

BATTLESTAR GALACTICA

PEGASUS EXPANSION VERSION 0.3 1

PREPARATION

Setup the game as usual. The expansion board with Pegasus is put aside. The Destination cards "New Caprica" and "Pegasus" are placed face up next to the Destination deck. The Crisis deck is parted into four piles of equal size and the crisis card "Admiral Cain" is shuffled into the second pile¹. After that the Crisis deck is reassembled by stacking the four 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 cards "New Caprica" and "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 following happens (as explained on the respective cards):

- The fleet immediately jumps to the destination "Pegasus" (without any population loss). The Admiral may not choose between destinations.
- The Jump preparation track is reset.
- The Pegasus token is placed in front of Galactica.
- The Admiral draws three Civilian ships from the token pool. The resources on that ships is added to the resources of the fleet. After

that the drawn ships are returned back to the pool upside down. The human fleet also receives 1 fuel and 1 food.

- The Destination "Kobol" is replaced by "New Caprica" thus increasing the total distance for the Humans to travel to 11.
- The Pegasus expansion board is placed next to the main board.
- Through die "Admiral Cain" crisis, the Admiral is hindered by a power struggle. The Character is placed on the "Admiral Cain" Crisis Card and may not move until the Skill Check is passed (which can only be as early as his next turn). This is not to be confused with the "Brig" i.e. **the Admiral does not lose his title** to the next in line.

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:

- While bound by the "Admiral Cain" crisis, the Admiral can not move, use his nuclear tokens or contribute more than one Skill card to any Skill Check. He can also not be injured (sent to Sick Bay).
But: The Admiral may be stripped of his rank and/or sent to the Brig as well as reveal himself as Cylon. In these cases, the Crisis Card "Admiral Cain" is discarded as described above.

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 Ship"

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.

- Locations on Pegasus can be visited and left under the same conditions as locations on Colonial One. For traveling between ships the player discards one Skill card. It is possible to immediately travel between Colonial One and Pegasus this way.
- Cylon Raiders and Basestars attack with changed priorities (more on that below).
- The Game will not end on Kobol, but on New Caprica instead. 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.
- 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 its area or neighboring areas.
- Attacks from Pegasus are handled as follows:
 1. On Raider: Automatic destruction
 2. On Heavy Raider: 6-8 = Destroyed
 3. On Basestar: 4-8 = 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 Locations, 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).

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
 3. Moves toward closest Civilian ship (Clockwise if in doubt)
 4. Attacks Pegasus in same Area
 5. Attacks Galactica
- More fitting choice of fonts
- Resource balancing on the "Pegasus" destination card
- Pegasus attack values slightly reduced

FAQ

- **If a Viper is launched from Pegasus, may Lee Adama use his Character's ability to take control of it?**
Yes, if he meets the conditions for that ability (being in a Galactica Location).

- **What happens with ships removed from the board using the Briefing Room?**
Cylon ships are destroyed, Vipers are placed in the Viper reserve, civilian ship tokens to the pool of civilian ship tokens.
- **What happens if the Pegasus is discovered but there are not three civilian ships left in the token pool?**
Then the human fleet only receives resources from the reduced number of ships that are left in the pool (which in the worst case means that no additional resources can be gained)

ATTENTION

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

CHANGES

From 0.3 to 0.31

- Minor corrections
- Expanded the FAQ

From 0.21 to 0.3

- Added "New Caprica" Destination Card
- Rule and text polishing
- Minor balance changes

From 0.2 to 0.21:

- Corrected English Crisis card names

From 0.1 to 0.2:

- Corrected some spelling mistakes

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ACKNOWLEDGEMENTS

Thanks to: Dan, Yargo, Marechallannes, Badend, Armorken, Gaius Frakkin Baltar and all the other Fantasy Flight Games and Board Game Geeks forum users for the many corrections, suggestions, support, insights and encouragement needed to make this one fun.