

B5:CCG Engine Rules Summary

November 10, 2006

This document summarizes the functional changes from the last published B5:CCG rulebook (Psi Corps) in conjunction with all released rules sheets up to and including Crusade. It consists of three elements.

1. Errata to published cards and Dream Cards
2. Rules released with the Anla'shok and Vorlons expansion.
3. Functional Changes in the Engine Rules book.

Errata to published cards

The following errata is in effect.

Elizabeth Trent: Elizabeth Trent must rotate to use her ability. The full text is: "**Corporate**. At the beginning of the Draw Round, if Elizabeth Trent is not in your Inner Circle, discard a random card from your hand. Action: rotate and apply X influence to target a conflict. Target gets +X support (*to a side of your choice if more than one side can be supported*).

Full Mobilization. This card's text is replaced with the following text. "As an additional requirement to play, reveal or promote any card you must apply influence equal to your unrest. You may sponsor and promote cards without rotating an Inner Circle character. Whenever you gain influence from a conflict, if you are not a Drakh Faction, rotate this agenda to gain +1 Power."

Eyes and Ears. The bonus from this agenda is not cumulative with other copies of Eyes and Ears. The text reads: Ranger. Ranger characters get +2 to their highest ability (or highest abilities if tied). Not Cumulative with other copies of Eyes and Ears. Apply 6 influence to initiate an Intrigue Conflict. Unneutralized participants with Shadow Marks who oppose this conflict apply 2 additional opposition. Won: gain +1 Power.

Errata to dream cards

For the latest information, see <http://b5quest.pbwiki.com/Errata>.

September 2006

Sech Durhan (Anla'shok) only applies his damage first when attacked. New Text: "Sech Durhan applies damage first while being attacked."

September 2005

Walker Smith (Vorlons) can only neutralize characters during an attack when he is attacked.

Previously he could attack any character and neutralize it. New text "Whenever Walker Smith becomes attacked, you may neutralize him to neutralize all other Characters involved in the attack; the attack is then cancelled."

"Angel" (Vorlons). Replace its conflict cancelling ability with the following: "Action: Discard to cancel target Conflict that is targeting you. You can only do this if "Angel" is ready and was sponsored this turn."

Claim Their Place (Vorlons). Some versions of this card mistakenly have the conflict type - leadership - omitted from the card type.

.Anla'shok rules

The Anla'shok expansion introduced the Corporate Faction into the game. The rules governing this faction are reprinted below. Note that you can still play corporate cards as normal without playing a corporate faction.

1. A Corporate faction is a faction of a race just like any other faction. To play a corporate faction reveal a corporate character who is neutral or loyal to your race, using the restrictions on who can be a corporate ambassador below. *Example if playing Narn I could reveal Max Eilerson as my ambassador to play a Corporate faction of the Narn race.*
2. Choosing a corporate ambassador: any corporate character that you could sponsor with a printed cost of 10 or less and who isn't an ambassador's assistant can be chosen as a corporate

ambassador. *Examples: Lise Hampton Edgars cannot be chosen as an ambassador as she can only enter play through replacement, CEO Garibaldi cannot be chosen as his printed cost is greater than 10, Elizabeth Trent however can be chosen as an ambassador. CEO Lise Hampton Edgars can be revealed as an ambassador as she can enter play through replacement OR sponsoring normally.*

3. A card with the keyword **corporate** or with the word “corporate” in the card name is corporate card. A card with the **corporate only** keyword is a corporate card that can only be played by Corporate factions.
4. Corporate factions can sponsor and promote Corporate cards at normal cost regardless of their racial loyalty.
5. Corporate factions must apply 3 additional influence when sponsoring, promoting, playing or revealing any non-corporate card that is loyal to their race as an additional requirement. Corporate Factions cannot control agendas that are loyal to their race - they are *allergic* to such agendas.
6. Several corporate cards make reference to 'credit tokens.' There are no additional rules for credit tokens (unlike, for example, Chaos tokens).

Vorlons Expansion Rules

There were no new rules released with The Vorlons Expansion.

Engine Rules Changes

Most changes are to do with terminology. The major functional changes are listed here.

- Power Bonus has been capped at +5 for cards other than Drakh agendas and Major agendas.
- The requirement to win by a major victory during the Shadow War has been removed. Other major changes include the triggering of automatic wars between Shadow and Vorlon Tainted when the Shadow War starts. The Shadow War can no longer be ended unless it is in progress.
- Babylon 5 votes have been extended to deal with the increasing number of non-Babylon Project factions.
- Mercenaries have been simplified and no longer act after the action round ends.
- Dual faction rules have been massively simplified.

Power Bonuses

Some cards instruct you to “count +X Power.” This is a **power bonus** and can be positive, negative or zero depending on the context. No single card, except for Major Agendas and Drakh Agendas can provide a Power Bonus that is greater than +5 Power. Major Agendas and Drakh Agendas can provide a maximum Power Bonus of up to +10 Power. Cards which cause Power Gains (e.g. Eyes and Ears, Collaboration etc) are not affected by this.

The Shadow War

If either the Vorlons or the Shadows reach 20 Influence then the Shadow War begins. There are also other cards which can start the Shadow War, change its requirements to start and/or end it. The Shadow War is a specific type of state that affects the entire game. The shadow War can only be started once during a game (it is a unique state). The Shadow War cannot be ended by an effect unless it is currently in effect.

- 1 When the Shadow War starts, all “Shadow Tainted” factions immediately declare war against all “Vorlon Tainted” factions - overriding any and all restrictions against starting wars.
- 2 While the Shadow War is in effect no states of war (except the Shadow War) can be ended; they are irrevocable.
- 3 While the Shadow War is in effect any time a faction becomes Shadow Tainted then it declares war against all Vorlon Tainted factions that it is not already at war with. Similarly when a faction becomes Vorlon Tainted all Shadow Tainted Factions that are not currently at war with it immediately declare war against it.
- 4 If the Shadow War ends, all wars that started due to the rules above immediately end.

Tainted

This is a term referring to the elder races. A card is tainted if it is either Shadow Tainted or Vorlon Tainted. A faction is tainted if there is a tainted card in the faction

- A card is Shadow Tainted if: it is loyal to the Shadows or the Drakh, if it is a card with a Shadow Mark or is a non-character card which provides, pictures or requires a Shadow Mark.
- A card is Vorlon Tainted if: it is loyal to the Vorlons, is a ranger, if it is a card with a Vorlon Mark or is a non-character card which provides, pictures or requires a Vorlon Mark.

Allergic

A new term for an old rule. Shadow Tainted and Vorlon Tainted cards and marks are allergic to each other.

- You cannot play, face-up or face down, any card that is allergic to your faction as a whole or allergic to anything in your faction. Nor can you reveal such a card.
- No card can join your faction if that card is allergic to a card in your faction as a whole or allergic to anything in your faction.
- You cannot gain a mark that is allergic your faction as a whole or to anything in your faction.

Babylon 5 Votes

This occurs when a card calls for a vote from the Babylon 5 Council of Races. On the Council, there are 5 races with a vote; the Humans, Minbari, Centauri, Narn and the Vorlons. In addition, the League of Non-Aligned worlds (acting as if it were a single race) may cast one vote to break any tie. Each player may cast his own race's vote if he is the only player of that race. Races not currently being played are considered to be part of the vote, but by default they abstain. This is always the case with the Vorlons who abstain by default. Nominally the ambassador of that race casts the vote for the player. Card status (such as being rotated or neutralized) has no effect on an ambassador's ability to vote, though specific cards may force a change of vote (even upon races not being played). If there is an Human Babylon Project ambassador in the game, that player "heads" the council; if not, the player of the card which requires a vote "heads" the council. To participate in a Babylon 5 vote you do not need to be playing a Babylon Project Faction. To determine which faction of a race controls that race's vote, follow this procedure.

1. If there is only one faction of a race in play then it controls that race's vote on Babylon 5.
2. If there is more than one faction of a race in play and one of those factions is a Babylon Project faction, then that faction controls the race's vote.
3. If there is more than one faction of a race in play but none of those factions is a Babylon Project faction, then that no faction controls the race's vote.

Examples: If the only faction of a Human race in play is a Home Faction (William Morgan Clark) then this faction controls the Human vote on the Babylon Council. Two factions of the Human race in play - Babylon Project (Sinclair) and Clark (Home Faction). Sinclair controls the vote. Two factions of the Human Race in play - Home Faction (Clark) and Psi Corps (Bester). Neither faction controls the vote.

Mercenaries

Replace the published rules for Mercenaries with the following. Some cards in the game have the keyword **mercenary**. A mercenary card is sponsored and controlled in the same way as any card however, as an action, any player may pay the mercenary's "bid price" to take control of the card until the end of the turn. The bid price for a mercenary card is its printed cost - unless it states otherwise. The bid price is not affected by race or cards which change the cost to sponsor cards. Essentially, mercenary cards work in a similar way to Dureena Nafeel.

Dual Race games

Read the full rules in the appropriate section. Basically, all previous rules have been scrapped. Factions of the same race act completely independently and do not share states, tensions and so on. Every faction has its own tensions, unrest, and states.