

Battlestar Galactica

Four Solo

1. Setup

1. Choose 4 characters as from standard rules (at least one Political Leader, one Military Leader and one Pilot)
2. Remove Sympathizer card and build a loyalty deck using 7 Humans and 1 Cylon (add extra cards if required, e.g. if Gaius or Boomer are in play)
3. Setup all components as in standard game, without looking at any loyalty card (i.e. you don't own one *your* loyalty card: all loyalty cards are secret to you)

2. General Rules

Play one character at time (as in standard game) with following limitations:

1. You cannot browse nor touch other character's cards. You can look only at the cards of the current character (the one playing his turn). There are only three exceptions to this rule: using the Active Card (5.1), during a Crisis (3.4, 3.5) or when Querying cards (4.1)
2. At the end of the character' turn you **MUST** choose one skill card from his deck as the **Active Card** for that character. Then put it *face up* on the top of the character' deck: this will be the only card you could play during the turn of other characters (notice that won't be any Active Card in play during the first turn of the game).
3. At the beginning of current character's turn add the "old" Active Card (if still there) to the character's hand and handle it as any other card in the character's hand
4. If the character is the President, at the end of his turn all his Quorum cards must be placed face down. You can browse such cards only when Querying cards (4.1)

3. Crisis

During a Skill Check standard rules applies, with these variants:

1. All cards are played face up, but always before playing the two cards from the Destiny Deck
2. If the Cylon has been revealed: the current character plays whatever you like
3. If the Cylon has NOT been revealed: the current character plays **1** card of the wrong color (i.e. aiming to fail the crisis) of your choice (probably you'll chose the one with the lowest value). If the current character has not any "wrong card", he plays no cards at all
4. All other characters play whatever you like from their deck, except the *Active Card*. Since this mechanic requires you to browse all others deck, this is an exception to rule **2.1**
5. If the Cylon character is placed on the Cylon area: the Cylon plays **1** card of the wrong color (aiming to fail the crisis) with the **highest** available value (if the crisis have been triggered during an Human turn, this is also an exception to rule **2.1**)

4. Querying

1. When a situation requires you to browse the cards of another character (i.e. a character not playing his turn right now), you can look at the target character's decks as an exception to rule **2.1**

Example: during a Water Shortage Crisis the President must discards 2 cards. If such crisis happens during the turn of another character (not being the President), then you are allowed to look at President's deck and decide which cards to discard from his deck.

5. Active Card

As depicted by rule **2.2**, at the end of the current character's turn you **MUST** always select a skill card to be the Active Card for that character, and place it face up on the top of the character's deck. By this mechanism all Active Cards of all characters are always visible

1. You can activate the Active Card of any character in every moment of the game. Since by doing this you *touch* the deck of another character when it's not his turn, this is also an exception to rule **2.1**
2. You can never use the Active Card of any one character during a Crisis
3. If an Active Card is used that character won't have his Active Card replaced. You must wait to the end of his turn in order to select a new Active Card for him
4. The Active Card rule does not apply to the Revealed Cylon (if present)

6. Sleeper Agent

1. If for some reason you look at a loyalty card (even that of the current character), after looking at the card you leave it face up and you take advantage of such information as you like (for example choosing to activate FTL during his turn, see section **7**). If by looking at a loyalty card you discover a character is a Cylon, from now such player is named the **Sleeper Agent**.
2. The Sleeper Agent still plays as before (as a Human) but you can take advantage of such information (for example, choosing NOT to activate FTL during his turn, see section **7**).
3. If you reach distance 8 (just one jump away from Kobol), you must reveal the Sleeper Agent character (if any) during his first available movement phase (i.e. he discards cards, move to the Cylon area etc.)

7. Jump phase

1. After completion of a jump (i.e. right after putting the jump token back on "Start") reveal one random card from the loyalty deck of the current character. If one card has been already revealed (rule **6.1**) you must reveal the other one (if any).
2. If the last revealed card is a Cylon: activate him immediately *before* ending his turn, applying standard rules for revealing Cylons (i.e. he discards cards, move to the Cylon area etc.)
3. If the character is the Sleeper Agent, apply previous rule (**7.2**)
4. If the character is an Human or he is placed in the Cylon area, nothing happens
5. Timing is critical. *Example:* when you reach distance 4 from Kobol you must distribute the new four loyalty cards *before* completion of the jump. This means that you will reveal the current character's cards after such distribution (i.e. increasing the likelihood to find him being a Cylon)

8. Revealed Cylon

When a Cylon is revealed such character keeps the 3 skill cards having the **highest** values. After the Cylon character has been placed on the Cylon area, apply following rules during the next turns of such character:

1. Do not keep nor use any Active Card (all his skill cards are always face down)
2. When drawing skill cards apply these priorities:
 - a. If one color is missing in the Cylon deck, draw that color
 - b. If more than one color is missing in the Cylon deck, draw from the leftmost deck of the missing color (i.e. first Politics, then Leadership, etc.)
 - c. If no color is missing in the Cylon deck draw a card from the weakest color's deck (i.e. draw one card from the deck which color has the lowest sum of values in the Cylon hand)
 - d. If no color is missing in the Cylon deck and all colors have the same total value, apply rule **8.2.b**
3. During his movement phase the Cylon character *shifts* one area to the right. Then, during his action phase, he activates the area he just moved on. If the Cylon starts from the Resurrection Ship just shift the Cylon back on Caprica (and then activate it)
4. Do not play ordinary Crisis card during the Cylon turn, as from standard rules

9. Last minute Cylon

If you reach distance 8 (just one jump away from Kobol) then in the movement phase of the current character you must reveal ALL his loyalty cards. If the character is a Cylon immediately reveal it (i.e. he discards cards, move to the Cylon area etc.).

The Golden Rule

Each time a situation leaves you some freedom, or a situation is not covered by these rules, you can always choose the option abetting the Human side.

Example: during a Skill check a Revealed Cylon must “play 1 wrong card (aiming to fail the crisis) with the highest available value” (rule **3.5**). If the Cylon has two cards matching this condition, you are allowed to choose the card that you think could more reduce the Cylon power in the next turns, and/or support the Humans.

Victory conditions

You win the game if Humans win the game, no matter if the Cylon has been revealed or not during the game. Victory conditions are the same of the standard game.

Comments

In this solo variant some skill cards, the Brig and Admiral Quarters are basically useless, since even if you identify the Sleeper Agent you must still play him as a Human. Anyway, if you find a way to take advantage of these areas, of course you can use them (and then please let me know *how* you did).