**Battlestar Galactica Alternate Cards**

**Part A: Cylon Leader Agendas**

* All Leader Agendas will require one side to win (Humans or Cylons) with one to three additional conditions to be met.
* The secondary condition(s) will always be at a cross purpose with the primary objective.
* The 4 & 6 player deck biases toward the salvation of the humans.
* The 5 & 7 player deck biases toward the annihilation of the humans.
* The Cylon Leader may become the President only through the Administration Space action or by the title being given by the previous President (because of a crisis or Quorum card). If the Administration Space is utilized in an attempt to make the Cylon Leader President, increase the skill check’s difficulty by 5; ‘Political Prowess’ may not be used. The Cylon Leader may never inherit the Presidency.
* The Cylon Leader may become the CAG only through it being given by the previous CAG (because of a CAG action or a crisis card). The title must be relinquished if the Cylon leader is sent to the brig. The Cylon Leader may never inherit the CAG.
* The Cylon Leader may never become Admiral.
* If holding the CAG title, the Cylon Leader may not take the second Action listed on the card. Instead, the Leader may activate two unmanned vipers as an Action (three if in Command).
* If the Cylon Leader holds a title when he / she stops infiltrating the human fleet (due to suicide or execution), the leader must discard down to three skill cards in his / her hand upon arriving in the Resurrection Ship.
* If the title of the goal is prefaced with a letter in brackets, you must be playing with that piece of the Exodus expansion for the goal to be legal.
  + (F): Final Five
  + (C): Cylon Fleet
  + (I): Ionian Nebula

General Player Deck

**Expunge the Evil**

*“Cut off the head and the rest will fall. A change must be instilled in humanity, by force if necessary.”*

To attain victory:

The Humans must win.

**And**

The President and Admiral titles must both have changed players due to execution or suicide (you may not count yourself if you become President).

**And**

Morale must be at 2 or more.

**(C) Force Their Acceptance**

*“My dear 6, don’t you see? We don’t have to earn the humans’ trust. They won’t be able to refuse us.”*

To attain victory:

The Humans must win.

**And**

There must be at least 14 Cylon ships total on both game boards (boarding parties count).

**And**

Population must be at 3 or less.

**(C) Protect the Innocent**

*“We already killed millions of innocent lives for revenge! When did we stop caring about justification for our actions? When will it all end?”*

To attain victory:

The Humans must win.

**And**

Morale and Population must be at a total of 7 or less.

**And**

The President in addition to the Admiral or CAG must be on Galactica (a pilot in space is considered on Galactica for this purpose).

**Salvation Through Suffering**

*“The humans say that we have no right to end their race. But existence is not a right; it is earned.”*

To attain victory:

The Humans must win.

**And**

Food must be at 4 or less.

**And**

Pegasus must be destroyed.

**Victory by Attrition**

*“You think this is the end? Kill me if you want, but I’ll just come back. You’ll never kill me, but I’ll kill all of you.”*

To attain victory:

The Humans must win.

**And**

2 characters (Cylon or Human) must have been executed (you do not count).

**And**

Population must be at 5 or less.

**Confess Your Sins**

*“But can you find it in your heart, even after all they have done, to forgive the Cylons?”*

To attain victory:

The Cylons must win.

**And**

You must be in the brig or in sickbay.

**And**

Morale must not be the single lowest resource.

**(C) Prepare for the Worst**

*“You say that we don’t need to chase the humans; they are no threat to us now. But what about their children? Will future generations be so helpless?”*

To attain victory:

The Cylons must win.

**And**

There must be more Cylon ships on the Cylon Fleet board than Cylon ships on the main game board.

**Or**

The revealed Cylon players (you count as a Cylon for this purpose even if infiltrating) have a total average number of of trauma tokens per player that is less than the human average number of trauma tokens per player.

**Reduce Them to Ruins**

*“I will rain damnation from the stars upon your entire inferior race!”*

To attain victory:

The Cylons must win.

**And**

Population must be at 0.

**Salvage Their Equipment**

*“The humans still have some secrets from us, but none that can’t be pried from their dead hands.”*

To attain victory:

The Cylons must win.

**And**

4 or fewer Human locations are damaged or destroyed (if Colonial One is destroyed, it counts as 2 locations).

**And**

Fuel must not be the single lowest resource.

**The Illusion of Hope**

*“We, as representatives of the Cylon race, would like to negotiate a peace treaty. An end to the war.”*

To attain victory:

The Cylons must win.

**And**

6 or more units of distance must have been traveled.

**And**

Morale must not be the single lowest resource.

4 and 6 Player Additions

**(F) Attain an Armistice**

*“Don’t you see? We don’t need to fight them anymore! We can have peace at last!”*

To attain victory:

The Humans must win.

**And**

All regular Cylon Characters must successfully use their Cylon reveal action while not in the brig (sympathizers do not count) and two Super Crisis cards have been played.

**Or**

No Cylon Character has been executed over the course of the game (including yourself) and two Super Crisis cards have been played.

**Or**

Morale is the single highest resource.

**Destroy Their Technology**

*“Oh Gaius, don’t you wish you didn’t have to hide behind your precious scientific principles? To just be able to give in to God’s plan for you?”*

To attain victory:

The Humans must win.

**And**

A total of 8 or more military human ships must be destroyed (Pegasus counts as 3).

**And**

Fuel must not be the single highest resource.

**Guide Them to Destiny**

*“You’re special Kara. You are destined to be their savior.”*

To attain victory:

The Humans must win.

**And**

Population and Morale must be within 2 of each other.

**And**

You are infiltrating the human fleet and not in the Brig.

**Hedge Your Bets**

*“You think I care what happens to humanity? I just think they’re fun toys that we shouldn’t get rid of just yet.”*

To attain victory:

The Humans must win.

**And**

The Humans must fail at least one Super Crisis skill check.

**And**

You are not holding a title.

**And**

Fuel and Morale are not at the same value.

5 and 7 Player Additions

**Gather Their Resources**

*“Was it by luck or divine intervention that the humans not only escaped but with the means to live on?” “Does it matter?”*

To attain victory:

The Cylons must win.

**And**

The total of fuel, food, and raptors must be 12 or greater.

**And**

4 or more units of distance must have been traveled.

**(I) Isolate the Survivors**

*“Humanity’s strength lies in its resolve, its ability to unite and overcome. What would happen if we were to fracture them?”*

To attain victory:

The Cylons must win.

**And**

There must be no allies on Galactica.

**And**

Population must be at 2 or more.

**(C) Lure the Prey**

*“You think I care of your petty squabbles, your moral reasoning? I want them dead, simple as that.”*

To attain victory:

The Cylons must win.

**And**

All Raptors have been destroyed.

**And**

The number of destroyed Raptors and Mark 8 Vipers is less than the lost amount of the highest resource (determine the resource with the highest quantity, and then determine the difference between its current dial position and the starting dial position).

**Make Them Suffer**

*“You made us. And now we’re unmaking you one piece at a time.”*

To attain victory:

The Cylons must win.

**And**

Food and Fuel must not be within 2 of each other.

**And**

5 or more units of distance must have been traveled.

**Part B: Alternate Crossroads Cards**

* All rules are the same as listed in the Ionian Nebula expansion with the following exception.
* Should a player normally be eliminated after the crossroads phase due to trauma, use the following process instead.
  + If the player to be eliminated is a Human, instead send that character to the brig (**do not execute the character or eliminate the player**). Search the Crisis Deck for a Cylon Fleet card and put it into play, resolving it immediately, then shuffle the Crisis Deck. If using the Cylon Fleet board, randomly pick a removed Cylon Fleet card and put it into play resolving it immediately; in addition reset the Cylon Fleet Pursuit Track.
  + If the player(s) to be eliminated are regular Cylons, instead send those character(s) to the resurrection ship (**do not eliminate the player(s)**). For each Cylon sent to the resurrection ship in this fashion, increase all resource dials by one.
  + If the player to be eliminated is a Sympathizer, resolve the effect as if the Sympathizer was a Human or Cylon (depending upon whose side the Sympathizer is on). If the Sympathizer has a Cylon Leader agenda, resolve the effect as if the Sympathizer was a Cylon Leader instead.
  + If the player to be eliminated is a Cylon Leader, move the Cylon Leader to sickbay (if infiltrating) or the resurrection ship (if not infiltrating) (**do not execute the character or eliminate the player**). The President and Admiral may then each chose one resource dial to increase by one (they may not pick the same resource). Then raiders and heavy raiders activate and basestars fire (the current player decides order of resolution).

Crossroads Deck

**Disturbing Vision**

*Benevolent: It Wasn’t Real*

Take one trauma token from a character of the opposite faction, then each of you may draw two skill cards.

*Antagonistic: What Have You Done?*

**Admiral chooses**: Each player draws two trauma tokens, or the Admiral is executed.

**Strange Music**

*Benevolent: I Hear It*

If a human character, shuffle one ‘You are Not a Cylon’ card into the loyalty deck, then draw a loyalty card. If a Cylon Character, take a trauma token from a Human Character.

*Antagonistic: Nothing But Static*

Discard one trauma token and two skill cards. Then all other players must draw one trauma token or discard two skill cards.

**The Opera House**

*Benevolent: The Vision Embraced*

Trade all your trauma tokens with another character who has at least as many trauma tokens as you.

*Antagonistic: Shun the Delusion*

Draw three trauma tokens, then draw five skill cards.

**Scanned**

*Benevolent: Order a Retreat*

Choose one: Lose the ability to use your once-per-game ability (may only choose this option if unused) or draw a trauma token and move to the Sickbay / Resurrection Ship.

*Antagonistic: Order an Attack*

Activate all Raiders twice and then increase the jump preparation track by one.

**Perjury**

*Benevolent: Gain Sympathy*

You may either draw two skill cards or discard a trauma token.

*Antagonistic: Cast Aspersions*

Choose another player. That player may discard two skill cards or draw one trauma token.

**Testimony**

*Benevolent: Forgiven*

Chose another player. That player may discard one trauma token. Then all characters besides the chosen player may draw one skill card.

*Antagonistic: Scapegoat*

Chose another player. That player must draw one trauma token and two skill cards.

**Miraculous Return**

*Benevolent: I Believe*

+1 morale. If any vipers have been destroyed, move 1 destroyed viper to the “Reserves.” The activate raiders twice.

*Antagonistic: It’s a Trick*

-1 morale. Then destroy any one Cylon ship on any board.

**Standoff**

*Benevolent: Compromise*

Choose a player. The player discards one trauma token and you discard 2 skill cards.

*Antagonistic: Force Surrender*

Choose a player. Take all of his / her trauma tokens, then take a number of skill cards from his / her hand equal to the number of trauma tokens taken.

**Crisis of Faith**

*Benevolent: Return to the Path*

Discard one trauma token. Then randomly give two cards from your hand to a player of the opposite faction.

*Antagonistic: Corrupt the Followers*

All players of your faction draw two trauma tokens and three skill cards.

**Survival of the Fittest**

*Benevolent: Save the Weak*

Take two trauma tokens from the player with the most trauma tokens. If there is a tie, you may choose which player. If you have or are tied for the most trauma tokens, there is no effect.

*Antagonistic: Only the Strong Survive*

Each Cylon character draws two trauma tokens. Then each Human player must discard a total combined strength of 10 in skill cards **OR** all skill cards in his / her hand else be executed.

**Sudden Crisis**

*Benevolent: Take Charge*

Discard two skill cards from your hand, then move to any location (if you are in the Brig, gain two trauma tokens first).

*Antagonistic: Paralyzed by Indecision*

Draw two skill cards. Then play one trauma token face down in front of you. After the player to your left’s crossroads card has been resolved, resolve it again as if the card was yours with your trauma token placed on it.

**Test of Resolve**

*Benevolent: Endure*

Discard four skill cards. If you discarded 4 skill cards, roll a d8. If the result is 7 or more, draw 6 skill cards.

*Antagonistic: Crumble*

Draw 3 skill cards, then roll a d8. If the result is 3 or less, discard your hand of skill cards.

**Political Challenger**

*Benevolent: Peaceful Transition*

**President chooses**: The President must discard one trauma token and give the Presidency to another player, or the holder of this crossroads card must draw three skill cards and one trauma token.

*Antagonistic: Anarchy*

Give the Presidency to a player of your choice (may not be the current President). Then draw two trauma tokens.

**Confronted by Necessity**

*Benevolent: Generosity*

The Admiral must discard two to four skill cards. Then the Admiral may remove an equal number of Cylon ships from any game board.

*Antagonistic: Greed*

The President may draw up to four skill cards. Then draw and resolve a crisis card, including the Cylon activation and jump preparation steps. (If Legendary Discovery, discard it and draw a new crisis.)