

# Battlestar Galactica LARP

## RULES

### Setup:

#### GM Setup:

- Place the indicated number of Cylon Crises into a bag and label it Cylon Crises.
- Place the indicated number of Crises into a bag and label it Bad News.
- Get some timers.
- Determine the locations to be used for the main locations of the game. You'll need:
  - The Galactica: This is the Humans' main base of operations, so it should be relatively central and probably private. Get some poor soul to volunteer their apartment or house for the day. Hide a small tennis ball somewhere here to be used as the bomb in the Bomb Threat Crisis.
  - The Baseship: This is the Cylons' main base. The Cylons don't have as much to do on their base as the Humans do, so it can be smaller than the Galactica. This location should be somewhat close to the Galactica (no more than 2 miles away) and able to have multiple cars parked in front of it. A park or someone's house works well.
  - Caprica: This is where the game actually starts. It should be a large, open stretch of land with some brush and only a smattering of options for taking cover. This place will also have to be okay with people running and shooting NERF guns.
  - Kobol: This needs to be medium sized, open area that is peachy with people shouting and running around with Bright yellow foam guns. There should also be a decent number of places to hide a baseball sized object and take cover behind. Go ahead and hide that baseball sized object here.
  - New Caprica: MASSIVE AREA. This should be something like 2 or 3 large, residential blocks. There should be a lot of cover but also a few open areas. Seriously, make it big – the bigger the better. The area should probably allow NERF guns, although they won't be used extensively here.
  - Resurrection Hub: Ideally this should be a large house or office building, but any large area with a lot of cover, pathways, and hiding spaces works well. The owner of this location should not mind finding stray NERF darts in odd places a few days after the game.
  - Battlefield: This should be a large area with a lot of cover. This should be smaller than New Caprica by a lot. Something about the size of wherever you used for Caprica should suffice. Make sure it is NERF gun friendly.
- Go to four locations, each no more than 5 miles from the location chosen to be the Galactica and scatter the small tokens used as the Resource markers.
- If you are playing with sleeper rules, randomly choose the appropriate number of sleeper agents from the Human team.
  - Send a text message to or meet individually with each member of the Human team, informing them whether or not they are a sleeper agent. Make sure these are kept secret when they are sent.

### **Player Setup:**

- Determine teams based on the following:
  - There are  $1 + ((\text{number of players} + 1) / 4)$  Cylons (rounded down)
  - The remaining players are Humans
  - If you are playing with more than 8+ people, use the sleeper rules
  - Players split themselves into teams
- The Cylons go to their base and decide amongst themselves who the Leader/s is/are. There should be one Leader for each 8 Cylons playing. The rest of the Cylons are Centurions.
- The Humans should choose which cars they will make their Raptors. They get 1 Rapter per 4 Humans.
- The Humans decide where on the Galactica the Brig and Sickbay are located.

## **Gameplay:**

### ***How to Win:***

- Humans:
  - Escape (special condition)
  - Kill the Cylons (win the final Mission)
- Cylons:
  - Genocide (win the Genocide final Mission or reduce the Human's Resources)
  - Subjugation (win the Subjugation final Mission)
  - Coexistence (win the Coexistence final Mission)

### ***Resources:***

- Science: Science denotes the amount of research and technology the Humans have accrued. Unlike the other Resources, this Resource will start low and need to be increased in order to be used effectively.
- Morale: Morale is not a traditional Resource, but it is nevertheless an important factor in the game. Morale will start high and decrease as the game goes on. There will be a few chances to increase it, but unlike other Resources it cannot be gained through normal means.
- Fuel: Fuel is an essential Resource to making any ship move and such. No, there won't be any really cool ship to ship fights, however, Fuel will be expended every time Humans use a Rapter to take care of any in-game business. Fuel can be gained through Resource gathering trips, but it is expended at a fairly constant rate.
- Population: Population is a measure of the amount of people currently in the Human fleet. This number will never really go up, save for a few actions and Crises with exceptionally good outcomes. If this number hits zero, it essentially means that the entire

Human fleet has been wiped out by the Cylons. Population will likely be the target Resource of any Cylon attack, along with Supplies.

- Supplies: Supplies is a consolidation of food and medical equipment which will start at a certain number decrease or increase depending on player actions. This Resource will likely be the most valuable in the short term because it determines how many revives players in the field are allowed, as well as the welfare of the fleet. If Population and Supplies are seriously out of sync, bad things will happen. This Resource can be gained on Resource gathering trips, and as a result of special actions.

**Science is measured in units of 5, and starts at 0.**

**Morale is measured in units of 1, and starts at 100.**

**Fuel is measured in units of 5, and starts at 10.**

**Population is measured in units of 1000, and starts at 5000.**

**Supplies are measured in units of 10, and start at 100.**

Standard Resource Rules:

Fuel:

- 5 Fuel is lost per 2 minutes spent in a Raptor.

Morale:

- A Cylon successfully uses an infiltration action.
- 30 Morale is lost if the Humans lose a Mission.
- 20 Morale is lost if either the Admiral or President is sent to Sickbay or Executed.
- 15 Morale is lost if a Human is Executed.
- 15 Morale is if the Humans win a Mission

If the Humans have 50 Science, 150 Fuel, 30,000 Population, and 100 Supplies when Mission 5 is being set-up, they may choose to escape and win.

**IF ANY RESOURCE EXCEPT FOR SCIENCE REACHES 0 AND STAYS AT 0 FOR MORE THAN 30 MINUTES, THE HUMANS LOSE AND THE CYLONS WIN BY GENOCIDE.**

### *Playing:*

- The game starts on the first Mission.
- Missions happen once every hour; when the hour timer runs out, the GM will contact both teams to let them know the Mission details.
- While a player is not injured, he/she is referred to as healthy.

- The Cylon Leader and Human players may take 3 shots to the body or 1 shot to the head until they become injured.
- A Centurion may take 5 shots to the body or 2 shots to the head before it becomes injured.
- If a Human is ever injured while not on a Mission, he/she is sent to Sickbay.
- If a Centurion is injured while not on a Mission, it must return to the Baseship.

### ***Playing a Human:***

- Every fifteen minutes, a Crisis is drawn randomly from the bag marked Bad News.
- A Human in the Sickbay must stay there for 10 minutes after which they may choose to leave and be considered healthy again. If he/she chooses to leave the Sickbay after these ten minutes, the Humans lose 10 Supplies.
  - If a Human player decides to stay in Sickbay for 30 minutes, he/she may leave without the Humans losing any Supplies.
  - A Human in the Brig cannot vote on a Crisis and skips their Crisis turn, giving it to the next player.
  - A Human in the Sickbay cannot resist being taken hostage.
  - A team of 2 Humans may drive a Raptor to a few predestinated areas in order to gather Resources.
  - You are never allowed to show anyone your loyalty text unless an ability allows it.
  - If you are Executed, you may choose a new character to become at the end of the next Mission. The new character cannot be one who has already been Executed.

### **Special Roles:**

- President
  - The President is chosen to be the player who has the lowest number in the Presidential Line of Succession
- Admiral
  - The Admiral is chosen to be the player who has the lowest number in the Admiralty Line of Succession

### **Powers of the Admiralty:**

- The Admiral must approve the players being deployed for Missions.
- The Admiral may put a player in the Brig unless overturned by a two-thirds vote of the Human players.
- The Admiral may release a player from the Brig
- The Admiral may take a vote to Execute character in the Brig (admiral's vote counts twice)
- The Admiral must authorize the usage of any Resources.

### **Powers of the President:**

- Once every 30 minutes, the President may make a Presidential Declaration

**Presidential Declarations:** Any of these may be used when the President makes a Presidential Declaration, even ones already used.

- Unsavory Connections
  - The President may exchange any Resource for three greater of any other Resource.
  - The President cannot make another Presidential Declaration for 1 hour
- Arrest Order
  - Send a player to the Brig.
- Encourage Mutiny
  - Give the admiral title to another player.
  - Players vote on if you keep the presidency.
- Inspire troops
  - Human players can get shot an extra time on the next Mission.
- Bring ‘em Home
  - Deploy one fewer players in the next Mission.
  - Increase Morale by 15.
- Ration Food
  - Gain 20 Supplies.
  - Lose 5,000 Population.
- Order the Search for Resources
  - Increase the Mission timer by one hour.
  - Only one Crisis is drawn in this period.
  - Lose 5 Fuel.
- Investigation
  - Look at one player’s loyalty text.
  - Lose 10 Morale.
- Pardon
  - Let one player out of the Brig.
- Emergency Deployment
  - Deploy one more Human player during the next Mission.
  - Lose 20 Morale.
- Civilian Defense force
  - Gain 25 Morale.
  - Lose 5,000 Population.
- Assign Mission Specialist
  - Choose one player to be the Mission Specialist.

- The Mission specialist can get shot one extra time on Missions.
- Lose 15 Science.

**Crises:** One is pulled from the Bad News bag every fifteen minutes and is resolved as directed. There should only be one of each Crisis in the Bad News bag.

The player choosing the Crisis rotates each time a Crisis is chosen. This player is the Current Player.

- Sabotage Investigated
  - Lose 10 Supplies.
  - The Current Player chooses
    - Lose 15 Morale to look at another player's loyalty text.
    - Do nothing.
- Bomb Threat
  - The bomb hidden on Galactica is activated.  
The Humans must find it and spend 10 Science to disarm it before the next Crisis
  - If the Humans do not find the bomb before the next Crisis they lose 20 Morale, 5000 Population, and 20 Supplies and the person closest to the bomb is sent to Sickbay.
- Rescue Mission
  - If there are any players away from the Galactica at the time that this card is drawn, they must be contacted.
  - Those Players are not allowed to return to the ship.
  - The admiral may choose to use 15 Fuel and 30 Supplies to allow them to come back to the ship.
  - If he does not, the Humans lose 5 Morale and then flip a coin.
  - If the coin toss is won, the players away from the Galactica may return.
  - If the coin toss is lost, the players away from the Galactica are Executed and their Raptor may no longer be used.
  - If there are no players away from the Galactica, draw a different Crisis.
- Cylon Genocide
  - The Current Player chooses
    - Do nothing.
    - Flip a coin
      - Win: Cylons become inactive for 30 minutes
      - Lose: lose 25 Morale and you are sent to the Brig for at least 30 minutes.
- Widespread Starvation
  - The President must choose one of the following
    - Lose 50 Supplies.
    - Lose 20 Supplies and 4000 Population.
- Legendary Discovery
  - The Current Player flips a coin

- Win: Gain 30 Science.
    - Lose: Lose 10 Fuel and 40 Supplies.
- Set a Trap
  - Current Player chooses
    - Do nothing.
    - Do the following
      - Lose 3 units of any Resource (except for Morale or Population).
      - Draw a ‘!’ on the back of the Resource.
      - The next time a Cylon attacks Resources while infiltrating, that Cylon is injured and Resource damage done by it is negated.
- A Verdict of Guilty
  - The Admiral chooses
    - Lose 30 Morale and 30 Supplies.
    - Do the following
      - The Admiral chooses one player.
      - That player reveals his/her loyalty text.
      - If that player is a Cylon, it must return to the Baseship and the Humans gain 50 Morale.
      - If that player is Human, the player is Executed and lose 30 Morale.
- Medical Breakthrough
  - The current player flips a coin 5 times
    - 0 losses: Gain 50 Science.
    - 1 losses: Gain 40 Science.
    - 2 losses: Gain 20 Science and lose 20 Supplies.
    - 3 losses: Gain 10 Science and lose 30 Supplies.
    - 4 losses: Lose 30 Supplies.
    - 5 losses: Current Player is sent to Sickbay and any player in Sickbay is Executed.
- Cylon Screenings
  - the Current Player chooses
    - Lose 5 Morale
    - Do the following
      - Look at the Admiral or President’s Loyalty Text.
      - Lose 15 Morale.
- Strange Beacon
  - At any time, while not on a Mission, the Humans may spend 30 Science to create a bioweapon that will disable all Cylons for 45 minutes (except during Missions)
- An Offer of Peace
  - The President chooses
    - Lose 20 Morale.

- Do the following.
      - Allow the Cylon Leader onto Galactica.
      - The Leader may not be attacked for at least 5 minutes.
      - If the Leader performs any infiltration action, the Cylons lose 8 Coexistence Points.
- In the Ring
  - Current player chooses one other player.
  - Those two players may shoot at each other until one or both is injured.
  - Gain 25 Morale
  - Send the injured player(s) to Sickbay
- Civilian Ship Nuked
  - Lose 5000 Population.
  - Then the President chooses either
    - Lose 1000 Population, 10 Fuel, and 10 Morale.
    - The Cylons know the locations of the next 3 teams that leave the Galactica for Resources.
- Low Supplies
  - Lose 10 Morale.
  - Lose 10 additional Morale for each Resource that is 50% or lower than the starting value.
- Divisive Behavior
  - The Current Player chooses
    - The Current Player is sent to the Brig for at least 30 minutes. Lose 3 Morale and 30 Supplies.
    - The Admiral and President are sent to the Sickbay. The Current Player chooses a new Admiral and President.
- Terrorist Investigations
  - The players vote for a player.
  - The Current Player may look at the loyalty text of the player with the most votes.
- Prisoner Revolt
  - The President chooses either
    - The players in the Brig are released and the President title is given to the next player in line.
    - Lose 3000 Population and 15 Morale and send one character to Sickbay.
- Assassination Plot
  - the President and Admiral both flip a coin
    - Both Win: Nothing happens.
    - Either Lose: The President is inactive for 15 minutes and the Admiral is sent to Sickbay.



### **Cylon Roles:**

- Leader
- Sleeper
- Centurions

### **Centurion Rules:**

- A Centurion may take 5 shots to the body or 2 hits to the head before being injured.
- If a Centurion is injured while not on a Mission, he/she must return to the Baseship.
- On a Mission, a Centurion must call or text one of the Cylon Leaders to get permission before performing actions such as engaging, taking cover, pursuing, searching the area, moving onto another area, or basically anything that is not breathing, talking and walking around a bit.

### **Cylon Leader Abilities:**

- Contact
  - Contact the Galactica to share information.
- Infiltrate
  - Board the Galactica. Refer to the section below on Infiltration.
- 1 per hour a Leader may do one of the following:
  - Preload Orders:
    - During the next Mission, Cylon players may take two actions without calling for orders.
  - Upgrade Centurion Armor
    - During the next Mission, Cylon players may take one extra hit before resurrecting.
  - Upgrade Centurion Weapons
    - During the next Mission, Centurions may use any appropriated weapon or standard weapon.

### **Cylon Crises:**

- Once per 45 minutes, a Cylon Crisis is pulled from the bag marked Cylon Crises.
- The Cylon Leader chooses which choice on the Crisis to be resolved.
- If the Coexistence option is chosen:
  - The Leader must contact the Galactica and get Human permission to resolve the coexistence option.
  - If the Humans accept, resolve the option.
  - If the Humans refuse, resolve one of the diminished options
- Send Infiltrator (4 in the bag)
  - Genocide: Gain 1 genocide point. When next infiltrating, you may Execute a character in the Brig or Sickbay.
  - Genocide Diminished: Gain 1 genocide point. Activate the Bomb Threat Crisis.

- Coexistence: If help is accepted, gain 2 coexistence points. Reduce the Mission timer by 15 minutes.
- Subjugation: Gain 1 subjugation point. When infiltrating, gain 1 minute of invincibility. You may take a hostage and cannot be injured while doing so before returning to the Baseship
- Subjugation Diminished: Gain 1 subjugation point. When infiltrating, you may take a hostage and cannot be injured while doing so before returning to the Baseship
- Scout Raider (8 in the bag)
  - Genocide: Gain 1 genocide point. You are notified where the Humans are going for the next Resource gathering trip.
  - Genocide Diminished: Gain 1 genocide point. You are notified where the Humans are when they arrive at the next Resource gathering trip
  - Coexistence: If help is accepted, gain 6 coexistence points. Humans gain twice of up to two Resources found on the next Resource gathering trip.
  - Subjugation: Gain 1 subjugation point. Cylon players may nullify the next Resource gain from a Resource gathering trip.
  - Subjugation Diminished: Gain 1 subjugation point. Cylon players may reduce the next Resource gain from a Resource gathering trip by one-third.
- Heavy Raider (5 in the bag)
  - Genocide: Gain 1 genocide point. One Centurion may infiltrate the Galactica.
  - Genocide Diminished: Gain 1 genocide point. The Humans must send one character to Sickbay.
  - Coexistence: Gain 2 coexistence points.
  - Subjugation: Gain 1 subjugation point. Humans lose 15 Science and 30 Supplies.
  - Subjugation Diminished: Gain 1 subjugation point. Humans lose 10 Science and 20 Supplies.
- Basestar (4 in the bag)
  - Genocide: Gain 1 genocide point. The Humans lose 5000 Population and 30 Supplies
  - Genocide Diminished: Gain 1 genocide point. The Humans lose 3000 Population
  - Coexistence: Gain 4 coexistence points. The Humans gain 40 Supplies and 20 Science
  - Subjugation: Gain 1 subjugation point. The Humans lose 25 Fuel and 30 Supplies
  - Subjugation Diminished: Gain 1 Subjugation point. The Humans lose 15 Fuel and 20 Supplies
- Basestars en Masse (2 in the bag)
  - Genocide: Gain 1 genocide point. The Humans lose 6000 Population, 15 Science, 40 Supplies, 30 Fuel, and 20 Morale.

- Genocide Diminished: Gain 1 genocide point. The Humans lose 4000 Population, 5 Science, 20 Supplies, 15 Fuel, and 20 Morale.
- Coexistence: Gain 7 coexistence points. The Humans gain 20 Morale and 30 Science. Centurions and the Leader cannot attack Humans until the next Mission.
- Subjugation: Gain 1 subjugation point. The Humans lose 20 Morale, 5000 Population, and 25 Fuel. Anyone who is currently on the Galactica is unable to be active for the next 30 minutes.
- Subjugation Diminished: Gain 1 subjugation point. The Humans lose 3000 Population, 20 Morale, and 15 Fuel. The Admiral title is transferred to the next in line until the next Mission.
- The Plan (1 in the bag)
  - Genocide: Gain 1 genocide point. The Humans lose 10,000 Population, 10 Science, 50 Supplies, 10 Fuel, and 30 Morale. The Cylon Leader may select one Human player to be another Sleeper with all the abilities of an Infiltrator AND may take a hostage or Execute one player if capable. The new Sleeper should be informed via text message.
  - Genocide Diminished: Gain 1 genocide point. The Cylon Leader may select one Human player to be another sleeper agent with all the abilities of an infiltrator AND may take a hostage if capable
  - Coexistence: Gain 10 coexistence points. The Mission timer hits 0 and Cylons cannot deploy for the Mission until three minutes after the Mission starts.
  - Subjugation: Gain 1 subjugation point. The Humans lose 50% of their Supplies and Morale. The Cylon Leader may select one Human player to be another Sleeper with all the abilities of an Infiltrator AND any Resource destroyed while infiltrating counts double.
  - Subjugation diminished: Gain 1 subjugation point. The Cylon Leader may select one Human player to be another Sleeper with all the abilities of an Infiltrator AND may never attack Cylons intentionally.
- Disable Centurion Inhibitors (4 in the bag)
  - Disable: Centurions no longer need to call in for orders and can communicate with Human players through text messages, but each Centurion also receive a Centurion Objective.
  - Keep Active: Nothing changes.
  - If this Cylon Crisis has been resolved previously and the resolution was the Disable option, choose draw another Cylon Crisis.

### **Centurion Objectives:**

When the Disable resolution of the Disable Centurion Inhibitors Cylon Crisis is resolved. Place the specified number of secret objectives in a bag. Each Centurion draws an objective from the bag.

The Centurions are never allowed to reveal their objective until the end of the game. These are the objectives for a Centurion to win.

A Centurion with an objective does not win if the Cylons win, only if he/she completes the objective.

- Freedom: (3 in the bag)
  - The Humans must win
  - The Humans must agree to give you freedom and let you live
- Revenge: (4 in the bag)
  - The Cylons must win a Genocide victory
- Survival: (4 in the bag)
  - The Humans must lose
  - your first priority is always self-preservation, including during combat
- Loyalty: (2 in the bag)
  - The Humans must lose
  - you are able to discuss with the Leader what you think the other Centurions' objectives are
- Revolt: (4 in the bag)
  - The Humans must win
- Independence: (2 in the bag)
  - The Cylons must win a Coexistence victory
  - Convince the Cylons to leave at least one Human alive at the end of the final Mission.
- Destruction: (2 in the bag)
  - Either
    - the Humans win
    - then kill the rest of the Humans
  - or
    - the Cylons win
    - then kill the rest of the Cylons

### **Rules for Infiltrators:**

Infiltrating Cylons or Sleepers may:

- Destroy Resources:
  - Mark a Resource with an X to destroy one unit of whatever Resource (except Morale)
  - Check the back of the Resource, if there is a '!' you are Injured
  - Must wait 10 seconds between marks.
  - Humans lose 5 Morale if Resources were destroyed, regardless of how many.
- Escape
  - Fly a Raptor back to the Baseship
  - Humans lose 1 Morale

- Appropriate Weapons
  - Grab a weapon and escape.
  - Only one weapon may be appropriated per infiltration.
  - Humans lose 5 Morale.
- Take a Hostage
  - Escape with Human(s) in the passenger seats of a Raptor.
  - Humans may be healthy or not.
  - Hostages may not be taken at the start of a Mission.
  - Humans lose 10 Morale.
- Execute (if allowed)
  - If conditions for execution are met as described by whatever granted execution power, injure a Human player to the point of sending him/her to Sickbay.
  - Inform that player that he/she has been Executed.
  - Humans lose 10 Morale.
- Give Resources (not available for Sleepers)
  - Offer the Humans any amount of Resources (excluding Morale and Population).
  - For each 5 units of Resources given, gain 1 Coexistence Point.
- Reveal (while not in the Brig; only available for Sleepers)
  - You cannot Reveal unless you have spent at least 1 minute on Galactica.
  - Inform one player that they have been injured.
  - The player goes to the Sickbay.
  - Draw and resolve 1 Cylon Crisis.
  - Return to the Baseship.
  - Humans lose 30 Morale.
  - You are now considered a Centurion and cannot reveal again.
  - Cannot reveal if the Admiral has called to put you in the Brig.
- Reveal (while in the Brig)
  - Announce to the Admiral that you are a Cylon.
  - Return to Baseship.
  - Humans gain 30 Morale.

A Sleeper is treated as Human for all purposes until revealed. The Sleeper has all the abilities of an infiltrator and may send any Information to the Cylon Leader in any manner they see fit as long as it does not cause damage, is illegal, or costs the GM any money.

**IF AT ANY POINT DURING INFILTRATION THE CYLON IS EXECUTED OR INJURED, THEY RETURN TO THE BASESHIP AND DO NOT GET TO COMPLETE ANY INFILTRATION ACTION THAT IS IN THE PROCESS OF BEING COMPLETED. THIS INCLUDES GETTING TO A RAPTOR FOR THE COMPLETION OF ANY INFILTRATION ACTION THAT REQUIRES IT.**

## ***Missions:***

- The Mission timer is set to 1 hour after each Mission.
- When the timer hits 0, the next Mission setup starts.
- The Admiral must select who is going on the Mission and assign the appropriate number of Supports. He may discuss the decision with anyone he sees fit.
- The Admiral chooses the amount of Supplies to be set aside for the Mission.
- The Support may use 10 Supplies to make a fallen team member or him/herself healthy after 10 seconds have passed since their injury.
- Any Supplies left over at the end of the Mission are discarded.
- If the Humans are injured and there are not enough Supplies to return them to health, they must call in an evac and lose the Mission. Upon return to Galactica, they are sent to Sickbay
- If Cylons ever have at least 15 Coexistence points, the final Mission is activated immediately.
- If a Cylon is injured on a Mission, they respawn 10 seconds later at the initial deployment zone.
- Both Cylons and Humans get a bonus that may be used only once during the Mission. The GM will inform the teams when a bonus is used.
- Cylons may deploy any number of people on Missions
- Cylons are allowed to Infiltrate Galactica during a Mission unless otherwise stated
- A Cylon Leader deployed in a Mission can give orders on the field as opposed to through text messages, but if he/she is injured, no order may be given until he/she has respawned.

### **1. Escape from Caprica (location: Caprica)**

- Gist: get Supplies and make it to the Galactica

- At Caprica, players are informed of what is happening.
- Humans must make their way from the Raptor across Caprica, to a car with weapons and many small objects to be used as Resources.
- Humans must take them to the Raptor at the other end of Caprica.
- Humans cannot be injured during this Mission.
- If a Human is shot by a Cylon, they must drop every Resource and weapon on their person. These cannot be picked up for 10 seconds.
- Cylons may draw an 'X' on any dropped items. These items can no longer be used or give no units of Resources.
- Resources and weapons successfully placed in the Raptor are considered gathered.
- Once something is gathered, it can no longer be marked with an 'X' by a Cylon. However, if a gathered item has an 'X' on it before it is gathered, it remains unusable.
- This Mission is timed for 3 minutes (may be adjusted as seen fit).

- At the end of the Mission, the Humans may spend Resources gathered to add units to any Resource except for Morale. This value is added onto the starting value of the Resource.
  - EX: at the end of the Mission, 15 useable Resources were gathered. The Humans decide to add 6000 Population (5 units), 15 Science (3 units), 30 Supplies (3 units), and 20 Fuel (4 units). These values are added to the original starting values.
- The weapons the Humans keep during this Mission are what is usable to them without the use of Science to construct new ones.
  - The Humans may spend 10 Science to make a weapon with an 'X' drawn on it useable again.

## 2. In Search of the Star Map (Kobol)

-Gist: a team finds a Star Map while evading Cylons

Setup:

- In an area, Human team of 3-4 is deployed. This team has 1 member as the Support.
- Cylon Players deploy 2 minutes after Human players

Human Objective: Find the Star Map and return to Galactica

Cylon Objective: Force the Humans to leave or call for an evac.

Cylons must respawn at their initial deployment location 4 minutes after they are injured.

Human Bonus: the Humans may deploy an EMP and disable all Cylons for 1 minute

Cylon Bonus: May take 10 shots before becoming injured

Human Victory: 10 Resources and the Mission timer is reduced by 30 minutes for the next Mission

Cylon Victory: Humans must bargain for the information on where to go next.

If the Humans do not know where to go next, 30 minutes are added to the Mission timer for the next Mission

## 3. Revolt on New Caprica (New Caprica)

-Gist: small group gets Supplies for end of game and survives

Setup:

- Humans choose where to start
- Cylons start in a fixed location chosen by the GM before the Setup. This location cannot be too close to the Pickup Point
- Human team is a group of 4 Humans with one being Support.
- Cylons do not have to participate in the Mission, but they may not Infiltrate Galactica during this Mission.

Human Objectives:

- Humans must move Resources scattered about to the Pickup Point.
- Humans must move to Key Point and get the keys for the Raptor

- Humans must take the Raptor to the Pickup Point and load Resources into it
- Humans must use the Raptor to return to base, even if they have not loaded all the Resources into the Raptor.

Cylon Objective: Force the Humans to call for an evac or leave.

Humans know where the Key and Pickup Points are and get to choose where they start  
Cylons only know where the Humans start and the Key Point

Cylons must respawn at their initial deployment location 2 minutes after they are injured

Human Bonus: if at least 10 minutes have passed since the start of the Mission, the Humans may deploy two more fully armed people, one of which may be a Support

Cylon Bonus: Cylons may take and destroy any Human Resource they find by marking it with an 'X'.

Human Victory: Humans lose  $\frac{1}{2}$  (rounded down) of each Resource. They then get the Resources they load into the Raptor. They may also can veto a single Crisis in the future

Cylon Victory: Humans lose  $\frac{3}{4}$  (rounded up) of each Resource. They then get the Resources they loaded into the Raptor and  $\frac{1}{4}$  of what was undestroyed at the Pickup Point

#### **4. Infiltrating the Hub (Resurrection Hub)**

-Gist: Infiltrate and destroy Resurrection Hub

Setup:

- A Human team of 3 people, one being a Support, start at the front entrance of the area
- Cylons start in the common area, away from one of the Target Points

Human Objective: Hold one of two Target Points for 7 minutes

Cylon Objective: Force the Humans to leave or evac

Cylons must respawn at their initial deployment location 1 minute after they are injured

The Humans know the Cylon Bonus

Human Bonus: Humans can deploy a second team of 2 through a secondary entrance to take the second Target Point, but they alert the Cylons by doing so.

Cylon Bonus: If both Target Points are being occupied, the Cylons can call in a nuclear strike and reduce all Human Resources by half.

Human Victory: Cylons can no longer return to the Baseship if injured and may no longer respawn in future Missions.

Cylon Victory: Last Stand is Mission 5.

#### **5. Final Confrontation**

-Gist: Everything comes to a head

Cylons may not Infiltrate Galactica during this Mission

**-Last Stand (Resurrection Hub and Baseship)**

Human Objective:

- Go back to the Resurrection Hub to hold one of the two Target Points for 10 minutes
- Humans must then travel to the Cylon Baseship and hold Final Point for 10 minutes

Human Bonus: NONE

Cylon Bonus: The Cylons have 30 minutes before the start of the Mission to set up either location

Human Victory: Humans win

Cylon Victory: Cylons win their choice of a Subjugation or Genocide victory

**-The Separatists' Struggle (Battlefield)**

-This Mission is chosen if the Cylons have a least 15 Coexistence Points

Setup:

- Humans lose two-thirds of all remaining Resources before allocating Supplies to the Mission
- All Humans can participate in this Mission
- Humans must place one object representing the a unit of Resource in a Resource Area for each unit of Resource the Humans have remaining

Human Objective: Kill the Cylons and set and hold 4 bombs, each for 2 minutes

Cylon Objective: Kill the Humans or destroy their Resources

Human Bonus: Humans get 10 minutes to set up Resources outside of the Resource Area

Cylon Bonus: It takes two extra hits to kill a Cylon and Cylons can destroy Resources by marking them with an 'X'

Human Victory: Humans win

Cylon Victory: Cylons win a Coexistence victory

**-Shadow of an Overlord (Galactica)**

- This Mission is chosen if The Cylons have more Subjugation Points than Genocide Points

Being in the Galactica does not count as Infiltrating and Cylons thus get no Infiltrator abilities.

Unrevealed Sleepers still count have all the powers of an Infiltrator.

All Humans may participate in this Mission and the Humans select 2 Supports

After being injured, a Human may choose to spend one minute in the Sickbay to become healthy at the cost of 5 Supplies.

A Cylon may Execute a Human in the Sickbay if they shoot that Human while he/she is injured and in the Sickbay.

If a Human is injured when there are no more Supplies to be used for healing, that Human is Executed.

Human Objective: Humans must defend the Galactica from the Cylons

Cylon Objective: Cylons must either Execute all the Humans or destroy their Resources

Human Bonus: the Humans get 10 minutes to prepare before the start of the Mission

Cylon Bonus: Cylons can destroy Human Resources by marking them with an 'X' and can take twice the hits before becoming injured.

Human Victory: Humans win

Cylon Victory: Cylons win a Subjugation victory

### **-The End of it All (Resurrection Hub)**

- This Mission is chosen if the Cylons have more Genocide Points than Subjugation Points

Setup:

- Humans select a team of 4, 2 of which may be Supports, to deploy
- The Humans select 3 locations they from which they may start

Cylons may Execute Humans by shooting them 25 seconds after they are injured.

Human Objective: A Human team of 4 must destroy the last of the Cylons

Cylon Objective: Cylons must Execute all the Humans

Human Bonus: The Cylons are only alerted to one of the starting positions of the Humans

Cylon Bonus: NONE

Human Victory: Humans win

Cylon Victory: Cylons win a Genocide victory

## **People and Guns:**

### **Characters:**

- Adama:
  - While he is still healthy, all soldiers get a free revive permission

- When he must make a decision he always chooses the option that does not harm any crew member
- Tigh:
  - Whenever a Resource is gained, he gains 20% extra, unless someone was harmed during the process, in which case he gains 33% extra.
  - Occasionally when taking actions, the GM will make a check by flipping a coin. If the player fails the check, Tigh's alcoholism prevents him from taking the action or automatically fail the Crisis.
- Starbuck:
  - Receives twice the standard ammo limit
  - Regardless of the tactical situation, Starbuck must immediately engage in combat with the enemy.
- Apollo:
  - While Apollo is present, all kills (regardless of type) take one less shot.
  - In combat, if a comrade makes a mistake or is harmed, Apollo cannot help them out in any way.
- Baltar:
  - Baltar may build a Cylon detector if given 75 Resources, thus allowing him to look at all loyalty texts. Finding a Cylon this way does not activate Gaius' detriment. 5 minutes after all Loyalty Texts have been read, any Cylon may approach Baltar, and he is obliged to help.
  - When Baltar attends any off-ship activities where Science is gained, double is gained.
  - If approached by any Cylon, Baltar is obliged to assist them in any task.
- Boomer:
  - Any Raptor Boomer pilots or is in uses  $\frac{1}{4}$  the Fuel it would normally consume, regardless of the amount of time spent driving.
  - During Setup, Boomer has twice the chance of everyone else in being the Sleeper. This means whatever system is being used to determine initial Sleepers (names from a hat, rolling dice) Boomer's name is entered twice.
- Chief:
  - Chief is the only character that, when given the Resources, can produce heavy weaponry and ammunition.
  - Chief can only take two shots to the body before becoming injured, and must be personally present to inspect materials for making weapons and ammo.
- Helo:
  - Helo can change any single-player choice Crisis into a vote 2 times per hour
  - Helo can never discuss loyalties of any player.
- Roslin:
  - Every hour, Roslin may make one extra Presidential Declarations
  - Roslin's votes count twice.
  - She constantly drains 10 Supplies every hour as a cancer patient.

- Zarek:
  - Every Hour, Zarek can use his black market connections to generate 3 units of any Resource except Population or Morale.
  - As a felon, Zarek is not allowed to vote on any decision at any point.
- Dualla:
  - Once an hour, Dualla can declare a Resource gathering trip or Crisis “Cylon free” which means no Centurions can interfere
  - At 10 Morale or less, Dualla is Executed.

### **Weapons:**

Weapons are the primary method of attacking other players.

Each Player, unless otherwise specified, may carry either 3 Light weapons, 1 Standard weapon and 1 Light weapon, or 1 Heavy weapon and 1 Light weapon.

Weapons may be constructed using Science. Weapons denoted with an \* are only available by constructing them (they cannot be grabbed during the Escape Caprica Mission).

- Light:
  - Scout (5 Science)
  - Maverick (10 Science)
  - Nightfinder (5 Science)
  - Recon (10 Science)
  - Double Barrel (10 Science)
- Standard
  - Rapid Fire Tek (15 Science)
  - Alpha Trooper (20 Science)
  - Firefly (15 Science)
  - HVZ Scattergun (20 Science)
  - Stonewall Shield\*(25 Science)
- Heavy:
  - Rapid Fire 20\*(25 Science)
  - Mag Strike\*(20 Science)
  - Powershot\*(40 Science)
- Misc:
  - grenade\*(15 Science)
  - large capacity clips\*(15 Science)
  - Ammunition (15 darts for 10 Science)

\*-signifies that weapon must be constructed using the specified amount of Science

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Credits:

Inspiration:

- Ronald Moore and Sci-Fi's Battlestar Galactica TV series
- Fantasy Flight Games' Battlestar Galactica Board Game

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