RESISTANCE IS FUTILE

SLEEPER
AGENT
ACTIVATION

COMPUTER SAYS: NO!

A CYLON BASESTAR ARRIVES AT SECTOR B A SLEEPER AGENT TAKES
COMMAND OF BATTLESTAR OF
YOUR CHOICE

YOU MAY MOVE THIS BATTLESTAR TWICE THIS ROUND AND ACTIVATE IT FOR SHOOTING

DIFFERENCES IN CYLON
COMMAND

SELECT RANDOMLY A BASESTAR

THE BASESTAR RECEIVES A CRITICAL HIT

JUMP!

JUMP!

ENERGY REGENE-RATION

ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS MOVE Δ SHIP TWICE THIS TURN

ENERGY REGENE-RATION JUMP!

ENERGY REGENE-RATION

MOVE A SHIP TWICE THIS TURN

ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS

MOVE Δ SHIP TWICE THIS TURN



JOHNNY REB AND HIS BONNIE CHROME FLAG THERE ARE
12 CYLON
MODELS

HEALING THE WOUNDS

TENSION IN THE CYLON LEADERSHIP

SELECT BASESTAR III OR BASESTAR IV TO REVOLT

IT BECOMES THE REBEL BASESTAR SLEEPER AGENT ON A BATTLESTAR

SELECT RANDOMLY A BATTLESTAR

THE BATTLESTAR RECEIVES A

YOU RECEIVE SIGNALS ON A COLONIAL CHANNEL

BATTLESTAR VALKYRIE IS ARRIVING AT SECTOR A

EMERGENCY
JUMP COORDINATES
RECEIVED

EMERGENCY
JUMP COORDINATES
RECEIVED

ENERGY BYPASS

ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS MOVE A SHIP TWICE THIS TURN

ENERGY BYPASS EMERGENCY
JUMP COORDINATES
RECEIVED

ENERGY BYPASS

MOVE A SHIP TWICE THIS TURN

ALL SHIPS MAY JUMP THIS ROUND WITHOUT ANY COSTS MOVE A SHIP TWICE THIS TURN

