

# THE SEARCH FOR HOME OPTION

As humanity enters its darkest hour, a glimmer of hope appears on the horizon. By undertaking a series of dangerous and challenging missions, the Colonial Fleet has an opportunity to not simply survive to see another day, but to once and for all defeat their enemies and find a home to start new lives.

The Search for Home option uses the *Demetrius* and Rebel Basestar game boards, basestar allegiance marker, Mission Cards, and the Earth Objective Card.

## SEARCH FOR HOME SETUP

After completing the normal *Daybreak* setup (see “Expansion Setup” on page 4), follow the steps below.

1. **Demetrius and Rebel Basestar Game Boards and Basestar Allegiance Marker:** Place the *Demetrius* game board to the left of the main game board. Leave room for the Rebel Basestar game board to the left of the *Demetrius* game board, but **do not** place the Rebel Basestar game board or basestar allegiance marker in play until instructed to do so by the “Cylon Civil War” Mission Card.
2. **Mission Cards and the Earth Objective Card:** Shuffle the Mission deck and place it next to the *Demetrius* game board. Place the Earth Objective Card next to the Destination deck and return the Kobol Objective Card to the box.

## HOW TO USE THE SEARCH FOR HOME OPTION

This section describes the components and rules necessary to play the Search for Home option.

### The Earth Objective Card

When using the Search for Home option, the Earth Objective Card replaces the Kobol Objective Card. As shown on the Earth Objective Card, human players must travel 10 distance before they can win on the following jump.

### The Demetrius Game Board

The *Demetrius* game board provides human players with opportunities to travel the extra distance needed to reach Earth. By using the locations on the *Demetrius* game board, human players can activate missions and interact with the Mission deck. As with other ships, if a player moves from a viper to a location on *Demetrius* or between a location on the *Demetrius* and a location on another ship, he must discard one Skill Card from his hand.

Locations on the *Demetrius* game board cannot be damaged.

## Crisis Cards and the Bridge

If the current player activates the “Bridge” location, he does not draw a Crisis Card during his Crisis step.

## The “Active Mission” Space

Players activate missions by using the “Bridge” location on the *Demetrius* game board. When a player activates a mission, he places the top card of the Mission deck faceup on the “Active Mission” space on the board. If a card is already on the “Active Mission” space on the board, players cannot activate the “Bridge” location. If the Mission deck is depleted, shuffle the Mission Card’s discard pile facedown to form a new Mission deck.

Once a card has been placed on the “Active Mission” space, it remains there until the next time the fleet jumps. This prevents players from activating a new mission until after the next jump.

## Mission Cards and Activating Missions

Each Mission Card features a skill check that players must resolve when the card is revealed. If players pass the skill check, resolve the “pass” result on the card. If they do not pass the check, resolve the “fail” result on the card.

Character abilities and card abilities that affect Crisis Cards **do not** affect Mission Cards. Similarly, character abilities and card abilities that affect skill checks **do not** affect skill checks on Mission Cards. This includes “Investigative Committee,” “Restore Order,” and “Declare Emergency” Cards. Players **do not** resolve skill check abilities when resolving Mission Cards.

Effects or abilities that limit the number of cards that a player may contribute to a skill check (such as being in the “Brig,” being a Cylon player, or Aaron Doral’s “Vanity” negative ability) **do** limit the number of cards a player may contribute to skill checks on Mission Cards.

## Mission Cards that Count as Additional Distance

Some Mission Cards count as additional distance when the “pass” result on them is resolved. These cards are easily identified by the distance number on the bottom of the card.



*The Distance Number on the Bottom of a Mission Card*

If the “fail” result on one of these cards is resolved, the card is turned facedown on the “Active Mission” space and it does not count as additional distance.

A card that counts as additional distance adds its distance number to the total distance traveled as soon as the “pass” result on it is resolved.

*Example: The fleet has traveled eight distance when the skill check on the “Search for Home” Mission card is passed, the card counts as two additional distance immediately. Since the total distance traveled is now 10, the humans win the next time the fleet jumps.*

### Removing Mission Cards

During the “Remove Ships” step of Jumping the Fleet, remove the card on the “Active Mission” space and do one of the following, depending whether the card was faceup or facedown on the “Active Mission” space and whether it has a distance number or not:

- If the card was **faceup** on the “Active Mission” space and **has a distance number** on it, place the card next to the Earth Objective Card.
- If the card was **faceup** on the “Active Mission” space and **does not have a distance number** on it, place the card faceup in a discard pile next to the Mission deck.
- If the card was **facedown** on the “Active Mission,” reshuffle the card back into the Mission deck.

### The Rebel Basestar Game Board

The Rebel Basestar game board comes into play after the skill check on the “Cylon Civil War” Mission Card is resolved. When it comes into play, place the Rebel Basestar game board in play to the left of the *Demetrius* game board.

The Rebel Basestar game board features a “Basestar Allegiance” space which is used to indicate whether the rebel basestar is allied with the humans or the Cylons.



The “Basestar Allegiance” Space

If the “pass” result on the “Cylon Civil War” Mission card is resolved, place the basestar allegiance marker on the “Basestar Allegiance” space with the **human side faceup**. If the “fail” result on the “Cylon Civil War” Mission Card is resolved, place the basestar allegiance marker on the “Basestar Allegiance” space with the **Cylon side faceup**.



Basestar Allegiance Marker  
Human Side Faceup



Basestar Allegiance Marker  
Cylon Side Faceup

If the basestar allegiance marker has its human side faceup, human players treat the rebel basestar as another ship, like *Colonial One* or *Demetrius*. If a player moves from a viper to a location on the rebel basestar or between a location on the rebel basestar and a location on another ship, he must discard one Skill Card from his hand. If the basestar allegiance marker’s human side is faceup, Cylon players **cannot** move to the rebel basestar or activate its locations.

If the basestar allegiance marker has its Cylon side faceup, Cylon players can discard a Skill card to move between any location on the Cylon Location overlay and the rebel basestar. If the basestar allegiance marker’s Cylon side is faceup, human players cannot move to the rebel basestar or activate its locations.

Locations on the Rebel Basestar game board cannot be damaged.

### Raider Bay Clarifications

When a player activates the “Raider Bay” location, he can only activate the two raiders or the four vipers he places. He cannot activate any raiders or vipers that were placed before he activated the “Raider Bay” location.

If a player using the original version of Apollo uses his “Alert Viper Pilot” ability to pilot one of the vipers placed when the “Raider Bay” location is activated, the player who activated the “Raider Bay” location cannot activate the viper Apollo is piloting. The player using Apollo can use the action granted to him by the “Alert Viper Pilot” ability even though it interrupts the player who is activating the “Raider Bay.”