

BABYLON 5 CCG

Table of Contents

1. Turn Overview
2. Ready Round
 - 2.1 Ready Cards
 - 2.2 Restore Influence
 - 2.3 Determine Initiative
3. Conflict Round
 - 3.1 Declare Conflicts
 - 3.2 Reveal and Initiate Conflicts
4. Action Round
 - 4.1 Using an effect which requires rotating
 - 4.2 Playing cards without rotating (Events, Contingencies)
 - 4.3 Building Influence
 - 4.4 Sponsoring
 - 4.5 Promoting
 - 4.6 Replacing a Character
 - 4.7 Supporting or Opposing / Participation
 - 4.8 Attacking / Damage
 - 4.9 Healing / Neutralized
 - 4.10 Leading a Fleet
 - 4.11 Repairing Fleets & Locations
 - 4.12 Discarding, Playing, Replacing & Revealing Agendas
 - 4.13 Offering Influence to a Mercenary
 - 4.14 Passing
5. Resolution Round
 - 5.1 Resolve Current Conflict
 - 5.2 Play Aftermath Cards
 - 5.3 Discarding Conflicts & Aftermaths
6. Draw Round
 - 6.1 Discarding Neutralized Supporting Cards
 - 6.2 Discarding Cards From Hand
 - 6.3 Drawing Cards
 - 6.4 Victory Check
 - 6.5 End Of Turn
7. Card Details
 - 7.1 Aftermath
 - 7.2 Agenda
 - 7.3 Character
 - 7.4 Conflict
 - 7.5 Contingency
 - 7.6 Enhancement
 - 7.7 Event
 - 7.8 Fleet
 - 7.9 Group
 - 7.10 Location
8. Additional Rules
 - 8.1 Tensions & Unrest
 - 8.2 Influence Rating
 - 8.3 Playing "Fast and Loose" and Resolving Timing Disputes
 - 8.4 Triggered Effects / Effects with Duration
 - 8.5 Votes
 - 8.6 States
 - 8.7 War
 - 8.8 Unconditional Surrender
 - 8.9 Legal Targets
 - 8.10 Marks
 - 8.11 Discards
 - 8.12 Bonuses and Blanking
 - 8.13 Cumulative Effects
9. Alternate Factions
 - 9.1 League of Non-Aligned Worlds
 - 9.2 Home Factions
 - 9.3 Psi Corps Faction
 - 9.4 Captured Locations
 - 9.5 Power & Victory – Optional Rule
 - 9.6 The Drakh
 - 9.7 The Interstellar Alliance
10. Glossary
11. Tournament Rules
12. Card Rulings

1. TURN OVERVIEW

The game is played in turns. Each turn is sub-divided into rounds. In each round, every player acts simultaneously. This means that each player may perform any and all allowable game activities within that round before anyone may proceed to the next round. During some other rounds, where some players may wish to see what another player does before completing their play, play can also proceed in initiative order, though, again, all players will act within each round.

Each turn, play progresses through the following rounds:

READY
CONFLICT
ACTION
RESOLUTION
DRAW

Each game turn ends after the victory check, which is the last step in the Draw Round. A new turn then begins with the Ready Round until one player claims victory. Note that some rounds are further broken down into individual steps (see below). As with rounds, all players must complete all activities within a step before play progresses to the next step.

- No step in the turn sequence is voluntary. For instance, you cannot voluntarily skip the victory check in order to try to win a major victory by getting 10 or more power than another player.

2. READY ROUND

2.1 Ready Cards (Step 1):

Any cards which are rotated (set on their side, to show that they acted during the last turn) are now made ready (set upright) again.

Ready and Rotated Cards

Most cards may only act (rotate) once per turn. Cards set upright are referred to as 'Ready' to act. During each turn, especially in the Action Round, cards may perform various actions that require them to rotate. Once a card is rotated, it may not take any action that requires it to rotate later in the same turn. Note: A ready but neutralized card is only considered ready for healing actions. It may not be used to sponsor a card or be targeted by cards that require their target to be ready, unless they also specify the target can be a neutralized card.

Sustained Actions

A player may choose to leave a card he controls rotated, to show that it is continuing the same action. This is known as Sustaining an action. This is usually done with a card which may rotate to provide a bonus to another card. E.g., a player may rotate a Character with Leadership to increase the Military rating of one of his fleets. If he wishes to leave that Character in charge of that fleet, he need not ready the Character, and the fleet continues to receive the boost to its Military rating (possibly keeping it from being discarded). For convenience, you may wish to place cards that are sustaining with the cards they modify (or vice versa). If a card which provides a bonus until the end of the turn sustains its action, there is no "gap" during which the bonus expires before being renewed (this is occasionally relevant for determining whether or not a card becomes neutralized). To determine whether an action can be sustained, there are a few guidelines. To be sustainable, an action must have no other cost besides rotating a card - there should be no influence cost, no marks need to be purged, etc. In addition, the action should provide a bonus to a card's ability. However, any effect which states that it lasts while a card remains rotated can be sustained.

- Sustaining can only be done if: There was no cost for the action to be sustained other than rotating the card in question. All necessary requirements for the initiator and the target are still fulfilled. The action being sustained increases an ability of a Character or fleet or the text "while rotated" is on the sustaining card. Also, there is no end of turn gap in the effect. Any ability that is being aided is continuously aided, even if the card providing the aid has the phrase "until the end of the turn" on it.
- A sustainable effect is automatically sustained if the Character/Group cannot ready.

2.2 Restore Influence (Step 2):

All influence that was applied last turn is restored and moved back above each player's ambassador card to show that it is once again available. Each player should now have as available influence his entire Influence Rating.

2.3 Determine Initiative (Step 3):

Initiative order for the turn is now determined. Players are ranked by Influence Rating. The player with the lowest Influence Rating must act first during each round, followed by the second lowest, and so on. Thus, the player with the most influence acts last in the turn, letting him see the initial actions of his opponents before making his decisions. If two players are tied in influence, the player with the highest Diplomacy on his ambassador wins (acts last). Further ties are resolved by comparing the ambassadors' Intrigue, Psi, then, if necessary, Leadership. If two players are still tied, determine initiative order between them randomly.

BABYLON 5 CCG

- When determining initiative, you take into account damage to the ambassador for the purposes of comparing abilities. If two ambassadors are neutralized (i.e. all abilities considered to be 0) you determine initiative randomly. Amount of severe damage does not matter for this determination. You can sustain with an assistant to increase the ambassador's abilities for initiative determination, though you cannot do this to a neutralized ambassador.

3. CONFLICT ROUND

3.1 Declare Conflicts (Step 1):

During this step, each player (in initiative order) may declare one Conflict. To declare a Conflict, place a Conflict card face down. Players with the option to declare Conflicts by other means, such as by using an Agenda, may do so now. Obviously, Conflicts declared in this fashion are impossible to conceal. Influence applied to initiate an Agenda Conflict is placed on top of the Agenda. This makes it clear to all players that the Agenda-based Conflict has been initiated.

- You can never target yourself with a Conflict. [Exception: Euphrates Treaty] If the Conflict provides a benefit to you without directing an effect at an opponent, it will not have you select a target.
- If a player may initiate a Conflict of any type, they may initiate a Leadership Conflict.
- When players are in the Conflict Round, they get one and only one chance to declare a Conflict. Play does not proceed as in the Action Round wherein it ends only when everyone passes in a row.
- A Conflict, once generated, is separate from the card that generated it.

3.2 Reveal and Initiate Conflicts (Step 2):

After all players have decided whether or not to declare a Conflict, reveal all face-down Conflicts. The Conflicts are now initiated (in the same sequence in which they were declared). To do so, any further required details (such as the target of the Conflict) must be declared at this time.

- If two players select the same unique Conflict, the second copy is discarded for no effect when revealed.

4. ACTION ROUND

A player may only perform one action at a time. The player with the lowest initiative acts first. Then the player with the next lowest initiative becomes eligible to perform one action, and so on, until all players have acted once. The player with the lowest initiative is then eligible to take a second action and the cycle repeats as many times as necessary. A player may pass as his action at any time. Play continues in this fashion until all players have passed consecutively. A player who passes may act later in the Action Round, unless the round has ended. Once every player has passed in a row, the Action Round ends immediately. *Reminder:* A rotated Character may not rotate to take another action.

- You may play cards that say "Since your last action" on effects that occurred during Resolution Round as your first action of the next Action Round.
- When a card allows you to use one ability as another, this may only be done for purposes of participating in conflicts, attacking, or (when using an ability as Leadership) for leading a fleet.
- While a Crusade Pile may appear similar to a "deck", it is not an actual deck for rules purposes. When you are instructed to draw cards, search your deck, shuffle your deck, etc., you do so with your normal deck of cards, not your Crusade Pile. Only a card that refers specifically to your Crusade Pile can affect it.
- After searching or looking through your deck, always reshuffle unless otherwise instructed by a card.
- A card that does not have an orange cost bubble in the lower right hand corner has a cost that is *undefined* as far as other cards are concerned. **Undefined does not mean zero.** It is impossible to apply an *undefined* amount of influence or purge an *undefined* number of marks. Cards that do not refer to cost specifically can target other cards with undefined costs.

Performing an action consists of doing anything that requires you to play or rotate a card, or to apply influence. Note that any action which requires a card to rotate, or to be ready, requires the card to be both ready and unneutralized, unless otherwise specified. Actions that may be taken include:

4.1 Using an effect which requires rotating:

Many cards can provide a special effect when they are rotated. You may rotate cards that you have in play to activate these effects. E.g., Vir Cotto may rotate to increase Londo's abilities. Thus you can take an action to improve Londo's abilities by rotating Vir.

4.2 Playing cards without rotating (Events, Contingencies):

Playing an Event or Contingency card requires an action. Some Event cards are played along with another action, as specified on the card. A Contingency card is played face down under another card you control (unless otherwise specified, of course). Events and Contingencies do not require rotating unless they specifically state so on the card.

- You can play multiple Events of the same type on a Character in the same turn, e.g. Popular Support.

4.3 Building Influence:

Any faction with an Influence Rating of 9 or less may increase its Influence Rating by 1 by rotating a member of its Inner Circle and applying 3 influence. A new influence token is immediately added to the available influence above that faction's ambassador card. Factions with an Influence Rating of 10 or greater may not use this action. (Though a one-time occurrence, this is a protected action, not an influence "gain".)

- You can perform the build action more than once per turn, provided you have a ready Inner Circle Character and 3 unspent influence.
- Temporary influence (e.g. A Moment of Beauty) does not change your Influence Rating. So if temporary influence causes you to have more than ten influence, you can still build.

4.4 Sponsoring:

Any Character in the Inner Circle may rotate to bring a new supporting Character, Enhancement, Group, Location or Fleet into play from your hand. The new supporting card is placed in the Supporting Cards Row, ready to act on the same turn. Your faction must apply the required influence cost listed on the sponsored card being brought into play or this action may not be performed. Exception: Enhancements might be placed in either the Inner Circle or the Supporting Cards Row depending on their target. Sponsoring Cards with a Race Type. Cards with a race type different from the faction you control may require an increased influence cost to bring into play, or may not be played at all: * Characters with a different race name written as part of their card type require a faction to apply double the listed influence cost to sponsor. Neutral Characters may be sponsored by any race at no additional influence cost. * Restricted Enhancements may only be sponsored by a Character of the listed race, and may only enhance a card of that same race. * Any other type of card with a race name as part of its card type is restricted to that race; i.e., only the player controlling that race may play such cards.

- If a card states that its effects depend on whether or not another card could be sponsored (i.e. Consultants, Conscription, Ranger Operations, Reservations, etc) you must be able to satisfy all state and mark requirements but do not need to have a ready Inner Circle Character or the necessary influence to actually sponsor the card.
- For cards which say things like, "increase your unrest by 1 when sponsored" or "your ambassador gains a mark of type x when sponsored." It is not the cards that are the source, but the act of sponsoring. So if a card that has an effect like this is discarded, the effect from sponsoring it doesn't change.
- There is no minimum cost for sponsoring cards. In other words, you may have modifiers that reduce the cost for sponsoring a card, which reduce it to zero. You must still rotate an Inner Circle Character.
- The phrase "Supporting Character" always refers to a character in the supporting row. The phrase "character which is supporting" always refers to a character supporting a conflict.
- You may not sponsor any restricted cards (Groups, Fleets or Locations) unless you are the race named on the card unless specifically allowed by the card or another card in play. If no race is listed, then the card is Neutral and may be played by anyone at normal cost.

4.5 Promoting:

Any Character in the Inner Circle may rotate to promote a ready supporting Character into the Inner Circle. This is done by moving the target Character card from the supporting card row to the row of cards to the right of the Ambassador (the Inner Circle row). To successfully promote a supporting Character, a faction must apply influence equal to the supporting Character's influence cost (again, doubled if the Character is loyal to a different race) plus one additional influence for each Character that is already a member of your faction's Inner Circle. E.g., if your faction has an ambassador and one other member in its Inner circle, then to promote a Character with an influence cost of three would require a total of five influence to be applied. Note that a discount to the cost to sponsor a Character does not apply to promoting the Character unless specifically stated otherwise.

- You cannot voluntarily demote Inner Circle Characters to reduce the cost to promote someone else.
- If a card or Agenda reduces the cost to sponsor a Character, it does not also reduce the cost to promote them unless it specifically says it reduces cost to promote as well.
- If a card is ready but neutralized it cannot be promoted. If an effect requires a Character to be ready, he must also be un-neutralized, with healing as the only exception.

4.6 Replacing a Character:

- If you replace a Character it does not come into play rotated, unless the card text states otherwise (Delenn Transformed), it comes in to play ready to act even if the Character it replaced has already been rotated or damaged. Replacing a Character counts as a action but it does not need an Inner Circle to rotate.
- When a card says it may replace a Character, this means it does so for free.
- When a Character is replaced, he is not discarded but removed from play. If a card says to act as if a Character had been replaced, the replaced Character is considered removed from the game.
- If a Character is replaced, the new Character will only transfer any Enhancements, Marks, Contingencies or Aftermaths that have been played on the replaced Character if the card specifically states that it transfers those things. Anything that is not transferred is discarded and the replaced card is removed from play.
- You may replace other player's Characters, with exceptions as printed on the cards. You do not have to pay to replace a card unless the card specifically states so. The player whose card is replaced gains control of the card replacing it.
- If a card says "Must replace" that means that is the only way that card can enter play, it does not mean you have to replace. "May replace" means the card can replace another or be sponsored normally.
- Any Enhancement that says, "when sponsored" or any Enhancement or Aftermath that said "when played" or "when this card enters play" or such would not renew their effects when transferred to a replacement Character.
- Agendas (and any textual changes, granted marks or ability bonuses) are reapplied to a new Ambassador anytime the Ambassador position changes.

4.7 Supporting or Opposing / Participation:

Characters and fleets (and, in some cases, Locations) may rotate to either support or oppose a Conflict that has been initiated. Characters cannot normally use Military to support or oppose a Conflict. Only cards with a non-zero ability of the appropriate type may rotate to support or oppose a Conflict. E.g., a Character with 2 Diplomacy, 3 Intrigue, and no listed Psi ability (0 Psi) could neither support nor oppose a Psi Conflict. However they could support or oppose a Diplomatic or Intrigue Conflict. The total support and opposition for each Conflict is equal to the total relevant ability (as possibly modified by other cards in play) from cards rotated to either support or oppose those Conflicts. A Character, fleet or Location which supports or opposes a Conflict becomes a Participant in the Conflict. A Character who supports or opposes a Conflict must designate the ability he is using in the Conflict (if there is any doubt).

- You can retroactively boost the ability used in a Conflict. So, for example, rotating the assistant to increase the ambassador's abilities after the fact works fine. What is not allowed is changing the ability that has already been applied. During resolution, the total impact (as of the end of the turn) is assessed.
- A Fleet can be lead, after it has already rotated to support (or oppose) a Conflict.
- "Participation Restrictions" are any restrictions (on a Conflict, generally) that limit which cards may participate (limiting races or factions) or what manner of participation (support/oppose/attack) they may have. The Conflict type is not considered a participation restriction in this sense. "Any side may participate" Conflicts (which don't have opposition) are not considered restricted, either.
- Any Conflict with participant restrictions (i.e. Border Raid) can have cards rotate to provide support or opposition for the Conflict as long as the rotating cards do not become participants (e.g. Support Fleets).

4.8 Attacking / Damage:

Cards may rotate to attack another card that has previously rotated to either support, oppose, or attack during a current Conflict (but not a Character who participated by leading a participant fleet). This does not necessarily represent a direct physical attack on the target. Often an "attack" reflects subtle or non-violent measures designed to undermine a target's effectiveness. Covert operations and diplomatic mudslinging are examples of non-physical attacks. Still, when a fleet attacks another fleet the confrontation is very much physical - lives and ships will probably be lost in the struggle!

When an attack is declared, the attacking card becomes (and must be eligible to become) a Participant in the Conflict. E.g., if a Conflict is restricted to Minbari Characters, no Narn could attack any participant involved in the Conflict. The attacking card must attack with the same ability the target has applied within the current Conflict (e.g., Intrigue must be used to attack a Character who supported a Conflict using Intrigue). Cards cannot attack if the ability that will be used to make the attack is zero. Neutralized cards (see "The Effects of Damage" below) may not be attacked. You cannot attack a card in your own faction.

BABYLON 5 CCG

- Attacker vs. defender. (Defending against an attack is not an attack by the defender). If you are defending in an attack, you are not eligible for effects that refer to an attacker, such as PPG Rifle.
- Normally you can only attack Fleets that are participating in Conflicts. However you can attack a Fleet being led by Jha'Dur and you can attack using your Expeditionary Fleet if tension is high enough.
- Neutralized Characters cannot be attacked.
- "Neutralized in the Conflict" This means being neutralized during a turn in the Action Round in which an attack takes place where the attack was permitted because the target of the attack was a participant in said Conflict.
- If a Character (such as Tu'Pari) has enough damage to reduce an ability to 0 he cannot use that ability to attack.

Resolving Attacks:

Both cards (the attacker and the target) inflict Damage to each other equal to their current ability rating. Any card with a Strife Mark adds two points to the amount of damage it inflicts during an attack for each such mark possessed. Each point of damage inflicted to a card should be marked by placing a damage token on top of the affected card.

The Effects of Damage:

For each point of damage on a target, the target's abilities are immediately reduced by one. No ability may be reduced below zero. If a card has received less total damage than its greatest ability then it remains unneutralized. It can apply its effects as normal and its abilities as modified by the damage. If a card takes damage equal to or greater than its highest ability rating, then the card is Neutralized. A card must have at least 1 point of damage to become neutralized.

Neutralized cards are flipped over and a number of damage tokens equal to the amount required to neutralize the card are removed from play. For each point of damage beyond the number required to neutralize a card, a token is placed on the back of the card. These tokens are referred to as Severe Damage tokens. The only time normal damage is converted to severe damage is in the act of neutralizing a card. Additional normal damage which is somehow applied to an already neutralized card has no additional effect.

Note that a card with abilities that are improved by other cards in play might become neutralized or severely damaged at any time that such bonuses expire.

Note also that cards which Sustain their action from a previous turn provide a continuous bonus, i.e., their bonus does not expire between turns.

Whenever a fleet is neutralized, any Character who has rotated to add their Leadership ability to that fleet is also automatically neutralized (flipped over). However, Characters neutralized in this fashion do not receive any severe damage as a result of damage applied to the fleet they modify.

Any card which is neutralized during a turn may not take any more actions during that turn, even if it is somehow repaired or readied during the turn. Supporting cards will be discarded at the end of the turn if they are still neutralized.

A neutralized card is not considered ready for cards which require the target to be ready unless the card specifically states otherwise. If a card has an ongoing effect on game play, or provides marks, the effect is not interrupted by neutralization, and the marks are still present in that card's faction.

4.9 Healing / Neutralized:

Characters who are face up and ready may rotate to remove all damage on that Character. Inner Circle cards which are neutralized may rotate to remove one severe damage token, or to be flipped back face-up if no severe damage tokens remain on the card (removing any remaining normal damage tokens which may have somehow been applied). No other neutralized card may normally rotate to heal. If all of a player's Inner Circle Characters rotate to heal on the same turn, then the player's ambassador is fully healed (placed face-up with no damage or severe damage tokens) at the end of the Action Round. A player may rotate undamaged Character(s) in this case, to represent them providing aid to their ambassador.

- Neutralized Characters are treated as having all their abilities at 0. Any Marks they have may be counted in their faction. They remain as participants in Conflicts they were involved in when they became neutralized and are legitimate targets for Aftermath's. They may not be attacked. They may take no action except from healing and this is forbidden on the turn they become neutralized. They may still be the target of Conflicts, Events, Aftermaths, Enhancements, and Contingencies.
- If a Character's abilities are reduced to zero with an Event card (not through attacks or damage), nothing happens. You must have taken at least 1 damage to be neutralized.
- Things that must target a ready Character cannot target a neutralized Character.
- A card is not automatically flipped over when all severe damage tokens are removed. If a card has one severe damage token they can rotate to remove it. Now they have no damage tokens but are still neutralized and must wait until the next turn to flip the card over as an action and become unneutralized.
- If a Character's abilities were boosted until the end of the turn and they were attacked and received more damage than their highest ability (without temporary modifiers) but less

BABYLON 5 CCG

than their boosted ability they would be neutralized and receive severe damage tokens equal to the amount by which their normal damage exceed their highest ability (including permanent modifiers). If the attack was bad enough that they were neutralized and received severe damage, this damage would not increase at the end of the turn when the boost expires. Severe damage is not affected by changes in a Character's abilities.

- If a Character becomes unneutralized by healing, and is readied by Shal Mayan or Hour of the Wolf etc; his whole range of actions are open to him again, but only if he was not neutralized (in the first place) on that same turn.
- Leading a neutralized Fleet will not change its zero abilities or take away severe damage tokens that have already happened.
- If an Inner Circle Character has some damage and is neutralized by an effect (For My People for example), the normal damage tokens are discarded because the neutralized state is worse than non-severe damage that can be ignored.
- In order to use the rule for healing the ambassador by rotating Inner Circle Characters. All Inner Circle Characters must rotate in the same turn, but not the same action. Each Character rotates on his own as an action. If, at the end of the Action Round, all Inner Circle Characters did so, the ambassador is fully healed and placed face up.
- If there is only the ambassador in the Inner Circle, he can he still rotate to remove all damage.
- If any Inner Circle Character is neutralized, they can still rotate to help heal the ambassador. Plus they get the benefits of healing themselves as well (normal healing).
- In general if you play a card that enhances an ability of a neutralized card the Enhancement applies, but does not un-neutralize the card, so the card's effective abilities are still 0 until it is healed.
- If a Character is neutralized, his effects text is still valid. For example, if Justin is neutralized, Lost Aftermaths can still not target you.
- A character cannot rotate to heal unless a) the character is damaged or b) the character is in the Inner Circle and is rotating to help heal a neutralized Ambassador.
- A card cannot take *any* additional actions the turn it becomes neutralized.
- If a participant character that was neutralized is somehow healed, that character is still participating in the same conflict in the same way as before (i.e. supporting or opposing).

4.10 Leading a Fleet:

A Character with Leadership ability may rotate to add their Leadership ability to the Military ability of one of your faction's fleets. The fleet's Military ability is increased by the Character's Leadership ability for as long as the Character leads the fleet. Each fleet can only be led by one Character at a time. To keep the playing field organized, you may wish to Group fleets with the Character leading them (since fleets may not become Inner Circle Characters, there should be no confusion as to which cards are in the Inner Circle).

- If a Character is leading a Fleet but not rotated or neutralized he is still classed as ready, but if he had to rotate or sustain to lead the Fleet...you'd have to ready him with a card.
- You can add a leader to a neutralized Fleet. It does not un-neutralize the Fleet, and the Fleet still has 0 Military.
- You cannot attack Characters leading a Fleet in a Conflict. The only Characters that may be attacked are those who have previously rotated to either support, oppose, or attack during a current Conflict. Leading a Fleet is none of these (even though the Character becomes a Conflict participant by doing it).

4.11 Repairing Fleets & Locations:

A non-neutralized Fleet or a Location that is damaged may repair any amount of damage. To repair a fleet or Location rotate the card and apply one influence per damage token removed. A repair action does not un-neutralize a fleet or Location, or remove severe damage.

- If a Location is neutralized, it is discarded during the Draw Round like any other neutralized supporting card.
- If the Leadership a Character is providing to a Fleet is keeping that Fleet from being neutralized, he would need to sustain his leading of the Fleet in the next round until such time as the damage on the Fleet was repaired to be less than its Military ability.

4.12 Discarding, Playing, Replacing & Revealing Agendas:

Each faction may only have one Agenda in play at any given time. To discard an Agenda already in play is considered an action. To bring a new Agenda into play requires you to rotate a Character of your Inner Circle and is also considered to be an action. This Agenda may be brought into play face-down, as a hidden Agenda. You may reveal your hidden Agenda as an

BABYLON 5 CCG

action; if the Agenda is one you could not sponsor at that time, it is discarded instead. You may replace your Agenda, removing your old Agenda from the game and replacing it with a new Agenda from your hand that you can sponsor. You cannot discard a Major Agenda, and can only replace it with another Major Agenda. You cannot replace an Agenda with a hidden Agenda.

- If you replace an Agenda that says gain a Mark or +2 increase etc. to an ability then those gains are lost, but if it says do X and get Y then those gains are kept, since they are a bonus for completing the action.
- If an Agenda grants you influence or an influence discount, you sponsor a card using the influence or take advantage of the discount and you then discard the Agenda, you lose any granted influence from the spent influence and do not have to make up for any previously granted discounts from unspent influence.
- Sponsoring requirements are still in effect for sponsoring hidden Agendas. You must meet all requirements both when sponsoring the Agenda, and when revealing it.
- If you are sponsoring a hidden Agenda that does not require rotating, you may still choose not to rotate.
- Here is an example to show a general rule: If you have Support of the Mighty providing you enough power to have greater than 20 power, you may replace Support of the Mighty with Vorlon Universe (which requires 20 power to sponsor). The general rule is this: If you are replacing Card A with Card B and Card A is helping fulfill requirements necessary to sponsor Card B, you may sponsor Card B even if you will not satisfy the requirements once Card B is in place. There is no lull time where Card A is out of play before Card B is in play where requirements are checked. Also, if Card A has a non-text prohibition on being replaced by Card B (i.e. Card A has a Vorlon Mark and Card B has a Shadow Mark), this does not prevent the replacement. Though there is no lull, there is no overlap either.

4.13 Offering influence to a Mercenary:

Some cards in the game may be used each turn only by the player who applies the most influence to control them. Such cards are called "Mercenaries". A faction may, as an action, apply influence as a "bid" to control a mercenary card for the current turn or to increase the amount of a previous bid. Mercenaries act after all players have passed, but before the beginning of the Resolution Round. Their action is dictated by the faction which applied the most influence during the turn (bids are cumulative) to control them.

- If the Mercenary is in the Inner Circle, than the high bidder may spend 3 of his influence and rotate the Mercenary to build with it.
- Mercenaries that are not specifically prohibited to in their text may attack as their action. If no one bids on a Mercenary, nobody may use them.

4.14 Passing:

A player may pass as his action at any time. He may take another action later in the round unless all players pass consecutively, ending the Action Round.

5. RESOLUTION ROUND

Once all players have passed in a row, the Resolution Round begins. The following steps are carried out for each Conflict. The Conflict(s) initiated by the player with the lowest initiative order is resolved first, then any Conflict initiated by the next player, and so on. If one player initiated more than a single Conflict (which is only possible through use of some cards) then he designates which of his Conflicts will be resolved first.

5.1 Resolve Current Conflict (Step 1):

To resolve the current Conflict, add up the total ability (as modified by any cards, damage, or effects currently in operation) applied in support and compare it with the total applied in opposition. Total modified support must exceed total modified opposition for the Conflict to succeed; otherwise it fails.

Once resolved, apply any effects determined by the success or failure of the Conflict as written on the card.

Note: a Character or fleet whose ability changed over the course of the turn (e.g., due to an action card or by suffering damage through an attack) applies his modified ability, not the ability he had when he originally supported the Conflict. Neutralized Characters apply no ability toward the Conflict. In addition, Conflicts which give a bonus to some or all participant Characters (for example, doubling their ability) have this bonus applied during resolution (these bonuses do not affect Characters during the Action Round, for attacks, etc.). Any cards whose effects are triggered by a Conflict resolving (for example, some Contingency cards or homeworlds) have their effect applied immediately after resolving the Conflict.

- If two players each play Trade pact targeting each other. Assuming the first is resolved successfully, the second Conflict still resolves normally for Aftermath play but has no further effect (i.e. it is then discarded).

BABYLON 5 CCG

- If a Conflict card states that the Shadows, Vorlons or Babylon 5 gain influence; regardless of whether the Conflict is successful or not, it is done during the Resolution Round, providing the Conflict has not been negated or in some way kept from resolving (see You Are Not Ready). The same is also true for tension/unrest changes and gaining Marks.
- The total strengths supporting and opposing Conflicts are not fixed at the end of the Action Round, they continue to change as Conflicts are resolved. For example, a Kidnapping attempt can resolve, altering the totals for another Conflict.
- If a Character's abilities have been boosted by an Event, Agenda or Enhancement and he is also the subject of a modifier such as half or double, total all the plus and minus modifier's taking into account any damage received. Whatever the total is then double or half it depending on the circumstances. E.G. Londo has a Diplomacy of 4, further modifiers give him another +2 but he has 1 damage ($4+2-1 = 5$). He is participating in Test Their Mettle so his Diplomacy is doubled to 10.
- If a player supports a successful Conflict played by someone else, they do not gain any influence from it. Only the player initiating the Conflict gains the influence, unless the card text says otherwise, e.g. Humanitarian Aid.
- As long as a Conflict has more support than opposition and is not canceled by some other means, it is a Won Conflict regardless of whether or not the target is there during resolution.

5.2 Play Aftermath Cards (Step 2):

After the effects of the current Conflict have been applied, all players have the opportunity to play any valid Aftermath cards they may have in their hands. Restrictions to Aftermath play are listed on the card. As is the case for any timing questions, if more than one player wishes to play Aftermaths, play proceeds in initiative order, with each player having an opportunity to play one Aftermath or pass, until all players pass consecutively.

Aftermath cards may normally be played only upon the faction that initiated the just resolved Conflict (the "Initiator").

However, if "Participant" is one of the Play Conditions, then appropriate Aftermath cards may target cards in play for any faction that either Supported, Opposed or Attacked during the Conflict, not just the faction that initiated the Conflict.

Aftermath cards that list "Won" or "Lost" as part of their card type refer to whether the Initiator succeeded or failed in the Conflict. Conflicts in which a non-initiator "side" gains more support than the initiator's "side" are considered to have been "lost" by the Initiator. Many Aftermaths may also only be played if the Conflict was of a certain type, Military, Diplomatic, etc. Example: An initiator's Diplomacy type Conflict gives him an advantage if he can win with five more support than the total opposition. The initiator succeeds with only three more support than opposition. Although falling short for purposes of the Conflict card's effect text, the initiator is still considered to have "won".

Aftermath cards of the following types may be played on his faction: "Any Diplomacy", "Won Diplomacy", "Any Conflict", and "Won Conflict" (whether or not these Aftermath cards list "Participant" as one of their restrictions.) The text of an Aftermath may further limit the valid targets. It may, e.g., limit it to "Characters who supported the Conflict" or "Characters who attacked during the Conflict".

Although some Aftermath cards have immediate effects and are then discarded, many are permanent; they are placed with the card (or other target) they have been played on and remain in play until some other card removes their effects. Only one of each named Aftermath may be in play on the same target. For ease of viewing, it is suggested that an ambassador's Aftermath cards be laid out to the left of the Character. Aftermaths which occur and are then discarded should only be discarded at the end of the Aftermath step for that Conflict. Therefore, a "discard after play" Aftermath can only be played once on any given target for each Conflict.

If an Aftermath does not specify its target, then it targets all cards (or factions, etc.) that it affects directly. For example, an Aftermath which inflicts 1 point of damage on every participant fleet targets all participant fleets in the Conflict.

- Aftermaths should always be played in initiative order.
- If you play an Aftermath card that changes a Character's abilities and they are participating in a Conflict that has not yet been resolved the bonus/penalty apply immediately. This is why Conflicts are resolved in initiative order.
- When playing Aftermaths only the player that initiates a Conflict can be considered to have Won or Lost the Conflict.
- In a Conflict where any player can be supported, the Conflict is considered as 'won' if the initiating player does not lose. If the initiating player did not win the Conflict, he is considered to have lost.
- There is no limit to the number of Aftermaths that can be played on a single Conflict. However, only one of any given Aftermath can be affecting the same target at the same time. Aftermaths which are discarded after they affect the target are discarded at the end of Conflict resolution so they can only be played once per Conflict.

Participants

Any fleet that supports, opposes or attacks during a Conflict becomes a "participant fleet". Any Character who supports, opposes, attacks, or leads a fleet that participates during a Conflict becomes a "participant Character".

- Any replacement action, any effect which discards a card or removes it from play removes that participant from the Conflict and prevents it from making the Conflict contested (if the only participant on that side).

5.3 Discarding Conflicts and Aftermaths (Step 3):

If the Conflict was initiated through the use of a Conflict card, the card is now placed on the discard pile. Aftermath cards which are to be discarded after play are also discarded at this time. If any unresolved Conflicts remain, after all players have played all of the Aftermath cards they wish to, resolve the next Conflict. If not, then play proceeds to the Draw Round.

- If an Agenda which allowed the initiation of a Conflict is removed during the action phase, the Conflict resolves normally.
- Conflict cards are discarded once they have been used. The exception is where the Conflict text states the card can be re-used (e.g. Crusade).

6. DRAW ROUND

6.1 Discarding neutralized supporting cards (Step 1):

Discard all neutralized (face down) supporting cards. Do not discard neutralized Inner Circle cards.

- Discards are done in initiative order. So if a Soul Hunted Tu'Pari had been neutralized when making his attack, this is when he would be discarded. Otherwise he gets returned to the discard pile at the end of the turn because of the Soul Hunter ability.

6.2 Discarding cards from hand (Step 2):

All players may discard as many cards as they wish from their hand. All discards must be placed face-up next to a player's draw deck. Players may examine each other's discard piles at any time.

6.3 Drawing cards (Step 3):

All players draw one free card. Players who draw through their entire play deck are considered to be out of new options and may not reshuffle their discards or draw. If a player's draw pile is empty when he must draw at least 1 card, he must instead discard 1 Inner Circle Character. If a player cannot discard an Inner Circle Character, he loses the game, and ceases play. Note: Ambassador cards may never be discarded. Thus, if a player has no Inner Circle Characters other than his ambassador and he cannot draw, he must forfeit the game. All players with influence remaining may draw another card for each 3 influence they apply for this effect.

- When your draw deck is empty, you cannot reshuffle your discard pile. If you can't draw your free card during the Draw Round, you must discard an Inner Circle Character. If the only Character left in your Inner Circle is your ambassador, you are out of the game.

6.4 Victory Check (Step 4):

All players check to see if they have fulfilled the requirements for victory. A player's base Power is equal to his current Influence Rating. Other cards in play may add additional points to a player's Power total under conditions specified on the card itself. At the start of game play, each player is eligible to win by scoring a Standard Victory.

To score a **Standard Victory**, a player must either:

1. Have 20 Power, and more than any other player; or
2. If Babylon 5 has an Influence Rating of 20 or more at the end of a turn - and one player eligible to win a standard victory is leading in Power - then that player wins.

If either the Shadows or the Vorlons reach an Influence Rating of 20 or more, then the **Shadow War** begins. During the Shadow War, no player may achieve a Standard Victory. Instead, they must score a Major Victory to win. Other cards in play may also make a player ineligible to win a Standard Victory (e.g., playing a Major Agenda, in particular). In such cases a player must score a Major Victory to win.

To score a **Major Victory**, a player must either:

1. Have at least 20 Power, and at least 10 more than each other player; or
 2. Fulfill other requirements on a "Major Agenda" card he has brought into play.
- If you win a game by +10 power more than anyone else, you automatically win a Major Victory even if you are eligible to win a Standard Victory.
 - If every player fulfills the requirements for a Major Victory on the same turn, every player scores a Major Victory.
 - For a player to win via any method except alternate victory conditions on a Major Agenda (such as Master of All) that player must have more power than any other player. If the player with the most power cannot win (because he does not have 10 more power than the next

BABYLON 5 CCG

highest player and has a Major Agenda in play, is affected by Test of Merit, etc) the game continues. No other player is eligible to win.

- If a card reduces the amount of power you need to win (such as 'Steal Babylon 4'), and you have sufficient power under that new power requirement, you can win the game even if you do not have more power than any other player. You can thereby circumvent part of the Victory requirements outlined in the standard rules. Note that this makes it possible for more than one player to score a victory.

6.5 End of turn:

- If B5 is at 20 influence and Alliance of Races is not in play this mean a player, eligible for a Standard Victory, would have to have more power than *all* other players to win that turn.
- If Babylon 5 reaches 20 influence and no one eligible for a Standard Victory is leading in power, the game continues (or no one would get the victory bonus, if the final turn). As on a regular turn, no victory would be scored unless a player eligible for a Standard Victory is leading in Power (and, on a regular turn, the game would not end unless that condition was met, also).
- B5 at 20 influence USUALLY ends a game, but not always. There are three ways that it might not: Two players are tied for the most power, The player with the most power has a Major Agenda out and isn't winning by 10 or more, or the player with the most power isn't eligible to check for victory.
 - For cards that provide a bonus until the end of turn, the end of turn is considered to be after the Victory Check.

7. CARD DETAILS

- Anything written in parentheses in a cards text is there for clarification. It is not changing any rules, just pointing them out.

7.1 Aftermath Cards:

Following resolution of a Conflict, all players may play any number of valid Aftermath cards. Aftermath cards reflect the change and growth of Characters resulting from their choices and experiences. They are used to tell a Character's story, showing how their life has been affected as a consequence of their actions. Most Aftermath cards act like Enhancements, i.e., they modify the card they are played on. Like Enhancements, they are discarded if the card they modify is discarded. Some Aftermath cards cause an immediate effect, such as adding damage to a Character or altering a tension level. Immediate effects are not reversed when the Aftermath that caused them is discarded. Also, like Enhancements, only one of any given Aftermath card may affect a given target at the same time. Each Aftermath card lists Play Conditions and may only be played when these conditions are met. If a race name appears as part of the card type, then the Aftermath is restricted to being played on targets in a faction of that race. Unless an Aftermath card specifies Participant as part of its Play Conditions, it may only target the cards of the faction which initiated the Conflict it is being played in response to. Play Conditions for Aftermath cards are defined as follows:

- If the player who initiated the Conflict won the Conflict then Aftermath cards that list "Won" may be played.
- If the player who initiated the Conflict lost the Conflict then Aftermath cards that list "Lost" may be played.

Type Of Conflict

If a Play Condition gives a Conflict Type (Military, Diplomatic, Intrigue, or Psi), then Aftermath cards may only be played following the resolution of a Conflict of the appropriate type.

Participant

If Participant is one of the Play Conditions then appropriate Aftermath cards may target cards in play for any faction that either Supported, Opposed or Attacked during the Conflict. If a card specifies a "Participant Fleet", then a fleet must have supported, opposed or attacked during the Conflict to be a valid target. If a card specifies a "Participant Character", then a Character must have supported, opposed or attacked during the Conflict, or led a fleet that participated in the Conflict. Remember: Aftermaths can only be played on the initiating faction unless the card specifies "Participant".

Aftermath Example

John Initiates a Military Conflict, and supports it with two fleets. Dave Supports the Conflict with one fleet. Paul Opposes the Conflict with two fleets. Ran attacks both Dave's fleet and one of Paul's fleets (using 2 different fleets). John Eventually wins the Conflict. Which Aftermath cards can be played on which Characters?

Military Aftermath	John
Military Participant Aftermath	any faction
Won Military Aftermath	John
Won Military Participant Aftermath	any faction

BABYLON 5 CCG

Lost (anything)	none
Won Aftermath	John
Won Participant Aftermath	any faction

If the specific Aftermath type is "Won Military Participant", but the effect text states it may only be played on "participating Characters who led a fleet that opposed the Conflict"; it could be played on any Character leading one of Paul's fleets (only). If it specifies "Any Participant" but says it can only be played on "participating fleets who attacked" then only Ran's fleets are valid targets.

- Look at Aftermaths this way:
 - #1: Unless the Aftermath specifies "participant" in the *card type box*, it can only be played on the initiator of the Conflict.
 - #2: Having determined whom the Aftermath can be played on (by the above) all other restrictions in the effects text section must also be met.
- The terms "Lost" and "Won" apply to all words following them in the card type box. So interpret Wounded, for example, to be playable on Lost Intrigue or Lost Military conflicts. Ostracized is a Military or Lost Intrigue Aftermath so can be played on a Military Conflict regardless of it being won or lost.
- If you have a won/lost Aftermath that isn't a participant Character Aftermath but mentions participants in its game text, you may only play the card on a participant of the faction that played the Conflict and either won or lost.
- Aftermaths can be played on neutralized Characters.
- Global Aftermaths are not "in" any faction, nor does any faction control them.

7.2 Agenda Cards:

Agendas are the overall goals of a faction. By playing an Agenda card you will often gain additional ways to increase your Influence Rating and/or Power. Agendas may also provide your faction with special options or capabilities. Those Agendas with a race name listed as part of their card type are restricted to a faction of that race. You may have only one Agenda in play at a time. However, an Inner Circle Character may rotate to replace your faction's current Agenda or to sponsor a new one if your faction does not currently have an Agenda card in play.

Agendas may be brought into play face-down. Such Agendas are called Hidden Agendas and have no effect on play until revealed. A faction may reveal its Hidden Agenda as an action; it then takes effect immediately.

Some Agenda cards allow your faction to initiate a Conflict. Such capability does not, however, increase the number of Conflicts that a faction may initiate on the same turn (normally one).

Some Agendas are noted as Major Agendas as part of their card type. Major Agendas cannot be discarded. However, they can be replaced by other major Agendas, or by any card which specifically allows their replacement. If you have a major Agenda in play, you cannot score a standard victory.

- Agenda-based Conflicts are considered to be "played". That is, they are not immune to such effects as News of Galactic Import, You Are Not Ready, etc. which prevent Conflicts from being "played" or prevent "played" Conflicts from resolving.
- If someone wins a Forced Impairment Conflict targeting your Agenda, you would lose any Marks or boosts that the Agenda provides for having the Agenda in play (like Servants of Order), not ones that you accumulated when you take actions, e.g. Destiny Marks in "As It Was Meant To Be" for winning Conflicts. If you have an Agenda which gives you influence or power for being in play, you lose the influence/power when it is discarded e.g. "Never Again", where Fleets with Mil>4 count as power. If it gives you something when something else happens (do X to get Y), you keep the secondary effect even if the Agenda goes away. The previous statements also apply to a replaced Agenda.
- Agendas are not limited (unless otherwise stated). That means that two players can have the same Agenda in play at the same time. A player may never have more than one Agenda in play at any time.
- If an Agenda says you can transfer 1 influence per turn, this is an action. You may only transfer the influence during the Action Round. It does not require rotating of any Characters.
- You must meet all restrictions to play a Hidden Agenda when you sponsor the Agenda *and* when you reveal it.
- If you play a Major Agenda the requirement to win a Major Victory affects just you.
- If you initiate an Agenda Conflict and then later in the turn replace the Agenda or the Agenda is blanked. The Conflict resolves as if the Agenda were still in play.
- The following agendas, which have requirements to sponsor, need those same requirements to replace. Vorlon Universe, Force Majeure, The Path of Conquest, Defend the Races, Maintain the Peace.

7.3 Character Cards:

Character cards represent those exceptional individuals destined to play a significant role in galactic Events. Unless otherwise specified, all Character cards are Limited, i.e., only one copy of the card may be in play at any given time (no player may play another copy of the same card while one copy is in play). Character cards may be either Loyal to one race, or may be Neutral. Loyal Characters have their race listed as part of their card type and are most cost effective to bring into play for the player controlling the same race. Neutral Characters are cost effective for all players to sponsor regardless of the race they control. "Neutral" is not a race, and Neutral Characters are not loyal to any race. Note that "Non-Aligned" IS a race name which refers to a variety of races collectively Grouped as members of the League of Non-Aligned Worlds.

Bringing Characters Into Play

All non-ambassador Characters are initially brought into play as Supporting Characters, though most may be Promoted to the level of the Inner Circle during the course of play. You bring a new supporting Character into play by Sponsoring him. Sponsoring a new supporting Character or promoting a supporting Character to your Inner Circle requires rotating an existing member of your Inner Circle. Sponsoring loyal or neutral Characters requires applying their listed influence cost. Sponsoring Characters loyal to a different race requires applying double the Character's listed influence cost. Promoting any supporting Character to your faction's Inner Circle requires applying the same influence cost needed to sponsor them plus one influence for each Character that is already part of your Inner Circle (note, however, that a bonus to sponsoring Characters does not reduce your cost to promote them unless the card giving the bonus specifically states that it applies to promoting as well as sponsoring).

Your Starting Ambassador

Since your ambassador is the leader of your faction, he is always considered a member of your faction's Inner Circle. Also, your ambassador card may never be discarded, either voluntarily or otherwise. Likewise, your ambassador can never be Demoted from your faction's Inner Circle to the level of your Supporting Cards. While your ambassador may never be demoted or discarded, he can be Replaced by another card (which then becomes your ambassador). Cards with effect text that specifically allow an ambassador card to be "Replaced" are the only allowable means for an ambassador card to discontinue as an Inner Circle Character card in play. Note that any card which is designated as a Starting Ambassador cannot be sponsored by any player.

- If a card already in play becomes your ambassador, and your previous ambassador remains in play, you must transfer to the new ambassador all cards that must target an ambassador.

Your Ambassador's Assistant

Each ambassador's assistant has the ability to enhance one ambassador's ability to function. You may rotate your assistant to give your ambassador +1 to Diplomacy, Intrigue and Leadership while the assistant remains rotated, or to allow your ambassador, later that turn, to apply 1 influence less than usual when sponsoring a card. You may do this even if your assistant is in another player's faction, though your assistant must, of course, be ready and unneutralized. In addition, each assistant has his own abilities, and may usefully act independently. (Note: an ambassador's assistant is attached to a specific ambassador; so Vir Cotto may not be rotated to give a bonus to G'Kar.) An ability bonus conferred by an ambassador's assistant may be sustained.

- When sponsoring Characters of another race if a card is in play that lets you sponsor at -1 cost, the total is -1 off the doubled cost. Doubling happens before the modifier.
- A Character with a base ability of 0 can raise the ability due to Events, Enhancements or Aftermaths, although Psi can only be increased if a card specifically states that it is increased (such as Latent Telepath and Vorlon Enhancement).
- If you have 4 Shadow Marks in play, and you play a card that requires 2 Shadow Marks, your current Shadow Mark score is still 4? i.e., you can play a 2 Shadow Mark card and a 3 Shadow Mark card in the same turn. And you can then still count your Shadow Marks as power (with the right Agenda). In other words, you can continue to use the Shadow Marks unless you must purge them.
- Ambassador status cannot be removed from a card by any means. If John Sheridan replaces Sinclair, he becomes the factions Ambassador. It doesn't matter that his card doesn't say Ambassador.
- If you have a Shadow/Vorlon Character in play and you purge their Shadow/Vorlon Marks, you may then play Vorlon/Shadow Characters (and can even give Vorlon/Shadow Marks to your Shadow/Vorlon Characters).

7.4 Conflict Cards:

Conflicts represent pivotal dramatic struggles in the Babylon 5 universe. By initiating and winning Conflicts, factions seek to gain some advantage and progress towards victory. Each faction may normally initiate only one Conflict per turn. Conflicts are played during the Conflict Round.

BABYLON 5 CCG

Characters and fleets may rotate to either support or oppose a given Conflict during the Action Round with their abilities. If a Conflict receives more support than opposition, then the faction which initiated it "wins" the Conflict. If a Conflict receives the same amount or more opposition than support, then the faction which initiated it "loses" the Conflict.

Conflicts with a race name as part of the card type are restricted to being initiated by the player controlling that race.

There are four major types of Conflicts. Each Conflict type is resolved (either supported or opposed) by applying corresponding abilities:

Diplomatic Conflict	Resolved using Diplomacy ability.
Intrigue Conflict	Resolved using Intrigue ability.
Military Conflict	Resolved using Military ability.
Psi Conflict	Resolved using Psi ability.

During the Action Round of each turn, Characters may rotate to either "support" or "oppose" any Conflict currently in play. The final effects of each Conflict are resolved during the Resolution Round, in initiative order. Total support and opposition numbers are counted, and each Conflict is either "won" or "lost". Each point of ability counts as one point of "support" or "opposition" as declared by the acting faction. The total ability applied in support is compared with the total ability applied in opposition.

The support must exceed the opposition for the Conflict to "succeed" and for the faction initiating the Conflict to "win" the Conflict. Otherwise the Conflict "fails" and the side that initiated the Conflict has "lost" the Conflict. Characters do not have the Military ability, and so may not directly participate in a Military Conflict. However, one Character per fleet may rotate to add his Leadership Ability to the Military Ability of any fleet belonging to the same faction. Once the outcome of a Conflict has been determined, the result of the Conflict takes effect as stated on the card.

Often, the total ability applied in a Conflict is an important factor in determining the Conflict's effect on play. The effects of a Conflict are applied, and then Aftermath Cards may be played. After all Aftermath cards are played for the Conflict, the next Conflict is resolved.

Some Conflicts specify that "any player may be supported in this Conflict." This allows each player faction to represent their own "side" in the Conflict. In such cases, each faction may only apply ability to support any side or to attack other participants. No ability may be applied in opposition. However, each faction may apply ability in support of any side they choose. They are not required to support their own side and may even support different sides with each Character or fleet. After ability totals have been determined for all sides, the results are determined in accordance with the text of the Conflict card. If the player that initiates the Conflict has a higher ability total than any other player, then his faction has "won" the Conflict for purposes of playing Aftermath cards, otherwise his faction has "lost" the Conflict.

Note that for purposes of Aftermath card play, when a Conflict calls for a "Vote" - voting Characters are neither supporting or opposing the Conflict itself and therefore are not considered to be Participants in the Conflict. Example: The Immortality Serum Conflict card allows all factions to vie for control of the secret to immortality. Whichever faction has the highest total ability supporting its side in the Conflict gains influence. For this Conflict, each faction is considered a "side" and generates a separate ability total. Any player may rotate Characters to support any faction. If the player who initiated the Conflict generates the highest total then the Conflict was "won". If he did not then the Conflict was "lost". Regardless of whether the Conflict was "won" or "lost," a side with more total support than any other may benefit from the card's effect.

- If a Conflict says target a supporting Character and that Character gets promoted to the Inner Circle during the Action Round it is still a valid target for the original Conflict. Once promoted to the Inner Circle it would not be discarded if neutralized. However, if the Conflict stated that if successful the Character should be discarded then it would have to go.
- A Military Conflict that targets one of your Locations does target you for the purpose of being able to use any of your Fleets that are only able to participate in Conflicts targeting you. Conflicts "targeting you" refer to your faction as a whole or in part. So, your Homeworld Fleet can defend against Conflicts targeting your Homeworld (for example).
- Any card that states it has an effect if a "Conflict targets you" will have that effect if the Conflict targets your faction in general and/or any specific card within your faction.
- If a Conflict says that only Characters of your race may participate this does not include Neutral Characters since they are only part of your faction, not your race.
- Conflicts that are specified to return to your hand if successful must always be returned. There is not any sort of choice involved. If the success of a Conflict defines an effect, that effect must happen. If it said "and you may return this Conflict to your hand" then it would be voluntary.
- A conflict whose target is removed by some means resolves normally and is a legal target for aftermaths and such. It has no effect on its original target. A canceled conflict does not resolve and is neither failed nor successful. You neither gain nor lose for a canceled conflict. If a conflict is generated from a non-Conflict card source, removing the source of the conflict from play does not negate or cancel the conflict.

7.5 Contingency Cards:

A Contingency card is a new card type introduced in the *Great War* expansion set. As an action, a player may play one Contingency card. Each Contingency card lists its valid targets. Contingencies may list a card type or race as part of their type; a Character Contingency can only be played on a Character card. Contingencies with a race type may only be played on targets of that race (not necessarily on cards within a faction of that race).

The Contingency card is played, face down, under a valid target. Only the player who played the Contingency may examine it while it is in play. Each Contingency has a "trigger"; for example, a Character Contingency could be triggered when the Character is attacked. Whenever the trigger condition is met, the player of the Contingency may reveal it, and apply its effects. Revealing a Contingency is optional, not required. This may have the effect of preventing or altering an action which is taking place (which is generally the trigger condition), providing a lasting or temporary effect, or any other effect. Read the instructions on the card and carry them out. Once the instructions on a Contingency have been carried out (and its lasting effects, if any, have expired) it is placed on the discard pile.

For example: Vicious Blow is a Character Contingency which reads "Reveal when the Character neutralized his target in an attack. The attacked Character suffers 2 additional severe damage." When the targeted Character attacks and neutralizes an opponent, you may, at your option, reveal the Contingency. If you do, your Character inflicts more severe damage than usual to his target.

If a Contingency's trigger conditions are not met and the card it modifies is discarded, the Contingency is discarded as well.

- Contingency triggers can occur at any time. Only one copy of any given Contingency may be revealed for each appropriate trigger. Multiple different Contingencies can be revealed from the same trigger.
- You can have multiple valid Contingencies on a single target. However, you may only reveal one for each valid trigger condition.
- Contingencies played on a Military Conflict are discarded when revealed. For Conflict Contingencies played on a Military Conflict targetable by Empire Builder, they go to the discard pile before the Conflict does. Any Aftermaths played on the Military Conflict are discarded simultaneously with the Conflict and can be done in the order the owner chooses.
- You cannot play Contingency cards on cards other than your own.
- You can return a Contingency to your hand only if a specific game mechanic allows it.
- You can look at your own Contingencies. You can rearrange their order to your heart's desire.

7.6 Enhancement Cards:

Enhancements are cards that alter, and normally improve, the basic capabilities or effects of other cards. Some Enhancements may be played to modify an entire faction, or even the entire game, rather than an individual card. Enhancements may be played during the Action Round of the turn and require a sponsoring Character from a faction's Inner Circle to rotate in order to bring them into play.

If an Enhancement type is present on a card, this indicates what types of targets are valid for that card. An Enhancement may be restricted in play to a Character, fleet, Location, faction, or it could be global, affecting all players in the game. Restricted Enhancements with a specific race listed as part of their card type may only be brought into play using a sponsoring Character also of the same specified race, and must enhance a target of that race. E.g., a Narn Character Enhancement could only be sponsored by a Narn Character, targeting a Narn Character; a Narn Factional Enhancement can only be played on the Narn player's faction; it may not be played on any faction of another race.

Enhancement cards remain in play so long as the game entity they modify remains in play. They are discarded if the card they modify is discarded. For example: if Na'Toth was given the Book of G'Quan but later she was discarded, the Book would be discarded at the same time. Enhancements on a Location that is captured are discarded.

Enhancement cards are not Limited unless it so states on the card. Any card may have more than one Enhancement, however, no two copies of the same Enhancement card may target the same card (or other game entity) at the same time. This is true for the game itself, so there can be only one of any given "global Enhancement" in play at a time. (A global Enhancement, or a Babylon 5 Enhancement, is an Enhancement that affects the entire game.)

- Enhancements can be played on neutralized Characters.
- Enhancements do not continually check for legal placement. If you play an Enhancement with targeting restrictions on a card which falls within the restrictions, but later does not fulfill the restrictions, the effects of the Enhancement still affect the targeted card.
- Babylon 5 Enhancements are considered to be Global Enhancements.
- Global Enhancements are not "in" any faction, nor does any faction control them.
- The player who controls an Enhancement is the one who sponsored the Enhancement. For any cards that specify "Your Enhancement" the Enhancement must be one you sponsored. The exception to this is if an Enhancement says you/your on it, then that you/your applies to

BABYLON 5 CCG

the player of the faction that card targets. However, it is still not YOUR Enhancement, it is still controlled by the person who played it. It is still his Enhancement.

- Restricted Enhancements with a specific Race listed as part of their card type may only be brought into play using a sponsoring character also of the same specified race, and must enhance a target of that race. This does not restrict the Enhancement to a faction of that race (i.e. If the Narn controlled a Centauri character in the Inner Circle, they could sponsor The Eye onto that Centauri character).

7.7 Event Cards:

Event cards are played during the Action Round for the effect written on the card. Playing an Event is an action. Its effect is immediate upon playing of the card. Unless a card specifically states otherwise, any effect produced by an Event which modifies the abilities of another card lasts only until the end of the current turn and then expires. E.g., The Decisive Tactics card adds a +2 bonus to a Character's Leadership ability, but only for the remainder of the turn.

Event cards may be played on any appropriate target, regardless of which faction controls the target. So, while a card which "adds +1 to a Narn Character's Military" must be played on a Narn Character, the target Character can be any Narn in play. Once the effects of an Event expire, it is placed on the discard pile.

- According to the rulebook (in the definition of Events): "Once the effects of an Event expire, it is placed on the discard pile." Seeing as the effects of many Events don't expire until the end of the turn, this means these Events are not placed in the discard pile until the end of the turn.
- Event cards that have an ongoing effect (i.e. Popular Support) do not go into the discard pile until the end of the turn. Until that time they "Float around somewhere" in play.
- You can target an Event that doesn't expire until the end of the turn with Forced Impairment. However, since effects that last until the end of the turn do so even if their source is removed/blanked, the Forced Impairment would have no effect.

7.8 Fleet Cards:

Fleets represent the primary Military capability of each faction. Fleets are limited unless otherwise specified, though only within the same race. This means two races may each have a "Homeworld Fleet" in play, but there cannot be 2 copies of the Narn "Homeworld Fleet" in play. Fleets are Supporting cards and may not be promoted to a faction's Inner Circle. Your faction begins the game with no fleets under its direct control. Like Groups, fleets are restricted to a particular race if a race name is part of the Card Type.

- Fleets that say "can only participate in Conflicts targeting you unless you are at war". Once you are at war, these Fleets can participate in Conflicts regardless of whether or not they were played by or relate to the race you're at war with.
- If a Character has a Strife Mark, the Fleet they are leading does not gain a Strife Mark, unless the Character's text says it does (Promotional Na'Toth card).
- If a Fleet is loyal to another race, you cannot sponsor it *for any cost* unless some card effect specifically states otherwise. That means that *no one* can sponsor Shadow or Vorlon Fleets unless they meet the specific requirements on the card.
- "Your fleets" are all the fleets that you control. This includes (but is not limited to) Vorlon, Shadow, United and Neutral fleets.

7.9 Group Cards:

Groups usually represent a large number of minor Characters, or an organization. Groups are limited unless otherwise specified. They do not normally have abilities; rather most Groups have an effect on play, as listed on the card. Groups are Supporting Cards and may not be promoted to the Inner Circle. If a race name is part of a Group's Card Type, then the card is restricted to that race. Only the player controlling the race listed as part of the Card Type may bring a restricted card into play.

- Unless it states otherwise, all Groups are Limited, and thus only 1 of each can be in play at a time.

7.10 Location Cards:

Location is a general term used to describe a wide variety of settings in the game. Control of a Location can provide a faction with unique benefits. However, they are also vulnerable to war Conflicts. Locations are limited unless otherwise specified and are Supporting cards which may not be promoted to the Inner Circle. Most Locations have a Military ability rating. However, they may only use this ability to oppose Conflicts targeting the Location. Like Groups, Locations are restricted to a particular race if a race name is part of the Card Type.

- You can only capture a Location by initiate and win a war Conflict targeting the Location or by playing and winning a Conflict card that specifically states you can.
- If a Location is neutralized during a Conflict in which it can be captured and the Conflict succeeds. It will be captured (if the Conflict succeeded) and then discarded like any other neutralized supporting card.

BABYLON 5 CCG

- There is no way to keep damaging a Location once you've captured it.
- Each race may only have one Homeworld for that race in play at any given time (the Homeworld card's name is irrelevant).

8. ADDITIONAL RULES

- If a card says do X to cause effect Y, X must happen and Y may or may not, as allowable. As an example, using Shadow Assault, you must rotate one fleet. You start a war against the target (unless you're already at war with them). You capture the Location (unless the Location is destroyed somehow).

8.1 Tensions & Unrest:

The status tracker has several rows of boxes to track the relative **tension** of your race towards each of the others. A lower number in each case describes a lower level of hostility between the races whereas high numbers speak of great anger and tension. In the beginning, Narn/Centauri tension starts at 4, the Human/Centauri tension begins at 1, the Human/Minbari tension is at 3, and all other tensions begin at 2. (The initial tension levels for each race are on the status tracker sheet for reference) Although the tension of two races toward each other begin at the same level, during the course of the game these tensions may diverge (therefore, Human tension toward the Minbari may or may not remain the same as Minbari tension toward the Humans).

Some cards refer to "**mutual tensions**" in which case the tension of each race toward the other is considered. Others only raise, for instance, your tension toward another race; in this case your race's tension toward another race will change, but theirs toward your race will not. For example, the Human toward the Minbari (and Minbari tension toward the Humans) starts at 3. A card which "increases Human/Minbari tensions" will cause both to increase to 4. A later card which lowers "Human tension toward the Minbari" will return the Human tension to 3, but Minbari tension toward the Humans would remain unchanged at 4. In addition, each player should mark their starting **unrest** at "1". This represents public and/or governmental resistance to the actions of the player's faction. Tension and unrest range from a 1 to 5. Any effect which would raise tension or unrest above 5 raises it to 5 instead; and any effect which would lower tension or unrest lowers it to a minimum of 1.

- Tensions between races are not linked i.e. if Narn shows Narn vs. Minbari as tension 1; Minbari could show Minbari vs. Narn tension as 2.
- If a race is not in play, its tensions with other races still exist. For example, if the Centauri are not in play and the Narn play "Revenge" they do gain 4 power because they have a tension of 4 with the Centauri. Another player could reduce Narn-Centauri tensions in order to deny them that power.
- You may sponsor any card that would raise your unrest (i.e. Lord Refa, William Morgan Clark) if your unrest is at 5. Likewise, you may play any card that would raise a tension above 5 (i.e. Border Raid) even if your tensions are at 5 already. (Keep in mind that Power Play's unrest change is part of the cost, not an effect.)

8.2 Influence Rating:

Each player should now take four tokens and place them just above their Ambassador. This represents the starting Influence Rating of each faction. Whenever a player applies influence during a turn, the influence applied should be moved to a spot just below the ambassador. This is not a permanent expenditure of influence. At the beginning of each turn, influence applied during the previous turn is restored by moving the applied influence tokens back to a spot above the ambassador.

Note that "applying" and "restoring" influence is quite different from "gaining" or "losing" it. Each influence "gained" permanently increases a faction's Influence Rating, i.e., the total number of tokens available to be applied. This is signified by placing another token above a faction's ambassador card. Conversely, to signify a "loss" of influence one token should be removed from play, preferentially from out of a player's applied influence or otherwise from the available influence above the ambassador card. A faction's Influence Rating may never be reduced below three.

Each player has an Influence Rating which represents the raw strength of his faction. It starts at 4. During each turn, players may apply influence (up to the total of their Influence Ratings) as a means to further their aims. Each point of Influence Rating also counts equally towards the Power total needed to win the game. Influence applied during a player's turn is restored at the beginning of the following turn.

Influence may be permanently gained or lost through game play, altering a player's Influence Rating, often as the result of a Conflict. A faction with an Influence Rating less than ten may also choose to Build Influence by Rotating an Inner Circle Character to perform a Build Influence action and applying 3 influence. "Building Influence" will increase a faction's Influence Rating by one.

In addition to the players, there are other forces in the galaxy that may accumulate influence: the galaxy's two most pivotal elder races (the Shadows and the Vorlons) as well as the Babylon 5 station itself. The Influence Ratings of these non-player forces represent how much impact they currently have on galactic affairs. As these Influence Ratings climb, certain cards become more potent. As Babylon 5's influence grows, the galaxy becomes a safer place, some players will find a wider range of actions available, and wars become less common.

BABYLON 5 CCG

- The influence of Babylon 5/the Shadows/the Vorlons can reach 0 but cannot go below 0. When a player's Influence Rating is changed by a one-time occurrence, for example, an Event, a Conflict, or some other triggered effect, the player usually "gains" or "loses" influence. When a faction gains 1 influence, the faction's Influence Rating increases by 1 and the new influence is immediately available to be applied. Some cards can alter or reverse this kind of effect. A player's Influence Rating may also be directly altered while an ongoing effect is in play, for example, by the effect of some Characters or Enhancements. When this occurs, the Influence Rating is altered and the bonus takes effect immediately (just as if the effect had been a gain or a loss). However, this kind of alteration in the Influence Rating is an ongoing effect, and is therefore harder to disrupt. A direct change in Influence Rating is not a "gain" or a "loss".

For example, Dave, John, Paul and Ran are taking their turns. Dave rotates a Character to build influence. John sponsors Kha'Mak, who increases John's Influence Rating while he is in play. Paul purges a Destiny Mark and plays Short Term Goals, which causes him to gain +1 influence. Ran now plays Trivial Gains, which reverses an influence gain that took place on the same turn. Ran cannot target Dave, since building influence is a protected action which directly alters his Influence Rating. Likewise, he cannot target John, since while Kha'Mak is in play the bonus is provided; it is an ongoing effect that directly alters his Influence Rating, not a one-time gain. He therefore targets Paul, whose Event card was a unique occurrence, Paul's one-time gain is lost.

When a player acquires temporary influence (including the ability to apply "additional influence"), that influence may be applied during a turn to sponsor new cards, pay for Events, buy cards at the end of the turn, etc. However, the additional influence does not alter the faction's Influence Rating. That means, the additional influence is not transferable, cannot be lost, and does not count toward victory. For example, A Moment of Beauty gives a player 3 additional (temporary) influence which can be applied on the next turn. This influence may not be transferred, and does not alter anyone's Influence Rating or power. Beginning Play Play now begins in initiative order. Since all cards are "Ready" and no one has applied any influence, start with the first Conflict Round. The player with the lowest initiative may declare a Conflict first.

- Whenever you lose influence for any reason, you should take it from your already spent influence. This includes transferring influence. Only use unspent influence if there is no spent influence to lose.
- You cannot go below 3 influence for any reason at any time.
- Cards with the text "apply extra influence" do not directly modify your Influence Rating and do not provide any power.

8.3 Playing "Fast and Loose" and Resolving Timing Disputes:

Some players may wish for a faster game, under friendly conditions. If all players agree, rounds need not be performed in initiative order; instead, players can declare Conflicts, or take actions, or play Aftermath cards simultaneously. When playing in this fashion, only proceed from one round (or step) to the next once all players declare they wish to take no more actions. Any time during the game that a timing dispute arises (e.g., one player feels that he was not given sufficient time to react to an opponent's play), whether playing "fast and loose" or not, all players must halt play. (A player may preemptively stop play if he feels a timing dispute is about to arise.) Play then proceeds by initiative, beginning with the lowest player in Initiative Order. Each player is given a chance to act (in whatever manner is appropriate, whether that is to declare a Conflict, or play an Aftermath, or reveal a Contingency) or pass. This continues until all players pass in a row (unless otherwise specified, for example during the "declare Conflicts" round). At that point, normal play resumes (if playing "fast and loose", the fast and loose rules are restored).

8.4 Triggered Effects:

Some cards in play have ongoing effects which alter the way the game is played. They may require a player to make a decision during another player's action, or even require a card to rotate. When these effects resolve, they do not count as an action for any player. E.g., each player's Homeworld can be rotated to allow that player to gain an additional influence whenever he gains influence from a Conflict. Since a player will only gain influence during the Resolution Round, this effect is triggered during the Resolution Round, and the card rotates at that time.

- Effects with a duration (or future "activation") are separated from their source. They will continue until their expiration/activation. Effects which last until the end of the turn do so even if their source is removed/blanked (with the exception of Growth in Chaos).

8.5 Votes:

Some Conflicts and Events require a Vote from the Babylon 5 **Council of Races**. On the Council, there are 5 races whose ambassadors may cast a vote: Earth, Minbari, Centauri, Narn and Vorlon. 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 ambassador's vote. Ambassadors from races not currently being played are considered to be part of the vote, but by default they abstain. 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).

When a **vote** is called for, each ambassador must vote "**Yes**", "**No**", or "**Abstain**". If there is an Earth Alliance ambassador to Babylon 5 in the game, that player "heads" the council; if not, the player of the card which requires a vote "heads" the council.

BABYLON 5 CCG

The "head" of the council may call the vote in whatever order he wishes, though players are permitted a short time to confer before voting. There must be at least one more "Yes" than "No" vote for a measure to pass. Some cards may also list other requirements for a vote to succeed. No Character or faction becomes a Participant in a Conflict simply by the act of voting.

- The rulebook states that the head "calls the vote in whatever order he wishes". That is the order in which the ambassadors are voting (e.g. First Minbari, then Narns, then Humans, then Vorlons, and finally Centauri).
- The Vorlon abstain from all votes, unless otherwise specified.
- When voting, the League of Non-Aligned Worlds may cast a tiebreaker vote (page 38 of rulebook). In a two-player game (one vote for, one against) they do not break the tie and the vote fails.

8.6 States:

In most cases, the relationship between two races is defined primarily by their tension. However, through the course of card play, races may enter into additional relationships with each other. Such relationships are called states. The most common states are various forms of alliances, trade pacts (a state of free trade), and war. Most states provide some game-altering abilities while in effect, others allow players of those races to take additional actions. Some cards require a certain state be in effect before they can be played.

8.7 War:

Unless otherwise specified, when races enter a state of **War**, all other states between the races are cancelled (with any penalties applied as indicated on the appropriate cards). For instance, two races in a state of Free Trade who enter a state of War cease being trading partners, and their Influence Rating is adjusted accordingly.

There are a number of ways races may enter a state of War. Any player whose race is embroiled in a war may always declare a "War Conflict" (no Conflict card or influence required) during the Conflict Round targeting a race with whom they are at war. A war Conflict counts as a player's Conflict for the turn. A war Conflict may target either the opposing race as a whole or else a specific Location in play for a faction of that race. A war Conflict is a "Military Conflict".

If the Conflict targets a Location, and the initiator wins the Conflict, he captures the Location immediately. All inherent effects and abilities of the Location are suppressed (inoperative) upon the Location's capture. However, if the Location is ever recaptured by the original owner, all its original effects and abilities are immediately restored including the use of its Military ability. Location Enhancements are discarded whenever a Location is captured (or recaptured).

If the Conflict targets a race as a whole, resolve the Conflict as follows: If you win the Conflict and the Conflict is uncontested (all participants in the Conflict must have supported the Conflict), then the target loses one influence and you gain one influence as the outcome of the Conflict. If the Conflict is contested (at least one participant opposed or attacked) then it has no effect. However, Aftermath cards will still be valid depending on whether the initiator has "Won" or "Lost". Whenever a War Conflict is resolved, the target's tension toward the player who initiated the Conflict increases by 1 (to a maximum of 5).

- Only the race that is the target of the war Conflict has his tension rise towards the initiator of the Conflict. If other players participate, it does not cause their tensions to change.
- The state of war does not end if the tension level is reduced below 5 (such as by playing a Euphrates Treaty). Although there are some Events that will end it if the tension is lowered (e.g. Armistice).
- The state of war is reciprocal. Either player can declare war Conflicts. If there are two factions of the same race at war with another race, either faction can declare war Conflicts and the other race can declare war Conflicts against either faction.
- When two factions go to war, any other factions of those races are at war as well.
- If a war Conflict has been initiated and the war stops that turn, the war Conflict will still resolve normally.
- Races not at war can participate in a war Conflict (including attacking Fleets), they just cannot initiate war Conflicts themselves. If any faction opposes or makes an attack in a War Conflict it is considered contested. The opposition does not need to come from the target of the Conflict.
- If two players declare a war Conflict targeting the same Location and both players are successful, it is resolved as follows: As each Conflict resolves (successfully), the winner takes the Location into his control, from wherever it might currently be, so long as it is still in play.
- Assume Player 1 is at war with Player 2 and Player 3. During the Declare Conflicts Step, Player 1 must announce the source of his Conflict, if he is going to declare one. The source of the Conflict would be his war with Player 2, his war with Player 3, a card or some other source. Player 1 cannot simply say "I declare a war Conflict." During the Reveal and Initiate Conflicts Step, Player 1 announces which type of war Conflict it will be and, if it is targeting a Location, which Location it is targeting.

8.8 Unconditional Surrender:

During the discard round, any player at war may surrender unconditionally. You must surrender to a player of a race with whom you are at war. Pick up your cards and go home. The player you surrender to immediately gains 3 influence.

Following surrender, your ambassador will request asylum from any one player of your choice. That player may immediately put a copy of your ambassador card into play as a supporting Character. This card can come from outside his deck, but it must be a duplicate of the version of the ambassador you had in play.

The new cards starts "Clean", i.e., any Aftermath or Enhancement cards are lost. Ambassadors in asylum may not be elevated to the Inner Circle. If all other players have surrendered, the last remaining player in the game scores a Major Victory.

- If a surrendering player asks for asylum, it must be granted. If you choose to request asylum from a faction that your ambassador cannot enter, no asylum is granted.

8.9 Legal Targets:

Some cards require you to select a target, be it a Character, fleet, faction or race. Unless the card specifies otherwise, or gives an exact target, you must select a target in play, or you cannot play the card. For example:

1. The Rivalry Aftermath requires you to target two Inner Circle Characters, other than the ambassador, controlled by the same player. If no one has two Inner Circle Characters besides their ambassador, you cannot play this card.
 2. Test their Mettle allows you to test the will of another race, allowing one player to gain influence at the expense of another. You cannot select an un-played race as your target for "Test Their Mettle".
- All cards that require a target require a target in play. For example, you cannot target a species without a card in play with Plague. You cannot target the Centauri with Euphrates Treaty if the Centauri faction is not in play.
 - Some cards (well, Latent Telepath, at least) only affect certain types of cards, but can be played on any card. Other cards have limitations on what types of cards they may be played on. Once they are attached to a card, the status of that card no longer matters. If a card can only be sponsored on a Character with 3 Shadow Marks, it still works if some of those marks are purged. The Ranger status is no different in this regard.

8.10 Marks:

Many cards provide marks to Characters. E.g., the Agenda Servants of Order provides the ambassador of the faction with 1 Vorlon Mark while the Agenda is in play. Marks are always considered to be attached to (or gained by) a Character (or, on occasion, a fleet or Location). Marks provided to a faction without specifying a target are attached to the faction's ambassador. If a card refers to a player's marks, or a faction's marks, then it includes all marks attached to all Characters in that faction. Most cards which require marks to be played include all marks possessed by the faction.

E.g., if the Minbari player wished to play the card You Are Not Ready (which requires 3 Vorlon Marks) he could play it if Delenn had 2 attached Vorlon Marks and Lennier had 1 mark. Marks on neutralized Characters do count toward a faction's total number of marks, and they may be manipulated, purged, etc. as usual.

A faction cannot have both Shadow and Vorlon Marks. If one of these marks is already attached to a Character in one faction, any effect attaching an opposing mark to any Character in the same faction is ignored.

The source of any individual mark is not recorded. If a Character is cut off from a source of a mark (for example, if a faction switches Agendas or if an Aftermath or Enhancement is discarded or blanked) then that Character must purge a mark of that type. This could, of course, result in purging more than one mark. If the Character has no marks of that type to purge, then he suffers no additional penalty. This applies to cards with a temporary effect, or cards which provide a lasting effect while they remain in play; Enhancements, ongoing Agenda effects, Aftermaths, etc. Many Events, such as Contact with Shadows, provide a permanent mark and do not remain in play. A Character with such a mark cannot be "cut off" from its source. To restate, if a card that provides a mark is discarded, its target must purge a mark of that type.

- A card pictures a mark if there is a copy of that mark on the card. (Note: Rise of the Republic does not picture a Doom Mark.) A pictured mark cannot be used to meet cost requirements. Example: Shadow Contact pictures a mark and has a mark. If you purge his mark, he would still picture a mark and be susceptible to something like Prime Minister Mollari.
- In general, effects on cards do not require that all effects take place. So for cards that say to purge a mark (as an effect, not a cost) if you are unable to do this, this does not prevent the other effects of the card from occurring. This applies specifically to Shadows Fall and Light Shines.
- If a card does not require Vorlon/Shadow Marks, but does state that you may bring it out at normal cost if you have so many Vorlon/Shadow Marks or that you must purge Vorlon/Shadow Marks to play it, that card is considered to be requiring marks.
- If you replace your ambassador and you have an Agenda in play that gives a mark, the new ambassador gains one of that mark. When you transfer marks, the mark from the Agenda moves

BABYLON 5 CCG

to the new ambassador. Then remaining marks transfer. The new ambassador will only get one (assuming no other sources).

- If you have a Vorlon/Shadow Mark (for whatever reason), you may not sponsor any card that would provide (directly or indirectly) one or more Shadow/Vorlon Marks to your faction. You may generate effects from other sources than sponsoring that would *try* to add such a mark to your faction (such as Events), but that effect would fail.
- Non-Human factions may sponsor Psi Corps cards if they have the required amount of Conspiracy Marks and fulfill all other requirements (i.e. pay double for Characters, use Secondary Control for Groups, etc).
- Force Impairment of a Character does not remove marks that are currently on the Character. Marks are not considered part of the effects text (even if the effects text was the avenue by which the Character got the mark) and are not removed if the effects text is blanked.

8.11 Discards:

Sometimes a card is discarded from a player's hand, due to a card effect or a voluntary discard. Other cards have their effect expire and are placed on the discard pile; notably, Events, Contingencies, Aftermaths (including "discard after play" Aftermaths) and Conflicts which have been resolved or cancelled. Finally, cards can be "discarded from play", for example, supporting Characters who have been neutralized and any Aftermaths or Enhancements attached to that Character. Another example of discarded from play includes any card effect which requires that a card be discarded to activate it (such cards must be in play for their effect to occur, they cannot simply be discarded from a player's hand).

Any time a player must put more than one card on his discard pile at a time, he may choose the order in which he will stack the cards. Cards are placed in the discard pile of the same player in whose deck they began the game, regardless of which faction may have controlled them prior to being discarded.

- You cannot voluntarily discard cards in play. You can never attack cards in your own faction either.

8.12 Bonuses and Blanking:

Bonuses (including marks) provided by playing an Agenda (and some other cards), or which occur "while" some effect is maintained, expire when the card is discarded, replaced or blanked. This also applies to bonuses in which you "count" the status of something. Bonuses which occur "when" you meet a certain condition are permanent, you retain their effect even if the Agenda is discarded or blanked.

Some examples: with Imperialism, whenever you conquer a Location you gain 2 influence. This effect is permanent, even if the Agenda is later lost. However, the ability to use captured Locations as if they were your own is provided while Imperialism is in play; you could not make use of this effect if you changed your Agenda. With Maintain the Peace, tokens are placed on the Agenda at the end of some turns; such tokens would not be removed if the Agenda were blanked (though they would be removed with the Agenda if it were to be discarded).

8.13 Cumulative Effects:

To determine whether an effect is cumulative, read the text closely. If 2 cards cause a Character to "draw 2 cards instead of 1", for example, a player would draw 2 cards, not 3 or 4. If, on the other hand, two cards say to "draw an additional card during the Draw Round" then that card would be cumulative with any other card. (If a player had 2 of each of the previous types of cards affecting him, he would then draw 4 cards, 2 instead of 1, and 2 more additional cards).

- Whenever anything in the game is rounded you always round up, unless the card specifically says to do otherwise. Cards that say if you have two X you get one Y cannot be rounded.
- Effects that halve something (i.e. damage) are not cumulative.

9. ALTERNATE FACTIONS

9.1 League of Non-Aligned Worlds:

The *Great War* introduced the **League of Non-Aligned Worlds** as a new faction for the Babylon 5 CCG. For most purposes, it is treated just like any other race. Exceptions and highlights will be noted here. The League is the fifth "standard" player race. Cards loyal to this race are designated as "Non-Aligned". The League represents a diverse collection of starfaring species, each with its own needs, drives, governments and goals. Many Non-Aligned Characters list a Species to which they belong as well as their race. Some of the species in the Non-Aligned worlds include the Drazi, the Pak'ma'ra, the Vree and the Gaim.

Reminder: The terms species and race are not interchangeable.

No matter their species, any "Non-Aligned Character" is a member of the Non-Aligned race.

As an emerging leader in the League, you will lead your species first to preeminence among the "lesser" powers of the League. Then, you will forcibly carve the League a place among the greatest powers of the galaxy, whether by Diplomacy, Intrigue, Military might, or by applying the special advantages conferred by your faction. This will not be an easy task, as the League

BABYLON 5 CCG

starts at a disadvantage compared to the current galactic powers, and none of the major races are eager to surrender their place to "upstarts". But it is time for the declining powers to move aside, and make way for your young and vital species!

Unlike the other standard races, there is no single "ambassador" for the League. Each species has their own representative to the rest of the League. Therefore, a Non-Aligned player does not have any single specific starting ambassador. Instead, the player chooses a Character listed as an ambassador for one of the Non-Aligned species, and that Character becomes his starting ambassador for play. In addition, due to the diversity of the Non-Aligned Worlds, a Non-Aligned player begins with a second species ambassador in his hand. However, due to the fragmented nature of the League, Non-Aligned unrest begins at 2, rather than 1. The additional starting hand Character does not count against the 3 additional cards a player selects for his opening hand, and does not count as the sole Character allowed in the opening hand.

- If a card says it can target your Ambassador only and you are playing Non-Aligned, it can only target your faction's starting Ambassador (unless the card states otherwise). Species ambassadors don't count as an ambassador unless they are your starting ambassador.
- You may choose your second starting Ambassador (i.e. the Ambassador who starts in your hand) that has the same species as your primary starting Ambassador (i.e. using Vizak as your primary starting Ambassador and Juphar Trkider as your secondary Ambassador).

Setup for multiple Non-Aligned factions

If there is more than one Non-Aligned player, each player in turn chooses a starting ambassador. Then, in reverse order, players choose their second starting Character. After this is done, the Non-Aligned players choose the remaining 3 cards for their opening hand.

A Non-Aligned ambassador's assistant can provide the ambassador's assistant bonus to any species' ambassador, but only within the same faction.

Species' Ambassador versus Faction Ambassador

Ambassador, in the card text, is a specific game term which refers to the leader of a faction. There will usually be more than one Non-Aligned Character in play who is labeled as an ambassador for a species. Cards which refer to an ambassador apply to a FACTION'S ambassador only, not to Non-Aligned Characters who happen to be the ambassador for a species. Think of the faction ambassador as the spokesman for the rest of the faction. For example, the Conflict Psi Attack cannot target an ambassador. If a faction's ambassador is She'lar then She'lar cannot be targeted. But, Vlur/Nhar, who was that faction's second starting Character is still a valid target despite having the title "Pak'ma'ra Ambassador".

The League, at the time Babylon 5 begins operations, is divided and relatively weak. Tensions between the League and all major races begin at 2. Many league races are predisposed to favor the Humans, who aided the League in the Dilgar war, and others fear the aggressively expansionist Narn. The Centauri are viewed with disfavor, as the declining Centauri Republic once dominated many of the now-independent Non-Aligned worlds. The Minbari have often been isolationist, and little is known of their true goals. Still, though these sentiments are common, there is no real consensus among the many species of the League. The Humans have suffered setbacks, and some resent the parental attitude they take toward the League worlds and the growing anti-alien sentiment expressed by some members of the Earth Alliance government. And though the League has no goodwill toward the other major races, they are not individually prepared to defend themselves against an aggressive major star power. It will be the task of any Non-Aligned player to change the current state of affairs, to unite the League, and to choose who will be a friend and who an enemy to the united strength of the League worlds. The League as a whole has one vote on the Babylon 5 council, which can only be cast to break a tie. If the voting is ever tied after the five races (including the Vorlons) have cast their votes or abstained, the League vote must be called. Each player casts one vote for each Non-Aligned Character in their faction who is a "Species Ambassador". If the vote is a tie, the League abstains. Otherwise, the League vote is cast in accordance with the majority vote of the species' ambassadors.

Summary:

Starting Ambassador	- Any 1 "Species' Ambassador".
Additional Starting Inner Circle Character	- Any 1 "Species' Ambassador" not chosen as a Starting Ambassador.
Opening Hand	- Standard 3 cards + Starting Ambassador, and 1 additional starting (Inner Circle) Character.
Total opening hand size	- 5 cards.
Starting Unrest	- 2.
Starting Tensions	- 2 toward each other race.
Voting	- Tiebreaking vote only, requires League vote.

9.2 Home Factions:

The *Great War* expansion introduced the Home Factions, or Opposing Factions, and more general rules which allow more than one player to play a faction of the same race. All rules in this section apply to games that involve more than one player of the same race. They need not be used if your Group is not playing with alternate factions.

The *Great War* establishes one alternate faction for each race (in addition to adding the League of Non-Aligned Worlds as a played race), which allows for games of up to ten (or more) players at a time! These alternate factions can be used without any

BABYLON 5 CCG

player running the normal B5 faction of that race, so long as your game Group (or the official B5 Event) permits use of alternate factions.

Those of you who wish to play such a large and elaborate game should be aware that playtesting has shown that each additional player added to a game usually increases the time required to play to a conclusion by an increasing amount. If your current four player games take 2 hours to finish, adding a fifth player may add, for example, forty-five minutes to the length of your average game, and the sixth may add a full hour. However, much of this is due to the added player interaction provided by the additional players; if you have the time, you may find you enjoy yourself even more for a longer period of time. Also, playing "fast and loose" can counter this to some extent, so you may wish to use the "fast and loose" rules whenever possible in extremely large games.

Home Faction Leaders

Race	Alternate Ambassador
Centauri	Lord Refa
Human	William Morgan Clark
Minbari	Neroon
Narn	Na'Far
Non-Aligned	Any Species Ambassador

The Home Factions

If playing with Home Factions, players will have to decide among themselves who will play which position. Each Home Faction represents a cabal of Characters whose sympathies and goals differ from the faction led by their race's ambassador to Babylon 5. These factions are a power in their own right within their race, in some cases much more so than those who follow the ideals represented by the ambassadors to the last of the Babylon stations.

Vice-President Clark leads a faction which seeks to secure Humanity's position in the galaxy; they are willing to use whatever methods are most effective to accomplish their goals regardless of morality.

Neroon is a rising star in the Warrior Caste, and is eloquent in expressing their discontent with the religious "superstition" which brought the Earth-Minbari war to such a bitter end.

Lord Refa is from an old and noble house in the Centauri Republic, and is even more impatient than Londo to see the Republic restored to its rightful position of dominance - with House Refa elevated to a position of prominence, of course.

Finally, Na'Far, while not initially a member of the Narn Kha'Ri, is deeply concerned for the wellbeing of his people. He is willing to use methods deemed distasteful by other Narns if it will only advance their cause - or alleviate their suffering; and he gives voice to feelings expressed by many of his race, yet often under-appreciated by the current ruling body.

The Non-Aligned race is easily adapted to more than one faction. Designate a first and second (and third, etc., if necessary) Non-Aligned player. The first player chooses his starting ambassador. Then, each other player chooses an ambassador from among the species ambassadors not already chosen by another player. After each Non-Aligned player has a starting ambassador, the player who chose his ambassador last chooses his secondary starting Character. Each player chooses a secondary Character in the reverse order of the selection of ambassadors.

Dual Races:

A dual race is any race represented by more than one player faction.

Ambassador

Each faction is led by a Character. This Character is referred to as an ambassador, but there are some differences between the ambassadors of an alternate faction and the normal factions. Note that alternate faction ambassadors do have all the protections, cannot be discarded, are the primary targets of many Aftermaths, etc. in the same fashion as any other ambassador. Alternate faction ambassadors of the four major races cannot make use of the normal ambassador's assistant to their race. As discussed below, alternate faction ambassadors do not have a vote on the Babylon 5 Council.

- If Faction 1 sponsors Faction 2's Ambassador's Assistant, then Faction 2 may, as an action, rotate the Ambassador's Assistant to either increase their Ambassador's abilities or reduce the cost of the next card sponsored by their Ambassador.

The "alternate starting ambassador" version of each Character cannot be sponsored, and the normal version of these Characters can only be sponsored if the Starting Ambassador version was not used in the same game. Home Faction ambassadors cannot request asylum. If their faction unconditionally surrenders, they are removed from the game.

Tension and Unrest

Each faction has its own unrest value. This represents government and/or public hostility to the policies of that faction. Each race, as a whole, has a tension level toward each other race. In addition, each faction has a tension toward each other faction of the same race. If tensions between factions of the same race grow, the race could be plunged into a state of Civil War (see below). Tension of each faction of a race toward other factions of that race begins at 2. While tension between 2 factions of the same race is at 3 or less (and while the race is not in a state of Civil War), those factions have an automatic state of Non-Aggression between them. This means that they cannot target one another with Military Conflicts and their fleets cannot attack each other.

BABYLON 5 CCG

Voting

Only the actual ambassadors to Babylon 5 have a seat on the Babylon 5 council. Players of an alternate faction do NOT get to vote. This is the case even if the Babylon 5 ambassador for their race is not in play; without direct representation on the Babylon 5 council, a race's opinion is not heard. Players of alternate factions who control Non-Aligned Species' Ambassadors will still cast the vote for that ambassador if the League is called upon to make a decision, however.

Joint Effects

Unless otherwise specified, if a race is not in Civil War, all Military Conflicts which target a player of that race which can cause an influence loss to the target cause the loss to each faction of the target race. If a faction is in Civil War, they are treated as separate races for Military Conflicts. Cards which affect, for example, "Characters of your race" apply to them no matter their faction (just as they do for non-alternate faction games). One important note is that if a card increases one race's unrest, it would increase the unrest of all factions of that race, but if it increases one player's unrest it only increases the unrest of that specific faction.

States

If a state exists between two races, at least one of which is a dual race, the state benefits all factions of those races. If the state provides a benefit to one race, then each faction receives the benefit as if they were the only faction of that race. If a benefit is added based on the influence of a faction of a dual race (for instance, in the case of the Alliance card) then the benefit is based on the average influence of all factions of that race.

Civil War

If the tension of any faction toward another faction of the same race is at 5 at the end of any turn, then that faction could play a Declaration of War. This causes every faction of the race to enter a state of Civil War. Any other effect which triggers a war between two (or more) factions of the same race has also initiates this state of Civil War.

The unrest of every faction of a race increases by 1 when a race enters Civil War. Each faction of a race in Civil War is in a state of War with each other faction of that race. When playing cards which end a war, if there are more than two factions in a race in Civil War, the card to end the war must be played so as to end the Conflict between the two factions with the highest (sum of) tensions toward each other. There is an exception to this rule, however; if a card would end a war you are involved in, it must target the other faction of your race who has the highest tension toward you. For either case, if there are multiple possible choices due to a tie, the player of the card may choose.

If the war ends, the Civil War ends; no faction of that race is at war with any other faction of that race and the unrest of every faction of that race is lowered by 1.

Once a race enters a state of Civil War, its various factions are from that point forward treated as separate races, for as long as the Civil War lasts. This applies to cards which alter tensions, influence (such as Military Conflicts, as above), unrest, states, etc.; they will affect only one faction, determined by the player of the card. Cards which affect all cards of a given race no matter the faction (such as cards which allow a bonus to damage when attacking Minbari Fleets) and limitations on how many of a card can enter play (such as the limitation on racial fleets) remain in full effect. Each other race now has a tension toward each of the new "races" equal to their old tension toward the race as a whole. While in Civil War, tension for each "new race" is tracked individually.

If the Civil War ends other than due to unconditional surrender, the tensions merge; average tension (rounded up) becomes the new tension for the reunified race. When a race enters a state of Civil War, it may have some ongoing states with other races (war, alliances, and so forth). Any state which would be cancelled if the two races were to go to war is suppressed. It is treated as if the state never existed, any ongoing bonuses are ignored while either race is in Civil War. If the Civil War ends, these states are restored (they are once again active). Since a race in Civil War is treated as multiple separate races, the opposite holds true for these states if they are entered into while a race is in Civil War. If the Civil War does not end due to unconditional surrender, the unified government does not feel obliged to honor agreements signed by breakaway factions. If the race reunifies, these states are suppressed for so long as the race is not in Civil War. If the factions once again split apart, they will find their old individual allies once again ready to support their cause.

If only one faction of a race in Civil War remains in play after a faction's unconditional surrender, the race is no longer in Civil War. The race's unrest is lowered as above. Any states which existed before the Civil War which affected the surviving faction are restored. Any states that were in effect while the race was in Civil War remain in effect if they could have begun had the non-Civil War states been in effect (so, the faction could not have 2 Free Trade states with the same faction, the one initiated while the race was in Civil War is cancelled). War, and any state not cancelled by war, transfer from a unified race to every breakaway faction, and from any breakaway faction to the unified race.

9.3 Psi Corps Faction:

9.4 Captured Locations:

If a faction ever conquers a Location which is loyal to their race, the Location is considered "recaptured" and is immediately useful. This is true even if the owner of the card is a member of another faction, and the Location was captured during a Civil War.

9.5 Power & Victory – Optional Rule:

A player of any race has one less power for each other faction of his race. (So, if there were three Human factions, each player's faction would suffer a -2 power penalty.) In addition, to score a standard victory you must have at least 3 more power than any other player of your race. (Otherwise, your faction will not have control over the direction your race charts for the rest of the galaxy.)

9.6 The Drakh

- 1) You do not begin a game as the Drakh, but as one of the standard races, with a regular ambassador. You may switch to the Drakh later in the game using Drakh rule #2.
- 2) Your first Drakh Ambassador can be sponsored by a non-Drakh character at printed cost, and is immediately promoted to your Inner Circle and becomes your faction Ambassador. He cannot be targeted by Taunts and Games. Your previous ambassador remains an Inner Circle character and can never be demoted. Drakh are opposed to Vorlon Marks in the same way that Rangers are opposed to Shadow Marks.
- 3) Once you sponsor a Drakh Ambassador, you are now a Drakh Faction and may play Drakh cards as if you were the Drakh race. However, your actual race remains as it was originally. You also retain any other special designations for your faction, such as Home Faction or Psi Corps. If your new (Drakh) ambassador leaves play, you immediately lose the game. Drakh ambassadors cannot seek asylum. A Drakh faction's ambassador cannot be targeted or affected by any effect that would change his position as ambassador.
- 4) Drakh characters cannot sponsor any card that is loyal to a race other than the Drakh. Drakh cards can only be sponsored by Drakh characters. Drakh cards which can be sponsored cannot enter play by any other means, including Conscription, Soul Hunters, New Priorities, etc. Drakh cards that are not sponsored (e.g. Events) can only be played by a Drakh faction/player. If a Drakh card is controlled by a non-Drakh faction, discard it immediately.
- 5) The Drakh can only win if they fulfill the special victory conditions on a Drakh Agenda, or if all other players are eliminated.
- 6) Many Drakh cards generate and/or use Chaos Tokens. Chaos Tokens are all identical, no matter which card created them. After each of his actions, including a pass action, a Drakh player may move any number of Chaos Tokens from any one card he controls to any one Drakh card he controls.
- 7) Drakh cards cannot have their racial loyalty changed.
- 8) The Drakh, as a race, cannot be targeted, named, or referred to in any way by another card.

9.7 The Interstellar Alliance

- 1) An ISA member, along with all other ISA members of that race, is expelled from the ISA if:
 - a) he declares war on or starts a war with another ISA member;
 - b) he enters a state of war with another ISA member because of an event or conflict he played; or
 - c) he enters a state of war with another ISA member because of an Agenda he controlled.
- 2) If the ISA exists: Once per turn, as an action, each player may discard the top card from his deck and forfeit his ability to draw cards during that turn's draw phase to take a card with **ISA** in its effect text from outside the game into his hand (in tournament play, this card must come from the player's reserve). This cannot allow him to exceed normal deck construction limits.
- 3) If the ISA exists, whenever a Babylon 5 vote is called for, hold an ISA Vote instead. In an ISA Vote, each player who is an ISA member gets one vote. The ISA Founder calls the vote order. Cards that affect or refer to Babylon 5 votes do not affect ISA votes.
- 4) ISA cards (cards that have ISA in boldface) cannot be played unless the ISA is in existence.

10. GLOSSARY

These are a few important game terms used in the rules or on some cards in the game. They are defined here for your convenience. If a term is not in the glossary, check the Index for the Location of relevant rules.

Attack during a Conflict -

If you make an attack and thereby become a participant in a Conflict (the same Conflict in which your target is a participant) then you have made an attack during that Conflict. If you use another card ability to make an attack and do not become a Conflict participant (for example, if you use the special ability of an Expeditionary Fleet) then even if a Conflict is ongoing and your target is involved in a Conflict you did not make an attack during (or within) the Conflict.

Cancelled -

A Conflict which is cancelled does not resolve. Any Conflict which does not resolve on the turn it is initiated (or which is, for some reason, declared without being initiated) is cancelled unless a card specifically instructs that it will continue beyond the turn in which it began. A cancelled Conflict card is placed on the discard pile instead of resolving.

Cannot -

BABYLON 5 CCG

If a rule, on a card or otherwise, states that an action "cannot" take place, then the restriction overrides any general enabling effect. For example, if a card cannot be promoted to the Inner Circle, you cannot use a card which lets you promote any Character to the Inner Circle to promote that card. To overcome a "cannot" restriction, the restriction must specifically be lifted; the language used must say something to the effect of "remove any restrictions on promoting the Character"; the effect that is preventing promotion must be removed.

Controller -

A Character, Group, fleet or Location is usually a member of a faction. The player of that faction is that card's controller. Whoever played the card is the controller of any Enhancement, Aftermath or Contingency.

Cost -

- Cards that refer to the "cost" of another card may not refer to (target or otherwise reference) cards which do not have a printed influence cost in the lower right hand corner. For example, you cannot use Forced Evolution to discard a United Fleet nor may you use Eliminate Threats to discard a Forced Impairment Enhancement.
- A card that does not have an orange bubble with a number in it has a cost that is "undefined" as far as other cards are concerned. "Undefined" does not mean zero. It is impossible to apply an "undefined" amount of influence or purge an "undefined" number of marks.

Cost Reductions -

Some cards provide a bonus or discount to the cost of a card. If a card has a level of effect determined by the cost paid when playing the card, any discounts can be used to enhance the effect.

Damage -

Unless otherwise specified, "damage" always refers to normal damage and not severe damage.

Damage Resistance -

A card with "damage resistance" deducts the specified amount from the total damage it suffers from each attack.

- Damage Resistance only ever applies to attacks and not to damage from Events, Conflicts, etc.

Double, etc. -

Changes to a Character's abilities are applied in sequence as they occur. An effect that has several simultaneous modifiers applies multipliers (halving, doubling, etc.) before additive changes. This generally occurs when figuring sponsoring costs or damage from an attack.

- The official way to apply multiple modifications to abilities is to take the printed value (which is modified only by effects which specify they modify printed abilities), perform all multiplications or divisions to this value, then perform all additions or subtractions to that result.
 1. Effects that change Printed abilities.
 2. Effects that last (permanent changes like Enhancements and non-instant Event effects).
 3. Instant effects (Instant Events, attacks, Conflict resolution, etc.)Each of these doubles then adds.
- In Conflicts which double abilities such as Diplomacy in Test Their Mettle, the doubling only occurs during resolution unless the card specifically states otherwise (such as Garibaldi).

Free -

Especially, "sponsor for free". If you are permitted to sponsor a card for free you may do so immediately, no matter what round it is, for no influence cost and without rotating a sponsoring Character. You must meet any other restrictions, however; you may not, for example, "sponsor for free" a limited Character who is already in play.

Global -

A "global" Aftermath or Enhancement targets everything in the game. Since only one Aftermath or Enhancement can affect a target at a time, only one of each "global" Enhancement or Aftermath may be in play at a time. An Aftermath without a specific target (for example, Wear and Tear) is considered to be Global.

- Babylon 5 Enhancements are considered to be Global Enhancements.
- Global Enhancements are not "in" any faction, nor does any faction control them.

Influence Rating -

A player's total influence available each turn. This is the influence component of a player's power. Gains and losses of influence alter a player's Influence Rating; applying influence does not.

Irrevocable -

A card that is irrevocable cannot be negated, cancelled, blanked nor can it have its effects reversed. It cannot be targeted by a card that would directly cause it to be discarded.

Kha' Ri

BABYLON 5 CCG

- A "Kha'Ri Character" is any character with a bold-face Kha'Ri title in their effect text, including such titles as "Representative of the Kha'Ri" and "Kha'Ri intelligence officer".

Limited -

Only one of any "Limited" Character may be in play at a time. Characters, Groups, Locations and fleets are assumed to be limited unless otherwise specified. If a second copy of a limited card is determined to be in play, unless some game effect specifically allows it to be in play, the additional copy is discarded (for example, if 2 players initiate the same limited Conflict on the same turn). Unique cards are always limited.

- You can have three copies of a Limited Character, or any other card, in your deck. However, only one copy can be in play at a time. So, if someone else has a Limited Character in play, you cannot sponsor a copy of that Character.

Multiple -

More than one copy of a "Multiple" card can be in play at the same time. This term lets you know that a specific Character, fleet, Location or Group is not "Limited". Other card types are assumed to be multiple if they do not state otherwise, for example, Events, Enhancements and Conflicts.

Negate -

A Conflict which is negated is cancelled (see above). An Event or other effect which is negated is prevented from occurring, and any stated effects are ignored.

Owner -

The player from whose deck a card began the game (including the starting hand, of course) is the owner of that card. A card which must go to the discard pile goes to its owner's discard pile. A card which goes into a player's hand always goes into the hand of the owner, even if it says to place it into "your hand".

Participant -

A card becomes a Conflict participant by supporting, opposing, or attacking during a Conflict, and then becomes a legal target for attacks. A leader of a participant fleet is also considered a Conflict participant, but does not become a legal target for attacks during that Conflict. An Aftermath that lists "participant" as one of its play conditions can target any faction (or cards within that faction) that had a participant card in the Conflict. If it does not say "participant" it can only affect the Initiator's faction.

Purge -

This term is used to instruct you to remove a mark which has been attached to a Character.

Ranger -

The Rangers were an organization set up to watch for and counter the activities of the Shadows. Any faction that has Shadow Marks cannot sponsor a Ranger card, and none of their cards can gain the Ranger trait. Any faction that has a Ranger card cannot gain Shadow Marks.

Ready -

A card or Character is ready when it is face-up (unneutralized) and not rotated. A neutralized card is only considered ready for healing actions and for card effects which specifically consider neutralized cards to be ready. Removed from the Game - If a card is removed from the game (for example, if it is replaced), the card being removed should be set aside, indicating that it is out of play and may not return to the game by any means. Other copies of multiple cards, for example, Agendas, may reenter play; however, any copy of a limited card which has been removed from the game cannot ever reenter play.

Replace -

Some cards instruct you to "Replace" one card with another. When you replace a card, the card being replaced is removed from the game

- The term "replacing" used in reference to Agendas is completely unrelated to replacing Characters, which is the definition in the Glossary.
- If a Limited Character is replaced, NO copy of that Character may come in to play ever again (treat the Character as if it had become Unique).
- If a Multiple Character is replaced, that copy leaves play, but no other copy of the card is affected.
- An action that involves replacing cannot be reversed.

Shuffle your deck -

When instructed to shuffle your deck, you do not shuffle the discard pile into the deck unless specifically instructed to do so.

States -

Two races (or, on occasion, factions) can have a "state" between them. The most common example is a state of War. In most cases, a card which initiates a state will also indicate the primary effects of such a state. However, some cards can only be played if a faction or race is in a specific state with another faction or race. An example is Trade Winfall, which can only be played if a target faction's race is in a state of Free Trade with another race. If 2 races enter a state of war, any other states between the two races immediately end.

Transfer -

BABYLON 5 CCG

If you are instructed to transfer influence to another player (or entity, such as the Shadows), then you lose 1 influence and they gain 1 influence. You cannot transfer influence if your Influence Rating would then fall below 3.

Uncontested -

A Conflict is uncontested when the initiator wins the Conflict and no participant in the Conflict (as of resolution) attacked during or opposed the Conflict.

Unique -

A unique card may only enter play once per game. Unique cards represent Events or actions that can only take place once in the storyline of the galaxy, such as attempting to gain control of The Great Machine.

- You can have up to three of any one Unique card in your deck, but once one is played, neither you nor any other player can play any copy of that card.
- A Unique card cannot return to play by any means. This includes using cards such as Soul Hunter or Seizing Advantage.
- If a Unique Event is reversed with Not Meant To Be, it cannot be played again. Not Meant To Be doesn't change the fact that the Event was played. The same goes for Conflicts cancelled with You Are Not Ready.

Used As -

Normally, no ability may be used to attack another ability. However, if a card states that one ability may be used as another, the Character acts as if he had the new ability at the same level as his old ability for the rest of the turn. Note, however, that this is NOT the same as using a non-standard ability within a given Conflict. An example: The Humans initiate a Kidnapping (Intrigue) Conflict targeting DeLenn. General Hague supports the Conflict with 3 Intrigue. The Minbari plays Level the Playing Field on Kalain, which allows him to use Leadership within an Intrigue Conflict. Kalain cannot attack General Hague, since to make an attack he would have to use Intrigue (the ability General Hague used in the Conflict). As the next Minbari action, Kalain opposes the kidnapping Conflict (using his 4 Leadership). Jeffrey Sinclair can now attack Kalain using Leadership, the same ability Kalain used in the Conflict. A Human Agent could not attack Kalain using Intrigue, since Kalain did not use Intrigue, even though the Conflict is an Intrigue Conflict.

Won -

A Conflict is only "Won" when the initiator has more support than opposition (in the case of most Conflicts) or more support than any other side (for non-opposable, support multiple side Conflicts). If any other side has at least as much support as the initiator, or if opposition is greater than or equal to support, then the owner "Lost" the Conflict.

You or Your -

"You" refers to the controller of a card. A "Conflict targeting you" includes any Conflict targeting you (the player), your race, your faction, or any card(s) in your faction. There is one exception: if an Enhancement targets a card in another faction, or is a faction Enhancement that is played on another faction, then "you" no longer refers to the controller of the card. Instead, "you" then refers to the target's faction. For example, if the Narn player sponsors the Mines faction Enhancement and targets the Minbari faction, and then the two races went to war, the Narn fleets would be damaged by the minefield while the Minbari fleets would not. One question we've had is how to play a Won Aftermath that says to target your ambassador. You play this card only when you are the initiator of a Conflict, and you win the Conflict.

11. TOURNAMENT RULES

- If every player fulfills the requirements for a Major Victory on the same turn, every player scores a Major Victory. For tournament scoring purposes, you total the points for the first X places in the tournament (where X is the number of players scoring a Major Victory) and divide the total by the number of players who scored the Major Victory. For awarding bonus points, you split them up as evenly as possible and have each of the winners award the points. When the number of points is not evenly divisible by the number of winners, both players must agree on whom to give the odd point.
- When time is called in the preliminary rounds of a tournament, the Action Round stops immediately. The Conflicts resolve and the players check for victory. If a player is then eligible for either a Standard Victory or a Major Victory, they receive the bonus points for scoring a Victory before time expires.
- There should not be any dual races in at the same table in the preliminary rounds at a tournament.
- In tournaments, all players reveal their ambassadors and then may go into their decks and/or sideboards and change their deck and/or select their starting hand. Sideboarding is allowed between rounds as well.
- You may change your Starting Ambassador in a tournament if you have an acceptable alternate ambassador in your sideboard that would not change your race.
- When an effect allows you to go through your deck for a card, you do not have to show the other players the cards you go through in your deck. The other players may request that the

BABYLON 5 CCG

Ranger (or another judge) confirm that you are actually pulling the appropriate card from your deck.

- A Major Victory always trumps a Standard Victory. So if someone is claiming a Major Victory and another player wins a standard with Steal Babylon 4, the Major Victory is the winner.

12. CARD RULINGS

A list of every card ruling or errata made from the game's release through the Severed Dreams expansion and a few from Wheel of Fire or Crusade. Any Errata are marked as such and everything else are clarifications on how the card works.

Rulings were taken from the original newsgroup, the tournament judge mailing list, the player's mailing list, the playtester's mailing list, and private emails I sent or were forwarded to me. Clarifications come from John Hart, Doug "Kosh" Williamson, and Kevin Tewart. There were a few times John Hart and Kevin Tewart's rulings didn't match, in which case I went with John Hart's as he was the original designer.

A Better Place

- The phrase "The effect text of the Conflict is reversed." acts as per Not Meant to Be. In other words, any effects that occurred because of the Conflict have their effects reversed (i.e. influence gains are reversed, unrest changes are reversed, etc). The effects from the Conflict happen, then are reversed so that there is no net effect from the Conflict.
- If you gain influence from a Conflict and are then forced to lose influence because of A Better Place's reversal, this is considered an influence loss and allows any card to be played which requires an influence loss (Reeling From The Blows, Hidden Treasury, etc).

A Brighter Future

- Babylon 5 will gain influence due to A Brighter Future at the end of the turn it resolves.

A Final Statement

- It must be a techno-mage you control.
- Final Statements come after Mercenary actions.

A Meeting of Minds

- You may not rotate another player's Character with Psi. This is a cost and must be payed by the player playing the card.
- You may cascade the effects of Meeting of Minds (i.e. use it to enhance one Telepath, play another copy to enhance another telepath with the previously enhanced telepath, etc). The effect of this Event is fixed at play of the card and remains constant for the duration of the Event.

Abbut

- You may use Abbut's ability to use his Intrigue as Psi for the purposes of Challenge Psi Corps.

Accident

- You may not target your own cards with this or any other cards which intentionally damage someone in your own faction (unless specifically allowed by a card).

Adira Tyree

- Errata: "After every time Adira Tyree attacks or is attacked without being neutralized, she gains +1 Intrigue."

Aiding The Shadows

- You cannot use this in conjunction with Over the Brink to start the Shadow War. Influence granted by Aiding the Shadows cannot be used to start the Shadow War in any way, shape or form.

Aiding The Vorlons

- You cannot use this in conjunction with Over the Brink to start the Shadow War. Influence granted by Aiding the Vorlons cannot be used to start the Shadow War in any way, shape or form.

Alisa Beldon

- If you are playing the Psi Corps Faction, there is no time at which Alisa Beldon is not a Psi Corps Character.

Alliance

- Errata: "Target another race with whom you have a mutual tension of 1 and no Alliance. If successful, there is a state of Alliance between your two races. You each gain +1 influence for each 5 influence your ally has. If your two races ever go to war, the state of Alliance ends and you each lose 1 influence for each 5 influence your ally has."
- The influence gain from successful resolution of Alliance is based on the two targets' influence immediately prior to Alliance resolving. It does not change when their Influence Rating changes.

BABYLON 5 CCG

- Alliance generates influence from the Conflict, not the State of Alliance it creates, therefore you may rotate your homeworld to generate an additional influence from it.

Alliance of Races

- As long as the person with this Agenda is leading in power once Babylon 5's influence reaches 20 and the Shadow War has not started, they will win.

Ambassador Kosh

- Ambassador Kosh's Vorlon Mark cannot be purged.
- Since Ambassador Kosh does not become a participant, you may use Ambassador Kosh to apply support or opposition in a Conflict with participant restrictions (i.e. Rally the People).
- Ambassador Kosh can be used to support your side in a Conflict such as Power Politics. This is a reversal from a previous ruling.
- Ambassador Kosh's effects text prevents him from being attacked, promoted, or targeted. Ambassador Kosh cannot be effected by Racial Hatred.

Anna Sheridan

- Anna Sheridan may sustain using her effect targeting Sheridan.

Approval of the Grey

- The supporting refers to the fact that they are not Inner Circle and not that they were supporting the Conflict.
- If the Inner Circle Character is demoted while Approval of the Grey is on them, they remain a supporting Character. You must use another method to promote them. If the Inner Circle Character has Approval of the Grey discarded, the Character becomes a supporting Character. If Approval of the Grey is blanked, the Character becomes a supporting Character. If Approval of the Grey is then unblanked, the Character becomes an Inner Circle Character again.
- You may use this Aftermath on a neutralized Grey Council Member to promote that Character to the Inner Circle. This is an exception to the general ruling that neutralized Characters may not be promoted and is caused by the specific card effect.

Armistice

- Errata: "Rotate your ambassador. If the mutual tensions of two races at war are each below 4, the war ends during the Draw Round."

Arms Race

- You cannot target another faction of your own race with Arms Race unless you are in a state of Civil War. If you are in a state of Civil War and target another race with this Event, your own fleets of your race count for reducing the cost of sponsoring the fleet.

Arrest Dissidents

- When a fleet's Military is doubled, this includes the Leadership from any leaders on the fleet. If there are no other Characters of your race (except those in your faction) you must discard one of your Characters.

As It Was Meant To Be

- Errata: Type is "Major Agenda". "If the top card on your discard pile is a Character, Enhancement, Group or Fleet you may purge a Destiny Mark as an action to put that card into your hand. Your ambassador gains a Destiny Mark each time you initiate and win a Conflict. Count each Character you control with a Destiny Mark as 1 power."
- Playing As It Was Meant To Be does not give your ambassador a Destiny Mark. That Mark just shows that your ambassador (or, in some cases on other cards, another Character) can gain Destiny Marks through this card's effects.
- For Conflict cards that generate two Conflicts (e.g. The Great Machine), you gain a Destiny Mark for each one you win, regardless of winning the entire Conflict card.

Attacking Pawns

- Errata: "Your ambassador gains a Doom Mark. Target another player's supporting Character. If you succeed by 5 or more, discard the target Character. If you succeed by 10 or more, gain +1 influence. "
- If you play attacking pawns and target a supporting Character who is promoted to Inner Circle during the Action Round, it still discards the Character.

Battle Hardened

- "Damaged in an attack" means it took damage as part of an attack. Since it does not specify either way, this will work if the fleet was attacked or did the attacking.

Be Seeing You

- For the purposes of Conflicts such as Trade Pact which modify abilities during resolution, consider the modification of abilities to affect Be Seeing You (i.e. you would use doubled abilities for Trade Pact).

Bester

BABYLON 5 CCG

- Errata: "Psi Cop. You must draw 2 free cards (instead of 1) per turn while you control Bester. Bester cannot become an Inner Circle Character."
- The non-Ambassador version of Bester is not considered a 'Psi Corps Character' and does therefore does not require or consume a Conspiracy Mark when used as a supporting character.

Beyond The Rim

- After Beyond the Rim is played, you can still gain Shadow or Vorlon Marks. Only the specifically named Characters leave play. All other Characters stay in play.
- This card may be used to discard Major Agendas. The text should have included "even a Major Agenda" but there was not enough room on the card.

Bio-Weapon Discovery

- Errata: "Target one fleet you control. If you win by 5 or more, this Conflict becomes a fleet Enhancement for that fleet. During each Ready Round, place a bio-weapon token on the fleet. The target fleet gains +1 Military for each bio-weapon token to a maximum of +5. If you lose by 5 or more, discard one supporting or non-ambassador Inner Circle Character."

Black Market

- Errata: "Your ambassador gains a Doom Mark. If successful, this card becomes a faction Enhancement which reduces the cost for you to play or sponsor any card by 1 for each Inner Circle Character you rotate when playing the card (including the sponsor)."
- When playing this card you have to rotate all the Inner Circle Characters you wish to use at the same time. I think "rotate while playing the card" is pretty clear...you rotate more than one Character while sponsoring the new card.

Black Omega Squadron

- If you used Black Omega Squadron in conjunction with Valarius since you target all Centauri fleets of the faction, all Centauri fleets in your faction gain 2 damage resistance. This works the same way for all Squadron Fleet Enhancements.

Blockade

- Errata: "Target one race with whom you have a tension of 4 or 5. If successful, reduce the Influence Rating of all factions of the target race to the level at which they began the turn (to a minimum of 10). Those factions cannot gain any more influence this turn, and this Conflict is returned to your hand."

Bluff

- The card returned to your hand is the Bluff Contingency, not the card it was played under.

Border Raid

- Errata: "Target another faction. Only the following cards can participate in this Conflict: One fleet from you and your target, and leaders for those fleets. If this Conflict is uncontested, the target loses 1 influence. If you win by 5 or more, gain +1 influence. Tensions between your two races increase by 1."
- One Fleet per side is the limitation on participants...Events that do not produce additional participants are acceptable, so Emergency Military Aid can be played. Also cards like Sortie and Planetary Defenses can be used. These effects do not cause the Locations to become participants, so they are permitted.
- You can use an Expeditionary Fleet to attack (providing tensions are high enough to allow you to do it), in addition to a Fleet you have already committed to the Conflict. It would not be counted as a participant in the Conflict.
- A Border Raid was played by Player A. Player A supported with a Fleet and Player B (the target) opposed with a Fleet. Then Player A attacked that Fleet of player B using his Expeditionary Fleet (tension was high enough). The Conflict is still contested. The Expeditionary Fleet can still be attacked.
- You cannot use Level the Playing Field to apply a Character's stat.
- If there are two Human (or any other dual race) factions in play with a mutual tension of 5 but not in Civil War. Human player 1 Border Raids Human player 2. Border Raid targets a faction. Human player 1 and Human player 2 may each participate with one Fleet. The race of the fleet participating in the Conflict is irrelevant. If Clark initiates a Border Raid against Sinclair, Clark may only participate with one fleet (as the aggressor), and either Clark or Sinclair may participate with one fleet (as the target). Thus, if Clark opposes, he may not support, and vice versa.
- If there are two (or more) factions of the same race in play (not in a state of Civil War), and one of the factions is targeted with a Border Raid, an alternate racial faction may participate with one of their fleets instead of the targeted faction. In other words, any of the factions of the targeted faction's race may participate in the Border Raid, but only one fleet from that race may become a participant fleet.
- If Human 1 Border Raids Human 2 and it is uncontested, Human 1 gains +1 influence and Human 2 loses 1 influence. Consider this a rules change to be put in V1.3.

BABYLON 5 CCG

Brakir

- The extension of the temporary influence bonus applies to influence from sources which say "apply additional influence" or "spend additional amount of influence".
- Essentially, if you get temporary influence for the next turn, Brakir will give it to you again the turn after that.
- Brakir will not work on the influence generated from Mr. Morden.

Brevari!

- You can target a Neutral character with this card for no effect. This card can raise non-Psi, non-zero abilities for Centauri characters.

Broken Allegiance

- Errata: "As your first action, rotate your ambassador and target a Character of your race or a neutral Character controlled by another player. The Character's owner must apply the Character's cost in influence or discard the Character."

Build Bridges

- You can use combinations of the two marks. For instance you can use 2 Destiny Marks and 1 Conspiracy Mark to sponsor a card that requires 3 Conspiracy Marks.
- You cannot use this card for playing Alfred Bester. He is replacing a card, not being sponsored.

Buy Favor

- The recipient of Buy Favor may not rotate their homeworld to gain an additional influence.

Byron

- If a Human faction has Byron in their faction and plays Psi World, Byron stays in play. His restriction is on sponsorship, not being in play.

Calenn

- Any player includes the Minbari player.

Call In A Marker

- If you win this Conflict, you cast all votes controlled by the target in the next Babylon 5 vote. This includes any votes that they may control through other means (another Call In A Marker, Non-Aligned Support, Ambassador Kosh, etc).

Call Their Bluff

- Cards under Consultants are targetable by cards that target Contingencies such as Call Their Bluff.

Campaign for Support

- If you win this Conflict you can rotate your homeworld to gain an extra influence, but it will be a temporary influence and subject to the same limitations as per the text of the Conflict.

Captain Sinclair

- No version of John Sheridan can replace Captain Sinclair. Captain Sinclair cannot replace Captain Sinclair.

Captured Fleet

- Once the fleet changes factions, a leader on the fleet will no longer be adding the bonus. This can end up reducing it's Military below one and neutralizing it.

Carpe Diem

- Errata: "Each player may only play Carpe Diem once per game. Select an Event in your discard pile. Show that card to your opponents. Put that Event in your hand."

Carrier Group

- Errata: "This fleet may be the target of any number of each squadron Enhancement. If one of your fleets participating in the same *Conflict* as Carrier Group is neutralized, you may transfer all squadron Enhancements from that fleet to the Carrier Group."

Casualty Reports

- Errata: (Discard this Aftermath after play.)

Challenge Psi Corps

- If you have Bester in play as your Ambassador and you play this Agenda, both Bester and the Agenda stay in play.

Change of Plans

- Errata: "Target all of your Characters who are currently participants in the one Conflict. Apply 2 influence per targeted Character. Ready the targeted Characters. The support or opposition of those Characters no longer applies to the Conflict. They cannot participate in the same Conflict again."

Changeling Net

- You may not use Du'Rog's effect text if you fail to successfully use a Changeling Net on another Character to copy his text because the targeted Character is removed from the game, not discarded.

BABYLON 5 CCG

- The target enhanced by Changeling Net has its current text blanked when using Changeling Net to copy another Character's text.
- Bold text on a card is not part of the standard effect text and is not copied or blanked by Changeling Net and is not blanked by Forced Impairment.

Chen Hikaru

- If you use Chen Hiraku to lead Syria Planum (which is opposing a Conflict), your ambassador does not suffer any damage (because Chen is not a Conflict participant).

Chosen Of God

- In order to qualify for the +1 bonus, all participants including fleets must be of the chosen race.
- When participating in Conflicts which double the ability used at resolution, since Chosen of God doubles a Character's printed ability, this effectively gives the Character quadruple their ability during resolution. This is an exception to the general rule that effects which double abilities at resolution are not cumulative.
- All participants implies at least one participant from your faction.

Chrysalis

- The cards do not say she carries her marks over just Aftermaths and Enhancements. If those Aftermaths or Enhancements yield marks, they now enhance the new card, as if they had been played afresh on the Character.
- Chrysalis cannot be reversed. You cannot unreplace a character.

Citizen G'Kar

- You may not replace Citizen G'Kar with G'Kar Enlightened, nor can G'Kar Enlightened replace Citizen G'Kar. Citizen G'Kar may replace any copy of a card named "G'Kar".
- You can replace your G'Kar with Citizen G'Kar anytime you want. Others can only do it when the Narn lose influence from a Conflict not initiated by G'Kar's faction.
- Treat him as if he had a built in We Can't Allow That, not a built in Level The Playing Field. With Border Raids in particular, this means that you may participate with one fleet (and leader).

Commander Ivanova

- Commander Ivanova cannot be sponsored if Susan Ivanova is not in play (she can only enter play through replacement).
- If Commander Ivanova replaces Susan Ivanova who had a Latent Telepath Enhancement her Psi would be 1. Latent Telepath states that a Character with Psi of 0 gains Psi of 3. Since Commander Ivanova does not have Psi of 0, she does not gain the higher Psi.
- If you use Ranger Training on Susan Ivanova, then replace her with Commander Ivanova, Commander Ivanova does not get the effect text of "Ranger".
- If you play Minbari Fighting Pike and/or Advanced Training on Susan after making her a Ranger and then replace her, she will still get the bonus' from the cards. (see 7.6 Enhancements)

Commerce Raiding

- Errata: "All Free Trade states are suspended (they are not in effect), and your faction has +1 Influence Rating while Commerce Raiding is in play. Any player may initiate a Military Conflict with 10 automatic opposition. If this Conflict is successful, discard this Enhancement."
- There cannot be more than one global Enhancement of a certain name in play, i.e. two different players with Commerce Raiding.
- Other players may initiate a Conflict to get rid of this card, but they can only declare this during a Conflict Round.
- The 10 opposition to the Conflict is targeting Commerce Raiding.
- If Commerce Raiding is played, you do not lose influence you have already gained from Trade Windfalls, only the influence gained from the initial Trade Pact.
- If a Conflict to get rid of Commerce Raiding is successful, the original +1 influence for having the Trade Pact is regained.

Commercial Telepaths

- Errata: "Multiple. Rotate this Group and target a Character who is not targeted by Commercial Telepaths. That Character gains a bonus to his Diplomacy equal to half his Psi, rounded up, while this Group remains rotated."

Competing Interests

- If you play this Event you will also lose Vorlon Marks.

Complete Support

- Errata: "Each Character of your race gains +1 Diplomacy while this Conflict is being resolved. If this Conflict succeeds by at least five times your unrest, alter one of your tensions to any level you desire."

BABYLON 5 CCG

Concealed Weapon

- Errata: "May not be used with any other Weapon Enhancement. Target Character gains a Strife Mark."
- You can play this Enhancement on another player's Character; E.G. You as Minbari arm Tu'Pari so he can then stop another player from winning.

Concentrated Effort

- Errata: "You may initiate a second Conflict during next turn's Conflict Round. This second Conflict must be from a Conflict card."

Condemn Deportations

- Errata: "Target another race. If this Conflict is successful, the tensions of all races toward the target race increase by 1. If any race was already at 5 tension toward the target race when this tension increase occurred, each faction of the target race loses 1 influence."

Conflicting Desires

- If you play this card you will also lose Shadow Marks.
- Growth in Chaos cannot be used to play Conflicting Desires because it does not require that you have any Shadow Marks.

Conflicting Loyalties

- You do not have to pay the cost of the Character in addition to the 10 influence you paid for Conflicting Loyalties on the turn you play the Event.
- You do not need to rotate an Inner Circle Character as well as pay the influence cost of Conflicting Loyalties. Sponsoring the Character is an effect of the card. The 10 cost is all you pay this turn.
- You may not play Conflicting Loyalties on a Character you may not sponsor.
- You may use Conflicting Loyalties to bring out a Character that cannot be promoted to the Inner Circle. You still pay to promote him (the minimum is the amount that would be required to promote him), he is just not actually promoted. You cannot ignore sponsoring requirements with Conflicting Loyalties. Treat it as if it said "sponsor for free".

Conscription

- You may play this card if your unrest is already at 5. When looking for a card, you must put into play the first card of any type that specifies your race (including Agendas, Characters, Locations, Fleets, Groups and Enhancements).
- When searching for the card begin at the top of your deck (i.e. the next card you would draw).
- If you come to a card which you can put into play via replacement, but cannot sponsor (i.e. an Agenda when you currently have one, Commander Ivanova, Lord Mollari, etc), it does not satisfy the requirement of "could sponsor".
- If you come across a card such as Stealth Technology, but you don't have any fleets, then skip it.
- Minbari Fighting Pike can be skipped as it is a "Character Enhancement", not a Minbari Character Enhancement.

Consultants

- Errata: "You may play Limited, non-Unique Character cards as Contingencies to this Group. If that Character is not in play (and you could sponsor him), you may apply half the printed cost of the Character to put it into play as your supporting Character. That Character cannot attack. At the end of the Resolution Round, if he is not neutralized or discarded, return him, face-down, to this card."
- "Consultant" Characters are considered in play, though they are not considered to have been sponsored.
- Using the ability of Consultants does not count as sponsoring the Character. Treat hiring a consultant in the same way you would treat Soul Hunting that card. Note that these effects when used on Emperor Cartagia will kill Emperor Turhan.
- If you play Lethke Zum Bartrado with Consultants and use his ability, the card under him is returned to its owner's deck when Lethke Zum Bartrado returns to Consultants.
- If you have Chosen of God in play, you may play Human, Centauri, Minbari and Narn Characters as Contingencies on Consultants. However, you may not bring them into play while Chosen of God is in effect. You may also play Shadow or Vorlon Characters on consultants if you have no marks in your faction.
- Cards under Consultants are targetable by cards that target Contingencies such as Call Their Bluff.
- You can have more than one Character under consultants at a time. You can also bring them into play on the same turn as separate actions.

Contact First Ones

BABYLON 5 CCG

- Errata: (Discard this Aftermath after play.)

Contact with Shadows

- The Shadow Mark is permanently gained.

Contact with Vorlons

- The Vorlon Mark is permanently gained.

Coordinated Fire

- Errata: "Rotate two of your fleets who can participate in the same Conflict. Both fleets attack a participant fleet of your choice, but the attacked fleet only damages one of your two fleets (of his choice) in return."
- As a result of this Event, your Fleet is neutralized, and one of the attacking Fleets is also neutralized. You can now play Ramming to attack the 2nd Fleet.

Coup de Grace

- Aftermaths restricted by ability can not be played on a Coup de Grace Conflict.
- When Coup de Grace resolves, you surrender and lose immediately. You may not check for victory later in the round (even if you have an Agenda which grants a victory for which you have satisfied all the requirements).

Covert Allies

- Errata: "Cost 8. The target Character gains a bonus to his Intrigue equal to half his Diplomacy (excluding any bonus from Power Posturing), rounded up. This bonus is recalculated each determine initiative step."

Crisis Of Self

- Errata: Type is "Lost Aftermath".
- The target of this Aftermath may only apply the influence to ready the targeted Character during the Ready Round.

Cult of Personality

- This card will work with President Sheridan.

Cyborg Reconstruction

- Once the Enhancement enters play, its effect is "fixed". If the Enhancement is somehow moved to another Character (such as by replacement of the target) the same pluses and minuses apply to the second Character as were applied to the first. If a Character is replaced, all damage on the Character goes away (though new damage will accrue on the new Character).

Cynthia Torqueman

- Errata: "Media Character. Rotate Cynthia Torqueman to support or oppose any number of Conflicts at the same time. You decide whether she supports or opposes each Conflict."
- As long as she only has Diplomacy, they must be Diplomacy Conflicts. If she gains another ability, she can use that ability in Conflicts of the appropriate type.

Damage Control Team

- You can rotate a Damage Control Team after a Fleet has been damaged, but this will have no effect on the damage already received, only on further attacks in that turn.
- If you combine Damage Control Team with Stealth Technology the Fleet would still only take half damage; the reduction in damage is not cumulative.

Day Of The Dead

- Errata: "Unique. All players may return to play one Character from their discard pile into their supporting row. If limited, that Character cannot currently be in play. The Character may act normally. Discard all these Characters at the end of the turn."
- If you Day of the Dead a replaceable Character then replace them the replaced Character stays in play at the end of the turn.

Deep Agent

- Deep Agent, Malcontent, Psychopath, Sniper, and Thug do not require Conspiracy Marks for Psi Corps to sponsor, but they will count towards them after sponsored.

Defame Ambassador

- Errata: "All of the target ambassador's abilities are halved. This effect expires at the end of he turn."
- Whatever the total is in the Resolution Round, half it and then round in the ambassador's favor.

Defector Revealed

- The Disaffected Character being replaced is removed from play. Other Disaffected Characters are unaffected.
- Defector Revealed cannot be reversed. You cannot unreplace a character.

Defense in Depth

BABYLON 5 CCG

- Errata: "All of your Fleets gain +2 Military while you are the target of a Military Conflict. All of your Locations gain +5 Military. Your Influence Rating is increased by 1 for each Location of your race you control."
- Your Fleets gain +2 Military from the time the Conflict targets you (during the Conflict Round) until the Conflict(s) is/are resolved.
- This also applies to your Expeditionary Fleet if you use it to attack a non-participant Fleet, participation is not an issue.
- You gain the +1 influence as soon as you play the Location. Influence from Defense in Depth counts as power.
- The +5 Military granted by Defense in Depth applies to all Locations you control, not just Locations of your race.
- You cannot rotate your homeworld to gain an extra influence when you play a Location, you gained influence from the Agenda, not a Conflict.
- Since this Agenda gives a bonus to your Influence Rating instead of Power, it is immune to the effects of We Are Not Impressed.

Defense Treaty

- You cannot use New Priorities with the fleet of a faction with whom you have a Defense Treaty. Causing a fleet to "act as if they were under your control" is not literal control.

Delegate Authority

- This card may be used to remove Greed.
- If you promote a replaceable character with Delegate Authority and replace that character, the new version of the character stays in the Inner Circle.

Delenn Transformed

- (See Chrysalis - 8.7 Events)

Demonstrative Victory

- Your Homeworld does not have to be in play at the time this resolves in order to negate it. You can bring it into play later to negate the effect.
- This card will effect changes in influence, not changes in Influence Rating. As such, you can still gain influence by building or by sponsoring Kha'Mak, etc..
- Your homeworld must be in your faction to count.

Destined To Be

- Errata: "Target a Conflict. Choose a type of Conflict, and won or lost. You may play Aftermath cards on the target Conflict that match the selected condition during this turn's Resolution Round."
- All it lifts is the won/lost and Conflict type restrictions all the other Aftermath conditions still have to be met. You cannot specify "won war Conflict"...the war Conflict Aftermaths tend to be a bit more extreme than the other Military Aftermath cards.

Destiny Fulfilled

- Errata: "For the rest of the turn, all your ambassador's abilities increase by +1 for each Destiny Mark he has. For an additional 5 influence, all your other Characters gain +1 to each of their abilities for Destiny Mark they have. For an additional 5 influence (11 total) this card becomes an Enhancement for your ambassador (with the bonus fixed at play)."
- When you pay the total of 11 eleven influence to make this Event a permanent Enhancement for your ambassador, it becomes a permanent Enhancement for your ambassador (only). The rest of your Characters will only get +1 per Destiny Mark they have for that turn only.
- Having paid for a permanent Enhancement, you can play another copy just to gain the current turn effects without the possibility of making it permanent, there's no restriction on duplicating Events.
- If your ambassador has no rating for an ability this does increase that as well. However, Psi can only be increased from 0 by a card which specifically causes that effect.

Develop Relationship

- You may use Develop Relationship if you initiate an "any faction may be supported in this Conflict" Conflict and you support a different faction.
- This Aftermath is not discarded once the Character is promoted to the Inner Circle.

Diplomatic Advantage

- The fact that the card says "May" means that you can choose not to draw an extra card.
- If a faction has both Bester and Diplomatic Advantage in play, 2 cards must be drawn. Both specifically use the number 2.

Diplomatic Blunder

- Errata: "Target ready Character with Diplomacy greater than 1 has his Diplomacy lowered to 1. (Bonuses applied later this turn raise the ability from the new base of 1.) This effect expires at the end of the turn."

BABYLON 5 CCG

- (See Lack of Subtlety)

Diplomatic Corps

- Errata: "Rotate and target a Character. That Character gains +2 Diplomacy while this Group remains rotated."

Diplomatic Immunity

- Diplomatic Immunity would not break a Psi Attack. It does not retroactively prevent you from being attacked. Also, the Psi Attack is not an "attack" as per the rules, it is a Conflict.

Diplomatic Intrusion

- This card blanks the target Agenda during resolution, not before. The effect it has if unsuccessful is to prevent the Victory Check for that round only. If it wins, it lasts an additional round for each 5.
- If you play Prolonged Talks on Diplomatic Intrusion, the Conflict does not resolve this turn. When it resolves next turn, it will blank the Agenda during resolution and the effect will last as appropriate.

Directing Events

- If a Conflict is played with a Secret Strike after Directing Events is played then the Conflict that was played will resolve after any Conflicts that were affected by Directing Events.

Disaffected - race name

- Errata: " Multiple. Each player may only have 1 Disaffected (race name) in play. While Disaffected (race name) is a member of your Inner Circle, you may sponsor (race name) Characters at normal (instead of double) influence cost. If you use this ability, you cannot apply any other cost reduction."
- This card does not allow promoting to the Inner Circle at normal cost, it is still double (plus 1 per Inner Circle Character).

Disenchantment

- Errata: (Discard this Aftermath after play.)

Disruption

- Cards will automatically sustain if Fray At The Edges is played. Disruption will not override it

Dissent

- The target of Dissent must have the opportunity to fail to apply the influence to negate Dissent's effects before the effects of failure can apply.

Do As Your Told

- This card only raises unrest. If you have an unrest of 5 and no Vorlon or Shadow Marks, it does not lower your unrest to 1.

Doomed Expedition

- Doomed Expedition only works on cards that are retrieved as an action. It does not work on Personal Growth, which is an Aftermath.
- You may not use Doomed Expedition to discard cards drawn from your deck via Meditation, Minister Malachai, etc.

Draal

- If the effects of Draal's damage on an opponent neutralizes them, this mean he does not then take damage from them.

Du'Rog

- Errata: "If Du'Rog is discarded from play, you may cause 4 points of damage to any Narn Character."
- Du'Rog has to have been played before being discarded, if Du'Rog never enters play he cannot use his effect text.
- You may not use Du'Rog's effects text if you fail to successfully use a Changeling Net on another Character to copy his text because the targeted Character is removed from the game, not discarded.

Dust

- Errata: "Target a Character you control. For the rest of the turn, the target Character gains +6 Psi. (this bonus does apply to Characters with 0 Psi.) Characters who started the turn at 0 Psi are permanently returned to 0 Psi at the end of the turn. Neutralize the Character at the end of the turn."

Dwindling Resources

- This affects anything that refers to "repair" (including events with "repair" in their effects text). Note that the Drazi War Fleet is not affected because it does not have "repair" in it's text.

Early Warning

BABYLON 5 CCG

- Errata: "Rotate a Character with 2 or more Vorlon Marks. Apply the Vorlon's influence as opposition to a target Intrigue Conflict. The Vorlons then gain +1 influence."
- When you play this card, first, apply an amount of opposition to the Conflict equal to the Vorlon's influence, then increase the Vorlon's influence by 1.

Egyptian God of Frustration

- You can play this card onto Conflict cards (to protect from You Are Not Ready, etc.).

Elric

- Errata: "Techno-mage. Treat Elric as a Seeress. Discard Elric if the Shadow War has started. Discard Elric if you have any Shadow Marks or Vorlon Marks."

Emergency Military Aid

- You can just spend 20 Influence to oppose an attack with 10 Military without any Fleet of yours becoming involved. The Influence cost provides the Military no other Fleet is required.

Emperor Turhan

- Errata: "Centauri Emperor. Emperor Turhan cannot become an Inner Circle Character. Rotate to alter any Centauri tension by 1."
- Emperor Turhan can only modify Centauri tension towards other races (and not vice versa).

Empire Builder

- Conflict Contingencies played on a Military Conflict targetable by Empire Builder, go to the discard pile before the Conflict does. Any Aftermaths played on the Military Conflict are discarded simultaneously with the Conflict and can be done in the order the owner chooses.

Entil'Zha

- Multiple discounts from the same card do not accumulate. Entil'Zha -2 for Humans and Minbari, -4 for Rangers. He does not give -6 for a Minbari Ranger.
- If there is no Human faction playing with a Sheridan ambassador (implying that Sinclair has been replaced), you cannot bring Entil'Zha into play. Entil'Zha can only enter play if John Sheridan has replaced Jeffrey Sinclair. So you either need to do the actual replacement, do something that says that this has happened (like the new Captain Sheridan cards), or use another effect that specifically allows you to play Entil'Zha (like Honored Position).

Entrap

- Fleet 1 attacks Fleet 2. Fleet 2 reveals the Entrap Contingency. Fleet 1 does damage equal to its printed Military minus any damage it might have before Fleet 2's damage is applied to it (no other sources of Military or damage increases are taken into account). Fleet 2 does normal damage to Fleet 1 using its Military before Fleet 1's damage is applied to it including any bonuses to Military or damage.

Euphrates Treaty

- You can play Euphrates Treaty in a game where one or other of the two races (Narn or Centauri) is not playing.
- The +2 Diplomacy gain includes Characters that have no Diplomacy, but not until the Resolution Round and they cannot participate if they have no Diplomacy.

Expanded Network

- You do NOT need to rotate an Inner Circle Character when using Expanded Network.
- Expanded Network can promote a rotated or neutralized Character.

Expeditionary Fleet - race name

- If an Expeditionary Fleet attacks using its special ability and is then attacked back as a consequence, the Fleet(s) which attacked back cannot be attacked themselves. The Expeditionary Fleet had to head into enemy space to attack, and unless you have some way to make more attacks without a Conflict, you cannot attack the Fleets that responded.
- A player controlling an Expeditionary Fleet (of whatever race, though there is no way to control one of any other race at this time) may use it to attack any fleet from a race with whom he has a tension of 5 (no matter who controls the fleet, even himself if he so desires). Any fleet of that race may attack that Expeditionary Fleet in return, no matter who controls them. The reciprocal attack(s) may take place at any time for the rest of the Action Round (including by fleets that are sponsored after the attack).

Expendable

- The ability reduction is applied to the base ability.

Exploitation

- Captured Locations do not count as a Location of your race if you have Exploitation in play. Locations do not lose their racial loyalties if they're Exploited. Also, controlling another race's homeworld does not mean that a faction has their homeworld in play for purposes such as Demonstrative Victory.

Exploration

BABYLON 5 CCG

- Errata: "Discard one of your ready Fleets. Apply influence equal to the Fleet's printed Military. You gain +1 influence for every 5 printed Military ability of the Fleet you discarded."
- Since the Fleet is discarded without being neutralized, nothing happens to a Character leading the fleet.

Exposed

- If successful, the target Agenda is discarded at the end of the Resolution Round of the turn two turns after this Conflict resolves (before the victory check).

Extended Contacts

- Errata: "Rotate and target a Character. That Character gains +2 Intrigue while this Group remains rotated."

Extermination

- If the target Character is neutralized, the Character still takes severe damage (because it specifically says it adds severe damage).

Extreme Sanction

- Errata: "Your ambassador gains a Doom Mark. Target a supporting Character of another faction. If successful, apply influence equal to the target Character's cost. Remove the Character from play. (If limited, no copy of that Character can reenter play)."
- A Character's cost is always his printed cost, unless the phrase "the cost for you to sponsor" or some similar phrase is used. If you are targeting a Character of a different race than the faction that sponsored it (i.e. Justin) and are successful, you only need to pay the printed influence cost of that Character to remove them.

Eye of the Storm

- Eye of the Storm allows a player to choose whether or not to apply automatic opposition/support to a conflict. This decision is made during resolution of the conflict, during the Resolution Round. If the agenda is not in play during resolution, then no automatic support or opposition from Eye of the Storm can be applied.

Factional Inertia

- When Factional Inertia is in play: The turn on which an Agenda is played/revealed the Agenda can provide a maximum of 1 power. Whether it is currently providing power or not does not matter. The maximum it can provide goes up by 1 each turn that particular copy of the Agenda is in play.

Facing Oblivion

- The penalty for Facing Oblivion is fixed when the card is played.

Fast Learner

- Errata: "Each time the target Character participates in a Conflict and is not neutralized that turn, he gains +1 to the printed ability he used in the Conflict, to a maximum of 5."
- If the Character is replaced, the abilities become those on the new card. Any benefits gained previously from Fast Learner are lost. However, if Fast Learner is blanked, discarded, or transferred to another Character, the bonuses gained do NOT go away.
- The ability increase from Fast Learner occurs at the end of the Conflict resolution. So, if an Aftermath on that Conflict neutralizes the Character, Fast Learner does not take effect.
- The cap of 5 is on each printed ability.

Feint

- You may initiate the same Conflict that you returned to your hand.

Find Focus

- As with other cards that let you search your deck. You should shuffle it afterwards.

Finish the War

- Errata: "Once per turn you may lose 1 influence to raise your tension toward the Humans by 1. If your tension toward the Humans is at 5, you may declare war Conflicts against Human factions and they may declare war Conflicts against you."
- If you have Finish the War in play, and get the tension to 5, then you are not at war with the Humans. You may declare war Conflicts, but a state of war does not exist.

First United Fleet

- When you bring out a United Fleet, you use the current Military of the fleets being replaced. Leaders of the replaced fleets are not neutralized or put out of play. Support Fleets targeting the replaced fleets are not neutralized.
- Since Combined Fleet has no species, you must discard a fleet of another race or two fleets of different species in order to use it to bring a United Fleet into play.
- You do not have to rotate an Inner Circle member to sponsor a United Fleet.
- Neutral Fleets cannot be used to bring out a United Fleet.
- Babylon 5 Fleets, Shadow Fleets, Vorlon Fleets, and other United Fleets count as another race or species to bring a United Fleet into play.

BABYLON 5 CCG

Fifth Column

- Purging of a mark is done as an action. If you sponsor this enhancement on another player's character, you may not purge marks from that character (as per the definition of "you" and "your" in the glossary).

Fleet Of The Line

- If it receives 8 or more points of damage during a Military Conflict targeting you, the Fleet of the Line will become neutralized after the Conflict resolves because its Military bonus goes away. (same principle, different values, if the fleet is otherwise enhanced)

Fleet Support Base

- If a Fleet is neutralized with 2 severe damage tokens during a Conflict and you then rotate the Fleet Support Base to heal 4 damage on the Fleet - it is discarded at the end of the turn. Removing normal damage has no impact on unneutralizing a card.

For My People

- Errata: "Rotate and neutralize your ambassador. Your ambassador gains a Destiny Mark."

For The Good Of All

- This includes Characters or fleets that are neutralized after this card is played during the same turn.

Force Majeure

- If you rotate a fleet to enhance another fleet's Military, you may count it's Military rating in addition to the bonus it gives to the enhanced fleet.
- Shadow, Vorlon, United Fleets all count as your fleets when they are in your faction.

Forced Evolution

- If you have less than five Shadow Marks, you cannot put this card in play as a hidden Agenda. If you do not currently have 5 Shadow Marks, you cannot play this card.
- Agendas (such as Forced Evolution or Order Above All) which give you power based on a calculation can give you negative power if the calculation would give you negative power.
- You needed the 5 marks to play the card (and to reveal it if played hidden), not to maintain it. So if the number you have drops after you play it (and it will if you use the ability), it stays in play.
- The abilities on the card, transferring influence, neutralizing Fleets, are not what gives you a Major Victory. You have to reach 20 power with a margin of 10 over any other player.

Forced Impairment

- Under the zero cost ruling Forced Impairment cannot be targeted by cards such as Forces Collide because it has no printed cost.
- This can be used to negate (blank) an Agenda.
- It cannot target a hidden Agenda, the Agenda would have to be revealed first.
- Bold text on a card is not part of the standard effect text and is not blanked by Forced Impairment.
- Even if he lost the "Starting Ambassador" ability, he's still your ambassador. Delenn Transformed and John Sheridan do not say "Ambassador", but can be played as such. Therefore, the effect text has no effect on a card's ambassador status.
- When played on a Location it will not allow you to attack with its Military. The restriction printed on the cards is a reminder of the restriction printed in the rulebook. Blanking the card does not lift the restriction.
- Forced Impairment can target a neutralized card.
- When it cancels the effect text of a Character, it does not cancel all the Marks on that Character.

Forging Alliances

- The Shadows and Vorlons are valid races to select.

Fray At The Edges

- If Fray At The Edges is played during a turn while Disruption succeeds, any cards which can sustain must sustain. Disruption's effect applies during the Ready Round of the next turn. Since the round is skipped entirely, there is no place for it to have it's effect.

Frederick Lantz

- Errata: "If there are any Conflicts in play which can raise tension that Frederick Lantz can oppose, Frederick Lantz must oppose one. You cannot pass until he has done so."

Free The Souls

- This can be played even if no Soul Hunter is in play.

From The Sidelines

- A Character may use From The Sideline in conjunction with Hour of the Wolf to apply their ability twice during resolution in a specific Conflict.

Fulcrum Of Power

BABYLON 5 CCG

- If you spend temporary influence from Fulcrum of Power, then replace Fulcrum of Power with another copy of Fulcrum of Power the temporary influence is refreshed (i.e. you may spend it again). This will only replenish the temporary influence, it will not give you additional temporary influence (if you had not spent any of the temporary before replacing the Agenda)
- The influence bonus is continuous. Immediately following your promotion of a new species into your Inner Circle, you will be able to apply an additional influence.

Full Mobilization

- Full Mobilization cannot increase the cost to play Agendas, Conflicts, Contingencies, etc. because it refers to cost and these cards have no printed cost.

Further Gains

- Contingencies must be played on cards (unless otherwise specified). So you cannot play Further Gains on a war or Agenda Conflict.
- You may play Further Gains on an "any player may be supported" Conflict (such as Prey on the Weak).
- You may only play Further Gains on a Conflict card that initiates a single Conflict. You cannot play Further Gains on a dual-conflict card (eg. Sleeper Personality).

G'Kar

- G'Kar's text says he gains +2 Intrigue when he is the target of an Intrigue Conflict. This only relates to Conflicts that target him specifically not the Narn in general.
- When targeted, he gains the +2 boost until the end of the turn regardless of how he uses it.

G'Kar

- If you control G'Kar, you must discard 4 cards to replace him. If you cannot discard 4 cards, you cannot replace him.
- Another player may not replace this version of G'Kar with Citizen G'Kar. G'Kar's replacement restriction means G'Kar's controller must discard four cards (which you don't *have* to do).

G'Kar Forsaken

- If you have G'Kar Forsaken (without a Shadow Mark) and a Ranger in your faction and you attack and neutralize a Character with a Shadow Mark, the Character will unneutralize, but does not come into your faction.

G'Neb

- G'Neb's text refers only to those Narns leading fleets. Using G'Neb in Leadership Conflicts does not prevent the use of other Narns with Leadership in the Leadership Conflict.

Gather Rebels

- The "Disaffected sponsoring bonus" is the ability of a Disaffected Character to sponsor a Character loyal to a race other than yours for the base influence cost of the Character. Gather Rebels allows you to promote Characters for the base influence cost of the Character plus the number of Inner Circle Characters you have (instead of double the influence cost plus the number of Inner Circle Characters, which is normal).

General Hague

- Errata: "Rotate General Hague as an action to add a construction token to this card. Each time you sponsor a fleet, remove all construction tokens from General Hague. Each token removed reduces the cost for you to sponsor that fleet by 2 (to a minimum cost of 0)."

Glitch

- You may not play a second copy of an Enhancement on the same target if the first Enhancement is Glitched. The title is unchanged by the Glitch as is the fact that it is an Enhancement. The fact that they might have different text does not change that the Enhancements both have the same title and cannot have the same target.

Grassroots Support

- If you play this on one of your conquered Locations, you do not need a second copy of the Location to re-play it immediately.

Greed

- Delegate Authority can be used to remove Greed.
- If a Soul Hunter is targeted with Greed and brings another character into play as his Mercenary action, you do not get another action to use the character that was brought out. Also, if a character is promoted to the Inner Circle, the Mercenary text from Greed is removed when Greed is discarded.

Grey Council Fleet

- Errata: "You may only initiate Military Conflicts that target a player with whom you are at war. This fleet may be promoted to your Inner Circle. If this fleet is then neutralized, it heals as an Inner Circle Character until unneutralized and is not discarded. (The fleet is not otherwise treated as an Inner Circle Character.)"

BABYLON 5 CCG

- The only Military Conflicts you can initiate are ones that target a player you are at war with.
- The cost to promote the Grey Council Fleet to the Inner Circle is its influence cost (13) plus 1 per Character already in your Inner Circle.
- The Grey Council Fleet does not count as an Inner Circle member, it only gains the 'healing' benefits of the Inner Circle. It does not count when you are promoting a Character and it cannot be rotated to sponsor cards.

Grievance

- Errata: (Discard this Aftermath after play.)

Growth in Chaos

- Both Growth in Chaos and Morden refer to the "cost" of another card. They may not refer to any card without a printed influence cost symbol, including Confusion in Chaos and Shadow Strike.
- Morden's discount for Shadow Marks can be combined with Growth in Chaos.

Guarded Resource

- Guarded Resource played on an Enhancement which has specific conditions for discarding in general will prevent a card from being discarded if the condition is an "instant" effect.
- When the target of an Enhancement leaves play, all attached cards must also leave play. Guarded Resource cannot prevent this.
- Cannot be played on Global Enhancements since they are not considered to be in your faction or under your control.

Guerillas

- This card has an undefined cost for the purposes of targeting it with cards such as Eliminate Threats (i.e. any cards which refer to the cost of a targeted card cannot target Guerillas).

Gunboat Diplomacy

- Errata: "Target another race. If successful, players of that race lose 1 influence, and you gain +1 influence if you win by 5-9, or +2 influence if you win by 10 or more. If unsuccessful, exchange recipients of these effects. If one or more fleet attacks occur, Babylon 5 loses 1 influence and all players' tensions grow by 1 toward the race of the fleet that first attacked."
- The initiator loses 1 influence if (s)he loses the Conflict; 2 influence if they lose it by 10 or more.

Hand Of Valen

- This will mean all Ranger Characters will have a Leadership of at least 2 (those with zero gain 1, then add the +1 to all non-zero abilities).

Harriman Grey

- Harriman Gray cannot oppose a Border Raid. Border Raid restricts participants and, to oppose the Border Raid, Harriman Gray would have to become a participant.

Harvest Souls

- Errata: (Discard this Aftermath after play.)
- Not Inner Circle Character. Otherwise, it would say "who supported the Conflict".

Hate Crime

- Errata: "Target another player's supporting Character. For each 5 strength by which this Conflict succeeds, Babylon 5 loses 1 influence. If you succeed by 10 or more, discard target supporting Character."

Hello, Old Friend

- Example: Minbari use Hello, Old Friend to sponsor Du'Nar (printed cost 11). The cost would be two times one-half. Du'Nar would cost 11.

Heralds Of The Grey

- Cannot sustain as it does not meet the requirements to sustain (it requires an additional card to rotate (namely the Grey Council Fleet)).

Hidden Agent

- Errata: "Target your ambassador. Select another faction that participated in the Conflict. Discard any Hidden Agent that faction has affecting your faction. The selected player must choose and show you his face-down Conflict card before you choose your Conflict each turn."

Hidden Treasury

- Since there are no restrictions on when Contingencies can be revealed (other than those in the card's effect text), Hidden Treasury may be revealed during Conflict resolution.
- You may not use Hidden Treasury if you are forced to discard Kha'Mak, Commerce Raiding or Defense in Depth because each of these cards (under their Deluxe wording) causes changes to your Influence Rating. Direct changes to your Influence Rating are not considered a gain or

BABYLON 5 CCG

loss of influence. You may use Hidden Treasury if someone plays Not Meant to Be on a Short Term Goal you played.

High Level Connections

- High Level Connections prevents the increase in unrest for Power Play. Since the increase did not occur, the cost was not paid and no Shadow Marks are gained.

Higher Calling

- Errata: "Count each 2 Destiny Marks your Characters have as 1 power. Your ambassador gains +4 to each of his abilities while participating in any Conflict that can result in your faction gaining a Destiny Mark. Shadow Marks and Vorlon Marks on all Characters for all factions count double."
- All faction's marks are doubled, not just the one that played the Agenda.

Hole In Your Mind

- The easiest way to look at this cards effect is as a Diplomatic Blunder (for the appropriate ability) that doesn't go away.
- The ability reduction is applied to the base ability.
- A character targeted by this Aftermath has his current ability reduced to one. His ability can go up if new bonuses are received.

Honored Position

- If you use Honored Position to play Jeffrey Sinclair, and you want to replace him with Entil'Zha, you still have to have the 3 Vorlon Marks required for Entil'Zha, even though Entil'Zha says "Requires 3 Vorlon Marks to sponsor."
- If Captain Sheridan is a starting ambassador, then: 1. Jeffrey Sinclair is considered to have been removed from the game. 2. You may therefore play Honored Position because it lets you take a card from OUTSIDE the game.

Hostile Reaction

- You cannot use this to attack a Character who is leading a fleet.

Hour of the Wolf

- This card can ready an Inner Circle Character who has rotated to heal severe damage so that they can rotate to heal a second time.
- You may use Hour of the Wolf to ready a Character leading a Fleet supporting a Military Conflict and the Character may then rotate to lead another Fleet. That other Fleet may participate in a different Military Conflict.

Humanitarian Aid

- Errata: "Target a race that was the target of a won war Conflict last turn. If successful, Babylon 5 gains +2 influence, and each faction of the target race gains +1 influence."

Hyach Matriarch

- If the Hyach Matriarch's Psi (counting her Enhancements, damage, etc) is higher than her target's highest ability (counting Enhancements, damage, etc) at the time the Matriarch rotates, then the target is a valid target. Changes to the ability of either the Matriarch or the target later in the round do not un-rotate the target.

I'd Die First

- If you play this card, the Neutral teep becomes your supporting Character permanently. And, no, the influence cost is not a typo.

Immortality Serum

- If nobody was supported in the Conflict, no one gains influence from it. If there was a tie for the most support, no one gets the influence.

Imperial Telepaths

- You can use Imperial Telepaths if you have less than two cards left in your reserve pile.

Imperialism

- Errata: "Your ambassador gains +2 Leadership. Gain +2 influence for each Location you capture. Lose 2 influence if a Location you control is captured. You may use captured Locations as if they were your own."
- If a Location is neutralized while you are capturing it, you gain 2 influence and discard the Location.
- If you capture an already neutralized Location, if the effect that neutralized the Location would normally keep it in play, you capture the Location and it remains in play under your control.
- If Imperialism is discarded, no influence is lost, even if conquered Locations are recaptured or neutralized.
- You cannot rotate your homeworld to gain an extra influence when you capture a Location, you gained influence from the Agenda, not a Conflict.

Important Visitor

BABYLON 5 CCG

- If this card has Not Meant To Be played on it, the Character sponsored is returned to your hand. Any player may sponsor that Character at 3 less cost next turn.

In Chaos, Uncertainty

- What In Chaos Uncertainty does is ignore the meaning of Won and Lost. They become irrelevant, but do not actually disappear. In Chaos Uncertainty does not blank the type of the card. A Lost Aftermath is still a Lost Aftermath; the word Lost simply becomes meaningless. If you have Justin in play, he doesn't care what meaning Lost might have; he just prevents it from attaching to his faction.
- The effect applies to all players. So, all players "Ignore Won and Lost requirements..."

In The Line Of Duty

- Errata: "Play when a limited supporting Character was neutralized during an attack. Remove the Character from play. (No copy of the Character can reenter play.) (Discard this Aftermath after play.)"

Independent Support

- After calculating the 1/5 of your Influence Rating. You round up if there are any decimals.

Inevitable Destiny

- Errata: (Discard this Aftermath after play.)

Infiltrate and Exploit

- Errata: "Apply 5 influence to initiate an Intrigue Conflict. Choose one of the following goals, which will occur if successful: Gain +1 influence; Your target loses 1 influence; Choose a target ability, your ambassador will gain a permanent bonus (which can accumulate) of +1 to that ability."
- You have to set which ability you want boosted when you declare the Conflict. It does not have to be the same ability every time.
- The ability boost (and bonuses like this one) can be applied to any ability, even if it is 0, EXCEPT for Psi. You must have Psi to gain Psi, except by using cards that give you Psi specifically (like the Latent Telepath).

Inflexible Plans

- If you are targeted by Inflexible Plans, are forced to discard 2 Not Meant To Be's from your hand, play the remaining Not Meant To Be, return the 2 Not Meant To Be's to your hand, then your opponent Not Meant To Be's your Not Meant To Be, you discard "all but one" Not Meant To Be leaving you with one remaining.

Influential Lords

- Errata: "If a Conflict can increase Centauri influence, rotate this Group to apply +5 Diplomacy or +3 Intrigue in support of the Conflict."

Insufficient Support

- A fleet with a leader that is supporting a Conflict counts as two participants.

Insurrection

- You cannot play Twisting the Knife on a Conflict which raises unrest (thereby causing a loss of influence while Insurrection is in play) because the loss of influence was not from the Conflict, but from Insurrection.

Intelligence Gathering

- This means that for every Event you play for the rest of the turn, you have 4 extra influence that you can use to play those Events (basically, the amount of influence you have to apply for each Event is reduced by 4).

Internal Opposition

- Internal Opposition may be used to discard We Are Not Impressed, or other cards that can't be targeted by Events, because it is targeting the player, not the Enhancement.

Intervention Force

- Cannot support any Conflicts that can in any way cause someone to lose influence.

Intolerable Interference

- Errata: (Discard this Aftermath after play.)

Ipsa Battleglobe

- Errata: "Military is now 4."
- This cards text has not changed between the Premiere and Deluxe printings. When the Battleglobe is controlled by another player, it is still modified by faction Enhancements of the original faction (i.e. the faction that sponsored it) and is not modified by faction Enhancements of the faction that took control of it. Any effects (such as tension increases) which occur because of the Battleglobe attacking, supporting or opposing a Conflict occur to the faction that currently controls it.
- If player A sponsors the Ipsa Battleglobe, then player B can apply 2 influence and steal it that same turn. The sponsor cost of the Battleglobe does NOT count as you being the first to "bribe" it that turn.

Isdrell

BABYLON 5 CCG

- In order to gain the discount for being sponsored by a Centauri Emperor, the Emperor in question must be able to sponsor the Character (i.e. be an Inner Circle Character or have Luxuries of Homeworld played on them). They may not simply sponsor an Imperial Teep because they are a Centauri Emperor.

ISN

- If a Conflict resolves and changes a tension in the Resolution Round, ISN can be used as the player's first action in the next Action Round to reverse the tension change.
- When you reverse a change, you apply the opposite value to the *current* total. So, if you tension was at 3 and was changed to 4, that is a +1. So you apply a -1 to the current value, which will move it back to 3. However, if two changes occurred to your tension, the first being a +1 and the second being a -1, you are still at 3 tension. If you reverse the -1 change, you add +1 to the current total, moving your tension to 4. If you reverse the +1 change, you add -1 to the current total, which will move your tension to 2.

Isolated

- The Intrigue loss is not fixed at the time of play, it changes with Babylon 5's influence, because this is an Enhancement and not an Event which is fixed at the time of play.
- To sponsor this Enhancement you must rotate your ambassador, specify a target Character and call a B5 vote. If the vote passes, the target Character is affected by the Enhancement and loses Intrigue as per the card text. If the vote fails the Enhancement is discarded.
- You do not have to call a vote each turn to see if the Character remains affected, there is only one vote and that is held when the card is played.
- If this Enhancement is discarded, Babylon 5 does not lose the influence from the passed vote.

Isolationism

- Errata: "Target your faction. When players not of your race sponsor Characters of your race, the cost for the Character increases by an amount equal to your tension toward their race. Apply influence equal to your lowest tension during the Draw Round, or discard this Enhancement."

It Will Be His Undoing

- Errata: (Discard this Aftermath after play.)

Ja'Doc

- Ja'Doc's ability specifies that it may be used as the Event is 'being played', so it cannot be used later in the turn.
- If Ja'Doc's effect is applied to a unique Event, that Event can be played again because it is considered to have not "hit the table".

Jason Ironheart

- Damage will not extend his time in the game. Only Forced Impairment can keep Ironheart in play for more than 5 turns. If Forced Impaired, Ironheart's Psi drops back to 10.

Jeffrey Sinclair

- (see John Sheridan)

Jha'Dur

- If Jha'Dur leads a Fleet it can be attacked by a Homeworld Fleet (or other Fleets that can only attack if special requirements are met), since you can attack her Fleet even if it is not involved in a Conflict, and the Homeworld Fleets restriction is on participating in Conflicts.

John Sheridan

- Errata: "John Sheridan may replace Jeffrey Sinclair. Whenever John Sheridan gains a mark of a type he does not have, he gains an additional mark of that type. Rotate John Sheridan as an action and play a Conflict card. You must apply 3 influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional Conflict."
- Sheridan and Sinclair can be in play at the same time. You can sponsor Sheridan as a normal Character without affecting your ambassador.
- If John Sheridan gain two marks at the same, he ends up with 3 marks (not 4).
- If Martyr is played, Sheridan will not gain any extra Doom Marks, the Marks are replaced, not gained. This applies to anytime one of his marks is converted to another type.
- Sheridan will not gain any extra marks if he is your ambassador when you sponsor Playing Both Sides.

Join The Corps

- This may be played on any Neutral Character with Psi including those targeted by Latent Telepath. Neutral Characters targeted by Join The Corps are treated as if they are Human Characters and are no longer considered Neutral for any reason.

Justin

BABYLON 5 CCG

- You can not use the additional influence Mr. Morden provides to pay for Justin's special ability since you're not bringing a card into play with this effect.

Katz

- His text refers to normal damage only. It would specify severe if that were the case.
- If Katz targets a Character, that Character suffers no penalty from normal damage for the length of the turn (attacks and does full damage, applies his full ability at resolution, the Character is not neutralized, etc). At the end of the turn, apply the results normally of all damage tokens on the target Character (including neutralization, if appropriate).

Kha'Mak

- Errata: "Representative of the Kha'Ri. Cannot become an Inner Circle Character. Rotate to reduce the cost of the next Narn Character you sponsor this turn by 2. Your Influence Rating is increased by +1 while you control Kha'Mak."
- Kha'Mak's extra influence does count towards power.

Knowledge Is Power

- Errata: "Your ambassador gains +2 Intrigue. Apply 7 influence to initiate an Intrigue Conflict. If you win by 5 or more, your target must either discard an Inner Circle Character, or you gain +1 influence and your target loses 1 influence."
- The Ambassador gains +2 Intrigue for any Conflict as long as the Agenda is in play.
- If you choose to discard an Inner Circle Character, it should be done only during resolution. If successful, your options are 1) suffer the influence loss (& gain for the initiator) or 2) discard an Inner Circle Character.

Knowledge of Shadows

- Errata: "Requires 1 Shadow Mark to play. Go through your deck and select 1 Event card of your choice that directly modifies Military or Leadership. Show it to your opponent, and then put it in your hand. Shuffle your deck."
- An Event that causes damage to a Fleet is not a card that modifies Military.
- If it says it affects Leadership or all abilities, you can have it.

Knowledge, Then Action

- The rotation of the Character with Psi is a prerequisite for getting two actions. The rotated Character may not participate in either of the two actions. You may rotate other Characters during either or both of those actions.
- As one of your bonus actions, you may use the effects of another Knowledge, Then Action for an extra two actions (giving you a total of 3 actions) or discard three Knowledge Then Actions in a row (giving you a total of 4 actions).
- The actions granted by this card are granted to the faction, not the target of the Enhancement. The rotation of the Character is part of the cost that allows you to take two actions of any type.

Kosh Naranek

- Errata: Now a Group instead of Character. Pictures a Vorlon Mark. "Any player may, as an action, apply any amount of influence. For each 3 influence so applied, his ambassador gains a Vorlon Mark. At the end of the turn, his ambassador must purge one Vorlon Mark for each mark gained."
- The temporary Vorlon Marks Kosh produces can be purged to pay for things, but when Kosh's Mark expires, the Character loses 1 Vorlon Mark if he has 1 or more Vorlon Marks remaining. That means, to truly purge a temporary Mark, it has to be your last Mark on that Character.
- Kosh Naranek pictures a Vorlon Mark to indicate that he is a potential source for Vorlon Marks. He does not provide any automatically. Any player can sponsor this Group but a faction with Shadow Marks could not use his abilities.
- If you use Unsung Hero to move a Vorlon Mark gained from Kosh Naranek on Character A to Character B, a Vorlon Mark is purged from the Character A if possible. Character B keeps the Vorlon Mark on them.

Lack of Subtlety

- Errata: "Target ready Character with Intrigue greater than 1 has his Intrigue lowered to 1. (Bonuses applied later this turn raise the ability from the new base of 1.) This effect expires at the end of the turn."
- This reduces the total Intrigue of a Character to 1, including all modifiers already applied, but only up to the point when the Event is played.
- If a Character who has had his ability reduced to 1 later has an Event card played to increase it by +2, it will go up.
- If a Non-Aligned Character is reduced to 1 and then Chosen of God is played, it will give them double their printed ability, but their original ability is still at one. So if a Diplomacy 6 Character gets reduced to one and then boosted by Chosen of God, he would have a total Diplomacy of 7.

BABYLON 5 CCG

Latent Telepath

- Errata: "A Non-Narn Character with a Psi of 0 gains Psi 3. Cannot be played on an ambassador."
- Latent Telepath doesn't change a Characters printed Psi.
- The first time you use the Psi of the Fast Learning Latent Telepath, the Character's printed Psi ability goes to one (because of Fast Learning). At this point the Latent Telepath Enhancement ceases to function and the Character's Psi becomes 1.

Lavindra

- Rotate Lavindra to provide each Imperial Telepath and Centauri Emperor in play with 2 points of damage resistance.

Leading the Races

- Errata: "For each Destiny Mark your ambassador has, the cost for you to sponsor any Character is reduced by 1. Count each racial type (including Neutral Characters and Non-Aligned) represented by a Character in your Inner Circle as 1 power."
- All Neutral Characters count as 1 race. All Non-Aligned Characters count as one race (Drazi, Brakiri, etc. are species, not races).

Learn Their Weakness

- This Conflict does not count towards achieving a victory via Master Of All because it is not one of the specified Conflict types (It is a "Military and Psi Conflict", not a "Military Conflict" and "Psi Conflict"). This is different from other Conflict cards (such as The Great Machine or Raid Shipping) which initiate two separate Conflicts.
- Military Aftermaths and Psi Aftermaths can be played on any participant in this Conflict.
- More than one Character with Psi may rotate to aid a fleet. The Character is not considered a participant in the Conflict for any purposes and may not be attacked. The Character does not add to the Military of the fleet, it only gives damage resistance versus Shadow Fleets.

Leaving The Past

- For the purposes of this card, "removed from the game" is being used in a very limited sense. The only effect of this Conflict is to prevent cards currently in the discard piles from affecting play any longer. It does not prevent other copies of those cards from entering play.

Lennan

- Lennan's fleet repair ability is based on his current Leadership.

Lennier

- If Delenn is attacked and Lennier is ready; you can make him take all the damage from the attack. However Delenn will deal her damage in return, not Lennier.
- Lennier cannot take an action (support or attack) using his Intrigue, or use his Intrigue via Level The Playing Field, aside to oppose an Intrigue Conflict. If he is using it to oppose a Conflict, he defends himself if attacked.

Let Them Fight

- Other factions means not yours. So, you must target two or more qualifying factions other than your own. Out of those targets, if one gets the single highest support then it gains 1 influence and all the others lose 1.
- No card in your faction may participate in the Conflict.

Lethke Zum Bartrado

- There is not a way (other than neutralization) to allow Lethke Zum Bartrado to discard/return a card he has hidden with his ability back to the top of the relevant pile. You may not use his ability to look at cards without placing one underneath him.
- If you play Lethke Zum Bartrado with Consultants and use his ability, the card under him is returned to its owner's deck when Lethke Zum Bartrado returns to Consultants.

Level The Playing Field

- This Event does not change the ability that is being used. It simply removes the Conflict ability type restriction for that Character. Participants must be attacked using the ability that they used in the Conflict and can be regardless of the Conflict type. So, if you use Diplomacy to participate in an Intrigue Conflict, you are attacked with Diplomacy even though it's an Intrigue Conflict.
- You must target a specific Conflict when you play this card. A target Character/fleet's participation is done as a separate action.
- A Fleet can apply their Military to support a non Military Conflict. Characters can still add their Leadership to these fleets. This works both ways, a Character could use Diplomacy to participate in a Military Conflict.
- Another faction's Fleets can attack them using Military, as they are now a participant in the Conflict.

BABYLON 5 CCG

- Level The Playing Field cannot be used retroactively. Timing in B5 is almost always X happens then Y happens. You cannot, by playing this card, retroactively alter how you decided to participate in the Conflict.
- Level The Playing Field can be placed upon another faction's Character. They MAY participate (they are not forced to do so).
- In a Conflict such as "Test Their Mettle", if a Level The Playing Field card is played, the target card's highest ability will not get doubled. It does not count as Diplomacy, it merely allows another ability to be used.
- Level The Playing Field does not actually rotate the Character/Fleet as it is played. It just allows the target to support or oppose on a subsequent action.
- Level The Playing Field only lifts the barrier to ability type within a given Conflict. It will not lift the participation restriction off of a Fleet or other card, such as Lennier.

Lhim/Dram

- You may still use Lhim/Dram's ability even if he is neutralized, otherwise he would read "While ready...".

Liberating Resources

- You cannot use Liberating Resources to gain influence from someone who Unconditionally Surrenders since the influence does not come from either an event or an agenda.
- If a player has gained influence from more than one event and/or agenda before you attempt to play Liberating Resources, you cannot target them. Only one event or agenda gain can be targeted by this card and you cannot choose one occurrence if multiple have occurred.
- In cases where more than one influence came from a single card/agenda, you must apply 5 times the total amount of influence gained (you cannot apply 5 influence to gain only 1 influence).

Light Shines

- In general, effects on cards do not require that all effects take place. So, for cards that say to purge a mark (as an effect, not a cost) if you are unable to do this, this does not prevent the other effects of the card from occurring. This applies specifically to Shadows Fall and Light Shines.
- These cards do not require that the target Character have Shadow/Vorlon Marks, therefore they can be played on Characters without Shadow/Vorlon Marks.
- If Not Meant To Be targets either Light Shines or Shadows Fall, it will only reverse any effects which actually occurred (i.e. it won't spontaneously generate a mark if none was purged in the first place).

Limited Strike

- Homeworlds cannot be used to oppose Limited Strike.
- If a race is targeted that has multiple factions in play, either of those factions may participate in the Conflict.

Lindstrom

- Lindstrom may be used to get any Event that gives a modifier that is specific to Psi. Including negative bonuses.

Local Supremacy

- You may use the effects text on Local Supremacy multiple times during the same turn as an action each time.

Londo Mollari

- Londo only gains an additional Strife Mark if he does not already have a weapon. He does not lose the additional mark if he loses the weapon.

Londo's Wives

- If all three wives are out they each gain +3 to each non-zero ability.

Lord Kiro

- You can use his ability if The Eye is in your hand, but not in your deck, but you still have to shuffle your deck and discard Lord Kiro.

Lord Mollari

- If you give Londo a weapon Enhancement with a Strife Mark (say a Concealed Weapon) then replace him with Lord Mollari, Lord Mollari will now have 3 Strife Marks (one from the Lord Mollari and two that transfer from Londo).

Lord Refa

- If a non-Centauri player sponsors Lord Refa, Centauri unrest will still increase.

Lorien

- You may get Lorien into play via Soul Hunter. You may then use Secret Strike to play Beyond the Rim (bypassing Strike at the Heart).

Loss of Face

- Errata: (Discard this Aftermath after play.)

BABYLON 5 CCG

Loss of Support

- Errata: "Target a player who has an unrest of 3 or more. If successful, the target must discard one Group of your choice."

Luis Santiago

- Errata: "Earth Alliance President. Luis Santiago cannot become an Inner Circle Character. Rotate Luis Santiago to move any altered Human tension or unrest to the level at which it began the turn."
- You may use Luis Santiago to reverse the unrest change due to Power Play. The Shadow Marks conferred are not affected by this reversal to unrest.

Luxuries Of Homeworld

- Errata: "Target a supporting Character. The target may act as an Inner Circle Character until he is neutralized. Then, the Character is not discarded and heals as an Inner Circle Character, but once unneutralized, this Enhancement must be discarded."
- Luxuries of Homeworld treats the enhanced Character as an Inner Circle Character "until they are neutralized" after which they heal as an Inner Circle Character.
- If a Character is neutralized and Luxuries of Homeworld is played on them, they have missed the opportunity for Luxuries of Homeworld to do any good because they are already neutralized.

Lyndisty

- You must rotate Lyndisty to have her use her effects text. Also, the damage to the Narn Character must have taken place earlier in the turn. Because of this, you cannot use Lyndisty to inflict an additional point of damage for damage that happens after the Action Round. The damage to the Narn Character can be from any source.

Maintain the Peace

- Errata: "You must have at least 20 Military in ready Fleets to sponsor this Agenda. Rotate as an action to initiate a Military Conflict targeting one other Military Conflict. If, at the beginning of resolution, this Conflict has more support than its target Conflict, neither Conflict resolves. Each turn no Military Conflict resolves, place a peace token on this Agenda. Whenever a Military Conflict resolves, remove all peace tokens. Count each peace token as 1 power."
- You still gain power from this Agenda if no one declares Military Conflicts. The Agenda gives the +1 power for a Military Conflict not resolving at the end of the Resolution Round.
- If this card is Force Impaired and then the Forced Impairment is later removed, the tokens will still be there.
- If the Maintain The Peace Conflict is successful, you cannot play Aftermaths for either the Maintain The Peace Conflict or the targeted Conflict because neither of them resolves.
- A person with Maintain the Peace can use its ability to prevent Shadow Cloud or Vorlon Planet Killer from resolving. If it does this it is discarded at the end of the round that it does not resolve.

Malcontent

- See also Deep Agent.

Marcus Cole

- Errata: "Ranger. The Human and Minbari players may sponsor Marcus Cole as if he had a 7 cost. While you control Marcus Cole, the cost for you to sponsor any Ranger Group is reduced by 2."
- Whilst Marcus's cost to be sponsored is changed, this doesn't affect the cost to promote him. So the cost to promote Marcus would be 11 + 1 for each Inner Circle Character.

Mars Colony

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Rotate this Location and target one of your Characters. That Character gains +2 Diplomacy while this Location remains rotated."

Martial Law

- When a fleet enforcing martial law stop enforcing it (e.g., through readying) the lowering of unrest from that fleet ends - your unrest goes back up.

Martyr

- Errata: Play on yourself. Discard any number of Inner Circle characters. For each character thus discarded, you may convert one of your Doom Marks into a Destiny Mark. (Discard this aftermath after play.)

Mary Ann Cramer

- Mary Ann Cramer cannot modify unrest; only tensions.

Mass Drivers

- Errata: "The target fleet gains +10 Military while supporting a Conflict targeting a Location or while attacking a Location. Each time this bonus is applied, all other players'

BABYLON 5 CCG

tensions toward the controller of the fleet increase by 1, and Babylon 5 loses 1 influence."

Mass Rioting

- You may not pick and choose which players lose power and which lose influence. It's all one or all the other.

Master Of All

- You can win these Conflicts even while Master of All is blanked (such as by Forced Impairment), and they still count. You still cannot initiate the final Conflict until it is un-blanked, though.
- If you win any of the Conflicts while Master Of All is hidden, they will not count. A hidden Agenda is not considered to be in play for most purposes, just like Contingencies (especially Contingencies attached to Consultants) or the card under Lethke.
- If this Agenda is replaced, you must begin again in winning your Conflicts. Any Conflicts won prior to replacement do not count towards fulfilling the requirements for victory.
- Secret Strike can be used to initiate the final all abilities Conflict for Master of All. John Sheridan cannot (because John Sheridans' text specifies a "Conflict card"). If you don't win your final Master of All Conflict, you may re-initiate it during the next turn's Conflict Round (i.e. you don't have to win four more major Conflicts to try again).
- You must still be able to check for victory during the Victory Check phase to be able to win after winning the final Conflict.
- Once you meet the original requirements (i.e. the different Conflicts) and then lose the final Conflict, you do not need to win the previous Conflicts again to be able to initiate the final Conflict again.
- If you apply more support to a Master of All Conflict (i.e. the final all abilities Conflict) than the initiator and play To the Victor as an Aftermath, you win a Major Victory.

Matthew Stoner

- After all other modifiers have been applied; Matthew Stoner takes a maximum of 1 damage from any attack other than Psi.

Meddling with Others

- Errata: "Your ambassador gains a Doom Mark. Apply 5 influence to initiate one Conflict against a target race: Intrigue: If successful, the target's unrest increases by 1. Diplomacy: If successful, factions of the target race lose 1 influence. Military: If successful, the cost for all players to sponsor Fleets of that race increases by 1."

Medical Assistance

- Errata: "Target a neutralized supporting Character. Treat him as an Inner Circle Character until he is unneutralized."
- The intent of Medical Assistance is to tell you how he can be healed, it does not actually make him an Inner Circle Character in any way.
- Medical Assistance prevents the Character from being targeted by cards which could not target Inner Circle Characters.

Meditation

- You cannot play this on someone else to make them draw 2 cards. Since you aren't instructed to choose a target player, you must draw the cards yourself.

Merchandising B5

- If Merchandising B5 is played, and then later in the turn Glitch is applied, the +4 influence for B5 does go away (for the turn) since the drop and recovery of Babylon 5's influence are not losses or gains.

Miagi Hidoshi

- You can increase Hidoshi's Diplomacy value above 6, even after he has already participated by applying influence.
- If you increase Hidoshi's Diplomacy to 10, and an effect occurs which lowers his Diplomacy, you can apply more influence to raise it back to 10.

Michael Garibaldi

- If Garibaldi uses his Intrigue as Diplomacy in a Conflict he can only be attacked with Diplomacy.
- If Garibaldi gains a bonus to his Diplomacy, it is not cumulative with his Intrigue used as Diplomacy - you will have to choose whether to use his Diplomacy or to use his Intrigue as Diplomacy (not both together).
- If someone attacks Garibaldi using Diplomacy then Garibaldi defends with his Intrigue, his Intrigue will be doubled, he will defend himself against a Diplomacy attack with a value of 6.

BABYLON 5 CCG

- If Garibaldi played Underworld Connections to add +2 to his Intrigue, Garibaldi, essentially, applies his ability twice (during Conflict resolution or an attack). All modifiers are, therefore, doubled.
- If Garibaldi is attacked his Intrigue doubles, if he takes more damage than his base Intrigue will he be neutralized after the attack, because he's no longer being attacked, so he'll lose the Intrigue, and be neutralized.

Milashi Voktal

- A Character targeted by Milashi's effect remains a participant in the Conflict.

Military Cadre

- Errata: "Rotate and target a Character. That Character gains +2 Leadership while this Group remains rotated."

Military Outpost

- You may use Military Outpost to oppose any Conflict targeting your faction. You may use Events such as Fleets on the Border to allow it to participate in a non-Military Conflict.

Military Telepaths

- Errata: "Multiple. Rotate this Group and target a Character who is not targeted by Military Telepaths. That Character gains a bonus to his Military equal to half his Psi, rounded up, while this Group remains rotated."
- Errata: This card has a typo. It should read "gains a bonus to his Leadership".

Minbari Telepath

- If a Character (highest stat 6) has four damage counters and then a Minbari Telepath is used and reduces his stats by 2, he is then neutralized.
- If a Character has highest stat of 2 and is reduced by Minbari Telepath he is not neutralized, he must have at least 1 point of damage to be neutralized.

Minister Durano

- Minister Durano cannot gain a Strife Mark by any means.

Minister Verano

- Minister Verano cannot be attacked by any means - whether as a Conflict participant or by a special ability such as Tu'Pari.

Misdirected Force

- This includes Strife Marks.
- If a Character has a Strife Mark from a weapon and a Strife Mark from an Aftermath he cannot specify which one is purged. A Character gains Marks in various ways but if a source of Marks is later discarded or negated he would lose a Mark for each Mark it provided (if no Marks of that type left to purge then he would still be left with none - you cannot owe Marks).
- If the target has 2 Destiny Marks, 2 Vorlon Marks, and 2 Strife Marks, he will lose 1 of each.

Miss Constance

- You may promote Miss Constance. Any player may then use her to sponsor cards, build influence or any other action that an Inner Circle Character can do but they have to pay from their influence.

Moral Quandary

- If someone plays Moral Quandary on a Character with no cost (such as a starting Ambassador) you may not negate the effect for free. This is a ruling reversal of an old, Premier-era ruling. You may negate a Moral Quandary on a Character that replaced another (i.e. Na'Toth or Commander Ivanova) by paying the influence cost in the bubble on the card.
- If John Sheridan has replaced Sinclair for free, there is now a cost of 10 to negate.
- Moral Quandary does not have to be played on a ready Character, but it won't have any useful effect otherwise.

Morden

- Morden's discount for Shadow Marks can be combined with Growth in Chaos.
- Both Growth in Chaos and Morden refer to the "cost" of another card. They may not refer to any card without a printed influence cost symbol, including Confusion in Chaos and Shadow Strike.
- Morden comes into play with 6 Intrigue. 3 natural and 3 from his initial Shadow Marks.
- Morden's modified Intrigue counts for both dealing and receiving damage in attacks.
- Morden's ability is used as an action. It has no target and affects all cards played for the rest of the turn for all players. It may not be used for promotion

Mr. Adams

- Errata: "Rotate Mr. Adams to give one Character you control +2 to any ability, if that Character is participating in a Conflict that can increase one player's influence while reducing another player's influence."

BABYLON 5 CCG

- Mr. Adams' special ability also applies to Conflicts that increase one player's influence and may decrease another's if they succeed by enough points.
- The "+2 to any ability" does not have to be applied to the ability being used in the Conflict.

Mr. Morden

- Mr. Morden does not require the player to have any Shadow Marks to be played. (you could theoretically purge all marks from Morden and all other Shadow Marks in your faction before replacing Morden with Mr. Morden). The only condition for Mr. Morden to enter play is that he replace a Morden that is in play.

N'Grath

- The influence you already paid for a mercenary (like N'Grath) still counts when determining who gave the highest influence? For example, if you paid 3 influence and someone else paid 4, you only have to pay 2 to beat him (for a total of 5 from you). Whoever offers the most total influence gets to use him.

Na'Far

- Errata: "While ready, you may cause any Narn Character who is attacked to suffer 3 less damage. Rotate Na'Far when this effect is used."

Na'Kal

- If a participant fleet in a Border Raid is attacked and you use Na'Kal to remove the fleet from the Conflict, neither the first fleet nor the fleet which attacked it are considered participants.

Na'Toth

- Ko'Dath and Na'Toth can both be in play at the same time. If so they can both apply the Assistant effects e.g. rotate to increase the ambassador's abilities by one.
- Another player may replace Ko'Dath with Na'Toth from their hand, but you would have control of Na'Toth.

Na'Toth

- See Na'Toth

Narn Rabble

- Narn Rabble can target an *ambassador* whose highest ability is 4 or less, unless he were already enhanced beyond that point (with a permanent Destiny Fulfilled or Knowledge is Power Agenda etc.).
- Narn Rabble cannot sustain. You can only sustain cards that increase abilities.
- You may target a neutralized Character with Narn Rabble. If an Inner Circle Character is rotated for no effect by the Narn Rabble this does prevent the ambassador being healed by the remaining Inner Circle Characters. *All* Inner Circle Characters must rotate to heal. If one is prevented from doing so then the ambassador is not healed. This does not stop individual Characters or the ambassador from normal healing.

Negotiated Surrender

- Errata: (Discard this Aftermath after play.)

Neutrality Treaty

- Errata: "Target another race with whom you have no state of Neutrality. Characters of your two races apply double Diplomacy during resolution. If successful, there is a state of Neutrality between your two races. Characters and fleets of your races cannot attack each other. Any player of your two races may cancel the state of Neutrality during any Draw Round."

Never Again

- A Fleet brought out of the deck for the turn by Quadrant 37 will count toward power for Never again, provided it has Military > 4?

New Priorities

- The influence cost referred to on the card is the current cost-to-sponsor for both the card being replaced and the card replacing it including doubling for cards loyal to another race, effects of Disaffected Characters, etc.
- "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle Character and sufficient influence to sponsor the card are not required.
- If you name a card type that you do not have or for some other reason cannot sponsor any card of that type. You will still discard the supporting card and shuffle your deck.
- You cannot use New Priorities with the fleet of a faction with whom you have a Defense Treaty. Causing a fleet to "act as if they were under your control" is not literal control.

News of Galactic Import

BABYLON 5 CCG

- Errata: "No Conflicts may be played next turn. News of Galactic Import cannot be played next turn."
- This also applies to Agenda Conflicts and war Conflicts and Conflicts through cards such as Commerce Raiding. "No Conflicts may be declared next turn" would be a more accurate way to read the card.
- Any Conflicts that should be re-initiated (including irrevocable Conflicts and those affected by Prolonged Talks) are delayed for one turn in their re-initiation.

Nhuk/Vrek

- Nhuk/Vrek may use his ability multiple times in a single round because he does not rotate to do his affect.
- You may use Nhuk/Vrek's ability multiple times on multiple copies of Limited characters in your discard pile as long as they were discarded from play.

Nightwatch Enforcers

- The increase in unrest is not a cost, therefore you can use this cards ability even if your unrest is at 5.

No Escape

- Errata: (Discard this Aftermath after play.)
- If a fleet receives at least half its base Military ability in damage during the turn, but has it's damage lowered to below half before the end of the turn (such as with a Fleet Support Base), it is still targettable by No Escape.

Non-Aggression Pact

- Errata: "Target 2 races with mutual tensions of 2 or less not in a state of Non-Aggression. If successful, there is a state of Non-Aggression between the two races, and Babylon 5 gains +1 influence. Factions of the two races cannot target each other with Military Conflicts, and fleets of the two races cannot attack each other. The Non-Aggression state ends if either race's tension toward the other is at 4 or more."

Non-Aligned Agent

- Errata: "Hyach. Multiple. Rotate Non-Aligned Agent and reduce this Character's printed Intrigue by one to remove all severe damage tokens from a Character of 4 or more (the Character is still neutralized)."
- If being doubled by Chosen of God, he would have 4 printed ability.
- If you use the Non-Aligned Agent to provide support for a Conflict while you have Chosen of God in play with only participants of the Chosen race, you will gain the bonus from winning the Conflict as the Agent does not become a participant.

Non-Aligned Aide

- Errata: "Gaim. Multiple. Rotate Non-Aligned Aide and reduce this Character's printed Diplomacy by one to apply 10 support to a target Diplomacy Conflict in which this Character can participate."
- (see Non-Aligned Agent)

Non-Aligned Captain

- Errata: "Brakiri. Multiple. Rotate Non-Aligned Captain and reduce thie Character's printed Leadership by one to place the top Non-Aligned fleet in your discard pile back into your hand."
- (see Non-Aligned Agent)

Non-Aligned Support

- Errata: "There must be no Non-Aligned player and you must have a Destiny Mark to initiate this Conflict. If successful, end the effect of any previous Non-Aligned Support Conflict, and the League of Non-Aligned Worlds will vote as you dictate for any Babylon 5 vote if the result of the vote is a tie."
- If a second person plays and wins this Conflict, remove the effects of the older Non-Aligned Support.

Not Alone

- You can use this to attack two targets in two separate Conflicts as long as they're both legal targets.

Not Meant To Be

- Errata: "Reverse the printed effect text of an Event played since your last chance to act. You must apply influence equal to that applied by the Event's player, plus 2 influence per mark required to play the Event."
- If an Accident is played on a Character (highest ability of 1) then it has Not Meant To Be played on it, the Character remains neutralized. Neutralization is a side effect of the damage and not a printed effect of the card.
- The "zero cost" rules do not apply to Not Meant To Be. It does not specifically refer to the cost of a card, but the amount of influence a player applied.

BABYLON 5 CCG

- Cards that have an effect that cannot, as a whole, be reversed (such as ones that shuffle a deck); cannot be targeted by Not Meant To Be. This also includes Confusion In Chaos which will end the turn and not allow the player to get his action in order to Not Meant To Be it.
- It will affect "Destiny Fulfilled" even if it became an Enhancement.
- Not Meant To Be cannot be used to target the same Event twice. This is a reversal from a previous ruling that allowed it.
- If you play Not Meant To Be targeting an Event which has a printed cost in the lower right corner, the player does not get that influence back, unless the cost was in the printed effect text.
- If Player A plays Not Meant To Be and Player B plays another Not Meant To Be targeting Player A's Not Meant To Be, Player A will get back any influence spent on his/her Not Meant To Be because it was spent as part of the effect text, not a printed cost. If an event has Not Meant To Be played on it and the Not Meant To Be played has another Not Meant To Be played on it, it is as if the original event occurred with no alteration.
- Applying influence equal to the amount applied by the player means any influence they applied for the printed cost as well as any applied from costs in the effect text.
- Only effects which actually happened and which are still extant (e.g., they have not already been reversed) are reversed by the play of Not Meant To Be.
- If you play a card such as Short Term Goals and get an influence un your unspent pile and someone plays Not Meant To Be. You will lose the influence from your spent pile as per the standard loss of influence rules.
- Cut Supply Lines says that [from this point on], you may now participate in the Military Conflict with Intrigue. If you Not Meant To Be Cut Supply Lines, then [from this point on] you may now not participate in the Military Conflict with Intrigue. It does not change the fact that Character X already participated, and they continue to be a participant; but no further Characters can use Cut Supply Lines' ability. (This applies to all cards similar to Cut Supply Lines)
- If you play this card after Affirm Alliance it does not mean that player now has to pay more influence for having sponsored a Character. Some other "undone" effects won't have an impact on gameplay, for example, if you remove a discount which has already been used, you don't retroactively pay more influence, you just cannot use the discount anymore.
- Player 1 plays Lashing Out on a Character and rotates him to deal damage to a target Character. Player 2 plays Not Meant To Be on the Lashing Out. The attacker is readied. Normal damage (but not neutralization or severe damage) is removed from both Characters. The attacker may no longer be attacked via Lashing Out's card effects (though is open to attacks from other sources).
- A unique Event targeted by Not Meant To Be cannot be played again. Not Meant To Be reverses the effect of the card, not the fact that it was played.
- You can not target Not Meant To Be at an Event that you, yourself, played. For this purpose, your current action is considered to be your last chance to act, because you have that chance at the beginning of your action.
- Not Meant To Be can reverse Lack of Subtlety or Diplomatic Blunder.

Now He Is Ready

- You may play this card on a Jeffrey Sinclair after he has been played with Honored Position to promote him.

Nowhere But Down

- You may play Aftermaths and Enhancements on the targeted Character, but they will have no effect as long as Nowhere But Down targets the Character.

Observers

- Errata: "Multiple. Target another willing player when you play this Group. Each Aftermath played on the target faction must be approved or discarded by you. Any player may apply 5 influence when playing an Aftermath to negate this effect for that Aftermath."

Obstacles To Victory

- Permanent power gained from fulfilling the requirements on Agendas like Seizing Advantage is not affected by Obstacles to Victory. Obstacles to Victory affects continuous power bonuses, not instant power changes.

Officer Exchange

- Both players must be able to participate in the Conflict for the fleet-led-by-another-player's-leader to be able to participate in a Conflict.
- You can target a faction against someone you are already in a state of Officer Exchange with.

Ogmrritz

BABYLON 5 CCG

- You can only apply damage to Oqmrriktz up to it's current Military. You cannot apply severe damage to it for its effect text.
- Errata: Change the second sentence to: When sponsoring a card, you may apply any amount of damage on Oqmrriktz, up to its current Military.

Order Above All

- (See comments in Forced Evolution regarding Major Agendas)
- The card refers to transferring 1 of your influence per turn to the Vorlons, not 1 of Shadow influence per turn to Vorlons.
- "Any combination of players may apply influence equal to Vorlon Influence to negate this effect." This effect refers to canceling of a Conflict. It does not stop you from counting the power. If the effect is negated, it means that the Conflict isn't canceled.

Our Own People First

- If you replace your ambassador with Our Own People First as your Agenda, your replacement ambassador gains the text "Nightwatch" also. Doing this will not change an influence from spent to unspent.

Overworked

- Errata: "Target an ambassador whose Ambassador's Assistant is not in play. The controller must apply 1 influence to ready his ambassador each Ready Round, or he does not ready. Discard this Enhancement when the Ambassador's Assistant enters play."
- Home faction ambassadors are legal targets for the Enhancement, even though they do not (currently) have an ambassador's assistant.

Pak'ma'ra Lurkers

- If a card, which was a Consultant, was neutralized and discarded it may be targeted by Pak'ma'ra Lurkers.
- The card being discarded must have been in play. A card in your hand is just a piece of paper until it's played. So you can discard a "card", but once in your discard pile it will be considered a "Character".

Paralyzing Injury

- Example Scenario: 1) Londo has a Shadow Mark. 2) He is neutralized and targeted with Paralyzing Injury. 3) Somehow, Vir gains a Vorlon Mark. 4) Londo heals and becomes unneutralized. 5) Normally, he would now re-gain his Shadow Mark. But he cannot gain any Shadow Marks because of Vir's Vorlon Mark. So he does not re-gain his Shadow Mark. This does not prevent Londo from healing and un-neutralizing. If you cannot re-gain your marks when Paralyzing Injury is discarded, then you've lost your chance to regain them. You cannot re-gain them several turns later if (for example) you manage to eliminate Vir's Vorlon Mark. You have one, and only one, chance to re-gain your marks: the moment that Paralyzing Injury leaves play.

Parliament of Dreams

- If this is won by 20 does it stops attacks etc. for *2* turns.

Paying for Sins

- Errata: (Discard this Aftermath after play.)

Peace In Our Time

- Errata: " Count every 3 points of Babylon 5 influence as 1 power. Target a race. You may apply 10 influence plus 1 per fleet of that race in play to lower that race's tension toward one other race by 1."

Peaceful Unification

- If you have a neutral Character who has 2 stats that are equal, he does not gain a +1 bonus because he does not have a single highest statistic.
- If a faction is not in play that you have mutual tensions of one towards, you may not count that as power.

Personal Enemies

- Errata: "Target the ambassador. The controller must apply 1 influence to rotate this Character."

Personal Involvement

- Errata: (Discard this Aftermath after play.)

Personal Sacrifice

- By "apply +2 Diplomacy when your ambassador supports a Conflict", it means you get a bonus of +2 Diplomacy support if your ambassador uses Diplomacy to support a Conflict.

Plague

- If you draw a card of a species which was affected by Plague, you cannot immediately discard it and draw a new card. You must wait until the discard action (which occurs before the draw action) to discard the card of the Plagued species.

BABYLON 5 CCG

- You can play Plague even if you have cards of the target race in your faction. You cannot target a species which is not in play.

Planetary Defenses

- If this Enhancement is used in a Conflict you cannot attack it with Fleets. The Location does not become a participant, and therefore cannot be attacked.

Plans Revealed

- You can play this on your own hidden Agenda.

Playing Both Sides

- If you discard or replace Playing Both Sides while Ulkesh is in play, you will lose the Shadow Mark and keep the Vorlon Mark.
- Assuming Playing Both Sides is blanked somehow and you gain another Mark (either Shadow or Vorlon), you retain the extra mark if Playing Both Sides is ever unblanked.
- You can use cards such as Contact With Shadows to boost Shadow influence without gaining the mark.
- You can use the marks on Playing Both Sides to fulfill the requirements for bringing out a new Agenda.
- Ulkesh cannot be sponsored into your faction.
- You can be targeted by both the Shadow Cloud and the Vorlon Planet Killer.

Power Brokers

- There does not need to be a Conflict in play for anyone to use Power Brokers, because the decision of which Conflict can be made at any time later in the Action Round.

Power in Consensus

- If you gain influence from Power in Consensus on a conflict which did not generate influence, you may not use your homeworld, Twisting the Knife, Further Gains, etc. to gain additional influence.

Power Play

- High Level Connections prevents the increase in unrest for Power Play. Since the increase did not occur, the cost was not paid and no Shadow Marks are gained.
- The number of Shadow Marks gained is equal to the CHANGE in your unrest, not your new unrest. So, if you were at 3 unrest and go up to five, you only gain 2 Shadow Marks (not five).

Power Politics

- If two or more players tied for highest when participating in Power Politics, nobody gains the influence.
- This Conflict does not target any player, every player is a 'side'. Whichever side has the most support gains 2 influence.

Power Posturing

- Errata: "Cost 8. The target Character gains a bonus to his Diplomacy equal to half his Intrigue (excluding any bonus from Covert Allies), rounded up. This bonus is recalculated each determine initiative step."
- There are versions of Power Posturing which have the game text of Covert Allies. Please consider this a printing error. If a player is using such an aberrant card, they should make it clear before they begin whether they want to use the correct text of Power Posturing or to consider the title to be Covert Allies. Either way, they still need to maintain the three card limit for whichever card they are using.

Preeminence

- You may play this card even if you already have a Major Agenda.

Premonition

- You can only play one Event under Premonition and it must be done when the card comes into play.

Prey on the Weak

- If you have no support in this Conflict, your faction's total is zero, so you have the lowest total (as will anyone else with zero).
- If everyone has identical scores for a Prey on the Weak Conflict, everyone gains +1 influence, then loses +1 influence. You can rotate your homeworld to gain an additional +1 influence in this situation. If someone targeted the Prey on the Weak with Taking Credit, they would gain all influence generated from the Conflict for each faction.

Prime Minister Mollari

- The Great War version of the card specifies, "replace your Londo or Lord Mollari". The promotional version of this card says "replace a Londo or Lord Mollari". The Great War version takes precedence.

BABYLON 5 CCG

- If you are bringing Prime Minister Mollari into play and adding up the number of Shadow Marks to purge, you use the undoubled number of marks to determine the Diplomacy Bonus (as in you don't count the bonus from Higher Calling).
- This card should read "Remove from play all cards you control which provide or picture Shadow Marks." Because of this, if you play Prime Minister Mollari, you must discard any Characters with Shadow Marks pictured on them (such as Senator Young or Shadow Contact).
- A version of Londo Mollari is enhanced by Forced Impairment and replaced with Prime Minister Mollari. When the Forced Impairment is transferred over, the effects text on Prime Minister Mollari is blanked and therefore no Shadow Marks are purged. If the Forced Impairment no longer affects Prime Minister Mollari, execute all text on Prime Minister Mollari.

Prolonged Talks

- Errata: "Target Diplomacy Conflict in play does not resolve this turn. Instead, the totals applied during resolution are noted, and it is reinitiated next turn with the prior totals already applied. The initiator of the Conflict may initiate an additional Conflict next turn. (Participants of the original Conflict are not participants of the new Conflict.)"
- When a Diplomacy Conflict has been kept unresolved until next turn, Characters who have already participated can do so again on the next turn. Tally the results during resolution and use them as a base for going into the next turn.
- If a Character is readied by Shal Mayan during the first turn this would not stop them from participating in the Diplomacy Conflict in the second prolonged turn. They are forbidden from participating twice in the same Conflict on the same turn. Being readied at the start of the second turn removes that restriction.

Propaganda

- If you play Propaganda on your own race during a Civil War, you must draw a card every time a fleet of your race attacks another fleet of your race.

Prophecy

- If the Shadows remove your Prophecy Enhancement using "Forces Collide", you lose the Destiny and Doom Marks. Marks resulting from Enhancements, Aftermaths, and Agendas are a function of that card. If the Enhancement, Aftermath, or Agenda leaves play by any means, any Marks given by those cards are taken away, If the Character still has any Marks of that type. If there are no Marks of that type to lose, there is no penalty.

Prove Your Worth

- This does not prevent gaining influence from building. The two ways to affect your Influence Rating are by increasing it and by gaining it. The difference between Influence and Influence Rating can be thought of this way: Influence Rating changes are continuous effects (e.g. +1 Influence Rating while Kha'Mak is in play), where changes in Influence are instantaneous effects (e.g. purge a Destiny Mark to gain an Influence).
- You cannot rotate your homeworld to gain influence. Since this can only be done through Conflicts, it falls into the category of gaining from a Conflict.

Proxima III

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Your cost to promote any Character to your Inner Circle is reduced by 2 (to a minimum cost of 0)."

Psi Attack

- Errata: "Target another player's non-ambassador Character. The first Character you rotate to support this Conflict must have a Psi rating of 5 or higher. If successful, the target Character is rotated if ready. You may sustain with your initial Character. If you do so, the target cannot ready while you sustain."
- Diplomatic Immunity would not break a Psi Attack. It does not retroactively prevent you from being attacked. Also, the Psi Attack is not an "attack" as per the rules. It is a Conflict.

Psi Corp Intelligence

- You can rotate this Group after initiating any type of Conflict, during the Conflict Round, to initiate the additional Conflict.
- You can rotate this Group to declare the Conflict even if it is the only Conflict you are playing that turn.

Psi World

- You cannot play Psi World if any player (including yourself) has a non-ambassador version of Bester in play. This is because of the personality rule which states "No more than one card representing the same (Limited) personality can be in play at the same time, although you may play a version of a personality if it immediately removes the in-play version of that personality from the game." Since Psi World does not specifically remove any existing

BABYLON 5 CCG

Bester from play, you cannot play Psi World if Bester is already in play. You lose your Babylon 5 vote, if you had one, after playing Psi World.

Psycopath

- See also Deep Agent.

Public Apology

- Errata: (Discard this Aftermath after play.)

Pulling Strings

- Errata: "If target Character does not have a Destiny Mark, discard this Enhancement. As an action, the Character's controller may rotate this Enhancement and apply 2 influence to give the target Character +2 Diplomacy for the rest of the turn."
- This card cannot sustain, because it requires influence to give the +2 Diplomacy.

Purple Files

- The "4 or more Intrigue" is only required at the time the Contingency is played on the Character. That requirement does not need to be met when the Contingency is revealed.

Quadrant 14

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Rotate Quadrant 14 as an action to add a construction token to this card. Each time you sponsor a fleet, remove all construction tokens from Quadrant 14. Each token removed reduces the cost for you to sponsor that fleet by 2 (to a minimum cost of 0)."

Quadrant 37

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Rotate and apply 10 influence. Search your deck from the top and find the first Narn fleet that could be sponsored (limited and not in play or multiple). Put it into play. Shuffle your deck. If the fleet is not neutralized by the end of the turn, place it back in your deck and reshuffle."
- A Fleet brought out of the deck for the turn by Quadrant 37 will count toward power for Never Again, provided it has Military > 4.

Rabble Rousers

- This Group cannot increase the damage of the Fleet that a Character leads by the tension level.

Racial Hatred

- You can play Racial Hatred if the target player does not have any disloyal Characters (as a means to stop him playing any in the future), though his unrest must still be 4 or higher.

Ragesh III

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Rotate Ragesh III as an action to add a construction token to this card. Each time you sponsor a card, remove all construction tokens from Ragesh III. Each token removed reduces the cost for you to sponsor that card by 1 (to a minimum cost of 0)."

Raid Shipping

- Errata: "Babylon 5 loses 1 influence. Target one race toward whom you have a tension of at least 3. If successful, factions of the target race lose 1 influence. There is an additional Intrigue Conflict. If you do not succeed at the Intrigue Conflict, all players' tensions toward your race increase by 1."

Raising The Stakes

- If you play Raising the Stakes on a Conflict, the +4 bonus from the Higher Calling Agenda (+4 for a Conflict which will give you a Destiny Mark) will be usable.

Rally The People

- You cannot use Level the Playing Field on a Fleet to join in this Conflict, only Characters may participate. (The restriction is not just the ability, but also that it must be a Character and of your race).

Rampage

- Rampage takes one of your Characters who has attacked (and is rotated in the process) and allows him to attack one other participant in the Conflict.

Ranger Operations

- If Ranger Operations turns over a card which says 'Irrevocable', that card can be discarded (as it has not entered play and it's text, including the Irrevocable part, hasn't taken effect yet). Also, if you turn over a Character for which you do not have the appropriate marks or which you do not fulfill all the requirements for sponsoring, you may not put that card into play and must discard it.

Ranger Strike Team

- Errata: "Ranger Group. While you control this Group, you may rotate any of your fleets to increase Babylon 5's influence for the rest of the turn by +1 per 5 Military of the fleet. This bonus cannot contribute to raising Babylon 5's influence above 19 unless the Shadow War has begun."

BABYLON 5 CCG

Ranger Surveillance

- Errata: "Ranger Group. Requires 1 Vorlon Mark to sponsor. While this Group is in play, you gain +10 influence for initiative determination only."

Ranger Training

- A "species homeworld" such as Melat or Brakir is a homeworld so you cannot play Ranger Training on it.
- This card counts as a Ranger card and can therefore be cost reduced to sponsor by Enthil'Zha.

Reducing Risk

- If the target has less of the card type than what you paid for, he must discard as many as possible and then show you his hand.

Refugees

- Errata: (Discard this Aftermath after play.)
- The "Refugees" card is a way of "punishing" the winner of a Military Conflict.

Religious Festival

- Fleets, Locations and Groups that have a species designation are considered members of a species.

Renowned Victory

- In order to be eligible for this Aftermath, you have to initiate the attacks yourself. The "with attacks" implies that you make the attacks.
- 5 Military strength of Fleets means, any number of Fleets whose Military ratings, when added together, equal 5 or more.

Repairing The Past

- Errata: "Discard one Aftermath that targets a card in your faction, or that targets your faction as a whole. (Discard this Aftermath after play.)"

Reparations

- The target of Reparations must have targeted you with a Conflict this turn. And Reparations must be played as an Aftermath on that Conflict. In short, he initiates a Conflict (targeting you) and fails. You then play Reparations on that Conflict.

Reprisal

- This Aftermath can be used against Psi Corps Intelligence after a Conflict generated by Psi Corps Intelligence.

Reprogramming Team

- This card is used during the Action Round, as an action.

Rescue

- Errata: (Discard this Aftermath after play.)

Research Station

- Multiple Research Stations grant cumulative benefits (i.e. you gain a discount of 1 for one Research Station in play, a discount of 4 for two Research Stations in play and a discount of 9 for three Research Stations in play) toward all Enhancements.

Retribution

- Errata: (Discard this Aftermath after play.)

Return To Ideals

- You must meet all mark requirements to sponsor an Agenda from your discard pile.

Revenge

- You cannot rotate your homeworld to gain an extra influence when you capture a Location, you gained influence from the Agenda, not a Conflict.

Reverse Advances

- Errata: "Discard one Aftermath that targets a card in another player's faction, or that targets his faction as a whole. (Discard this Aftermath after play.)"

Reverse Engineering

- Cannot copy a Unique or Limited Enhancement. The Conflict turned Enhancement gains the title of the card it copied. Since only one copy may be in play at a time, and Reverse Engineering creates a copy (during resolution), that copy may not enter play.

Rise of the Republic

- When you "apply 15 Diplomacy to", rotate a Character(s) to support the Agenda (as if it were a Conflict), as an action.

Rise to Power

- Since this Aftermath does not target a Character, you cannot use Quality Leadership to use this to target a non-ambassador Character.

Rivalry

- Errata: (Discard this Aftermath after play.)

BABYLON 5 CCG

- This Aftermath cannot be played if the target race does not have two Characters in its Inner Circle.

Rogue Soul Hunter

- The top Character does not have to be the top card of the discard pile (i.e. it can be covered by any other card).
- A Soul Hunted Character counts as a card in your faction until the end of the turn when it is discarded. If you have a Vorlon Mark in your faction, your Soul Hunter cannot bring a Character with Shadow Marks into play from another player's discard pile.
- You may use a Soul Hunter to bring a Character from the discard pile even if you do not satisfy the mark requirements to do so. If this Character is only able to enter play via replacement (ala Mr. Morden) you may bring the Character into play even if you still do not satisfy the mark requirements.
- If a Character takes damage, is neutralized, then discarded, the Soul Hunter brings that Character back into play undamaged. Since the damage counters didn't follow the card to the discard pile, the "soul" is undamaged.

Rumor Mongers

- You may play characters you might normally not be able to sponsor under Rumor Mongers, including other players ambassadors.
- A copy of the Character is not the same as a personality.

Sabotage

- Errata: "Target a fleet controlled by another player. The fleet's Military during resolution is applied as opposition to this Conflict. If successful, the fleet takes damage equal to the amount by which you succeeded."
- The target Fleet can participate in another Conflict (i.e. it is not rotated as an effect of this card).

Saboteurs

- Saboteurs may be used to oppose a Border Raid because it doesn't produce a new participant.
- You may use Saboteurs to apply opposition to a conflict that has participation restrictions (even if those restrictions would otherwise prevent you from applying opposition).
- If multiple different factions have copies of Saboteurs, they can all target the same conflict.

Sabre Rattling

- You cannot target yourself with Sabre Rattling.

Salvage Yard

- Errata: "Target one of your Locations. Whenever a fleet of your race is discarded, you may apply influence equal its cost to place it in its owner's hand instead of the discard pile, provided the Military rating printed on the card is less than 7."
- It's a triggered response type of action. Normally, you use it during the Draw Round when the neutralized fleet is to be discarded. It could also be used during the Action Round in response to a card like Shadow Strike or Forced Evolution that discard one of your fleets. It would be done immediately when the discard occurs, during (well, just after) the other player's action.

Scapegoats

- When targeting an Ambassador, "healing" is equivalent to "remove all normal damage" (i.e. it doesn't remove severe damage from your Ambassador). If this card has Not Meant To Be played on it, you must reapply any damage which was healed.

Search for a Home

- Errata: Cannot be blanked or discarded. If you control no locations you conquered using Search For a Home, rotate this agenda, target a Homeworld in play, and discard Chaos Tokens equal to the Homeworld's printed Military: you conquer the location, and while you control it, even if this agenda leaves play, each turn you may apply (X - 10) additional influence, where X is the location's printed Military at the time you conquered it. If you control a Homeworld loyal to another race, and no other players control any locations, you score a Major Victory this turn.
- Errata: Replace "equal to the Homeworld's Military" with "equal to the Homeworld's printed Military".

Sebastian

- You can initiate a Diplomacy Conflict against someone with no Destiny Marks for no effect (primarily for Aftermath purposes). If you duplicate Sebastian's text with Changeling Net you will not be able to rotate the enhanced Character to initiate the Conflict because "Rotate Sebastian" is a cost that you cannot pay. Even though your Character has Sebastian's text, it is not Sebastian. You cannot rotate another faction's copy of Sebastian to pay this cost.

Second United Fleet

BABYLON 5 CCG

- (See First United Fleet)

Secondary Experience

- Errata: Type is "Won Aftermath".
- If you have a Character with a Diplomacy of 5 and an Intrigue of 4 and you play an Event that gives the Character +2 Intrigue, you can now play Secondary Experience and increase your Diplomacy since it is not currently his highest ability.
- If a Character leads a Fleet his Leadership can be boosted with this card, if it is not his highest ability.

Secret Police

- Errata: "Multiple. Rotate this Group and target a Character who is not targeted by Secret Police. That Character gains a bonus to his Intrigue equal to half his Psi, rounded up, while this Group remains rotated."

Secret Vorlon Aid

- Secret Vorlon Aid can be used to support (or oppose) a side in a Conflict. So can any other card that says it supports (or opposes) a Conflict. This is a reversal from a previous ruling.

Sector 90

- Any effect that would be reversed by the blanking or discarding of the targeted Group is considered an ongoing effect. Conflicts generated by the target Group would not be considered an ongoing effect.

Seductive Arguments

- You must rotate an Inner Circle Character to use this card.

Seizing Advantage

- Errata: "Pay 5 influence (in addition to other Conflict requirements) to play a Conflict card from another player's discard pile (as if it were from your hand). Each time your faction neutralizes a Character with an attack and the Character is discarded that same turn, your neutralizing Character gains a Doom Mark and your faction (permanently) gains +1 power."
- Playing this Agenda does not give your ambassador a Doom Mark, that Mark just shows that a Character can gain doom Marks through this card's effects.
- Seizing Advantage, on its own, does not allow you to initiate a Conflict. However, any time that you can initiate a Conflict through other means (i.e. during the Conflict Round, using John Sheridan, Secret Strike, etc.), you can use the Seizing Advantage ability to select that Conflict from another player's discard pile instead of from your hand. If you use the Seizing Advantage ability, you must pay for it, in addition to any costs to initiate a Conflict in the first place.
- A Soul Hunted Character is a card in your faction, so meets the requirement for Seizing Advantage. A Puppeteered Character is not a card in your faction, so does not meet the requirement.
- Any cards that limit the power of a faction affect Seizing Advantage. The permanent gain of power only means that the power sticks around if the Agenda is discarded or replaced. Note: Cards that directly affect the Agenda do not affect the power gained from Seizing Advantage as the power is separate from the Agenda.
- You must have the Agenda in play when you neutralize a Character (not just when the Character is discarded) in order to gain power from this Agenda.

Senator Young

- Senator Young counts as a "Senator".

Servants of Order

- Errata: "Your ambassador gains a Vorlon Mark. Purge a Vorlon Mark to go through your deck until you find the first card requiring or picturing Vorlon Marks. Place that card in your hand, then shuffle your deck. Count each 2 Vorlon Marks you have as 1 power."
- If the Minbari have 4 Vorlon Marks and 10 influence. This Agenda means they have 12 power and 10 influence.

Shadow Assault

- Errata: "Requires three Shadow Marks to play. Target a Location controlled by a player of another race. Shadows support the Conflict with strength equal to Shadow influence. If successful, you may discard the Location, or you may rotate one fleet to start a war against the Location's owner and you capture the Location."
- When you succeed at Shadow Assault, you may either discard the Location, or rotate one additional Fleet to start a war against the target (unless you're already at war with them) and capture the Location (unless the Location is destroyed somehow).
- If the Shadow Assault Conflict is successful you cannot rotate a Fleet that can only participate in Conflicts targeting you to capture the Location and start the war, the Fleet must be eligible to participate.

BABYLON 5 CCG

Shadow Cloud

- A successful Beyond the Rim ends the Shadow War, which means during the next Conflict Round, Shadow Cloud will no longer meet the necessary requirements to be reinitiated and will then be discarded.
- Shadow Clouds are reinitiated every turn. However, if they have no target when they get reinitiated, they are discarded. Only Participant Aftermaths may be played on these Conflicts every turn they are reinitiated. Vorlon/Shadow War Fleets and Vorlon/Shadow Strike Fleets must support the Conflict every turn the Conflict is reinitiated if they are in play.
- After the first turn these Conflicts re-initiate themselves and cannot have Aftermaths played on them that aren't participant Aftermaths. Non-Aggression Pacts will not prevent this Conflict from targeting races in a state of Non-Aggression. The first turn they are played they are treated as normal Conflicts.

Shadow Implants

- If you play this on your Ambassador, you do not gain control of the Shadow Faction (gaining its influence and the ability to sponsor Shadow Fleets and Shadow Characters without restriction). Any Character enhanced by this card loses their original racial designation (if any) and becomes a Shadow Character.
- If this card is removed, the Character reverts back to their original type.

Shadow Medallion

Shadow Ship

- This fleet cannot be led at all (even by Shadow Characters) and can only be enhanced with Shadow fleet Enhancements.
- If you have an Enhancement card in play that gives all your fleets +1 Military. It does not count as "targeting" the Shadow Ship and thus the Shadow Ship does gain the +1.

Shadow Strike

- Errata: "Requires 2 Shadow Marks to play. Target a fleet. Apply an amount of influence equal to the target fleet's current Military. If target fleet's current Military is not greater than current Shadow Influence, neutralize it."
- Current Military would include any damage on the fleet.
- If one of his Fleets opposed the Conflict, the Conflict is considered to have been opposed, whether or not that Fleet survives the turn.

Shadow Tech Upgrade

- Shadow Tech Upgrade is considered to require a Shadow Mark, so it can be pulled with Shadow Medallion.

Shadow War Fleet

- The Shadow War Fleet cannot support a Conflict.

Shadows Fall

- (See Light Shines.)

Shadowwatch

- If you sponsor a Character with Shadow Marks, the Marks are applied to your faction total. Characters who start with printed marks do not "gain" their marks when sponsored.

Shal Mayan

- Errata: "Religious Caste. Rotate Shal and apply 5 influence to ready a rotated Inner Circle Character. The effect of that Character's action is not cancelled. If the Character participated in a Conflict, he cannot participate in that same Conflict."
- Shal Mayan's ability works like Hour of the Wolf. That is, when you ready Deleenn to use her a second time (but not in the same Conflict) after she has supported one Conflict, her ability continues to support or oppose the first Conflict.
- Shal Mayan can ready an Inner Circle Character who has rotated to heal severe damage so that they can rotate to heal a second time.
- If a Character has the Aftermath Crisis of Self, which makes you pay double the influence cost to ready the Character, the Aftermath takes priority so Shal Mayan cannot ready the Character.

Sheridan Reborn

- Errata: "Cannot be sponsored. If John Sheridan is your ambassador, rotate Lorien to replace John Sheridan with Sheridan Reborn, transferring all Enhancements and marks. Sheridan Reborn gains Diplomacy and Leadership equal to his Destiny Marks. Rotate Sheridan Reborn as an action and play a Conflict card. You must apply 3 influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional Conflict."
- Sheridan Reborn's bonuses will constantly change as the number of his Destiny Marks changes.

Short Term Goals

BABYLON 5 CCG

- You cannot purge another player's Destiny Marks to gain influence. Purging the Mark is a cost and costs must always be paid with your own resources.
- If you play Short Term Goals, gain an influence into your unspent pile and someone Not Meant To Be's your Short Term Goals, you may lose the influence from your spent pile.

Short Term Investment

- The extra influence you get for Short Term Investment affects your initiative during the Ready Round.

Show The Colors

- This Conflict is considered to have participation restrictions and cannot be used with Empire Builder or Further Gains. It can be used for Master of All however.

Shunned

- (See Isolated)

Sleeper Personality

- The rule is, if you have Vorlon Marks, any effect that would attach a Shadow Mark to a Character in your faction is ignored. The effect in question is the Sleeper Personality Conflict; so you'll have to ignore the take over the Character effect, and be limited to the demotion effect.
- You may target a neutralized Character with this Conflict. If successful, the target neutralized Character is discarded at the end of the turn.
- For Aftermath purposes, Sleeper Personality is treated as 2 separate Conflicts (Psi & Intrigue), and Aftermaths are played separately for each.
- If you fulfill the conditions on Sleeper Personality to acquire a character from another faction, they come to your faction in the same condition they were (i.e. all attached cards, marks, damage and textual additions).
- The text "the target becomes your supporting character until he is discarded" means you cannot make the target an Inner Circle character.

Sleeping Z'Ha'Dum

- Errata: "Location's Military may only be used to oppose Conflicts targeting this Location. Your ambassador gains a Doom Mark. Any player may rotate Sleeping Z'Ha'Dum to cause the Shadows to gain +1 influence whenever a card is played which provides or requires Shadow Marks."
- If the card being played depends on the Shadow Influence (such as Shadow Strike), use the influence level from *before* the card was played. Then add +1 to the Shadow influence.

Sniper

- (See Deep Agent)

Sortie

- Errata: "Target any Location. The target Location may rotate to apply opposition equal to 1/5 of its Military rating to one Military Conflict of your choice which targets a card in the Location's faction, or its faction as a whole."
- If a Location participates in a Conflict through Sortie, Fleets cannot attack that Location. The Location does not become a participant and therefore cannot be attacked.

Soul Hunter

- (See Rogue Soul Hunter)

Sponsor Rebels

- Errata: "Target one Location. Apply the Location's Military divided by 5 as opposition. If successful, the Location is neutralized, and takes severe damage equal to the amount by which the Conflict succeeds. The Location heals as an Inner Circle Character until unneutralized. If you fail, your ambassador gains 2 Doom Marks."
- This Conflict does not automatically rotate the target Location in opposition.
- The target Location may also use its Military to oppose the Conflict if Special Ops is played.

Stagnation

- If you must draw more than one free card per turn because of some outside effect (i.e. Bester) treat Stagnation as if it said "free cards". In other words, you must discard all free cards you draw.

Statement of Position

- This Conflict can target a hidden Agenda.

Steal Babylon 4

- It is possible to end the game tied with another player (and share the victory in tournament play).

Stolen Spoils

- You may not steal influence gained from sources other than the Conflict (i.e. Further Gains, Homeworld or Chosen of God).

BABYLON 5 CCG

Strength In Adversity

- Errata: "Rotate this Agenda to apply support or opposition to any target. The amount applied is equal to the difference between the highest player Influence Rating minus your Influence Rating. If the player with the most power has 1 to 4 more power than you do, count the difference as power."
- You cannot use Strength In Adversity to oppose a Conflict in which sides may only be supported.

Stike Back!

- You may play this card with less than 3 rotated Characters. If you have 3(or more) you must ready 3.

Strike At The Heart

- If your faction loses Strike at the Heart and another player has your Assistant in play, your faction is eliminated. Interpret the phrase "your assistant" to mean "the ambassador's assistant for your ambassador who is in your faction." If you do not control your assistant, they will not lead your faction.
- If the Non-Aligned player initiates Strike At The Heart, another player plays Plague targeting the Non-Aligned player's Ambassador's Assistant's race (Markab), the Strike At The Heart Conflict fails and the Plague Conflict succeeds, the new Ambassador stays around. No other cards of that race may (re)enter play.
- If Player 1 initiates Strike At The Heart, Player 2 initiates Attacking Pawns or Extreme Sanctions targeting Player 1's Ambassador's Assistant, Player 1 loses Strike At The Heart and Player 2 wins their Conflict, Player 1's Assistant is the new Ambassador and stays in play. Player 2's Conflicts succeed but have no effect.

Stripped Bare

- (See Reducing Risk)

Suarez Cil'tlakh

- Suarez Cil'tlakh may not sustain.
- If Suarez blanks a Group that initiated a Conflict, it has no effect on the Conflict.
- She can blank the text of Groups that have already rotated.

Support Fleet - race name

- All the other Support Fleets say they are Multiple but not the Centauri. This is not a typo. This, and any other differences between the various support fleets, is intentional.
- When any Support Fleet uses its effect text to enhance another fleet, it does not become a participant in any Conflict, even if the targeted fleet is a participant.

Support of the Mighty

- Errata: "Your cost to sponsor any Character with an ability of 6 or higher is reduced by 2. Count each of your ready Characters with an ability of 6 or more as 1 power."
- This also relates Characters not of your own race. The reduction of 2 is made after the normal doubling of cost.
- It is based on a single ability, not the total of all that Characters abilities. A Character with 6 Diplomacy fulfills the conditions, as does a Character with 6 Intrigue or 6 Psi.
- Cards that have their ability boosted by an Aftermath or card like Diplomatic Corps will count. It is current ability during the Victory Check, not printed ability.

Sworn To Shadows

- If you control another players Character with Sworn To Shadows. You can count all of that Characters marks as if they were yours (e.g. for Growth In Chaos).
- If you play Sworn to Shadows on another player's Inner Circle Character and you have the most Shadow Marks, you may use that Character to sponsor cards into your faction (as if he were your Inner Circle Character).

Syria Planum

- Syria Planum may be used to oppose a Border Raid because it doesn't produce a new participant. If a Character leads Syria Planum, that Character does not become a participant.
- If a Conflict targets Syria Planum specifically (eg. a War Conflict) and Syria Planum rotates to oppose the Conflict (not using its game text), then Syria Planum and its leader (if any) become participants in the Conflict.

Ta'Lon

- If Ta'Lon rotates to give +4 Intrigue to another, he is not counted as a participant and therefore cannot be attacked or have a participant Aftermath played on him.

Taking Credit

- You can Secret Strike / John Sheridan the Taking Credit Conflict as long as it is done as your first action.

BABYLON 5 CCG

- Prolonged Talks has no effect if played on Taking Credit.
- You cannot play Taking Credit on The Great Machine. The Great Machine is two Conflicts and Taking Credit could only target one of them.
- The 'usual player faction' is the faction who would otherwise have gained the influence. It will not work if a non-player faction (i.e. B5, the Vorlons or the Shadows) would gain influence.
- Player A initiates an Annex Neutral World. Player B plays Taking Credit targeting it. Player A plays Further Gains on Annex Neutral World. If Player B wins the Taking Credit, they will get the influence from the Conflict, not from Further Gains.
- If multiple Taking Credits are in play during a round, they are resolved in initiative order.
- If you play Taking Credit on a Conflict such as Prey On The Weak and 3 people tie for the win, you would gain 3 influence. You would still lose 1 influence if you had the lowest total.

Talia Winters (Premier/Deluxe version)

- Errata: Psi Corps Character. This card may be sponsored as if it were not a Psi Corps Character. Any player with Conspiracy Marks may sponsor Talia Winters into another Human faction that has fewer Conspiracy Marks. Talia Winters cannot attack.

Taralenn II

- Taralenn II will not allow a Minbari Character to get permanent Psi via Fast Learner because they do not actually have Psi. They are using another ability as Psi, but they do not have Psi. The same will apply to Vorlon Enhancement. Specifically, because they do not have Psi > 0, they cannot be enhanced.
- For the purpose of attacks, the ability that the Minbari Character's ability is acting as (e.g., Psi for a Religious Caste Character) is what is used in the attack.

Taunts And Games

- You can Taunts and Games any other card that is "sponsored for free" e.g. a Character from Conscription or a United Fleet.
- The "zero cost" rules do not apply to Taunts And Games. It does not specifically refer to the cost of a card, but the amount of influence a player applied.
- You may not use Taunts and Games to bounce an Agenda that is replacing another one. Only on an Agenda that is sponsored.

Technological Espionage

- Errata: "Target one race. If successful, this card becomes a faction Enhancement for you. This Enhancement causes each of your races to inflict +1 damage when attacking or being attacked by fleets of the target race. You may have one Technological Espionage Enhancement for each race. In addition, if you win by 10 or more, gain +1 influence."

Telekinesis

- If you play Telekinesis on a Character who is dusted, the Character gains a Strife Mark permanently. The restriction on targeting does not have an effect on play once the card is played.

Telepath Colony

- Since Telepath Colony is a limited Agenda, if it should be replaced it is removed from the game and no copy of it may enter play (per standard replacement rules for limited cards).
- If you have multiple homeworlds under your control and you win influence from another Conflict, you may rotate all of the homeworlds under your control for +1 influence.

Telepath Recruit

- The Telepath Recruit has no species and does not count for the purposes of Fulcrum of Power.

Telepathic Scan

- Errata: "Target another player. If successful, the target player must show you a number of random cards from his hand equal to the base Psi score of the Character you first rotated to support the Conflict (up to his entire hand). Select and discard one of the cards."

Temporary Aid

- For the rest of the turn in which you play Temporary Aid, you may play a card requiring Shadow or Vorlon Marks by applying influence equal to the total number of Shadow or Vorlon Marks required to play the card. This can only be done for cards where the number of marks required does not exceed the number of marks in play which are of the particular type of mark required. This is in addition to the normal influence costs of the card being played. You may play multiple cards in this fashion during the turn in which Temporary Aid was played, provided you can meet the requirements.
- If cards are played during the round that increases the number of Marks in play, the maximum number of Marks you can pay to ignore increases as well.

BABYLON 5 CCG

- If you play/sponsor a card that gives your faction a Shadow or Vorlon Mark, you are no longer entitled to pay to ignore Marks.

Terra Firma

- A "species homeworld" such as Melat or Brakir does count as one of the "control at least 3 homeworlds" condition for Terra Firma. However, for Terra Firma you also must control "the homeworld of every faction in the game." The homeworld for all Non-Aligned factions is Zhabar. Therefore, Melat and Brakir do not fulfill the Faction Homeworld requirement for Terra Firma.

Test of Merit

- A player with a Test of Merit in his faction CANNOT win unless he wins a Conflict that turn. This includes if B5 reaches 20 influence before the Shadow War starts.

Test Their Mettle

- Errata: "Target a faction of another race. Characters of your two races apply double Diplomacy during resolution. Your target may choose (at initiation) to allow Military to support and oppose this Conflict. If successful, gain +1 influence, and if you win by 5 or more your target loses 1 influence. If unsuccessful, exchange recipients of these effects."

The Corps Is Mother

- You cannot get influence from The Corps Is Mother for sponsoring The Corps is Mother.

The Great Machine

- The Great Machine counts as a Military Conflict as well as a Diplomacy Conflict.

The Hive

- The Character that becomes an Enhancement is not considered to be removed from play. A different copy of the Character can be sponsored.
- Whatever is the printed cost of the Character is considered the printed cost of the Enhancement.
- An Non-Aligned Aide that becomes an enhancement is no longer a Character and not affected by Chosen of God.
- Character Enhancements that were targeting Characters that become Enhancements are ignored.

The Hope of Peace

The White Star

- If the White Star has someone leading it, whenever you rotate it to add it's Military to another fleet, you add the current Military including Leadership.
- If you have an Enhancement card in play that gives all your fleets +1 Military. It does not count as "targeting" the White Star and thus the White Star does gain the +1.
- You cannot Force Impair The White Star because this fleet may not be enhanced. If you target The White Star with Forced Impairment, the Conflict may succeed for Aftermath purposes, but will have no effect.

Thenta Makur

- This does not include Narn Fleets, just the Characters.
- Errata: All Narn Characters in play gain a Strife Mark while Thenta Makur is in play.

Third Battle Fleet - Centauri

- This fleet only has restrictions regarding supporting or opposing, not special restrictions on attacking (which is the only way it could enter a Border Raid initiated by, or targeting, it's controlling faction).

Third United Fleet

- (See First United Fleet)

Thought Police

- There are no restrictions on who can sponsor this Agenda. No Conspiracy Marks are required.
- You keep the power even if Thought Police is discarded/replaced. We Are Not Impressed can cause this power to be ignored however.
- When totaling the opposition supplied by your faction, include non-participant opposition applied (such as from Saboteurs or Captain Sinclair) by your faction.

Thug

- See also Deep Agent.

Ties To The Mighty

- This card may be used on Ambassadors who sought asylum if the Ambassador has a printed cost (i.e. Sheridan).

Time of Decision

- This converts one and only one Mark.

Tolonius VII

- The effect of having both this and Valarius in play is that you may sponsor fleet Enhancements as faction Enhancements for the printed cost of the Enhancement.

Total War

BABYLON 5 CCG

- Errata: "Your ambassador loses 2 Diplomacy and gains a Doom Mark, but gains +2 Leadership while you are at war. If a war Conflict you initiate is contested but successful, you gain +1 influence and your target loses 1 influence. While opposing your Conflicts or attacking your fleets, all other players' fleets gain +1 Military."
- You cannot rotate your homeworld to gain an extra influence when you win a contested war Conflict, you gained influence from the Agenda, not the Conflict.

Trade Pact

- Errata: "Target another race with whom you have a mutual tension of 3 or less and no Free Trade state. Characters of your two races apply double Diplomacy during resolution. If successful, there exists a state of Free Trade between your two races. While this state is in effect, factions of your two races each have +1 Influence Rating."
- If you succeed in a Trade Pact Conflict, you cannot rotate your Homeworld to gain the additional +1 influence, the influence comes from the state of Free Trade, not the Conflict.

Trade Windfall

- Errata: "Cost 7. Gain +1 influence if you are in a state of Free Trade with another race."
- You can always play Trade Windfall, however, you will gain no benefit if Commerce Raiding is in play.
- Only the faction playing the card gains the benefit from Trade Windfall(not any other factions of the same race).

Triluminary

- If the tension is already at 5 when you play Triluminary, it stays at 5.
- (See also Chrysalis - Events)

Trivial Gains

- This card will effect changes in influence, not changes in Influence Rating. As such, you can still gain influence by building or by sponsoring Kha'Mak, etc..

Tu'Pari

- Errata: "Rotate Tu'Pari and apply 8 influence to attack any Character using whichever of the target's abilities is highest (target's choice if there is a tie). Any Character in the target Character's faction may attack Tu'Pari in return."
- If Tu'Pari attacks and ends up neutralized he cannot be counter-attacked, once a Character is neutralized he can no longer be attacked.
- As long as Tu'Pari has a non-zero rating in the highest ability of the target, he can attack any target (exceptions like Ambassador Kosh excepted), no matter what they are doing. This is IF he pays the influence cost of his ability, of course.
- If Tu'Pari manages to gain Leadership, he can attack using that ability, providing Leadership is the target Character's highest ability.
- Tu'Pari cannot attack Characters with Psi or Leadership if he does not have either of these abilities. He must have the appropriate ability to make an attack.
- If a player has a Character has two equal abilities as his highest abilities, the player may nominate either ability to be the Character's "highest" for the purposes of Tu'Pari attacking him. If Tu'Pari does not have the ability, Tu'Pari cannot attack that Character. Since you cannot apply influence for an action you cannot legally take, you have to take a different action that turn and the influence is assumed to have not been spent for Tu'Pari's attack.
- If one of Tu'Pari's abilities is reduced to zero from damage he cannot use that ability to attack.

Tualakh Vit'Lokh

- Errata: "Llort. Name one ability (Diplomacy, Intrigue or Leadership) when this Character is put into play. Tualakh Vit'Lokh's other printed abilities become zero."

Tyranny Enthroned

- Errata: Replace "no ISA member can rotate your fleets" with "no other ISA member can rotate your fleets". In other words, you may still rotate your own fleets.

Ulkesh Kosh

- You can use New Priorities and Attacking Pawns to get rid of Ulkesh Kosh. If brought into play with Consultants, his sponsoring effects do not occur (Kosh Naranek and Ambassador Kosh are not removed from play and Babylon 5 loses no influence). If Ulkesh Kosh is neutralized while a consultant, he will remain in play permanently (unless someone can do something else which will cause him to be discarded).
- If you use Kosh Naranek's temporary mark ability, then play Ulkesh Kosh, the temporary marks from Kosh Naranek are not purged. Ulkesh Kosh's "cannot" takes precedence over Kosh Naranek's "purge text".

BABYLON 5 CCG

- If you bring Ulkesh Kosh into play as a Consultant with Kosh Naranek in play the following happens: Since you return Ulkesh Kosh to the Consultants after you purge marks, if you get temporary Vorlon Marks from Kosh Naranek, they become permanent.

- A faction with Lorien and Ulkesh in play may not purge Vorlon Marks.

Underground Telepath

- If you target the Underground Telepath with Secret Police (or something else that gives him Intrigue), he will either participate with the 3 Intrigue it gives him or use half his Psi as Intrigue, but not both together.

Undermine Trust

- Undermine Trust does officially target Babylon 5 (for a variety of effects) and this targeting is sufficient for the use of Twisting the Knife.

Unfounded Rumors

- This card can target Conflicts that become Aftermaths. The triggering condition is when the Conflict turns into an Aftermath (and therefore targets the Character).

United Front

- This card does not target your ambassador. It will stay if Sheridan replaces Sinclair.
- Since United Front doesn't target a Character, it cannot be moved with Reprogramming Team.

University Complex

- The bonus from University Complex does not apply to the Ambitious Captain.

Unrecognized Data

- The Fleet still takes damage if it attacks. This card does not modify damage application at all, it just prevents other Fleets from attacking a Fleet that this Event has been played on.
- If you play this on your Expeditionary Fleet and then use it to attack another player, you cannot be counter attacked by one of his other Fleets. Unrecognized Data supercedes the Expeditionary Fleet's text.

Unsung Hero

- If you have a Vorlon/Shadow Mark in your faction, you may not try to gain a Shadow/Vorlon Mark and use Unsung Hero to move it to another faction. You must be eligible to gain the mark in the first place.
- You may apply influence to move a mark for marks that are applied outside the Action Round (i.e. from Aftermaths, Conflicts, etc).

Va'Kal

- Should be read as: "as much permanent increase to Intrigue as he had permanent increase to his Diplomacy".

Valarius

- If the Valarius leaves play, all faction Enhancements sponsored through the use of the Valarius stay in play.
- If sponsored as a faction Enhancement using the Valarius, Fast Transport may be used on any fleet in your faction. However, since it must be rotated to use its effect, it can only be used on one fleet per turn.
- If you use the Valarius to make Mass Drivers a Faction Enhancement, every Fleet that uses the bonus causes an increase in other players' tensions toward the fleets' controller.
- If you have a copy of a Fleet Enhancement acting as a Faction Enhancement targeting all Fleets, and a copy targeting a specific fleet, both Enhancements' effects text apply.

VIP Involvement

- There is no reason you can't play this card three times in a row.
- This card does not affect "Ladies".

Vital Interests

- Errata: "If you initiate a war Conflict, and the Conflict is successful, your target loses 1 influence. Apply 5 influence during the Draw Round, or discard this Enhancement."

Vorlon Cruiser

- This fleet cannot be led at all (even by Vorlon Characters) and can only be enhanced with Vorlon fleet Enhancements.
- If you have an Enhancement card in play that gives all your fleets +1 Military. It does not count as "targeting" the Vorlon Cruiser and thus the Vorlon Cruiser does gain the +1.

Vorlon Enhancement

- Vorlon Enhancement does not alter a Character's printed Psi. Therefore, a Vorlon Enhanced Lethke Zum Batrado with Chosen of God targeting the Brakiri has a total Psi of 15 (his printed Psi doubles to 4 which Vorlon Enhancement raises to 15).

Vorlon Planet Killer

- (see Shadow Cloud)

Vorlon Rescue

BABYLON 5 CCG

- Errata: "Requires 2 or more Vorlon Marks on the target neutralized participant Inner Circle Character. The Character becomes rotated (if ready), unneutralized with no damage. Discard any Enhancement or Aftermath targeting this Character which can cause damage to this Character."

Vorlon Space

- The requirement can be implied such as "any player with 2 Vorlon Marks may". Having to purge a mark also counts as a requirement.

Vorlon Strike Fleet

- If a fleet is loyal to another race, you cannot sponsor it *for any cost* unless some card effect specifically states otherwise. That means that *no one* can sponsor Shadow or Vorlon fleets unless they meet the specific requirements on the card.
- Like the equivalent Shadow cards, there is no way to play these cards without the appropriate mark (if we ever come out with a Shadow or Vorlon faction for this game, I will have to reassess this position). As such, these cards do require the appropriate mark.
- The Vorlon Strike Fleet can never support a Conflict that does not require Vorlon Marks. The Vorlon Strike Fleet can attack. However, if a Military Conflict is in play that requires Vorlon Marks, supporting that Conflict will be the fleet's first priority.

War College

- Errata: "Your cost to sponsor any Character with Leadership greater than 0 is reduced by 2."

War Footing

- If another faction has a copy of your limited Fleet in play, you may not sponsor a second copy of it into play. War Footing says "you" may sponsor a second copy of a limited fleet that "you" have in play.
- If you replace War Footing with another copy of War Footing or if War Footing is blanked, any extra limited Fleets you have in play return to your hand. If someone else discards or blanks the Agenda, the controller of the Agenda still chooses which fleets get brought back to their hand. Nothing happens to a leader on one of the fleets.
- If you have this Agenda in play, and during a turn end up with a number of your limited fleets neutralized, you can discard the War Footing Agenda during that turn to return any neutralized 'second copies' of the damaged/neutralized fleets back to your hand.

Warleader's Fleet

- Errata: "None of your Minbari fleets except the Warleader's Fleet or the Grey Council Fleet may participate in any Conflict while the Warleader's Fleet is ready."

Wastelands

- Errata: All characters you control inflict additional damage equal to their number of Conspiracy Marks during attacks.

We Are Both Damned

- We Are Both Damned can be played on Won Intrigue Conflicts or Won Military Conflicts.

We Are Not Impressed

- A player may initiate a Leadership Conflict to get rid of We Are Not Impressed.
- We Are Not Impressed will negate the power given by Alliance of Races.
- We Are Not Impressed does not prevent changes in power. It merely says you don't "count" them. The ruling says that We Are Not Impressed (or any other card) CANNOT affect a player with less power than influence (otherwise known as a net negative power modifier). It does not say ALL negative power modifiers count. It only says that NET negative power modifiers count.
- If you have 10 influence and an Agenda that gives +4 power to you and have Conscripted twice getting -2 power when We Are not Impressed is played, you will be at 10 power (influence level). If you have 10 influence and -2 power when We Are Not Impressed is played, you will be at 8 power. You can however, gain power up to the amount of influence you have.

We Can't Allow That

- You may play We Can't Allow That on a Conflict that normally excludes you (e.g. Border Raid, Rally the People). You are still bound by any restrictions written in the text of the Conflict.

We Think Alike

- If the targeted Agenda is discarded or replaced during the turn, the copy will still be made.

Wear and Tear

- Errata: (Discard this Aftermath after play.)

What Do You Want?

- Non-Aligned Characters with 'Species Ambassador' in their effects cannot rotate to gain a Shadow Mark unless they are the faction ambassador.

BABYLON 5 CCG

What Were You Thinking?

- You may play this card whether or not the initiator gained influence from the Conflict.

White Star Fleet

- This fleet can attack if the Shadow War is in effect.

Who Are You?

- Non-Aligned Characters with 'Species Ambassador' in their effects cannot rotate to gain a Vorlon Mark unless they are the faction ambassador.

William Edgars

- He attacks using Intrigue, vs. the teep's Intrigue. It doesn't matter what ability the teep used to participate.
- He can apply the 4 towards a mercenary even if there are no current bids on it.
- When William Edgars uses his ability to attack participant teeps using Intrigue, he becomes a participant in same conflict as the attacked teep.

William Morgan Clark

- The non-ambassador version of William Morgan Clark does not have a Conspiracy Mark.

Wind Swords

- Errata: "Increase Minbari unrest by 1 when sponsored. The cost for you to sponsor any Minbari fleet or Minbari Character with Leadership is reduced by 2."

With A Sacrifice

- The target Character must have Lord or Lady in their title, but do not have to be ready to be promoted.

Wounded

- Errata: (Discard this Aftermath after play.)

You Are Not Ready

- It does not discard Agendas. It can only be played on a Conflict card and therefore, it cannot stop an Agenda Conflict or a war Conflict.

Zathras'

- Zathras' cannot sustain.
- If multiple players are using Zathras' targeting each other things would happen the same as any other case where order isn't specified, but is relevant: initiative order. Any time a faction gains influence during the Conflict Round, go around the table in initiative order. Activate ALL the rotated and targeted Zathras's effects from each player (mostly for no effect). This has two effects: the Character who goes first is safe from Zathras'. The Character with the most initiative, if he has enough Zathras's in play to target everyone who has him targeted with a Zathras', is safe from the Zathras' effect.
- All Zathri are considered multiple. There can only be 12 in play total at any given time, but they can all be the same version of Zathras (i.e. the spelling doesn't matter).

Psi Corps Rulebook Game Credits

Game Design: Ran Ackels, Edi Birsan, Paul W. Brown III, John Hart, David Hewitt, John Myler and Kevin Tewart

Produced By: Paul W. Brown III

Developed By: Dave Hewitt, Kevin Tewart, John Hart, John Myler and Mike Hummel

Graphic Design: Ran Ackels

Graphics Assistance: David R. Taylor Jr.

Typesetting/Layout: Dave Hewitt

The Warner Bros. Team: Michelle Sucillon, Lauren Goldman, Suk Sung.

Special Thanks To: J. Michael Straczynski, Doug Netter, John Copeland, Larry DiTillio, George Johnsen, Mira Furlan, Ed Wasser, Claudia Christian, Walter Koenig, Robin Atkin-Downes, Tim Choate, Doug Williamson, all our Rangers, the Babylonian Productions staff and the many other tremendous creative talents that have collaborated to make the Babylon 5 Universe a reality.

Based on the original television series created by J. Michael Straczynski.

TM & © 1999 Warner Bros.

Game Design © 1999 Precedence Publishing. Patents Pending.

Printed in Canada.

This document combining the rules and rulings was edited together by Chris Almy.