

FTL CNTRL

X

▲ 0.08%

▼ 8.93%

0>
1>
2>
3>JUMP

DISTANCE KPCS

>

>

>

>

>

>

0>
1>
2>
3>
4>
5>





HL/INT 0 50 100 150 200
SB>93% PT>96%

CO₂ 

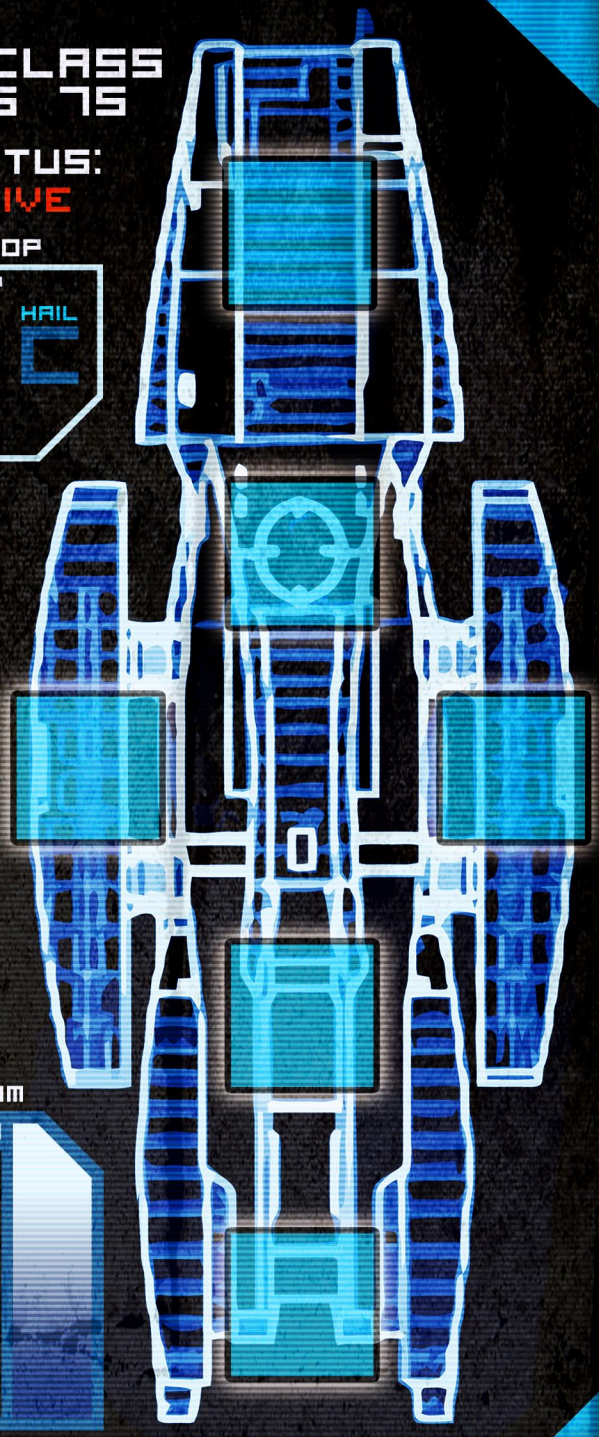
O₂  92% COMPLIANCE

C-CLASS
BSG 75

STATUS:
ACTIVE

COM-OP

100	
90	
80	
70	
60	
50	
40	
30	
20	
10	



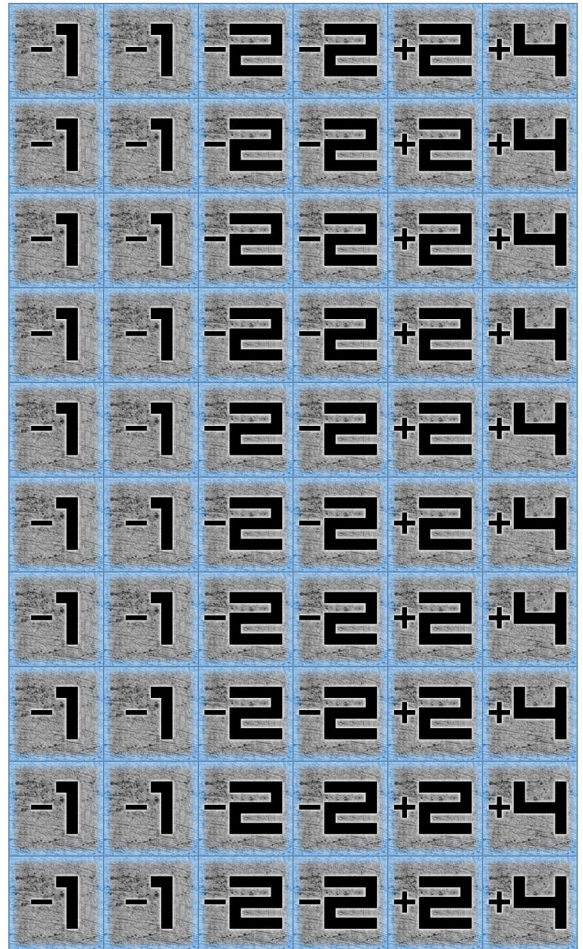
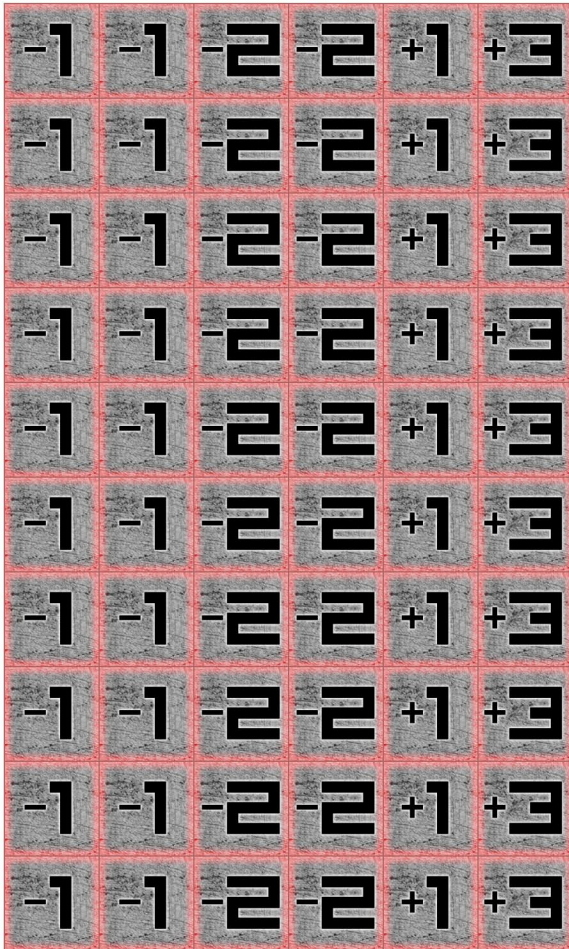
TYLIUM

BS-9



WEAK SKILL DICE

STRONG SKILL DICE



3-5 PLAYER CRISIS DICE



4 PLAYER CRISIS DICE



WEAPONS CONTROL
Cannot attack Raiders

PRESS ROOM
Cannot boost morale

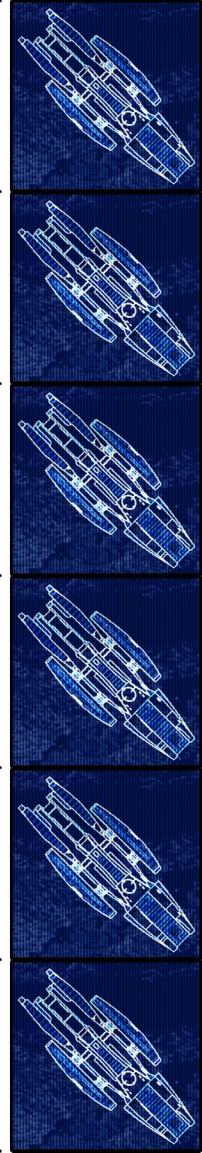
ADMIRAL'S QUARTERS
Cannot call a vote

COM CENTER
Cannot issue exec. order

ARMORY
If passing, retrieve one die fewer

ENGINE ROOM
Cannot ensure jump prep

← FOLD ON THIS LINE →



RAIDER RAIDER RAIDER RAIDER RAIDER RAIDER RAIDER

RAIDER RAIDER RAIDER RAIDER RAIDER RAIDER RAIDER

COLONIAL COLONIAL COLONIAL COLONIAL COLONIAL COLONIAL COLONIAL

← FOLD ON THIS LINE →

UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN

UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN UIMOUXUN



← FOLD ON THIS LINE →






WILLIAM ADAMA

DEFERRED

You cannot use your special ability while brigged.



LEE ADAMA

DEFERRED

INITIATIVE
Once during your turn, you may reroll all of your active dice instead of submitting a die.



LAURA ROSLIN

DEFERRED

POLITICAL INFLUENCE
When you call a vote, you may remove any 1 skill die after the votes have been tallied.



KARA THRACE

DEFERRED

You cannot use your special ability while brigged.

← FOLD ON THIS LINE →



WILLIAM ADAMA

COMMAND
During the crisis skill check on your turn, all -1s submitted are treated as 0s.



LEE ADAMA

INITIATIVE
Once during your turn, you may reroll all of your active dice instead of submitting a die.



LAURA ROSLIN

POLITICAL INFLUENCE
When you call a vote, you may remove any 1 skill die after the votes have been tallied.




KARA THRACE

RECKLESS
Once on your turn, if you submit 3 or 4 skill dice to a single skill check, immediately retrieve them.



GAIUS BALTAR

CYLON DETECTOR
ACTION - Once per game, you may look at another player's loyalty cards.



ADMIRAL


When the fleet jumps, roll one strong and one weak skill die. Submit one. If the die is positive, move the distance marker forward the number on the die. If the die is negative, move the marker forward the number on the die but then damage Galactica or demoralize a character the number of times on the die. Your choice.

← FOLD ON THIS LINE →



GAIUS BALTAR

CYLON DETECTOR
ACTION - Once per game, you may look at another player's loyalty cards.



ADMIRAL

When the fleet jumps, roll one strong and one weak skill die. Submit one. If the die is positive, move the distance marker forward the number on the die. If the die is negative, move the marker forward the number on the die but then damage Galactica or demoralize a character the number of times on the die. Your choice.



NUMBER ONE

YOU ARE A CYLON
ACTION - Reveal this card and, if not currently brigged, demoralize one character of your choice.



NUMBER TWO

YOU ARE A CYLON
ACTION - Reveal this card and, if not currently brigged, draw two Galactica damage markers, choosing one to resolve.



NUMBER THREE

YOU ARE A CYLON
ACTION - Reveal this card and, if not currently brigged, draw two DRADIS markers.



NUMBER SIX

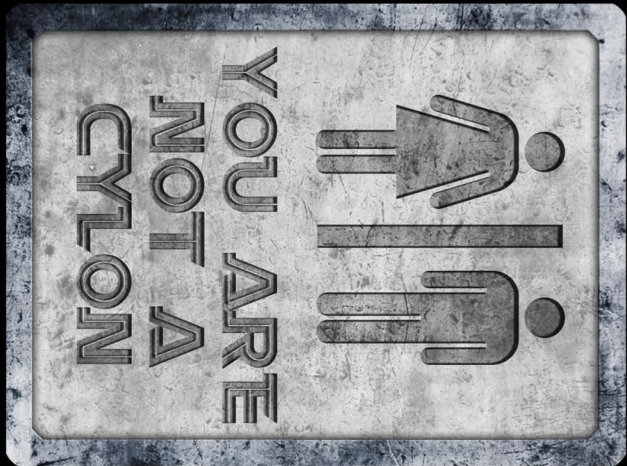
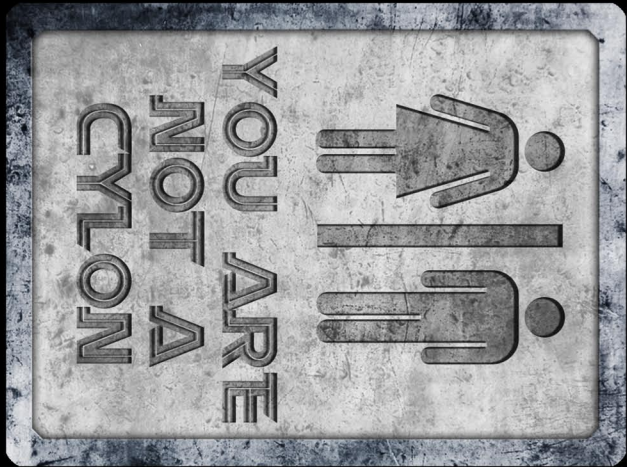
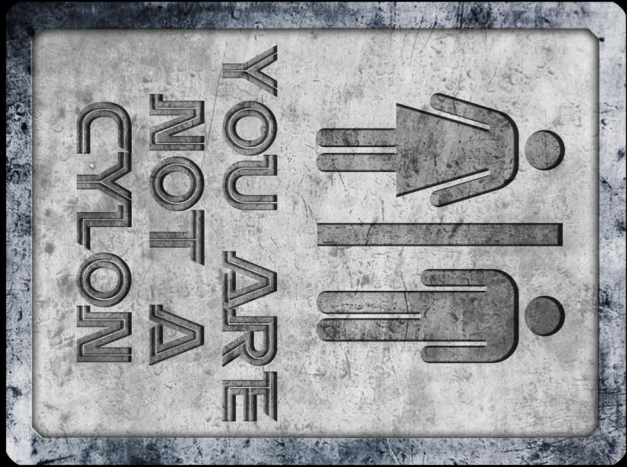
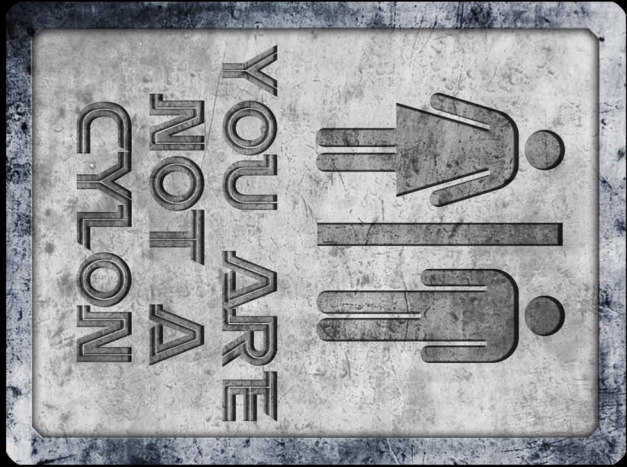
YOU ARE A CYLON
ACTION - Reveal this card and, if not currently brigged, remove two spent skill dice (but not from same player) from the game permanently

← FOLD ON THIS LINE →





← FOLD ON THIS LINE →





← FOLD ON THIS LINE →

