

BATTLESTAR GALACTICA

PEGASUS EXPANSION VERSION 0.1

PREPARATION

Setup the game as usual. The expansion board with Pegasus is put aside. The Destination Card "Pegasus" is placed face up next to the Destination deck. The Crisis deck is parted into three piles of equal size and the crisis card "Admiral Cain" is shuffled into the center pile¹. After that the Crisis deck is reassembled by stacking the three piles on top of each other. The game begins as usual without changes. The locations on Pegasus can not be visited or activated and the Destination card "Pegasus" can not be chosen by the Admiral when jumping.

THE CRISIS CARD „ADMIRAL CAIN“ AND DESTINATION CARD „PEGASUS“

When the Crisis "Admiral Cain" is revealed, the fleet immediately jumps to the destination "Pegasus" (without any population loss). The following steps have to be taken:

- The Jump preparation track is reset.
- The Pegasus token is placed in front of Galactica.
- The Admiral draws five Civilian ships. The resources on that ships is added to the resources of the fleet.
- The Crisis "Admiral Cain" places the Admiral into the Brig. He can

only leave the Brig by passing the Skill Check on the Crisis card instead of passing the Brig's Skill Check.

- The Pegasus expansion board is placed next to the main board.

After passing the Skill Check, this Crisis card is completely removed from the game and not reshuffled into the Crisis cards deck².

RULE CHANGES

From now on the following rules apply:

- Locations on Pegasus can be visited and left under the same conditions als locations on Colonial One
- Cylon Raiders and Basestars attack with changed priorities (more on that below).
- The Game will not end on Kobol. The Humans must travel a total distance of 11 and jump once more to win.
- If the fleet jumps, the Pegasus token is not removed from the board.

NEW SPACE COMBAT RULES

- Vipers may also be launched into the area where the Pegasus token is placed
- Raiders execute one of the following actions (in that order):
 1. Attacks Viper in same area, an unmanned Viper if possible
 2. Destroys Civilian ship in same area

¹ It is probably impossible to reprint a Crisis card that is indistinguishable from other Crisis card backs. Instead choose a (unique) Crisis card to take it's place at the beginning of the game. This card is then treated by all players as "Admiral Cain" for all purposed. You can for example choose "Unidentified Vessel" (sorry if that German → English back translation failed, it's a difficulty 10 Tactics/Piloting Skill Check with the image of a Dradis screen. Please mail me if I got it wrong)

² If you used another Crisis card as replacement for "Admiral Cain" you can of course continue using this card in it's original function.

3. Moves toward closest Civilian ship (Clockwise if in doubt)
 4. Attacks Pegasus in same Area
 5. Attacks Galactica
- Basestars attack Pegasus instead of Galactica, if Pegasus is in same or neighboring area.
 - Attacks on Pegasus are handled as follows:
 1. With Raider: 8 = Damaged
 2. With Basestar: 4-8 = Damaged
 - Pegasus may attack enemy ships in ist area or neighbouring areas.
 - Attacks from Pegasus are handled as follows:
 1. On Raider: Automatic destruction
 2. On Heavy Raider: 5-8 = Destroyed
 3. On Basestar: 3-8 = Damaged
 - If Pegasus is damaged, the active player draws a Pegasus damage token. These always show Locations. Characters in a damaged Location go to Galactica's Sick Bay (without giving away a Skill card for changing ships). Players can move to damaged Loacations, but not activate them until repaired.
 - Pegasus is destroyed, if the third damage token must be drawn. Then the Pegasus token and the expansion board are both removed from the table and all Characters from Pegasus are placed in Galactica's Sick Bay (without giving away a Skill card for changing ships).

ATTENTION

This expansion is a very early state of development. Please mail Critique, suggestions and advise to captain[at]startrek-journey[punkt]de.

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