and taking Actions, you may Activate your current Location. Choose a Different Path: Once per game, when you must make a choice on a Crisis Card, you may choose to have the result be "The Current Player discards 5 Skill Cards." Moral Dilemma: When you draw a Mutiny Card, you must discard 2 Skill Cards.	Admiral's Quarters	D	3	23	9					
Tom	2	2	1					Necessary Steps: Each time a Player draws a Mutiny Card, you instead look at the top 2 cards of the Mutiny Deck, give 1 to that Player, and place the other on the bottom of the deck. Abuse Power – Action: Once per game, draw 4 Mutiny Cards. Choose 1 of them to play and place the other 3 Mutiny Cards on the bottom of the deck. Ignore your "Necessary Steps" ability and do not move to the Brig. Disreputable: You start the game with 1 Mutiny Card.	Weapons Control	D	10	9	20					
Elosha	2	1					1	Spiritual Advisor: On your turn, before making a Skill Check, you may look at the top 2 cards of the Destiny Deck and place them back on top. You may then choose to reshuffle the Destiny Deck. All This Has Happened Before – Action: Once per game, you may discard 3 random Skill Cards to look through the discarded Crisis Cards, choose 1 of them, and place it on top of the Crisis Deck. Will Not Fight: You only draw 4 Skill Cards during your Receive Skills Step.	President's Office	R	7	31	30					
Kelly		3	1		1			Landing Signals Officer: Whenever a Viper in space would be activated on your turn, you may move that Viper to an adjacent space area immediately prior to activation. Clash with Centurions – Action: Once per game, damage an occupied location on Galactica to destroy up to two Centurions on the Boarding Party track. Ruthless: All Skill Checks on your turn are considered Reckless, even if no Reckless Skill Cards are played.	Command	R	27	5	11					
Racetrack			1	2	2			Expert Raptor Pilot: When a Raptor is risked by a die roll, you may reroll the die. You must keep the new result. Critical Discovery – Action: Once per game you may look at the top four cards of the Destination Deck. Place two on the top of the deck, and two on the bottom. Mutineer: If the President or Admiral Reveal as a Cylon, you are sent to the Brig.	Hangar Deck	R	24	17	7					
Seelix		0.1	2	0.1	2			Avionics Expert – Action: During your turn, if you are in the Hangar Deck location, you may play a Repair Skill Card from your hand to repair up to 3 damaged Vipers. Break the Chains of Society – Movement or Action: Once per game, draw 6 Piloting or Engineering Skill Cards in any combination. Knuckle Dragger: You may not launch yourself in a Vipers if there are any damaged Vipers.	Hangar Deck	R	18	19	12					
Shaw	1	2	2					Necessary Action – Movement: Look at the top 3 Skill Cards of the Leadership or Tactics deck. You may discard a card from your hand to keep one of those card. Put the remaining cards on the bottom of the deck. Razor: Once per game, you may draw and destroy 1 Civilian Ship to cancel a Crisis Card. Authority Issues: You draw 2 Treachery Cards whenever you are the target of a Quorum or Skill Card effect.	Command or Pegasus CIC	R	28	4	16					

TITLE REFERENCE

President	At the start of the game, draw 1 Quorum Card. You control the hand of Quorum Cards. Action: Draw a Quorum Card into your hand.
President (P)	You start the game with 1 Quorum Card in your hand. You control the Quorum Cards. Action: Draw 1 Quorum Card into your hand. When you play a Quorum Card on a New Caprica location, roll a die. If 3 or less, you are sent to "Detention".
Admiral	When the Fleet jumps, you draw 2 Destination Cards and choose 1. You control the nuke tokens. Action: Launch 1 nuke at a basestar (the nuke is removed from the game). On a roll of 1-2 damage the basestar twice, 3-6 destroy the basestar, and 7-8 destroy the basestar and 3 raiders.
Admiral (P)	When the Fleet jumps, you draw 2 Destination Cards and choose 1. Action: Launch 1 nuke at a basestar (the nuke is removed from the game). Action: If Galactica is in orbit around New Caprica, jump the fleet. All human characters left on New Caprica are executed. All civilian ships left on New Caprica are destroyed.
Admiral (X)	When the Fleet jumps, you draw 2 Destination Cards and choose 1. You control the nuke tokens. Action: Launch 1 nuke at a space area (the nuke token is discarded.) 1-2 = Damage a basestar twice 3-6 = Destroy a basestar 7 = Destroy a basestar and 3 raiders 8 = Destroy every ship in the space area
CAG	When a civilian ship needs to be placed on the main game board, you choose the space area. You must choose an area that does not already contain a civilian ship (if able). Action: Activate 1 unmanned viper, then give the CAG Title Card to any other human player. Action: Once per turn, if you are piloting a viper, you may activate 1 unmanned viper and then take another action.

Type	Value	Title	Description	Game	0	1	2	3	4	5	6
			SKILL CARD REFERENCE								
Politics	1-2	Consolidate Power	Action: Draw 2 Skill Cards of any type(s). They may come from outside your skill set.	B	0	8	6	0	0	0	0
	3-5	Investigative Committee	Play before cards are added to a skill check. All Skill Cards are played face up during this skill check (including Destiny).	B	0	0	0	4	2	1	0
	1-2	Support the People	Reckless: Play before cards are added to a Skill check. Each human player with 4 or less Skill Cards in hand may draw 2 Skill Cards.	P	0	1	1	0	0	0	0
	3-5	Preventative Policy	Movement: Choose 1 resource type. The next loss of this resource type during this turn is reduced by 1.	P	0	0	0	1	1	1	0
	0	Red Tape	Skill Check: Discard all 5 and 6 strength cards from this skill check (before totalling strength).	E	3	0	0	0	0	0	0
	6	Political Prowess	Play before making a skill check triggered by a location. Do not make a skill check; instead, it automatically passes or fails (your choice)	E	0	0	0	0	0	0	1
	0	Force Their Hand	Skill Check: If the Current Player is a Human, he may play 1 Skill Card face up into this Check. If he does not, he must draw 1 Mutiny Card.	D	2	0	0	0	0	0	0
	3-4	Popular Influence	Action: Draw 2 Quorum Cards and choose 1 to give to the President. Then, either play or discard the other card.	D	0	0	0	1	1	0	0
	5	Negotiation	Action: Place a Basestar in front of Galactica and draw a Politics card. Do not launch or Activate any Cylon ships for the rest of this turn.	D	0	0	0	0	0	1	0
	1-3	Quorum Debate	Play after all Skill Cards played into a Skill Check have been revealed. Draw one Politics or Treachery Skill Card and put it into the Skill Check or your hand.	R	0	1	1	1	0	0	0
	4-5	Positive Spin	Play immediately after 1 or more resources are lost due to a Crisis. Draw 2 Skill Cards of any type(s). They may come from outside your Skill Set. Limit 1 Positive Spin per turn.	R	0	0	0	1	1	1	0
Leadership	1-2	Executive Order	Action: Choose any other player. He may move his character and then take 1 action OR not move and take 2 actions. [Limit 1 "XO" per turn.]	B	0	8	6	0	0	0	0
	3-5	Declare Emergency	Play after strength is totaled in a skill check to reduce its difficulty by 2. Limit of 1 "Declare Emergency" card used per skill check.	B	0	0	0	4	2	1	0
	1-2	Major Victory	Play after you destroy a basestar or a centurion on the Boarding Party track. Roll a die. If 5 or higher, gain 1 morale. Limit of 1 "Major Victory" card used per turn.	P	0	1	1	0	0	0	0
	3-5	At Any Cost	Reckless: Play before cards are added to a skill check. All Treachery Cards in the Skill check count as positive strength.	P	0	0	0	1	1	1	0
	0	Iron Will	Skill Check: If total strength in this skill check is within 4 of the difficulty, do not trigger the fail effect. If total strength in this skill check is 0 or less, lose 1 morale.	E	3	0	0	0	0	0	0
	6	State of Emergency	Action: Lose 1 Food. Each player may then move or take 1 Action (starting with the player who played this card and proceding clockwise).	E	0	0	0	0	0	0	1
	0	All Hands On Deck	Skill Check: For Each Skill Card in this Skill Check with a strength of 0, add 1 to the Skill Check's total Strength.	D	2	0	0	0	0	0	0
	3-4	Restore Order	Play before cards are added to a Skill Check. Do not resolve Skill Check abilities while resolving this Skill Check.	D	0	0	0	1	1	0	0
	5	Change of Plans	Play this card after a Skill Check is Passed. Instead of resolving the 'Pass' result, each Human draws two Skill Cards.	D	0	0	0	0	0	1	0
	1-3	Give the Order	Action: If you are not in the Brig, Activate an undamaged Location you do not currently occupy.	R	0	1	1	1	0	0	0
	4-5	General Quarters	Action: Choose two other different Human players. Each chosen player may either move or take an Action. Limit one Executive Order, Critical Situation, or General Quarters per tur...	R	0	0	0	1	1	1	0
Tactics	1-2	Launch Scout	Action: Risk 1 Raptor to roll a die. If 3 or higher, look at the top card of the Crisis or Destination deck and place it on the top or the bottom. Otherwise, destroy 1 Raptor.	B	0	8	6	0	0	0	0
	3-5	Strategic Planning	Play before any die roll to add 2 to the result. Limit of 1 "Strategic Planning" card used per die roll.	B	0	0	0	4	2	1	0
	1-2	Guts and Initiative	Reckless: Play before cards are added to a Skill check. Do not add cards from the Destiny deck into this Skill check.	P	0	1	1	0	0	0	0
	3-5	Critical Situation	Movement: Take 1 Action. Only 1 "Critical Situation" or "Executive Order" card may be used per turn.	P	0	0	0	1	1	1	0
	0	Trust Instincts	Skill Check: Add the top 2 cards from the top of the Destiny Deck (before totalling strength). Resolve Skill Check Abilities on these cards.	E	3	0	0	0	0	0	0
	6	Scout for Fuel	Action: Risk 1 raptor to roll 1 die. If you roll 4+, gain 1 Fuel. Othersize, destroy the raptor.	E	0	0	0	0	0	0	1
	0	Quick Thinking	The Current Player may choose 1 card with a strength of 3 or less (not a "Quick Thinking" card) to remove from this check and add to his hand.	D	2	0	0	0	0	0	0
	3-4	Unorthodox Plan	Action: Activate one of the following Locations, even if it is damaged: "Command", "Armory", "Weapons Control", or "Communications."	D	0	0	0	1	1	0	0
	5	A Second Chance	Play before cards are added to a Skill Check. If the check passes the printed Difficulty by 4 or more, the Current Player gains a Miracle token.	D	0	0	0	0	0	1	0
	1-3	Coordinate Defense	Action: If you are in the Armory or Command locations, Activate your current Location twice. Limit one Coordinate Defense per turn.	R	0	1	1	1	0	0	0
	4-5	Mission Brief	Play before a die roll is made. After the die roll, you may re-roll the die. You must use the new result. Limit of one Mission Brief per die roll.	R	0	0	0	0	1	1	0
Piloting	1-2	Evasive Maneuvers	Play after any viper is attacked to reroll the die. If the viper is piloted, subtract 2 from the new roll.	B	0	8	6	0	0	0	0
	3-5	Maximum Firepower	Action: Play while piloting a viper to attack up to 4 times.	B	0	0	0	4	2	1	0
	1-2	Full Throttle	Movement or Action: If piloting a viper, you may move to any space area. You may then attack 1 Cylon ship in your area (even if you didn't move).	P	0	1	1	0	0	0	0
	3-5	Run Interference	Play before raiders are activated. The first 4 raiders activating in your space area automatically miss (do not roll for them).	P	0	0	0	1	1	1	0
	0	Protect the Fleet	Skill Check: If at least 3 strength in piloting Skill Cards are in this skill check, the current player may activate one unmanned viper.	E	3	0	0	0	0	0	0
	6	Best of the Best	Play before a piloted viper makes an attack. Instead of rolling the attack, roll a die and destroy that many raiders in the viper's space area.	E	0	0	0	0	0	0	1
	0	Dogfight	Skill Check: The Current Player may damage 1 Viper in a Space Area or the Reserves to remove 1 other Skill Card from this Skill Check.	D	2	0	0	0	0	0	0
	3-4	Combat Veteran	Action: Choose an Unmanned Viper in the Reserves or a Space Area and Activate it up to 3 times.	D	0	0	0	1	1	0	0
	5	Launch Reserves	Action: Place up to 2 Unmanned Vipers from the Reserves into a Space Area containing a piloted Viper. Then, Activate those Unmanned Vipers.	D	0	0	0	0	0	1	0
	1-3	Wingman	Action: Play while piloting a Viper to move an unmanned Viper to your space area, and Activate it. Then take another Action.	R	0	1	1	1	0	0	0
	4-5	Raptor Assault	Action: Risk 1 Raptor to roll a die. If 4 or higher, choose a space area and destroy up to 3 Raiders or 1 Heavy Raider, or damage a Basestar in that space area. Otherwise, destroy...	R	0	0	0	0	1	1	0
Engineering	1-2	Repair	Action: Repair your current location, or if you are in the "Hanger Deck" location, you may repair up to 2 damaged vipers.	B	0	8	6	0	0	0	0
	3-5	Scientific Research	Play before cards are added to a skill check. All engineering cards in the skill check count as positive strength.	B	0	0	0	4	2	1	0
	1-2	Jury Rigged	Reckless: Play before cards are added to a Skill check to reduce its difficulty by 4.	P	0	1	1	0	0	0	0
	3-5	Calculations	Play after a die is rolled to add or subtract 1 from the result. Only 1 "Calculations" card may be used per die roll.	P	0	0	0	1	1	1	0
	0	Establish Network	Skill Check: Each engineering Skill Card in this skill check counts as double strength (before totalling strength)	E	3	0	0	0	0	0	0
	6	Build Nuke	Action: The Admiral gains one Nuke token	E	0	0	0	0	0	0	1
	0	Install Upgrades	Skill Check: If the Skill Check passes, the Current Player draws two Engineering Skill Cards. If the Skill Check Fails, he draws one Engineering Skill Card.	D	2	0	0	0	0	0	0
	3-4	Raptor Specialist	Action: Either destroy a Raptor to gain an Assault Raptor, or return a destroyed Raptor to the Reserves.	D	0	0	0	1	1	0	0
	5	Test the Limits	Action: If the Fleet Marker is not on a blue space of the Jump Prep track, increase the track by 1 and roll a die. If 5 or lower, Damage Galactica.	D	0	0	0	0	0	1	0
	1-3	Damage Control	Play when Galactica is damaged, Return the damage token to the pool and draw a new token. You must keep the new token.	R	0	1	1	1	0	0	0
	4-5	Calculate Coordinates	Play after a Destination card is selected. Discard that Destination, draw the top card of the Destination deck, and resolve it instead. You must keep the new Destination.	R	0	0	0	0	1	1	0

Skill Cards

Treachery	1	Broadcast Location	Reckless Skill check: Place 1 basestar in front of Galactica and 1 civilian ship behind Galactica. Only 1 of this ability may be resolved in each Skill check.	P	0	8	0	0	0	0	0
	1	By Your Command	Reckless Skill check: Activate all raiders, heavy raiders and occupation forces (but not centurions). Only 1 of this ability may be resolved in each Skill check.	P	0	4	0	0	0	0	0
	2	Special Destiny	Reckless Skill check: Each player draws 1 Treachery Skill Card. Only 1 of this ability may be resolved in each Skill check.	P	0	0	5	0	0	0	0
	2	God's Plan	Movement: Exchange this card with the top card of the Destiny deck.	P	0	0	3	0	0	0	0
	3	Sabotage	Play when a human player discards a Treachery Skill Card. Damage Galactica. Only 1 "Sabotage" card may be used per turn.	P	0	0	0	4	0	0	0
	3	Human Weakness	Action: If at least 1 human player is in the "Brig" or "Detention," reduce the highest resource by 1	P	0	0	0	2	0	0	0
	0	Bait	Skill Check: Place 1 Civilian Ship behind Galactica. Whenever a player chooses to discard this card, he draws 1 Mutiny Card.	D	6	0	0	0	0	0	0
	0	Dradis Contact	Skill Check: Place 2 Raiders in front of Galactica. Whenever a Player chooses to discard this card, he draws 1 Mutiny Card.	D	6	0	0	0	0	0	0
	3	Personal Vices	Skill Check: Each Human player draws 1 Treachery Card. If the Current Player is Human, he also draws 1 Mutiny Card.	D	0	0	0	4	0	0	0
	3	A Better Machine	Skill Check: The Current Player shuffles 2 Treachery Skill Cards into the Destiny Deck.	D	0	0	0	4	0	0	0
	4	Violent Outbursts	Skill Check: The Current Player is sent to Sickbay.	D	0	0	0	0	3	0	0
	5	Exploit Weakness	Skill Check: The Current Player must choose a Human Player to draw a Mutiny Card.	D	0	0	0	0	0	3	0
	0	Price of Failure	Skill Check: If this Skill Check is failed, the Current Player must discard 1 random Skill Card. If the total strength in this Skill Check is 0 or less, the Current Player must discard 2 Skill Cards. Only 1 of this ability may be resolved in each Skill Check.	R	3	0	0	0	0	0	0
	4	The Plan	Action: Activate two Cylon Locations.	R	0	0	0	0	1	0	0
	1	Betrayal From Within	Reckless Skill Check: Place 1 Centurion marker on the start of the Boarding Party track. Only 1 of this ability may be resolved in each Skill Check.	R	0	2	0	0	0	0	0
	2	Seeds of Doubt	Skill Check: This Skill Check is now Reckless.	R	0	0	3	0	0	0	0
	3	Change of Command	Play when the Admiral Title changes hands (except when the Admiral Reveals his Loyalty Card). Decrease Morale by 1.	R	0	0	0	2	0	0	0

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Pilot	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians	
			Skill Check									Cylon Attack Deployment (#xsector)					
A Traitor Accused	X	X				8		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: The Current Player chooses a character to send to the "Brig." OR The Current Player discards 5 Skill Cards.						B
Admiral Grilled	X	X				9		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -1 Morale, and the Admiral discards 2 Skill Cards. OR -1 Morale.						B
Ambush	CYLON ATTACK								B		Training new Pilots: Keep this card in play until the Fleet Jumps. Each Unmanned Viper suffers a -2 penalty to its attack rolls.	1x4		4x [1,4]	2x5	1x[3,5,6]	B
Analyze Enemy Fighter			X		X	7		CURRENT PLAYER CHOOSES	R	X	Pass: Repair 1 destroyed Raptor; Fail: -1 Population. OR Roll a die. If 4 or lower, -1 Population and the Current Player discards 2 Skill Cards.						B
Besieged	CYLON ATTACK								R		Heavy Casualties: The 4 Raiders that were just setup are immediately Activated.	1x5	1x4	4x6	2x6	1x[1,2,6]	B
Boarding Parties	CYLON ATTACK								H		Surprise Assault: There are no Vipers in this setup.	1x2	2x[1,3	4x2		1x4,2x5	B
Bomb Threat	X	X	X			13		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -1 Morale and draw Civilian ship and destroy it. OR Roll a die. If 4 or lower, trigger the "Fail" effect of this card.						B
Build Cylon Detector	ADMIRAL CHOOSES								H		Discard 1 Nuke token. If you do not have any Nuke tokens, you may not choose this option. OR -1 Morale, and the Admiral discards 2 Skill Cards.						B
Colonial Day	X		X			10		CURRENT PLAYER CHOOSES	B	X	Pass: +1 Morale; Fail: -2 Morale. OR -1 Morale.						B
Crash Landing			X	X		6			H		Pass: No Effect; Fail: The Admiral may spend 1 Fuel. If he does not, -1 Morale, and the Current Player is sent to "Sickbay."						B
Crippled Raider		X		X		10		CURRENT PLAYER CHOOSES	R	X	Pass: Increase the Jump Prep track by 1; Fail: -1 Population. OR Roll a die. If 4 or lower, place 3 raiders in front of Galactica and 1 Civilian ship behind it.						B
Cylon Accusation	X	X	X			10			R		Pass: No Effect; Fail: The Current Player is placed in the "Brig" Location.						B
Cylon Screenings	X	X				9		CURRENT PLAYER CHOOSES	R		Pass: No Effect; Fail: -1 Morale, and the Current Player looks at 1 random Loyalty Card belonging to the President or Admiral. OR Each Player discards 2 Skill Cards.						B
Cylon Swarm	CYLON ATTACK								B		Massive Deployment: Keep this card in play until the Fleet Jumps. Each time a Basestar launches Raiders or Heavy Raiders, it launches 1 additional ship of the same type.	1x1	1x2	5x1	1x[5,6]	1x[4,5,6]	B
Cylon Tracking Device			X	X	X	10			R		Pass: No Effect; Fail: Destroy 1 Raptor and place a Basestar in front of Galactica and 2 Civilian ships behind it.						B
Cylon Virus			X		X	13			L		Pass: No Effect; Fail: All characters in the "FTL Control" location are sent to "Sickbay." Then place 1 Centurion marker at the start of the Boarding Party track.						B
Declare Martial Law	ADMIRAL CHOOSES								B		-1 Morale, and the Admiral receives the President title. OR -1 Population, and the Admiral discards 2 Skill Cards.						B
Detector Sabotage		X	X			8			H	X	Pass: No Effect; Fail: All characters in the "Research Lab" location are sent to "Sickbay." Keep this card in play. Players may not look at other Players' Loyalty Cards.						B
Elections Loom	X	X				8	5		H	X	Pass: No Effect; 5+ -1 Morale; Fail: -1 Morale, and the President discards 4 Skill Cards.						B
Food Shortage (4 copies)	PRESIDENT CHOOSES								R	X	-2 Food. OR -1 Food. The President discards 2 Skill Cards, and the Current Player discards 3 Skill Cards.						B
Forced Water Mining	X	X	X		X	17		CURRENT PLAYER CHOOSES	R	X	Pass: +1 Food; Fail: -1 Population, -1 Morale. OR +1 Food, -1 Morale, and each player discards 1 random Skill Card.						B
Fulfiller of Prophecy	X	X				6		CURRENT PLAYER CHOOSES	B		Pass: The Current Player draws 1 Politics Skill Card; Fail: -1 Population. OR The Current Player discards 1 Skill Card. After the Activate Cylon Ships step, return to the Resolve Crisis step (Draw a new...						B
Guilt by Collusion		X	X			9			R	X	Pass: The Current Player may choose a character to move to the "Brig."; Fail: -1 Morale.						B
Hangar Accident			X	X	X	10	7		H	X	Pass: No Effect; 7+: -1 Population; Fail: -1 Population and damage 2 Vipers in the "Reserves."						B
Heavy Assault	CYLON ATTACK								R		Heavy Bombardment: Each Basestar immediately attacks Galactica	1x[1,2]			1x6	1x[4,5,6]	B
Informing the Public	X	X				7		CURRENT PLAYER CHOOSES	R	X	Pass: Current player looks at 1 random Loyalty Card belonging to any Player; Fail: -2 Morale. OR Roll a die. On a 4 or lower, -1 Morale and -1 Population.						B
Jammed Assault	CYLON ATTACK								R		Communications Jamming: Keep this card in play until the Fleet Jumps. Players may not activate the "Communications" Locati...	1x3	2x3	4x2	1x[5,6]	1x[1,4,5,6]	B
Jump Computer Failure			X		X	7			L		Pass: No Effect; Fail: -1 Population and move the Fleet token 1 space towards the start of the Jump Prep track.						B
Keep Tabs on Visitor	X	X	X			12		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: Roll a die. If 4 or lower, -2 Population. OR The Current Player discards 4 random Skill Cards.						B
Legendary Discovery			X	X		14			L		Pass: Place this card next to the Kobol Objective card. It counts as 1 Distance; Fail: -1 Food and destroy 1 Raptor.						B
Loss of a Friend	X	X				9	7		H	X	Pass: No Effect; 7+: The Current Player discards 2 Skill Cards; Fail: -1 Morale, and the Current Player discards 2 Skill Cards.						B
Low Supplies	X	X				7			R		Pass: No Effect; Fail: -1 Morale. If Food is less than 6, -1 additional Morale.						B
Mandatory Testing	X	X				13	9		H	X	Pass: The President looks at 1 random Loyalty card of the Current Player; 9+: No Effect; Fail: -1 Morale.						B
Missing G4 Explosives		X	X			7			R		Pass: No Effect; Fail: -1 Food, and all characters in the "Armory" location are sent to the "Brig."						B
Network Computers	X		X		X	11		CURRENT PLAYER CHOOSES	R	X	Pass: Increase the Jump Prep track by 1; Fail: -1 Population and place 1 Centurion marker at the start of the Boarding Party tra... OR -1 Population and decrease the Jump Prep track by 1.						B
Prison Labor	X	X	X			10			R		Pass: No Effect; Fail: -1 Morale, -1 Food.						B
Prisoner Revolt	X	X	X			11	6		H	X	Pass: No Effect; 6+: -1 Population; Fail: -1 Population, and the President chooses another Player to receive the President title.						B
Raiding Party	CYLON ATTACK								R		FTL Failure: Move the Fleet token 1 space towards the start of the Jump Prep track.	1x3	2x4	3x3,2x	2x6	1x5,2x6	B
Requested Resignation	ADMIRAL CHOOSES								B		The President and Admiral both discard 2 Skill Cards. OR The President may choose to give the President title to the Admiral, or move to the "Brig" location.						B
Rescue Caprica Survivors	PRESIDENT CHOOSES								R	X	-1 Fuel, -1 Food, +1 Population. OR -1 Morale.						B
Rescue Mission (A)	ADMIRAL CHOOSES								B	X	-1 Morale, and the Current Player is sent to "Sickbay." OR -1 Fuel and destroy 1 Raptor.						B

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Pilot	Engi	Value	Partial	Cons	Activ	Jump Track	Description	Basestar	Heavy	Raider	Vipers	Civilians	
Rescue Mission (B)	ADMIRAL CHOOSES								R	X	-1 Morale, and the Current Player is sent to "Sickbay." OR -1 Fuel and destroy 1 Raptor.						B
Rescue the Fleet	ADMIRAL CHOOSES								R	X	-2 Population. OR -1 Morale. Place a Basestar and 3 Raiders in front of Galactica, and 3 Civilian ships behind Galactica.						B
Resistance	X	X	X			12	9		H	X	Pass: No Effect; 9+: -1 Food; Fail: -1 Food, -1 Fuel.						B
Riots(A)	ADMIRAL CHOOSES								B	X	-1 Food, -1 Morale. OR -1 Population, -1 Fuel.						B
Riots(B)	ADMIRAL CHOOSES								L		-1 Food, -1 Morale. OR -1 Population, -1 Fuel.						B
Scouting for Fuel			X	X		12		CURRENT PLAYER CHOOSES	R	X	Pass: +1 Fuel; Fail: -1 Fuel and destroy 1 Raptor. OR Roll a die. If 4 or lower, -1 Fuel.						B
Scouting for Water			X	X		9		CURRENT PLAYER CHOOSES	R	X	Pass: +1 Food; Fail: -1 Fuel and destroy 1 Raptor. OR -1 Food.						B
Security Breach		X	X			6			L		Pass: No Effect; Fail: -1 Morale, and all characters in the "Command" Location are sent to "Sickbay."						B
Send Survey Team			X	X	X	15		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: The Current Player is sent to "Sickbay" and destroy 1 Raptor. OR Roll a die. If 5 or less, -1 Fuel.						B
Sleep Deprivation	ADMIRAL CHOOSES								B	X	Return all undamaged Vipers on the game board to the "Reserves," and the Current Player is sent to "Sickbay." OR -1 Morale.						B
Surrounded	CYLON ATTACK								B		Panic: The Current Player must discard 3 Skill Cards.	1x2	1x3	4x1, 3x3	1x[5,6]	1x[4,5,6]	B
Tactical Strike	CYLON ATTACK								R		Hangar Assault: Damage 2 Vipers in the Reserves.	1x6	1x1	5x6	2x5	1x[3,4,5]	B
Terrorist Bomber		X	X			9			H	X	Pass: No Effect; Fail: -1 Morale, and the Current Player is sent to "Sickbay."						B
Terrorist Investigations	X	X				12	6		H	X	Pass: The Current Player looks at 1 random Loyalty Card belonging to any Player; 6+: No effect; Fail: -1 Morale.						B
The Olympic Carrier	X	X		X		11	8		H	X	Pass: No Effect; 8+: -1 Population; Fail: -1 Morale, -1 Population.						B
Thirty-Three	CYLON ATTACK								R		Relentless Pursuit: Keep in play until a Civilian ship or Basestar is destroyed. If this card is in play when the Fleet Jumps, shuffle it back into the Crisis deck.	1x1			1x[5,6]	1x[3,4,5,6]	B
Unexpected Reunion	X	X	X			8			R		Pass: No Effect; Fail: -1 Morale, and the Current Player discards his hand of Skill Cards.						B
Unidentified Ship			X	X		10			L		Pass: No Effect; Fail: -1 Population.						B
Water Sabotaged	X	X	X			13		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -2 Food. OR - 1 Food.						B
Water Shortage (A) (3 copies)	PRESIDENT CHOOSES								B	X	-1 Food. OR The President discards 2 Skill Cards, and the Current Player discards 3 Skill Cards.						B
Water Shortage (B)	PRESIDENT CHOOSES								R	X	-1 Food. OR The President discards 2 Skill Cards, and the Current Player discards 3 Skill Cards.						B
Water Shortage (C)	PRESIDENT CHOOSES								B		-1 Food. OR The President discards 2 Skill Cards, and the Current Player discards 3 Skill Cards.						B
Weapon Malfunction			X	X	X	11			L		Pass: No Effect; Fail: Damage 2 Vipers in Space Areas. All characters in the "Weapon's Control" location are sent to "Sickbay."						B
Witch Hunt	X	X				10	6		H	X	Pass: No Effect; 6+: -1 Morale; Fail: -1 Morale. The Current Player chooses a character and moves him to "Sickbay."						B
A Verdict of Guilty	ADMIRAL CHOOSES								B	X	The Current player is Executed and the Admiral discards 3 Skill Cards. OR Damage Galactica twice.						P
An Offer of Peace	X	X				12	6		L		Pass: No Effect; 6+ Shuffle 2 Treachery Cards into the Destiny deck; Fail: -1 Morale and shuffle 2 Treachery Cards into the Destiny Deck.						P
Assassination Plot	PRESIDENT CHOOSES								B	X	The Admiral and the Current Player must both discard 3 Skill Cards and draw 3 Treachery Cards. OR The Admiral is Executed.						P
Civilian Ship Nuked	PRESIDENT CHOOSES								R	X	Draw 1 Civilian ship and destroy it. Then each Player discards 1 Skill Card and draws 1 Treachery Card. OR Draw and destroy 2 Civilian ships.						P
Code Blue	X	X	X			13		CURRENT PLAYER CHOOSES	H	X	Pass: The Current Player looks at 1 random Loyalty Card of any player; Fail: -1 Morale, and the Current Player is sent to the "B OR Each Player discards 2 Skill Cards and draws 2 Treachery Cards.						P
Defending a Prisoner	X	X				11			H	X	Pass: No Effect; Fail: -1 Morale and roll a die. If 4 or lower, the Current Player is Executed.						P
Dogfight	CYLON ATTACK								R		Constant Barrage: Keep this card in play until the Fleet Jumps or no Raiders remain on the board. Each time Raiders are activated, launch two Raiders from each Basestar (do not Activate the new Raiders).	1x3	2x [3,4]	1x[5,6]	1x6		P
Food Hoarding in the Fleet	PRESIDENT CHOOSES								R	X	-1 Morale and roll a die. If 3 or less, draw and destroy 1 Civilian ship. OR -2 Food.						P
Medical Breakthrough	X	X			X	12	6		H		Pass: Each Human Player draws 1 Skill Card; 6+ No Effect; Fail: -1 Morale and each Player discards 1 Skill Card and draws 1 Treachery Card.						P
Pressure the Supply Ships	ADMIRAL CHOOSES								R	X	-1 Food and -1 Morale. The Admiral discards 2 Skill Cards and draws 2 Treachery Cards. OR -2 Food.						P
Reunite the Fleet	X	X				10		CURRENT PLAYER CHOOSES	R		Pass: +1 Population; Fail: -1 Morale and each Player discards 1 Skill Card and draws 1 Treachery Card. OR The Current Player discards 2 random Skill Cards and draws 2 Treachery Cards.						P
Review Galactica's Log	X	X	X			14	6		R	X	Pass: No Effect; 6+ The Admiral must discard 3 Skill Cards; Fail: -1 Morale and the Admiral must discard 5 Skill Cards.						P
Sabotage Investigated			X		X	9			H	X	Pass: -1 Food; Fail: -1 Morale, -1 Fuel, -1 Food.						P
Scar	CYLON ATTACK								R		Personal Vendetta: Keep this card in play until the Fleet Jumps or Scar is destroyed. Whenever Raiders are Activated, Activate the Scar Raider twice. Scar may only be destroyed by a roll of 7 or 8.			Scar[2]	1x[5,6]	2x4	P
Standoff with Pegasus	X	X	X	X		22			L		Pass: The Current Player may move 1 character from the "Brig" to any other Galactica location; Fail: -1 Population, -1 Morale, and damage 1 Viper in a space area (if able).						P

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Piloti	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians	
													Cylon Attack Deployment (#xsector)				
Suspicious Election Results	ADMIRAL CHOOSES								R		Give the President title to the character (aside from the current President) highest in the line of succession. OR The Admiral discards 1 random Skill Card and draws 1 Treachery Card.						P
The Black Market	X	X	X			13		CURRENT PLAYER CHOOSES	R	X	Pass: +1 Food; Fail: -2 Food, -1 Morale. OR -1 Food and each Player discards 1 Skill Card and draws 1 Treachery Card.						P
The Guardians	CYLON ATTACK								B		Raptor Crew Captured: Keep this card in play until the Fleet Jumps. When a Basestar is destroyed, lose 1 Morale and destroy	1x1	1x3	2x[2,6]	1x[5,6]	1x4	P
Training Snafu		X		X		8			B	X	Pass: No Effect; Fail: Damage 3 Vipers in Space Areas or in the "Reserves."						P
Unsettling Stories	X	X				9		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail -1 Morale, and each Player discards 1 Skill Card and draws 1 Treachery Card. OR -1 Morale.						P
Airlock Leak			X		X	6			H		Pass: No Effect; Fail: Damage Galactica and the Current Player is sent to "Sickbay."						E
Ambushed by the Press	PRESIDENT CHOOSES								R	X	-1 Morale. OR The President must discard all of his Skill Cards.						E
Appoint Head of Security	ADMIRAL CHOOSES								L		Return all undamaged Vipers on the game board to the "Reserves". Then the Admiral must discard 2 random Skill Cards. OR -1 Morale and damage Galactica.						E
Centurion Assault			X	X		9			L		Pass: No Effect; Fail: Destroy 1 Raptor and the Current Player is sent to "Sickbay."						E
Consult the Prisoner	X		X		X	13		CURRENT PLAYER CHOOSES	B	X	Pass: Increase the Jump Preparation track by 1; Fail: Each player discards 1 Skill Card and the Current Player is sent to the "B OR The Admiral discards 2 Skill Cards and the Current Player discards 3 Skill Cards.						E
Controversial Manuscript	PRESIDENT CHOOSES								R	X	-1 Morale. OR +1 Morale and damage Galactica twice.						E
Cylon Genocide	X	X	X		X	21		CURRENT PLAYER CHOOSES	R	X	Pass: Destroy all Cylon ships currently on the main game board; Fail: -1 Morale, then Activate Basestars, Launch Raiders, Acti OR Roll a die. If 4 or lower, the Current Player is sent to "Brig."						E
Detente	CAG CHOOSES								L		All Vipers in Space Areas are returned to the "Reserves." All characters who were piloting vipers are placed in the "Hangar Dec OR Activate Basestars, Activate Raiders, Activate Heavy Raiders.						E
Divisive Behavior	X	X	X			10		X	H	X	Pass: No effect; Fail -1 Morale; Consequence: The Current Player chooses another Player to send to "Sickbay."						E
Familiar Face	X	X	X			12		CURRENT PLAYER CHOOSES	R	X	Pass: The Admiral may choose a character to send to the "Brig"; Fail: -1 Morale and the Admiral must discard all of his Skill Ca OR -1 Morale.						E
Guilty Conscience	X	X				7			H	X	Pass: No Effect; Fail: The Current Player discards 3 random Skill Cards.						E
Haunted by the Past	X	X				12		X	H	X	Pass: No Effect; Fail: Each Player must discard 1 random Skill Card; Consequence: The Current Player gives any Title Cards he has to the player (aside from himself) highest on the Line of Succession.						E
Hera Rescued	X	X				10		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -2 Morale and destroy 1 Raptor. OR -1 Morale.						E
Hidden Explosives	ADMIRAL CHOOSES								R	X	Destroy 1 Raptor and the Current Player is sent to "Sickbay." OR -1 Morale.						E
Hidden Identity	X	X	X			12			L		Pass: No Effect; Fail: -1 Morale and the Current Player is sent to the "Brig."						E
In the Ring	X	X	X			12		X	H	X	Pass: +1 Morale; Fail: -1 Morale and the Current Player is sent to "Sickbay"; Consequence: The Current Player chooses another Player to send to "Sickbay."						E
Interrogation	ADMIRAL CHOOSES								B		The Admiral chooses another player for send to "Sickbay". The Admiral may then look at 1 of that character's Loyalty Cards at r OR The Admiral discards 2 Skill Cards, then the Current Player discards 3 Skill Cards.						E
Joe's Bar	X	X			X	12			R	X	Pass: +1 Morale; Fail: -1 Morale and the Current Player is sent to the "Brig."						E
Labor Dispute	PRESIDENT CHOOSES								B		-2 Morale. OR -1 Fuel and decrease the Jump Prep track by 1.						E
Medal of Distinction	ADMIRAL CHOOSES								B		-1 Morale, place 2 civilian ships on the game board and then activate Raiders. OR -1 Morale.						E
Mysterious Guide	X	X				11		CURRENT PLAYER CHOOSES	R		Pass: Increase the Jump Preparation track by 1; Fail: -1 Fuel and the Current Player discards all of his Skill Cards. OR -1 Morale.						E
Mysterious Message	X				X	9		CURRENT PLAYER CHOOSES	R	X	Pass: The Current Player may search the Destiny deck and choose 2 cards to discard. He then reshuffles the Destiny deck; Fa OR Activate Basestars.						E
Power Failure		X	X		X	14		X	H		Pass: No Effect; Fail: Reduce the Jump Preparation track by 1; Consequence: Damage Galactica once.						E
Raiders Inbound	CAG CHOOSES								H		-1 Population and damage Galactica once. OR The CAG and the Admiral must each discard 3 Skill Cards.						E
Raptor Malfunction			X	X	X	12		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: Damage Galactica and destroy 1 Raptor. OR The Current Player is sent to "Sickbay."						E
Return to Duty	CAG CHOOSES								R		Any character on Galactica with Piloting in his skill set may immediately launch himself in a viper. Then Launch Raiders. OR Activate Basestars.						E
Review Camera Footage	CAG CHOOSES								B		Damage 2 Vipers in the "Reserves" (if able) and increase the Pursuit track by 1. The CAG may then Activate 1 unmanned Vipe OR The CAG discards 2 Skill Cards, then the Current Player discards 3 Skill Cards.						E
Set a Trap		X	X			10		CURRENT PLAYER CHOOSES	R		Pass: Destroy a Centurion on the Boarding Party track; Fail: Place a Centurion at the start of the Boarding Party track. The Cur OR Roll a die. If 4 or lower, place a Centurion at the start of the Boarding Party track.						E
Strange Beacon			X	X	X	13			R		Pass: Choose 1 Space Area on the Main Game Board and remove all Cylon ships in that area; Fail: Decrease the Jump Preparation track by 1.						E
Temple of the Five			X		X	9			L		Pass: The Current Player may draw 2 Skill Cards; Fail: Decrease the Jump Preparation track by 1.						E
The Circle	PRESIDENT CHOOSES								R	X	You must choose another Player to receive the President title or the Current Player is Executed. OR The President discards 2 Skill Cards, then the Current Player discards 3 Skill Cards.						E
The Passage			X	X	X	14		CURRENT PLAYER CHOOSES	R	X	Pass: Increase the Jump Preparation track by 1; Fail: Destroy 2 Civilian ships. OR Roll a die. If 6 or lower, the Current Player is sent to "Sickbay."						E
Threat of a Super Nova		X		X	X	10		X	H	X	Pass: No Effect; Fail: -1 Population and damage Galactica; Consequence: Activate Basestars.						E

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Pilot	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians	
Tracked by Radiation	CAG CHOOSES								B		Place a Basestar and 3 raiders in front of Galactica and 2 Civilian ships behind Galactica. OR -1 Fuel.						E
Training a Rookie	CAG CHOOSES								L		Activate one unmanned Viper. Then activate Raiders. OR The CAG chooses 2 Vipers that are not currently damaged or destroyed and moves them to the "Damaged Viper" box.						E
Truth and Reconciliation	PRESIDENT CHOOSES								B	X	-1 Morale and the President must choose a character to send to the "Brig." OR The President discards 2 Skill Cards, then the Current Player discards 3 Skill Cards.						E
Unexplained Deaths		X	X			8			R	X	Pass: No Effect; Fail: -1 Morale, -1 Population.						E
Unfair Bias	X	X	X			12			R	X	Pass: No Effect; Fail: Damage Galactica and the Current Player discards his hand of Skill Cards.						E
Unwelcome Faces	ADMIRAL CHOOSES								R	X	The Admiral may discard all of his Skill Cards and then choose a character to send to the "Brig." OR -1 Morale and damage Galactica.						E
Widespread Starvation	PRESIDENT CHOOSES								R	X	-2 Food. OR -1 Food, -1 Population.						E
A Desperate Pact	X	X		X		15		CURRENT PLAYER CHOOSES	R		Pass: No Effect; Fail: -1 Morale and give the President title to the player (aside from the current President) highest on the line o OR The President discards 3 skill cards, then the Current Player draws 1 Mutiny Card.						D
Abandon Galactica	ADMIRAL CHOOSES								B	X	Discard 1 Nuke token. If you do not have any Nuke tokens, you cannot choose this option. OR -1 Food and the Admiral draws 2 Treachery cards.						D
An Ambitious Operation	ADMIRAL CHOOSES								R	X	-1 Fuel. The Admiral chooses another Player to gain 1 Miracle Token. OR Roll a die. On a 4 or less, -1 Fuel.						D
Blindsided	CYLON ATTACK								R		Pluck Out Their Eyes: Destroy 1 Raptor.	1x [1,4]	1x [1,4]	3x2	1x6	2x6,1,5	D
Consult the Hybrid	X	X				10			H	X	Pass: The Current Player draws a Mutiny Card and 2 Skill Cards (they may be from outside his skill set); Fail: -1 Food and shuffle 2 Treachery into the Destiny Deck.						D
Dangerous Plots	PRESIDENT CHOOSES								B	X	The Admiral and the President both draw 1 Mutiny Card. OR -1 Morale and the Current Player discards 3 Skill Cards.						D
Dishonest Tactics	PRESIDENT CHOOSES								R	X	-1 Morale and the President may choose 1 Player to move from the Brig to Command. OR -1 Fuel and the President draws 2 Quorum Cards.						D
Domestic Dispute	X		X			9			R		Pass: No Effect; Fail: -1 Morale and the Current Player is sent to Sickbay.						D
Earth in Ruins	X	X	X			9		CURRENT PLAYER CHOOSES	R	X	Pass: -1 Morale; Fail: -2 Morale. OR -1 Food and the Current Player draws 1 Mutiny Card.						D
Enemy of my Enemy	X	X		X		13		CURRENT PLAYER CHOOSES	R	X	Pass: -1 Morale; Fail: -2 Morale and damage Galactica. OR Damage Galactica twice.						D
Event Horizon	CYLON ATTACK								R		Gravity Well: Keep this card in play until the Fleet Jumps. No Player can activate a Viper unless he first discards a Skill Card.	1x [2,4]		2x [1,4]	1x [1,5,6]		D
Galactica Falling Apart		X		X	X	8		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -1 Morale and damage Galactica. OR Roll a die. On a 6 or lower, -1 Food.						D
Give In To Despair	X	X				14	9		H		Pass: No Effect; 9+: -1 Food and the Current Player draws 3 Treachery Cards; Fail: -2 Morale.						D
Hornet's Nest	CYLON ATTACK								R		Suppressive Fire: Keep this card in play until the Fleet Jumps or a Basestar is destroyed. Players cannot use Actions on Piloting Cards.	1x3		3x [1,4]	1x [1,6]	1x1,2x6	D
Hybrid in Panic			X		X	12	8		H	X	Pass: Increase the Jump Preparation track by 1; 8+: The Current Player discards 2 Skill Cards; Fail: -1 Fuel.						D
Incitement to Mutiny	X	X	X			13	7		H	X	Pass: No Effect; 7+: Shuffle 2 Treachery Cards into the Destiny Deck; Fail: Shuffle 4 Treachery Cards into the Destiny Deck.						D
Insubordinate Crew		X	X			12			R		Pass: No Effect; Fail: -1 Morale and each Player that does not have a Mutiny Card draws 1 Mutiny Card.						D
Lockdown	CYLON ATTACK								H		Concerted Attack: Keep this card in play until the Fleet Jumps or a Basestar is destroyed. Players cannot Activate the Armory l	1x2	2x [1,2]		1x4	1x[4,5]	D
One Last Cocktail			X	X		7		CURRENT PLAYER CHOOSES	B	X	Pass: No Effect; Fail: -1 Food, -1 Morale. OR Roll a die. On a 6 or lower, -1 Morale and the President is sent to Sickbay.						D
Question Procedure	PRESIDENT CHOOSES								B	X	-1 Morale. OR Damage Galactica, and the President discards 3 skill cards.						D
Quorum in Uproar	X		X			8			L		Pass: No Effect; Fail: The President discards 2 random Quorum Cards and 2 random skill cards.						D
Rallying Support	X		X			8			R	X	Pass: No Effect; Fail: -1 Population and the Current Player draws 1 Mutiny Card and 1 Treachery Card.						D
Reactor Critical			X	X	X	7			L		Pass: The Current Player draws 2 Treachery cards; Fail: -1 Fuel.						D
Rebuild Trust	X	X				9			R		Pass: Each character in the Brig may move to any location on Galactica; Fail: -2 Morale.						D
Religious Turmoil	X		X			7		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -1 Morale and each Player discards 1 Skill Card. OR Roll a die. On a 4 or lower, -1 Food and -1 Population.						D
Reprisal	CYLON ATTACK								R		Opportunity for Treason: Shuffle 2 Treachery Cards into the Destiny Deck. Then the Current Player draws a Mutiny Card.	1x6	1x4	2x1, 3x4	1x [2,3]	1x[1,5]	D
Requisition for Demetrius	ADMIRAL CHOOSES								B		-1 Food then roll a die. On a 6 or lower, shuffle 2 Treachery cards into the Destiny deck. OR The Admiral draws 1 Mutiny Card and 2 Treachery Cards.						D
Secret Meetings	X		X		X	9		CURRENT PLAYER CHOOSES	R	X	Pass: No Effect; Fail: -1 Morale. OR The Current Player draws 1 Mutiny Card. Then he chooses a player to draw 1 Mutiny Card.						D
Starvation in Dogsville	PRESIDENT CHOOSES								R	X	Roll a die. On a 4 or less, -1 Population and -1 Food. OR Roll a die. On a 4 or less, -2 Food.						D
Trial by Fire	CYLON ATTACK								R		Cavalry's Here: The Human Fleet gains an Assault Raptor. The Current Player places it in a Space Area with a Viper launch icon and may immediately Activate it.	1x4	2x1	3x1	1x2	1x6	D
Confrontation at Gunpoint	X	X				13	2	X	H		Pass: The Current Player looks at the top 3 cards of the Crisis deck and places each on the top or bottom in any order; Fail: The President may choose to discard his hand of Quorum cards, or the President is Executed; Prove Faith 2: The President may move another Player from the Brig to any Location on Galactica.						R

Crisis Cards

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Piloti	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians
Deciphering the Music	X		X		X	11	3	X	R	X	Pass: The Current Player looks at the top 3 cards of the Destination deck and places one on the bottom and two on top in any order; Fail: The Current Player discards all of his Skill Cards; Prove Faith 3: Increase the Jump Preparation track by 1.					R
Harsh Reality		X	X			10	1	X	B	X	Pass: No Effect; Fail: -1 Morale, -1 Food; Prove Faith: Every Human player may draw 2 Faith Skill Cards.					R
Not to be Human		X			X	11	1	X	H	X	Pass: The Current Player may choose a Revealed Cylon to discard all his Skill Cards; Fail: Launch Raider, Activate Raiders; Prove Faith: The Current Player may activate 1 unmanned Viper for each Prove Faith card in this Skill Check (limit 3).					R
Rookie Mistake		X		X		9	1	X	L		Pass: The Current Player may Activate an unmanned Viper; Fail: The Current Player must destroy one piloted Viper. If there are no piloted Vipers, the Current Player is sent to Sickbay; Prove Faith: The Current Player may look at 1 Civilian, then move it to an adjacent Space Area.					R
The Road Less Traveled	X	X	X			18			L		Pass: Place this card next to the Kobol Objective card. It counts as 1 Distance; Fail: -1 Fuel, and the Current Player is sent to the Brig.					R
Visions of Your Own Death	X	X				7	1	X	R	X	Pass: No Effect; Fail: The President discards 2 Skill Cards and moves to the 'Sickbay' location; Prove Faith: The President and the Current Player may each draw 1 Skill Card for each Prove Faith card in the check (limit 3).					R

Super Crisis Cards

Super Crisis Cards	Politi	Lead	Tacti	Piloti	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians
Bomb on Colonial One			X	X	X	15					Pass : No Effect Fail : -2 Morale, and all characters on Colonial One are sent to 'Sickbay'. Keep this card in play. Characters may not move to Colonial One for the rest of the game.					B
Cylon Intruders		X	X			18	14				Pass: No Effect; 14+: Place 1 Centurion marker at the start of the Boarding Party track; Fail: Damage Galactica and place 2 Centurion markers at the start of the Boarding Party track.					B
Fleet Mobilization		X	X	X	X	24					Pass: Activate Basestars, Launch Raiders; Fail: -1 Morale, and Activate Basestars, Activate Raiders, Activate Heavy Raiders, Launch Raiders.					B
Inbound Nukes		X	X			15					Pass: No Effect; Fail: -1 Fuel, -1 Food, -1 Population.					B
Massive Assault	CYLON ATTACK								H/B		Power Failure: Move the Fleet token 2 spaces towards the start of the Jump Preparation track.	1x[2,3]	1x3	4x2, 2x	1x[5,6]	2x[5,6]	B
Demand Peace' Manifesto	ADMIRAL CHOOSES										-1 Morale and damage Galactica twice. OR The President and Admiral each discard their hand of Skill Cards.					P
Footage Transmitted	X	X	X			17	12				Pass: Each Player draws 1 Treachery; 12+: Each Revealed Cylon player draws 2 Treachery; Fail: Each Revealed Cylon player draws 2 Treachery and 1 Super Crisis Card.					P
Lured into a Trap	CYLON ATTACK								R		Dangerous Repairs are Necessary: Keep this card in play until after the Fleet Jumps. Any character in either "Engine Room" or "FTL Control" when the Fleet Jumps is Executed.	1x[2,3]	1x4	3x[2,3]	1x[5,6]	1x[5,6]	P
Psychological Warfare	PRESIDENT CHOOSES										-1 Morale. Each Player discards 2 Skill Cards and draws 2 Treachery. OR Each Revealed Cylon draws 2 Treachery, then discard the Destiny deck and build a new one of 6 Treachery Cards.					P
The Farm			X		X	15	8				Pass: No Effect; 8+: -1 Food; Fail: -1 Food, -1 Population. Keep this card in play. Human Players may not use their once-per-game abilities.					P
Fighting Blind	CAG CHOOSES										Place 2 Centurions at the start of the Boarding Party track. OR The CAG is Executed.					E
Fire All Missles			X	X		22		X			Pass: No Effect; Fail: Draw 2 Civilian Ships to destroy; Consequences: Damage Galactica twice.					E
Human Prisoner		X	X			18					Pass: No Effect; Fail: The Cylon Player who played this card chooses one Human Player and takes all of his Skill Cards. That Human Player's character is then sent to "Sickbay."					E
Facing the Impossible						10					Pass: No Effect; Fail: -1 Food, -1 Morale, -1 Population.					R
Frak Earth	X	X				13	1	X			Pass: No Effect; Fail: -1 Population and place this card next to the Kobol Objective card. It counts as -1 Distance. Prove Faith: All Revealed Cylon Players may draw 2 Faith Skill Cards.					R

New Caprica Deck

New Caprica Deck	Politi	Lead	Tacti	Piloti	Engi	Valu	Partia	Cons	Activa	Jump Track	Description
A Cylon Ally	ADMIRAL CHOOSES								R/O	X	Prepare or Evacuate 1 Civilian ship and roll a die. If the result is 5 or less, the Current Player is sent to "Detention." If the curren OR The Admiral discards 2 Skill Cards and the Current Player discards 3 Skill Cards.
Arrests at Night		X	X			10		CURRENT PLAYER CHOOSES	L	X	Pass: No Effect; Fail: -1 Morale and the Current Player is sent to "Detention" if on New Caprica. OR Each Player discards 2 Skill Cards and draws 2 Treachery Cards.
Attack on the Power Plant	PRESIDENT CHOOSES								L	X	-1 Morale and each Human Player draws 2 Skill Cards. OR -1 Population and +1 Morale.
Betrayed From Within	X	X				9	6		R	X	Pass: No Effect; 6+ : The Current Player discards 2 random Skill Cards and draws 2 Treachery Cards; Fail: The Current Player is Executed.
Brutal Treatment	X		X			9		CURRENT PLAYER CHOOSES	B/O	X	Pass: No Effect; Fail: -1 Morale and the Current Player is sent to the "Medical Center" if on New Caprica. OR The Current Player chooses a Human Player on New Caprica to send to "Detention."
Centurion Ambush			X	X		7			R	X	Pass: No Effect; Fail: -1 Population and the Current Player is sent to the "Medical Center" if on New Caprica.
Contact Informant	X	X				9		CURRENT PLAYER CHOOSES	R/O	X	Pass: No Effect; Fail: -1 Morale and -1 Population. OR -1 Population.
Contact Raptor	X				X	7			R	X	Pass: No Effect; Fail: -1 Morale and the Current Player discards 2 Skill Cards.
Decode Cylon Maps		X			X	8			H/O		Pass: Prepare or Evacuate 1 Civilian ship; Fail: -1 Morale and place 1 Occupation Force on "Occupation Authority."
Demanded Surrender	PRESIDENT CHOOSES								B/O		The President chooses a Human Player on New Caprica to send to "Detention." OR -1 Morale.
Dissent Among Cylons	X	X				12	7		L	X	Pass: Each Human Player may draw 2 Skill Cards; 7+: No Effect; Fail: -1 Morale.
Establish Sanitation	PRESIDENT CHOOSES								R	X	Skip the Prepare for Jump step of this turn. OR -1 Morale.
Execution List	PRESIDENT CHOOSES								H/O	X	Roll a die. If 5 or less, the President is Executed. OR -1 Population.

Crisis Cards

Crisis Cards	Politi	Lead	Tacti	Pilot	Engi	Valu	Partia	Cons	Activa	Jump Track	Description	Basest	Heavy	Raider	Vipers	Civilians
Held for Questioning	X	X	X			10	CURRENT PLAYER CHOOSES		H/O	X	Pass: No Effect; Fail: -1 Morale and the Current Player is sent to "Detention" if on New Caprica. OR The Current Player must discard 3 random Skill Cards.					
Hiding Underground		X	X			9	CURRENT PLAYER CHOOSES		R/O	X	Pass: No Effect; Fail: -1 Food. OR The Current Player chooses a Human Player on New Caprica to send to "Detention."					
Intra-Atmos Entry		X	X	X	X	15	9		H	X	Pass: Prepare or Evacuate 1 Civilian ship. Then increase the Jump Prep track by 1; 9+: No Effect; Fail: -1 Fuel. Then damage Galactica if it is in orbit of New Caprica.					
Keeping Hera Hidden			PRESIDENT CHOOSES						R/O	X	Shuffle 2 Treachery Cards into the Destiny deck. OR The President chooses a Human Player on New Caprica to send to "Detention."					
Labor Union Strike	X		X			13	10		R/O	X	Pass: +1 morale; 10+: No Effect; Fail: -1 Food and if the Current Player is on New Caprica, he is sent to "Detention."					
Marine Reinforcements			ADMIRAL CHOOSES						R		Destroy 1 Occupation Force. The Admiral discards 2 Skill Cards and the Current Player discards 3 Skill Cards. OR The Admiral chooses a Human Player on New Caprica to send to "Detention."					
Meet Liaison Officer	X		X			10			R	X	Pass: No Effect; Fail: -1 Fuel and destroy 1 Raptor.					
NCP Graduation			ADMIRAL CHOOSES						H	X	-1 Morale. OR -1 Population.					
NCP Recruitment	X	X				8	CURRENT PLAYER CHOOSES		R		Pass: No Effect; Fail: -1 Morale. OR Each player discards 2 Skill Cards and draws 2 Treachery Cards.					
Organize the Pilots	X			X		9			B		Pass: Prepare or Evacuate 1 Civilian ship; Fail: Destroy the top ship of the Locked Civilian Stack, or Prepared if Locked is emp					
Playing with Emotions	X		X			7	CURRENT PLAYER CHOOSES		L	X	Pass: No Effect; Fail: -1 Morale. OR The Current Player must discard 2 random Skill Cards and draw 2 Treachery Cards.					
Prepare for a Fight		X	X		X	8	CURRENT PLAYER CHOOSES		R/O	X	Pass: Destroy 1 Occupation Force; Fail: -1 Morale and the Current Player is sent to "Detention" if on New Caprica. OR The Current Player chooses a Human Player on New Caprica to send to the "Medical Center."					
Prepare the Civilians	X	X				9			R	X	Pass: No Effect; Fail: -1 Food and place 1 Occupation Force at "Occupation Authority."					
Recover Launch Keys		X	X		X	10			B		Pass: Prepare or Evacuate 1 Civilian ship; Fail: -1 Population. If the Current Player is on New Caprica, he is sent to "Detention.					
Rescue Detainees		X	X			9	CURRENT PLAYER CHOOSES		H/O	X	Pass: The Current player may move a character from "Detention" to any other New Caprica location; Fail: -1 Morale. OR Roll a die. If 4 or lower, the Current Player chooses a Human Player on New Caprica to send to "Detention."					
Resistance Bombing		X	X		X	12	7		B/O		Pass: The Admiral may choose to lose 1 Morale to Execute a Revealed Cylon or destroy 2 Occupation Forces; 7+: No Effect; F					
Second Thoughts	X	X				9	CURRENT PLAYER CHOOSES		B/O	X	Pass: The Current player may move a character from "Detention" to any other New Caprica Location; Fail: -1 Morale. OR Roll a die. If 4 or lower, the Current Player chooses a Human Player on New Caprica to send to "Detention."					
Battle of the Colony Deck																
Casualties of Battle	X	X	X			12	8		R/D		Pass: Current Player may choose to Execute a Cylon player; 8+: No Effect; Fail: Current Player is Executed.					
Centurion Counterattack		X	X			10	6		R/D		Pass: No Effect; 6+: Place one Centurion on the start of the Boarding Party track; Fail: Place one Centurion on the start of the Boarding Party track and Damage Galactica.					
Civilians Left Behind	X	X	X			13	8		P		Pass: No Effect; 8+: Destroy a Raptor; Fail: Destroy a Raptor, then the Admiral draws three Civilian ships and chooses two of them to destroy.					
Close to a Black Hole			ADMIRAL CHOOSES						H/S		Destroy one Viper (in space if able) and one Raptor, increase Hand of Fate counter by 2. OR Decrease Hand of Fate counter by 2, then: Activate Raiders, Activate Defenders, Activate Heavy Raiders.					
Crazy Raptor Assault		X	X	X		12			H/S		Pass: The Current Player may move any one Human to position 3 on the Assault Track; Fail: -1 Fuel and destroy a Raptor.					
Crossing the Line	X	X	X	X		20	16		R/D	X	Pass: +1 Morale, and all Humans on the Assault Track may move to an adjacent position; 16+: +1 Morale; Fail: -1 Morale, -1 Population, -1 Food.					
Dealing with Past Decisions	X	X				8			R/D	X	Pass: No Effect; Fail: -1 Morale and the Current Player is sent to Sickbay.					
Destiny's Hand		X	X	X		12			R/D	X	Pass: Each player who participated in this Skill Check may draw 2 Faith Skill Cards; Fail: Increase Hand of Fate counter by 2.					
Experiments on Hera	X	X	X			10	6		P	X	Pass: No Effect; 6+: -1 Morale; Fail: -1 Morale, and place Hera on Position 6 of the Assault Track.					
Fighting Alongside Centurions	X		X			9			H/D	X	Pass: The Current Player chooses a Defender to destroy; Fail: -1 Food, then: Sneak Attack, Sneak Attack.					
Galactica's Hybrid	X				X	9			R/D		Pass: The Current Player chooses one Galactica Location to repair; Fail: -1 Fuel, -1 Morale.					
Gun Barrage		X	X		X	10			A		Pass: The Current Player can either damage Colony or destroy a Defender; Fail: Damage Galactica.					
Haunted by Lives Past			PRESIDENT CHOOSES						A	X	-1 Morale, then: Activate All Defenders, Place Defenders. OR -2 Morale.					
Helped by the Enemy	X	X	X			12		CURRENT PLAYER CHOOSES	P		Pass: Move Hera one position to the left; Fail: Activate All Defenders, then place a Centurion on the Boarding Party track. OR -1 Population.					
Interim President	X	X				7			P	X	Pass: The Admiral may choose a Player and give them the President title; Fail: -1 Population. If Population is now 5 or less, -1 Morale.					
Messengers from God		X				8			A	X	Pass: +1 Morale; Fail: -1 Morale; Prove Faith: Decrease the Difficulty of this Skill Check by the number of Prove Faith cards in the check.					
Nukes Fired			X	X		12			R/D		Pass: Damage Colony twice; Fail: Damage Galactica twice.					
Old Enmities			PRESIDENT CHOOSES						P	X	-1 Morale, damage Galactica, and increase the Hand of Fate counter by 1. OR -1 Food, the Current Player is sent to the Brig, and decrease the Hand of Fate counter by 1.					
One Act of Bravery	X	X	X			10	CURRENT PLAYER CHOOSES		R/D	X	Pass: Decrease Hand of Fate counter by 1; Fail: The Current Player must discard all of his Skill Cards or move to the Brig. OR The Current Player must send a Human from the Assault Track to Sickbay. You cannot choose this option if there are no H					
Perfection	X	X	X		X	14		X	R/D	X	Pass: All Humans on the Assault Track may move to an adjacent position; Fail: The rightmost Human on the Assault Track is sent to Sickbay; Consequence: Damage Galactica.					
Prepare to Abandon Ship	X	X	X			11			A	X	Pass: +1 Morale; Fail: -1 Morale and damage Galactica.					
Rage	X	X			X	12	7		H/S	X	Pass: No Effect; 7+: Activate Raiders; Fail: Activate Raiders, then Current Player must choose another Human player to Execu					

Crisis Cards

Crisis Cards	Skill Check					Value	Partial	Cons	Activa	Jump Track	Description	Cylon Attack Deployment (#xsector)					
	Politi	Lead	Tacti	Pilot	Engi							Basest	Heavy	Raider	Vipers	Civilians	
Ready to Battle	ADMIRAL CHOOSES								A		Every Human Player may draw 2 Tactics Skill Cards, then decrease the Hand of Fate counter by 1, then Place Defenders OR The Admiral may lose 1 Fuel to repair one Galactica Location or 2 damaged Vipers, then Activate Defenders.						
Recall the Fighters			X	X		10			H/D	X	Pass: Remove one Raider from each space area (where able) and decrease the Hand of Fate counter by 1; Fail: Damage a Viper (in space if able) and the Admiral must discard 2 random Skill Cards.						
Secret of the Opera House	PRESIDENT CHOOSES								R/D	X	Damage Galactica and move Hera one position to the left. OR Sneak Attack, Activate Defenders.						
Secrets Revealed	CAG CHOOSES								R/D		-1 Morale and land one Viper from space (if able). OR The CAG discards 3 random skill cards.						
Sending the Fleet Away	ADMIRAL CHOOSES								R/D	X	The Admiral must discard 4 Skill Cards, then pass the Admiral title to the next character in the line of succession. OR -2 Population.						
Spatial Distortions			X	X	X	7	CURRENT PLAYER CHOOSES		R/H		Pass: No Effect; Fail: Damage Galactica. OR -1 Fuel.						
Treating the Wounded	X	X				7	4		R/H		Pass: No Effect; 4+: The Current Player must send another Human player to Sickbay; Fail: -2 Food, and Current Player is sent to Sickbay.						
Using Cylon Technology	X	X			X	10			R/H		Pass: The Current Player chooses 2 Galactica Locations to repair; Fail: -1 Morale and damage Galactica. OR Damage Galactica, and all characters in Weapons Control are sent to Sickbay.						

Quorum Card Reference		
Accept Prophecy	Draw 1 card (any color). Next time a player activates "Administration" or chooses the President with the "Admiral's Quarters", difficulty +2, then discard this card.	B
Arrest Order	Send a character to the Brig.	B
Arrest Order	Send a character to the Brig.	B
Assign Arbitrator	Draw 2 politics (yellow) and pick any other player. When anyone activates "Admiral's Quarters", Arbitrator can discard this card to move difficulty +/-3, then discard this card.	B
Assign Mission Specialist	Draw 2 politics (yellow) and assign Specialist (Cannot target self). On next Jump, Specialist chooses 3 destination cards and picks 1, instead of Admiral, then discard this card.	B
Assign Vice President	Draw 2 politics (yellow) and name VP. Only VP can become President via "Administration".	B
Authorization of Brutal Force	Destroy 3 Raiders, 1 Heavy, or 1 Centurion. Roll 1-2 → -1 Population	B
Authorization of Brutal Force	Destroy 3 Raiders, 1 Heavy, or 1 Centurion. Roll 1-2 → -1 Population	B
Encourage Mutiny	Pick non-Admiral player other than self. Target: Roll 1-2 → -1 morale; 3-8 → become Admiral	B
Food Rationing	Roll 6-8 → +1 Food	B
Food Rationing	Roll 6-8 → +1 Food	B
Inspirational Speech	Roll 6-8 → +1 Morale	B
Inspirational Speech	Roll 6-8 → +1 Morale	B
Inspirational Speech	Roll 6-8 → +1 Morale	B
Inspirational Speech	Roll 6-8 → +1 Morale	B
Presidential Pardon	Move any other character from the Brig to any other location on Galactica.	B
Release Cylon Mugshots	Pick player and view 1 random Loyalty card. Roll 1-3 → -1 morale.	B
Assign Chief of Staff	Draw 2 Politics and assign to any other player. Before cards are added to a Skill check, this player may discard to make all Politics Cards in the check count as positive	P
Civilian Self Defense	Destroy 3 raiders or 1 heavy raider in the same space area as a civilian ship. Then roll: 2 or less destroys the civilian.	P
Consult the Oracle	Look at bottom card of any 1 deck. Then look at all Destiny and discard 2 of them. Then shuffle Destiny	P
Enact Production Quotas	+1 food then -1 morale	P
Eulogy	If at least 1 morale has been lost by execution, +1 morale	P
Execute Prisoner	Choose a character in the "Brig". The character is executed	P
Probation	Give to any player. After he plays cards into a Skill check, President may discard to look at the cards he played	P
Resources for Galactica	Repair up to 1 location and 2 damaged vipers.	P
Unsavory Connections	Discard 2 random Skill Cards and draw 2 Treachery. Then either +1 food or +1 fuel	P
Establish Dogville	Gain 1 Population and lose 1 Morale.	E
Presidential Order	Choose any player, give him either the Admiral or the CAG title.	E
Resignation	Discard any number of Quorum Cards from your hand and then draw an equal number of new Quorum Cards. Then choose another character, give him the President title.	E
Endorse Religious Leader	Draw 2 Faith and give this card to any other player. Keep this card in play. While this card is in play, the Religious Leader may draw 2 Faith cards (instead of one) during their Movement step. Discard this card if the Religious Leader is executed or Reveals as a Cylon.	R

Reevaluate Rights	Draw 1 Leadership and 1 Treachery. Then gain 1 Population and lose 1 Morale, or gain 1 Morale and lose 1 Population. Then remove this card from the game.	R
Master Your Own Fate	Draw 6 Skill Cards from any skill type, in any combination (they may come from outside your Skill Set. Put 2 of those cards in your hand and shuffle the rest into the Destiny deck.	R

Destination Cards

Module	Destination Card	Distance	Fuel	Other	Special Action
B	Icy Moon	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +1 Food
B	Icy Moon	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +1 Food
B	Ragnar Anchorage	1	0		Admiral may repair up to 3 Vipers and 1 Raptor (damaged or destroyed ships).
B	Tylium Planet	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +2 fuel.
B	Tylium Planet	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +2 fuel.
B	Tylium Planet	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +2 fuel.
B	Tylium Planet	1	-1		Admiral may risk 1 Raptor: Roll 1-2 → lose Raptor; 3-8 → +2 fuel.
B	Barren Planet	2	-2		
B	Barren Planet	2	-2		
B	Barren Planet	2	-2		
B	Barren Planet	2	-2		
B	Cylon Refinery	2	-1		Admiral may risk 2 Vipers: Roll 1-5 → damage 2 Vipers; 6-8 +2 fuel.
B	Deep Space	2	-1	Morale -1	
B	Deep Space	2	-1	Morale -1	
B	Deep Space	2	-1	Morale -1	
B	Remote Planet	2	-1	Raptor -1	
B	Remote Planet	2	-1	Raptor -1	
B	Remote Planet	2	-1	Raptor -1	
B	Asteroid Field	3	-2	Civilian -1	
B	Asteroid Field	3	-2	Civilian -1	
B	Cylon Ambush	3	-1	Deploy: B(1), R(3x1), Civ(3x4)	
B	Desolate Moon	3	-3		
P	Misjump	0	0	Civilian -1	Then discard this dest and draw a new one to resolve
P	Gas Cloud	1	0		Admiral looks at top 3 Crisis Cards, then places them on the top or bottom in any order
P	Binary Star	2	-1	Deploy: Civ (1), Civ (4)	
P	Mining Asteroid	2	-1	Vipers +2	Search for and immediately resolve "Scar" card. Shuffle Crisis deck
P	A Civilian Convoy	3	-3	Population +1	Admiral may lose 1 morale for +1 fuel
E	Algae Planet	1	-1	Food +1	
E	Gas Giant	1	0		Admiral may destroy 1 Viper to gain 1 Fuel
E	Derelict Basestar	2	-1	Deploy: B(1), Civ(2x4)	Damage the basestar once.
E	Dying Star	2	-1		Damage Galactica once.
E	Radioactive Cloud	2	-1	Population -1	
E	Cylon Raiders	3	-2	Deploy: R(3x4)	
E	Lion's Head Nebula	3	-4		After the Reset Jump Preparation Track step of this jump, advance the Jump Prep Track by 2.
R	Stay And Fight	0	0		CAG may Activate up to 4 unmanned Vipers and escort up to 2 Civilians. Move all Cylon Ships from the Cylon Fleet Board to the Main Game Board and reset the Pursuit Track. Set the Jump Prep track to the first Blue space. Gain 1 Morale.
R	Site of a Battle	1	-1	Raptor -1	Gain 1 Morale.
R	The Hub	1	-1		Destroy 1 Viper. For the remainder of the game, Cylons may not play Skill Cards into Skill Checks on Super Crisis cards.
R	Comet at a Gas Giant	2	-2		All players (including revealed Cylons) must shuffle a card from their hand into the Destiny deck.
R	Home of the Thirteenth	3	-2	Morale -1	Lose 1 Food. Every player draws 2 Faith Skill cards.

ALLIES

Name	Location	Benevolent	Antagonistic
Aaron Doral	Administration	Bureaucrat: Draw 3 Quorum Cards, choose 1 to resolve and place the rest on the bottom of the deck (even if you are not President).	Calculating Cylon: Damage Galactica.
Aaron Kelly	Command	Landing Signal Officer: Activate up to 4 unmanned vipers.	Extreme Measures: Damage Galactica.
Alex "Crashdown" Quartararo	Armory	Loyal ECO: Look at the top card of the Destination deck, and place it on the top or bottom of the deck.	Inexperienced Leader: Roll a die. On a 4 or lower, lose 1 population.
Anastasia "Dee" Dualla	Communications	CIC Officer: Look at every civilian ship on the game board and then may move any number of them to adjacent areas.	Despondent: Draw 2 trauma tokens.
Billy Keikeya	Administration	Populist Politician: Gain 1 morale.	Jealous Nature: Draw 1 trauma token and discard 1 random Skill Card.
Brendan "Hot Dog" Costanza	Weapons Control	Fearless Pilot: Choose 1 space area on the main game board and destroy 2 raiders in that area.	Troublemaker: Roll a die. On a 4 or less, lose 1 morale.
Brother Cavil	Research Lab	Unconventional Counselor: Choose 1 trauma token to discard. Then choose a second trauma token at random to discard.	Primary Cylon: Place a basestar and 3 raiders in front of Galactica. Place 1 civilian ship behind Galactica.
Callandra "Cally" Tyrol	Hangar Deck	Gifted Deckhand: Draw 3 Engineering Skill Cards	Mood Swings: Roll a die. On a 4 or lower, lose 1 morale.
Caprica Six	Brig	Cooperative Cylon Prisoner: Advance the Jump Preparation track by 1.	Delusional: Discard 3 random Skill Cards and then draw the top 2 cards of the Destiny deck and add them to your hand of Skill Cards.
"Chief" Galen Tyrol	Hangar Deck	Senior Chief Petty Officer: Repair up to 2 locations on Galactica or up to 4 unmanned vipers.	Depression and Anger: You are sent to "Sickbay".
D'Anna Biers	Press Room	Investigative Journalist: Gain 1 morale.	Opportunistic Cylon: Draw 2 trauma tokens or discard 3 Skill Cards.
Diana "Hardball" Seelix	Armory	Avionics Specialist: Move 3 vipers from the "Damaged Vipers" box to the "Reserves".	Unforgiving: You are sent to "Sickbay".
Dr. Sherman Cottle	Sickbay	Expert Surgeon: Discard 3 of your trauma tokens and then move to any location.	Chain Smoker: Discard 3 Skill Cards, then move to any location.
Ellen Tigh	Admiral's Quarters	Savvy Manipulator: You may choose any human player to receive either the President or the Admiral title.	Bad Infuence: You are sent to the "Brig".
Felix Gaeta	FTL Control	Tactical Officer: Advance the Jump Preparation track by 1.	Consumed with Bitterness: Draw 2 trauma tokens or discard 3 Skill Cards.
Gaius Baltar	Research Lab	Brilliant Scientist: You may look at 1 random Loyalty Card belonging to any player.	Odd Behavior: If distance is 7 or less, shuffle 1 "You Are Not a Cylon" card into the Loyalty deck. Then draw 1 Loyalty Card. Otherwise, no effect.
Helena Cain	Command	Uncompromising: You may choose another character to be executed.	No Room for Mistakes: The Admiral is sent to the "Brig".
Kara "Starbuck" Thrace	Hangar Deck	Skilled Pilot: Choose 1 unmanned viper to activate 4 times.	Risky Maneuvers: Activate: Raiders
Karl "Helo" Agathon	Weapons Control	Devoted Officer: Draw 3 Tactics Skill Cards.	Unpopular Decisions: Roll a die. On a 4 or lower, lose 1 morale.
Kendra Shaw	Weapons Control	Razor: You may lose 1 morale to gain either 1 fuel or 1 food.	Went Too Far: Draw a civilian ship to destroy.
Laura Roslin	President's Office	Gifted Leader: Discard 2 trauma tokens.	Debilitating Illness: Draw 2 trauma tokens.
Lee "Apollo" Adama	Hangar Deck	Inspirational Pilot: Each unmanned viper may destroy a raider in its current space area.	Under Too Much Pressure: Activate: Basestars launch.
Leoben Conoy	Communications	Tuned In: Choose 1 space area on the main game board and destroy all Cylon ships from that area.	Unstable Cylon: Draw 2 trauma tokens.
Louanne "Kat" Katraine	Hangar Deck	Hotshot Pilot: Draw 3 Piloting Skill Cards.	Stim Addiction: Discard 3 Skill Cards.
Louis Hoshi	Communications	Communications Officer: Choose 1 civilian ship in a space area to shue back into the pile of unused civilian ships.	Emotionally Compromised: Activate: Basestars fire
Margaret "Racetrack" Edmondson	Weapons Control	Gifted Raptor Pilot: Gain 1 fuel.	Kill Them All: Draw 1 trauma token and discard 1 random Skill Card.
Priestess Elosha	President's Office	Religious Leader: Look at the top card of the Crisis deck, and place it on the top or bottom of the deck.	Crisis of Faith: Draw 2 trauma tokens.
Romo Lampkin	Brig	Clever Lawyer: Move out of the "Brig" to any location.	Kleptomaniac: Discard all of your skill cards.
Samuel T. Anders	Armory	Athlete: Move all centurion tokens on the boarding party track one space towards the "Start" space.	Rookie Pilot: Choose two unmanned vipers in space areas to move to the "Damaged Vipers" box.
Saul Tigh	Command	Executive Officer You may choose another character to send to the "Brig".	Heavy-handed: You are sent to the "Brig".
Sharon "Boomer" Valerii	Armory	Talented Raptor Pilot: Gain 1 food.	Botched Landings: Damage Galactica.
Simon O'Neill	Sickbay	Cylon Medic: Draw 2 Skill Cards of any type (they may be from outside your skill set). Then move to any location.	Experimental Procedures: Draw 2 trauma tokens. Then move to any location.
Tom Zarek	Administration	Resourceful: You may lose 1 population to gain 1 of any other resource type.	Dubious Associations: You are sent to the "Brig".
Tory Foster	Press Room	Political Strategist: Draw 3 Politics Skill Cards.	Questionable Ethics: Discard 2 random Skill Cards.
William Adama	Admiral's Quarters	Veteran Commander: Draw 3 Leadership Skill Cards.	No Man Left Behind: Decrease the Jump Preparation track by 1.

CROSSROADS

Ionian Nebula

Card	Benevolent	Antagonistic
Disturbing Vision	It Wasn't Real: Discard 2 trauma tokens and 2 random Skill Cards.	What Have You Done?: Each Cylon player draws 2 trauma tokens. Then the Admiral is immediately Executed.
Miraculous Return	I Believe: +1 morale. If any vipers have been destroyed, move 1 destroyed viper to the "Reserves". Then activate raiders twice.	It's a Trick: -1 morale. Draw a civilian ship to destroy. Then choose one basestar on the main game board and damage it.
Perjury	Gain Sympathy: You must discard 2 random Skill Cards and may then discard 2 trauma tokens.	Cast Aspersions: You must draw 2 trauma tokens and may then draw 2 Skill Cards
Scanned	Order a Retreat: Remove 4 raiders of your choosing from the main game board. Lose 1 morale.	Order an Attack: Activate all raiders on the main game board and increase the Jump Preparation track by 1.
Strange Music	Nothing But Static: You must choose a player and look at all of his Loyalty Cards. Then discard 1 trauma token.	I Hear It: Shuffle 1 "You Are Not a Cylon" card into the Loyalty deck. Then choose a human player to draw 1 Loyalty Card. Each Cylon player draws a trauma token.
Testimony	Forgiven: Choose another player. That player discards 2 random Skill Cards and may discard 2 trauma tokens.	Scapegoat: Choose another player. That player draws 2 Skill Cards and must draw 2 trauma tokens.
The Opera House	The Opera House Revealed: Draw 3 trauma tokens. Then choose another player to also draw 3 trauma tokens.	The Door is Shut: There is no effect.

Mutiny

MUTINY REFERENCE	
Unauthorized Usage	Action: Launch 1 Nuke at a Basestar. Then remove this card and all nuke tokens from the game. You cannot play this card if the Admiral has no nuke tokens.
Controversial Speech	Action: Roll a die. If the result is 6 or higher, gain 1 Morale and remove this card from the game. Otherwise, discard this card and each player, including Cylon Players, draws 1 Treachery Skill Card.
Blackmail	Action: Take 3 random Skill Cards from the President. Then, discard this card. You cannot play this card if you are the President or if the President has 2 or fewer Skill Cards.
Armed Resistance	Action: Send the Admiral to "Sickbay" and look at the top card of the Crisis Deck. Place that card on the top or bottom of the deck, and discard this card.
Set the Agenda	Action: The President draws 2 Quorum Cards. Look at his Quorum cards and choose two cards. Place them on the bottom of the Quorum deck in any order. Then, discard this card. You cannot play this card if you are the President.
Send a Message	Action: Damage Galactica and, if possible, attack a Centurion on the Boarding Party Track, adding 2 to the die result. Then, discard this card.
Assume Command	Action: Discard 5 Skill Cards to take the Admiral Title. Then, discard this card. You cannot play this card if you do not have 5 or more Skill Cards, you already hold the Admiral Title, or you are in the Brig.
Impeachment	Action: Discard 5 Skill Cards to take the President Title. Then, discard this card. You cannot play this card if you do not have 5 or more Skill Cards or you already hold the President Title.
Bait and Switch	Action: Draw 2 Skill Cards (they may be from outside your Skill Set). Then, shuffle 2 Treachery cards into the Destiny deck and discard this card.
Ruined Reputation	Action: Choose one Human Player to draw 2 Skill Cards (they may be from outside his Skill Set). Then, roll a die. On a result of 4 or less, send that Player to the "Brig." Then, discard this card.
Selfish Act	Action: Draw 2 Skill Cards. Discard this card and then draw another Mutiny Card.
Peaceful Resistance	Action: Move to "Sickbay" and roll a die. On a result of 4 or less, send the Admiral to the Brig. Then, discard this card.
Violent Protest	Action: Draw 2 Politics Cards and send the President to "Sickbay". Then, discard this card.
Weapons Armed	Action: Destroy a Raptor to gain an Assault Raptor. Then, launch 2 Raiders from each Basestar and discard this card. You cannot play this card if there are no Raptors in the Reserves.
Betrayal of Trust	Action: Draw 2 Treachery Cards. Then, look at the top card of the Destination Deck and place it on the top or bottom of the deck. Finally, discard this card.
Necessary Risk	Action: Increase Food by 1. Then, choose a Space Area and place 1 Basestar and 3 Raiders in that area. Finally, remove this card from the game.
Panic	Action: Place 1 Civilian Ship behind Galactica. Then, Activate 1 Unmanned Viper, if possible, and discard this card.
The Strong Survive	Action: Draw a Civilian Ship to destroy. Then, increase the Jump Preparation track by 1 and remove this card from the game.
Feed the People	Action: Decrease the Jump Preparation track by 2 and gain 1 Food. Then, remove this card from the game.
Make a Deal	Action: Choose a character in the Brig and move him to any Location on Galactica. Then, discard this card and choose a player to draw a Mutiny card.
Scavenging for Parts	Action: Damage Galactica and, if possible, choose 1 Civilian ship in a Space Area. Shuffle that ship into the pile of unused Civilian ships. Then, discard this card.

| Clipped Wings | Action: Return all Vipers in Space Areas to the Reserves and repair all damaged Vipers. Then, draw 2 Treachery cards and discard this card.
You cannot play this card unless there is at least 1 Viper in a Space Area. |

MISSION REFERENCE								
Name	Diffic	Politi	Lead	Tacti	Piloti	Engin	Dista	Description
The Search For Home	25		X	X		X	2	Pass: This card counts as 2 Distance. The next time the Fleet Jumps, place this card next to the Earth Objective card. Fail: -1 Fuel. Then turn this card facedown on the "Active Mission" space.
Digging Up the Past	14	X	X				1	Pass: This card counts as 1 Distance. The next time the Fleet Jumps, place this card next to the Earth Objective card. Fail: Shuffle 2 Treachery cards into the Destiny deck and turn this card facedown on the "Active Mission" space.
Attack on the Colony	14			X	X			Pass: Remove all Basestars from the Main Game Board. Then remove one Basestar from the game. Fail: Place 1 Basestar in front of Galactica and damage Galactica.
The Red Stripes	16			X	X	X		Pass: Remove all Heavy Raiders and Centurions from the Main Game Board. Then remove 2 Heavy Raiders and 2 Centurions from the game. Fail: Place 1 Heavy Raider in front of Galactica and 1 Centurion at the start of the Boarding Party track.
Cylon Civil War	21	X	X	X				Pass: Place the Rebel Basestar game board in play with the Basestar Allegiance marker set to its Human side. Fail: Place the Rebel Basestar game board in play with the Basestar Allegiance marker set to its Cylon side.
Rescue Hera	20	X		X	X			Pass: Each Human Player that does not have a Miracle Token gains 1 Miracle Token. Fail: -1 Morale and destroy a Raptor.
Destroy the Hub	14		X	X	X			Pass: Flip the Cylon Locations overlay over. If a Player is sent to the Resurrection Ship Location, he is now sent to the Hub Destroyed Location instead. Fail: -1 Population. Return all Vipers in Space Areas to the Reserves, then damage 2 Vipers.
Needs of the People	18		X			X		Pass: +2 Food, and repair 1 damaged Location. Fail: -1 Food, and each Human Player draws a Treachery Skill Card.

LOYALTY CARDS						
	You are NOT a Cylon					
B	11					
P	1					
E	5					
	You are a Cylon					
B	You are a Cylon – Can Send a Character to Sickbay Action: Reveal this card. If you are not in the "Brig," you may choose a character on Galactica. That character must discard 5 Skill Cards and is moved to "Sickbay."					
B	You are a Cylon – Can Send a Character to the Brig Action: Reveal this card. If you are not in the "Brig," you may choose a character on Galactica. Move that character to the "Brig."					
B	You are a Cylon – Can Reduce Morale by 1 Action: Reveal this card. If you are not in the "Brig," you may reduce Morale by 1.					
B	You are a Cylon – Can Damage Galactica Action: Reveal this card. If you are not in the "Brig," you may draw up to 5 Galactica Damage tokens. Choose 2 of them to resolve and discard the others.					
P	You are a Cylon – Can Make Players Draw Treachery Action: Reveal this card. If you are not in the "Brig," each Human player discards 1 random Skill Card and draws 1 Treachery card. Then you draw 2 Treachery cards (after you discard down to 3 Skill Cards).					
E	You are a Cylon – Can Place a Centurion Token on the Boarding Party Track Action: Reveal this card. If you are not in the "Brig,"					
E	You are a Cylon – Can Decrease the Jump Preparation Track by 2 Action: Reveal this card. If you are not in the "Brig,"					
	Personal Goals					
E	Stand and Fight: 10 or More Raiders (else -1 Population)					
E	Sacrifice: 6 Vipers Damaged or Destroyed (else -1 Fuel)					
E	Devastation: Admiral has no Remaining Nuke Tokens (else -1 Morale)					
E	Use Caution: The Fleet has made a 1-Distance Jump (else -1 Population)					
E	Acquire Power: 2 or More Title Cards at the Same Time (else -1 Food)					
E	Political Intrigue: The President is in the "Brig" (else -1 Food)					
E	Selfish: Discard Skill Cards Equal to 20 Strength (else -1 Fuel)					
E	Self-Destruction: In the "Brig" or "Sickbay" (else -1 Morale)					
	Final Five					
E	Whoever Examines this Card is Executed					
E	If this Card is Examined, Cylon Ships are Activated					
E	If this Card is Examined, Galactica is Damaged Twice					
E	If this Card is Examined, You are Executed					
E	Whoever Examines this Card is Sent to the "Brig"					
MISCELLANEOUS CARDS						
B	Sympathizer					
B	Official No-Sympathizer Variant					
P	Sympathetic Cylon					
P	Infiltrator					
D	Mutineer	IMMEDIATELY REVEAL THIS CARD If you receive this card facedown, immediately Reveal it and draw another Loyalty Card. Any time you receive this card, lose all Titles and draw a Mutiny Card. If you Reveal as a Cylon, give this card faceup to a Human Player of your choice. Do not move to the Brig when you gain a second Mutiny Card. If you gain a third Mutiny Card, you must move to the Brig. WHEN YOU RESOLVE A "PREPARE FOR JUMP" ICON, YOU MUST DRAW A MUTINY CARD.				
CYLON LEADER AGENDAS						
Sympathetic	Convert the Infidels		H	Resources all at 3 or lower		

	Join the Colonials	H	Infiltrating and not in the Brig or Detention
	Guide them to Destiny	H	Population and Morale are within 2 of each other
	Prove their Worth	H	At least 5 raptors/vipers are damaged or destroyed
	The Illusion of Hope	C	6 or more units of distance have been travelled
	Salvage Their Equipment	C	2 or fewer Galactica locations are damaged
Hostile Agendas	Show Their True Nature	C	Either you are in the Brig/Detention or you have been executed
	Siege Warfare	C	Every resource is in the red
	Reduce Them to Ruins	C	4 or more Galactica and/or Pegasus locations are damaged -and- Morale is 3 or lower
	Genocide	C	Food and Population are 2 or lower
	Grant Mercy	H	Population, Morale or Food is at 2 or lower
	Mutual Annihalation	H	You have played a Super Crisis Card

	CYLON LEADER MOTIVES	
Human Allegiance	End the Chase	Reveal this card if "FTL Control" or "Admiral's Quarters" is damaged.
	Make an Ally	Reveal this card if another Player is in the Brig and you have a Mutiny Card.
	Remove the Threat	Reveal this card if the game is over and at least 4 Vipers are damaged or destroyed.
	Improve Efficiency	Reveal this card if the game is over and you have at least 1 Politics card, 1 Tactics card, and 1 Engineering card in your hand of Skill Cards.
	Learn to Cherish	Reveal this card if the game is over and Population is 6 or less.
	Pressure their Leaders	Reveal this card if the game is over and Morale is 5 or less.
	Keep them Docile	Reveal this card if the game is over and Food is 4 or less.
Cylon Allegiance	A Justified Response	Reveal this card if the Fleet Marker is on a Blue Space of the Jump Preparation track and there are no Raiders, Heavy Raiders, or Basestars on the Main Game Board.
	No Unneccessary Force	Reveal this card if 5 or more Distance has been traveled and no Centurions are on the Boarding Party track.
	Savor their Demise	Reveal this card if the game is over and 7 or more Distance has been traveled.
	Fight with Honor	Reveal this card if the game is over and you have at least 3 Treachery cards in your hand of Skill Cards.
	Subjects for Study	Reveal this card if the game is over and Population is 4 or more.
	A False Sense of Security	Reveal this card if the game is over and Morale is 3 or more.
	Harvest their Resources	Reveal this card if the game is over and Food is 2 or more.

LOCATIONS REFERENCE				
Galactica	FTL Control		Action: Jump the fleet if the Jump Preparation track is not in the red zone.* * Might lose 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 then move them to adjacent area(s).	
	Admiral's Quarters		Action: Choose a character, then pass this skill check to send him to the "Brig."	7 - GP
	Research Lab		Action: Draw 1 engineering or 1 tactics Skill Card.	
	Hangar 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 of 7-8).	
	Sickbay		You may only draw 1 Skill Card during your Receive Skills step.	
	Brig		You may not move, draw Crisis Cards, or add more than 1 card to skill checks. Action: Pass this skill check to move to any location.	7 - YP
Colonial One	Press Room	Original	Action: Draw 2 politics Skill Cards.	
		Daybreak	Action: Choose another Player to draw 1 Mutiny Card. (He does not move to the "Brig.") He keeps 1 of his Mutiny Cards and discards the rest. You may then discard a Mutiny Card.	
	President's Office	Original	Action: If you are the President, draw 1 Quorum Card. You may then draw 1 additional Quorum Card or play 1 from your hand.	
		Daybreak	Action: Draw 2 politics Skill Cards.	
	Administration	Original	Action: Choose a character, then pass this skill check to give him the President title.	5 - YG
		Daybreak	Action: Draw 1 Mutiny Card. If the President has any Mutiny Cards, choose a Player to gain the President Title. If the "Accept Prophecy" card is in play, the President may discard it to keep his Title.	
	Quorum Chamber	Daybreak	Action: If you are the President, draw 1 Quorum Card. You may then draw 1 additional Quorum Card or play 1 from your hand.	
Cylon Locations	Caprica	Original	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.	
		Pegasus/Daybreak	Action: Play 1 of your Super Crisis Cards or draw 2 Crisis Cards, choose 1 to resolve, and place the other on the bottom of the deck.* * No Activate Cylon Ships step.	
	Cylon Fleet		Action: Activate all Cylon ships of one type, or launch 2 raiders and 1 heavy raider from each basestar.	
	Human Fleet	Original	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.	
		Pegasus/Daybreak	Action: Look at the top card of the Crisis or Destination deck and place it on the top or bottom of that deck. Then draw 2 Skill Cards of different types (may come from outside your Skill set). Or Infiltrate Galactica.	
	Resurrection Ship	Original	Action: You may discard your Super Crisis Card to draw a new one. Then, if distance is 7 or less, give your unrevealed Loyalty Card(s) to any other player.	
		Pegasus/Daybreak	You draw only 1 Skill Card during your Receive Skill Cards step. Action: Draw 1 Super Crisis Card.	
	Basestar Bridge	Exodus	Action: Choose 2 of the following abilities (must be 2 different ones): -The CAG must place 1 civilian ship (following all placement rules) -Place 1 Basestar or 3 Raiders in any 1 area on the Cylon Fleet board -Roll a die: 1-3: Decrease the JumpTtrack by 1; 4-8: Incrase the Pursuit Track by 1 -Roll a die: If the result is less than the number of raiders on the main game board, draw 2 Galactica Damage tokens and choose 1 to resolve.	
	Hub Destroyed	Daybreak	During your Draw Skills step, discard all of your Super Crisis Cards and do not draw Skill Cards. Action: Discard 3 Skill cards to Draw 1 Super Crisis Card and move to the "Cylon Fleet" location.	
Pegasus	Pegasus CIC		Action: Choose a basestar and roll a die: 1-3: Damage Pegasus; 4-6: Damage basestar; 7-8: Damage basestar twice	

	Airlock	Action: Choose a character and pass this Skill check to execute him. Reduce the difficulty of this check by 4 if the character is in the "Brig."	12 – YPO
	Main Batteries	Action: Choose a space area to affect and roll a die: 1: Destroy 1 civilian ship; 2-3: Damage 1 viper; 4-6: Destroy 2 raiders; 7-8: Destroy 4 raiders	
	Engine Room	Action: Discard 2 Skill Cards to treat the next Crisis Card drawn this turn as if it had a "prepare for jump" icon.	
New Caprica (Pegasus)	Attack Occupation Forces	Human Action: Roll a die. If 5 or higher, destroy an occupation force on your location. You may discard a "Maximum Firepower" Skill Card to reroll this die roll.	
	Detain a Human	Cylon Action: If you are in a location containing a human character and an occupation force, roll a die: 1-3: Move the human to "Detention"; 4-7: Move the human to the "Medical Center."	
	Resistance HQ	Human Action: Choose a character on NC (human or Cylon), then pass this check to execute him.	7 – GPO
	Occupation Authority	Human Action: If you are the President, you may draw 1 Quorum Card. Then you may play 1 Quorum Card. Cylon Action: Activate 1 occupation force and then place 1 occupation force on this location.	
	Breeder's Canyon	Human Action: Reduce the highest resource by 1 to advance the fleet marker 1 space up the Jump track Cylon Action: Draw and resolve the top card of the Crisis deck. Skip the Prepare for Jump step	
	Shipyard	Human Action: Prepare or evacuate 1 civilian ship. If you evacuate, you may then move to any Galactica location. Cylon Action: Look at the top of the Locked stack, and place it on the top or bottom of the stack.	
	Medical Center	You may only draw 1 Skill Card during your Receive Skills step.	
	Detention	You may not move or add more than 2 cards to Skill checks. Action: Pass this Skill check to move to any location.	9 – YP
The Demetrius (Daybreak)	Bridge	Action: If there is no Mission Card on the "Active Mission" space, Activate the top card of the Mission Deck. Do not draw a Crisis Card this turn.	
	Tactical Plot	Action: Look at the top card of the Mission deck and place it on the top or bottom of the deck.	
	Captain's Cabin	Action: Choose a Skill type (it may be from outside your Skill Set). Each Player, including Cylon Players, draws 1 Skill Card of that type.	
	Active Mission	When the Fleet Jumps: If this card is faceup and has a distance number on it, place it next to the Earth Objective card. If this card is faceup and does not have a Distance number, discard it. If this card is facedown, reshuffle it back into the Mission Deck.	
Rebel Basestar (Daybreak)	Hybrid Tank	Action: Discard a Miracle Token or a Super Crisis Card to look at the top 5 cards of the Crisis Deck. Then, place them on the top of the deck in the order of your choosing.	
	Datastream	Action: Discard a Miracle Token or a Super Crisis Card to search 1 Skill deck and its discard pile for any 3 cards. Then add those cards to your hand and shuffle the discard pile into the deck.	
	Raider Bay	Action: Discard a Miracle Token or a Super Crisis Card to choose a Space Area. Place either 2 Raiders or 4 Vipers in this area and immediately Activate them.	

COMBAT REFERENCE

Target	Attacker	Roll	Result
Viper	any	5-7	Damaged
	any	8	Destroyed
Viper Mark VII	any	6-7	Damaged
	any	8	Destroyed
Assault Raptor	any	7-8	Destroyed
Galactica	Raider	8	Damaged
	Basestar	4-8	Damaged
Raider	any	3-8	Destroyed
Heavy/Centurion	any	7-8	Destroyed
Basestar	Viper	8	Damaged
	Assault Raptor	7-8	Damaged
	Galactica	5-8	Damaged
	Nuke	1-2	2x Damaged
	Nuke	3-6	Destroyed
	Nuke	7-8	Dstry +3 Raiders
	Exodus Nuke	1-2	2x Damaged
	Exodus Nuke	3-6	Destroyed
	Exodus Nuke	7	Destroyed + 3 Raiders
	Exodus Nuke	8	All Ships in Sector

CYLON FLEET REFERENCE

Fleet Board	Roll
Sector 1	7-8
Sector 2	5-6
Sector 3	3
Sector 4	1
Sector 5	2
Sector 6	4

CIVILIAN SHIPS

Ship Type	#
Decoy	2
1 Pop	6
1 Pop 1 Morale	1
2 Pop	2
1 Pop 1 Fuel	1

Achievements

Who?	Name:	Description			Progress				Turn
Adama	My Quarters Are for Sleeping Only:	Brig at least two other players.							
Adama	Delegate Authority:	Issue an Executive Order to another player who then activates the Admiral's Quarters.							
Adama	It's All Mine!:	Use Command Authority to grab at least three value-5 cards.							
Admiral	Political Beast:	Acquire the Presidency through Administration.							
Admiral	Fill It to the Rim:	Choose at least two Tylium Planet destinations.							
Admiral	Seven-League Boots:	Choose three distance-3 destinations.							
Apollo	Aces of Aces:	Destroy 9 Cylon ships in a single turn.							
Apollo	Cautious:	Do not discard for the whole game.							
Apollo	Fat Apollo:	On your turn, pass a skill check which awards +1 Food, or, choose a Destination which awards +1 Food and succeed at the die roll.							
Apollo	They Set Them Up, I Knock Them Down:	Use both nukes during activation of the Alert Viper Pilot ability.							
Apollo	Fly Away Home:	Use your Alert Viper Pilot ability to Reveal as a Cylon.							
Baltar	Ladies' Man:	Be the only human male character in the game.							
Baltar	Detector Protector:	Be the only player to put cards into the "Detector Sabotage" crisis and pass it.							
Baltar	Campaign Promises:	Be the President during the New Caprica phase while Laura Roslin is human.							
Baltar	You Can Tell Me, I'm a Doctor:	Examine one or more loyalty cards of at least three other players.							
Baltar	One-Track Mind:	Never use Delusional Intuition to draw Tactics or Piloting cards.							
Baltar	Pocket Rockets:	Receive two "You Are a Cylon" loyalty cards at the beginning of the game.							
Baltar	Gotcha!:	Use Cylon Detector on a hidden Cylon.							
Baltar	Jack of All Trades:	Use Delusional Intuition to draw all five non-Treachery skill card types in one game.							
Baltar	Truly Delusional:	Use Delusional Intuition to draw Treachery twice in one game.							
Baltar	Leave Me To My Work!:	Win a game without ever leaving the Research Lab.							
Boomer	Special Mission:	Destroy a Basestar with distance at 8 or more.							
Boomer	Black Out:	Draw the "Water Sabotaged" or "Missing G4 Explosives" crisis on your turn.							
Boomer	Out of Character:	Issue an Executive Order.							
Boomer	Always Be Prepared:	Play at least three Executive Orders while in the Brig.							
Boomer	Athena Rising:	Receive the "You Are a Sympathizer" or "You Are a Sympathetic Cylon" loyalty card.							
Boomer	Can't Cage the Beast:	Reveal as a Cylon without ever having been in the Brig.							
Boomer	Thank You, Sir:	Reveal as a Cylon, sending William Adama to Sick Bay.							
Boomer	Raptor Expert:	Risk at least five Raptors in one game without losing any.							
Boomer	Threesome:	Share a location with both Chief Tyrol and Helo.							
Boomer	Trust Me:	Use Mysterious Intuiton to pass the "Cylon Virus" crisis.							
Boomer	Life Sentence:	Win the game (regardless of Loyalty) without leaving the Brig after the Sleeper Phase.							
Chief	Non-Commissioned Officer:	Become Admiral Tyrol.							
Chief	Workers of the World, Unite!:	Become President Tyrol.							
Chief	Jock Block:	Put Helo in the Brig, while Boomer is also in the game and is Human.							
Cylon	Evolve Emotions:	Receive the Sympathizer Card while already holding a Cylon Loyalty Card.							
Cylon	Double the cylon victory:	Win the game with 2 "You are a Cylon" cards, which may be revealed, unrevealed, or mix and matched.							
Cylon	Wolf in Sheep's Clothing:	Win the game without Revealing.							
Cylon Team	Successful Sale:	Win the game as Cylon by Centurion destruction.							
Cylon Team	Silent Explosion:	Win the game as Cylon by damaging six Galactica locations.							
Cylon Team	Resorting to Cannibalism:	Win the game as Cylon by reducing Food to zero.							
Cylon Team	Out of Gas:	Win the game as Cylon by reducing Fuel to zero.							
Cylon Team	What's the Point?:	Win the game as Cylon by reducing Morale to zero.							
Cylon Team	Extinction:	Win the game as Cylon by reducing Population to zero.							
Cylon Team	No Mercy!:	Win the game as Cylon in 20 turns or less.							
Cylon Team	The Black Plague was here:	Win the game due to all human characters getting executed							
Cylon Team	No Way Out:	Win the game while fulfilling multiple victory conditions.							
Cylon Team	Lightning Coup:	Brig all Human players in one turn.							
Cylon Team	Meltdown:	Force a loss from a Destination Card.							
Cylon Team	All Aboard!:	Place all four Centurion markers aboard Galactica.							
Cylon Team	You're Goin' Nowhere!:	Win the game before the Sleeper Phase.							
Helo	Unlucky:	At least six times in a game, fail a reroll of the dice.							
Helo	Never seen:	Get executed before your Stranded weakness resolves.							
Helo	Fraternizer:	Receive the Sympathizer card while Stranded.							
Human	Live Vicariously:	Only action taken on your turn throughout the game is to XO another player.							
Human Team	Rush Hour:	Win the game as Human in 30 turns or less.							
Human Team	Offer a Lift:	Win the game as Human while all Cylons are still unrevealed.							
Human Team	The Scenic Route:	Win the game as Human while jumping a distance of 10 before reaching Kobol.							

Achievements

Human Team	Are We There Yet?:	Win the game as Human while needing six or more jumps.
Human Team	Sunday Drive:	Win the game as Human without ever having activated FTL Control.
Human Team	Security:	Deny all Cylon players their Reveal abilities (Brig or Airlock).
Human Team	Toothless Tiger:	Destroy a single basestar's hangar bay and weapons systems.
Human Team	Avenger of the Twelve Colonies:	Destroy every basestar that appears through the course of the game, and win.
Human Team	This Old Battlestar:	Have five Galactica locations damaged, then Repair them all.
Human Team	300 tough:	Take out 2 centurions without the use of Quorum cards
Human Team	Robot Butler:	Win the game with a Centurion aboard Galactica.
Military Leader	Darling of the Press:	Have at least six Politics cards in your hand.
Military Leader	Handyman:	Repair at least one Galactica location.
Pilot	Hotshot:	Destroy 10 raiders within the span of one jump.
Pilot	The Porkins Award:	Launch in a Viper and get shot down by Raiders in the same turn.
Pilot	Cut the Red Wire!:	Play a Piloting card into the Bomb on Colonial One Super Crisis, and pass it.
Pilot	Death Blossom:	Use Maximum Firepower twice in a single turn.
Pilot	Rogue squadron elite:	Destroy a basestar while piloting a viper, with that viper.
Pilot	Too drunk to be pulling the trigger:	Fire at and miss 3 raiders in a row.
Player	Winston Churchill:	Become PrAdmiral.
Player	Hypochondriac:	Go to Sickbay three or more times in a game.
Player	Versatile Genius:	Have at least one skill card of every colour in your hand.
Player	Destined for the Brig:	Hold four loyalty cards (five if Boomer or Baltar).
Player	Unluckiest:	Most Skill Cards forced to discard as a result of a Crisis
Player	Most Trusted:	Most Executive Orders received
Player	Most Skilled:	Most Skill Cards played as actions or interrupts
Player	Panic Monger:	Play more than 6 Declare Emergencies in a game.
Player	Pencil Pusher:	Play more than 6 Investigative Committees in a game.
Player	Angel of Death:	Play more than 6 Maximum Firepowers in a game.
Player	Duct Tape Hoarder:	Play more than 6 Repairs in a game.
Player	Genius:	Play more than 6 Scientific Researches in a game.
Player	Power Hungry:	Play more than 8 Consolidate Powers in a game.
Player	Slippery Eel:	Play more than 8 Evasive Maneuvers in a game.
Player	Sloth:	Play more than 8 Executive Orders in a game.
Player	Explorer:	Play more than 8 Launch Scouts in a game.
Player	Strategist:	Play more than 8 Strategic Plannings in a game.
Player	Get Us Out Of Here!:	Repair FTL Control and activate it on the same turn.
Player	By Your Command:	Reveal as a Cylon on an Executive Order.
Politician	Tables Turned:	Become Admiral.
Politician	RTFM:	Play at least one Evasive Maneuvers to save a Pilot from damage or destruction.
President	Omnipotent:	Draw the last card of the quorum deck.
President	Sarah Palin:	Fail at least three Inspirational Speeches.
President	Weight Watcher:	Fail at least two Food Rationings.
Revealed Cylon	Fear of Change:	At the game's end, have never picked any skill cards from outside your human skillset.
Revealed Cylon	Hard to Satisfy:	Exchange your supercrisis card at least twice.
Revealed Cylon	Sympathetic:	The Humans win on your turn.
Revealed Cylon	Crisis? What Crisis?:	Win the game, never having activated Caprica.
Roslin	Skills Be Damned:	Activate a location on Galactica (not Colonial One) at least six times in a game.
Roslin	Physical Therapy:	Activate a location three times in a single game.
Roslin	Bed Rest:	As a Human, win the game without ever activating a location.
Roslin	Frakked If You Do...:	Choose an Assault for Religious Visions.
Starbuck	Chewbacca Defense:	Manage to stay out of the brig on an Admiral's Quarters activation while the value for a pass is 2 or less.
Starbuck	Clouded Destiny:	Use the Secret Destiny ability to replace an assault with another assault.
Support	Cut the Blue Wire!:	Play an Engineering card into the Bomb on Colonial One skill check, and pass it.
Support	All in a Day's Work:	Repair all six Galactica locations in a single game.
Support	Snake Doctor:	Repair eight Vipers in a single game.
Support	Spanner in the Works:	Reveal as a Cylon with the Damage Galactica Loyalty Card, while not in the Brig.
Team	Never Look Back:	Activate FTL Control at least four times in one game.
Team	Epidemic:	All players, except revealed Cylons, are in Sickbay.
Team	Lockdown:	All players, except revealed Cylons, are in the Brig.
Team	The Great Escape:	At least three players leave the brig on consecutive turns.
Team	Four of a Kind:	End the game with all resources at the same value.

Team	Doctor's Orders:	Executive Order another player out of Sick Bay three times in a single game.						
Team	All Hands on Deck:	Have all players which are not revealed Cylons perform an action in a single turn.						
Team	Police State:	Issue both Arrest Orders in a single turn.						
Team	Who's Flying This Thing?:	No players are aboard Galactica.						
Team	Silver Tongue:	Successfully play all four Inspirational Speeches.						
Team	Loaves and Fishes:	Successfully play both Food Rationing Quorum cards.						
Team	You're never going to believe it:	The same crisis card is looked at three times before it's drawn.						
Tigh	Magician:	In a single turn, effectuate the switching of the titles of President and Admiral.						
Tigh	Clean, Sober, and At Peace:	Never lose cards due to Alcoholism, or use the Cylon Hatred ability.						
Tigh	Self-Hatred:	Use your Cylon Hatred to help throw yourself in the Brig.						
Zarek	Pleasant Company:	At least three times in a game, end your turn in the same location as another player while on Galactica and not in the Brig or Sickbay.						
Zarek	Coup D'état:	Become the president after failing the Prisoner Revolt crisis card skill check						
Zarek	Grab for Power:	Become the president by executing the current President, or nominating yourself with Administration.						
Zarek	No Regrets:	Get executed by the admiral						
Zarek	Resistance:	Help the president escape the brig using your Friends in Low Places ability to decrease the difficulty						
Zarek	The Circle:	Successfully execute another player after activating the Airlock location yourself without playing cards into the skill check						
Zarek	In Memory of '78:	Use Consolidate Power to draw Piloting cards						
Zarek	Expect the Unexpected:	Use Preventative Policy to protect Population when activating your Unconventional Tactics ability						
Zarek	Mysterious Tactics:	Use the Unconventional Tactics skill to increase a resource which has decreased no more than two points from its initial value.						
Zarek	Soylent Green:	Use your Unconventional Tactics ability to increase Food						