

Vorlons Expansion Rules

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Secretive and enigmatic, the Vorlons have guided the affairs of the younger races for millennia. Now as the Shadows start to move, their plans too are brought forwards. Supremely confident in their powers and the rightness of their cause they don't see that the universe is changing around them.

This fan expansion explores the plans, powers and failings of the Vorlons. Yet they are not the only power in the galaxy; others are also exploring ancient enigmas. Some are looking for defences against the coming storm while others look for ways to profit from it.

The expansion introduces a new Crusade Pile – The Enigma – that allows intrepid players to unearth deck-destroying secrets. The Vorlons themselves are revealed, their angelic forms providing great opportunities to anyone who would risk them. Other forces are at play: the Psi Corps plans gain a new focus, the Grome come to prominence among the League of Worlds and new ambassadors step forward. And finally, John Sheridan's story comes to an end. Skilful players can share success in the greatest mystery of the dawn of the third age: what did happen to John Sheridan.

Rules

The first thing you need to know about the new rules is that there are no new rules but there are some new pieces of terminology.

Races and Factions

The “default” faction for each race has now been termed the “Babylon Project” Faction. This is purely a terminology change with no rules implications.

Tainted

Factions and cards can be “tainted” by their relation to either of the two “Elder Races.”

- A card is **Shadow-tainted** if it is: loyal to the Shadows or the Drakh, has a Shadow Mark, provides a Shadow Mark or requires at least 1 Shadow Mark to play. Shadow Marks are also Shadow Tainted.
- A card is **Vorlon-tainted** if it is: loyal to the Vorlon, has the keyword “ranger,” has a Vorlon Mark, provides a Vorlon Mark or requires at least 1 Vorlon Mark to play. Vorlon Marks are also Vorlon Tainted.

Some characters have Vorlon or Shadow Marks. When these characters first enter play they are tainted. If, later, all such marks are purged from them then they are no longer tainted. Other card types which provide tainted marks remain tainted even if all the marks they are providing are purged. A non-character card provides a mark if it states that it causes some card (usually character) to “gain a mark” either directly (e.g. Growth in Chaos) or as a result of an activated effect (e.g. Ranger Training).

A faction is tainted if it contains a tainted card. E.g. a faction which has Morden in play is “Shadow Tainted.”

Allergic

Certain cards and marks are “allergic” to each other. Cards that are allergic to each other are so diametrically opposed that they cannot work together under any circumstances. The most notable example of this are the Shadows (and their allies) who cannot cooperate in any way with the Vorlons or anyone tainted by them. Vorlon-tainted cards and marks are allergic to Shadow-tainted cards and marks and vice-versa. This is known as “The Elder Races” allergy.

The rules governing allergic cards and marks are:

- You cannot play, face-up or face down, any card that is allergic to any card in your faction.
- No card can join your faction if that card is allergic to a card in your faction.
- You cannot gain a mark that is allergic to any other marks in your faction.

In practice this means that if your faction is Shadow-tainted you cannot play Vorlon-tainted cards, gain Vorlon Marks or have Vorlon-tainted cards join your faction and, if your faction is Vorlon-tainted the same is true in reverse.

Rulings

Clarification. Repeat participation in conflicts. If a card participates in a conflict and is somehow readied it can, by default, participate in other conflicts or even the same conflict again. Readying a character that is participating in a conflict does not automatically remove it from the conflict. Note, however, that if a character supports a conflict twice it does not add double support. It can support and then oppose if you really want to. The most common reason to participate more than once in the same conflict is to attack multiple times.

Clarification. Leading a Fleet. Leading a Fleet is a sustainable action. If a character readies while leading a fleet then that character is no longer leading the fleet. If the fleet was participating in a conflict then the fleet is still participating but the leader no longer is.

Reversal. “The All or Nothing” rulings. For a while Precedence claimed that all effects of a card were independent unless they were linked together by an ‘and’, in which case all effects had to succeed or none of them could. This has been rescinded. In practical terms this means that you can use Delenn Transformer, The Corps is Father and “And so it Begins” without having all effects work. The one exception is any effect which “reverses” another one. All reversals must be able to happen.

New. “The THEN rule.” Newer cards (from the “Anla’shok” expansion onwards) use the word “then” to indicate that multiple effects are linked. If a card reads “Rotate to do X then Y” and you cannot do X for some reason then you cannot do Y. Compare with “Rotate to do X and Y” where you can do Y even if you cannot do X.

Card notes

The 4 Vorlon “angels” are not versions of Kosh. Neither are the two Vorlon characters from Wheel of Fire. Images of Kosh (and Ulkesh) are used because they are the only ones available.

For the most up to date information see the wiki: <http://bit.ly/qUSQUh>

Dark Star



Babylon 5 Enhancement VO 1 U 1.1

Corporate.

If you are a Corporate faction, your agenda gains 5 credit tokens when you sponsor this card. Whenever Babylon 5 gains influence, each player may rotate a corporate character or group to draw a card.

"Here you will see the heart and soul of Babylon. Also its spleen, its kidneys. A veritable parade of internal organs" - Londo



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The Lion Of The Stars



Centauri Won Aftermath VO 2 C 1.1

Play on a Conflict that you won by at least 5. Return your participant Centauri character to its owner's hand to sponsor for free a Centauri character that you could sponsor. Discard this aftermath after play.

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The Good Old Days



Centauri Agenda VO 3 U 1.1

Draw a card when you play this agenda. Your Ambassador gets +2 intrigue.

Action: Rotate and put a card from your hand on the bottom of your deck to draw a card.
Action: Remove this agenda from play to shuffle your discard pile into your deck.

When you win an Intrigue Conflict by 5, you may rotate your homeworld and discard a card to gain +1 power and draw a card.

"How many Centauri does it take to screw in a light bulb? Just one, but in the great old days of Republic hundreds of servants would change a thousand light bulbs at our slightest whim." - Londo.

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Adira Mollari



Centauri Character VO 4 R 1.1

Wife of Londo. Lady

May replace Adira Tyree. Any version of Londo gets +1 to all abilities while Adira Mollari is in the same Inner Circle as him.

During the Brakiri observance of the "Day of the Dead", Londo gained a taste of the future that he had lost.



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Aria Tensus



Centauri Character VO 5 U 1.1

Immediately after this character is sponsored, target a ready supporting character. Target's text box (not keywords) is blanked until the end of the turn.



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Carn Mollari



Centauri Character VO C6 2.0E

House Mollari

When this character is discarded from play you may remove him from the game to draw up to 3 cards (from your deck) or take a Centauri card from your discard pile to your hand.

Nephew to Londo, Carn is the proud owner of a stunning red shirt.



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Kiron Maray



Centauri Character VO 7 U 1.1

Immediately after this character is sponsored, target and rotate a ready supporting character.



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Londo Mollari



Centauri Character VO 8 R 1.1

Centauri Babylon Project Starting Ambassador.

The Shadows require 5 less influence than normal to start the Shadow War.

"And you Ambassador Mollari, what did you see?"
"Nothing."

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Trouble-Maker



Centauri Character VO 9 C 1.1

Multiple.

Action: Rotate to target a face-down card (but not a neutralized character or fleet nor a face-down conflict card). Target card is placed on top of its owner's deck.



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Vocator Jaddo



Centauri Character VO10 R 1.1

Minister.
May replace Urza Jaddo.

"Knowledge is a basic tool of politics. Mine is considerable."

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Mother Of All Parties



Centauri Intrigue Conflict VO R11 1.1

Unique. When initiated all Centauri characters get +1 Intrigue until the end of the turn.
Resolution: All participant characters take 5 damage.
Won: Each player with an unneutralized character supporting this Conflict gains +2 influence unless they are at war with you.

"He has become one with his inner-self." - Vir explains the intricacies of religious ecstasy among the Centauri.

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Suppress



Centauri Military Conflict VO C12 1.1

Intrigue can be used. When initiated, remove Revenge from the game.
Won by 10: This card becomes a Faction Enhancement with the text: "Your Influence Rating is +1. Action: Discard to target either a Narr Location or up to 3 Narr Fleets and inflict up to 15 damage divided among the target(s)."

"You cannot build an empire based on slaughter and deceit." - Urza Jaddo.

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Zoog



Centauri Character Contingency VO 013R 1.1

Household God. Plan on your ambassador. Reveal when an event is played which pictures or requires a Strife Mark or targets a single Centauri card. The event is cancelled.

"Vir, how many gods are there in your pantheon? I've lost count since the last emperor was elevated to godhood."

"48. No, no, 49, 50 if you count Zoog but, you know, I never thought you should."

"All right, let's say 50." - Londo tries out theology.

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Household Gods



Centauri Faction Enhancement VO U15 1.1

Household God.

Action: Rotate and apply 3 influence to search your deck for the first **Household God** card you find and take it into your hand.
Action: Discard a **Household God** card from your hand to give a target Centauri character +2 to an ability of your choice until the end of the turn.

"Ah, our household gods. In a world where every day is a struggle for survival, you need all the gods you can get." - Londo.

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Benzer



Character Enhancement VO C14 1.1

Household God.

Can only be sponsored by a Centauri character. Target a character sponsored this turn. Rotate the target when you sponsor this Enhancement. The target's game text is blanked. No further cards can be attached to the target.

"Gods by the bushel! Gods by the pound! Gods for all occasions!" - Londo gets into the spirit.

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Li



Centauri Event VO 16U 2

Household God.

Rotate a Centauri character to target and rotate a ready Character with at least 3 marks OR to return a target Supporting Row character that was sponsored this turn to its owner's hand.

"Li, Goddess of passion, a synthesis of male and female Centauri. Did you think these were just decorations?" Londo enlightens Lennier.

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Mogoth



Centauri Event VO 17C 2

Household God.

Put the top card of your discard pile on the top or bottom of your deck. If this card is the top card of your discard pile when you win a Conflict by 5 (or more), you may return it to your hand.

The God of the underworld.

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Secret Subversion



Drakh Won Aftermath VO 18 C 1.1

Play on a Conflict that you won by at least 5. Replace your non-Drakh participant character with a Drakh character from your hand or discard pile.

Discard this aftermath after play.

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Stripped



Participant Aftermath VO 19 R 1.1

You must control an unneutralized Drakh character that is participating in this Conflict to play this aftermath.

Target a non-ambassador character who attacked during this Conflict. Discard up to X cards (face-up or face-down) attached to the target. X is equal to the target's faction's unrest. Target then gains a Doom mark (permanently).

Discard this aftermath after play.



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Destroy Them Utterly



Drakh Agenda VO 20 U 1.1

Whenever a Conflict is lost, the initiator's Ambassador gains a Doom Mark.

Rotate and apply 5 influence to initiate an Intrigue Conflict targeting a Faction with more Doom Marks than you. Psi can be used to oppose this Conflict. Won: The target transfers 1 influence to you.

If you have at least 20 power, more power than each other player, no Doom Marks and each other Faction has a Doom Mark, then you score a major victory this turn.

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Leech



Intrigue Conflict VO R21 1.1

Requires 5 Shadow Marks to initiate. Psi can be used to oppose this conflict.

Target a non-Vorlon-Tainted opponent.

Won: This becomes a faction enhancement on the target with the text. "Discard this enhancement if you are Vorlon Tainted or have less Power than each other player. At the end of each action round transfer 1 Influence to each Drakh Faction with less power than you."

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Ministrations



Character Enhancement VO 22 R 1.1

Can only be sponsored by a character in a Drakh faction. Target a character that is not Vorlon-tainted. When this enhancement is sponsored, rotate the character it targets.

At the beginning of each action round, if the target is not neutralized, it takes 1 damage. Ignore this effect if the target is a faction's ambassador.



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Destined For The Stars



Human Agenda VO 23 U 1.1

When this agenda enters play you may search your deck for a card that pictures a Destiny mark and take it into your hand (reshuffle). Your Ambassador gets +1 Diplomacy for each Destiny mark he has. Your Influence Rating is +1 for each other faction with whom you are not at war that has a Destiny mark. Each faction with a Doom mark gets -1 to its Influence Rating.

"All of this was for nothing unless we go to the stars." - Jeffrey Sinclair.

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Bester



Human Character VO 24 R 1.1

Psi Corps Starting Ambassador. Psi Cop. When revealed as your ambassador, Babylon 5 loses 4 influence. Your Faction is allergic to Shadow Tainted cards and marks.

Cannot be the first character to support a Conflict unless the Shadow War is in effect.



"Much as it might offend their sense of perspective, not everything is about Babylon 5."

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Dr. Benjamin Kyle



Human Character VO025C1.1

Medical

Action: Rotate to heal a target Character as if the target were an Inner Circle character. Any Vorlon Tainted Faction can use this action.

"I've looked upon the face of a Vorlon and nothing's the same anymore." - shortly after saying this, Kyle was transferred back to Earth.



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Franklin - Off Duty



Human Character VO 26 U 1.1

Action: Return this character to your hand to sponsor Stephen Franklin. When you win a conflict that this character is supporting you may draw a card.

"Doesn't anyone listen to one damn word I say?"



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Garibaldi - Off Duty



Human Character VO 27 U 1.1

Action: Return this Character to your hand to sponsor Michael Garibaldi. When you win a Conflict that this character is supporting, target an un-neutralized character that is supporting a different (unresolved) Conflict and inflict 2 damage to it.

"I never start a conversation unless I know where it's going."



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President Clark



Human Character VO 28R 1.2

Must replace William Morgan Clark if he is your ambassador and "Presidential Coup" is in play, transferring all attached cards and marks. Presidential Coup now affects this character rather than William Morgan Clark. Lost Aftermaths can be played on any Conflict in which this Character is participating (even if it is won).



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Senator Quantrell



Human Character VO 28R 1.2

Senator. Media. Psi Corps.
When this character is sponsored, Babylon 5 loses 1 influence.

"By placing an Earth installation between warring factions, we risk being drawn into a conflict which has nothing to do with us, or Earth interests."  


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Walker Smith



Human Character VO 30C 2.0

Can be sponsored at normal cost by a Mu'tai Character. Whenever Walker Smith is attacked, you may neutralize him to neutralize all other Characters involved in the attack; the attack is then cancelled.

"Walker Smith - you're the best I've ever seen."
- Garibaldi. 


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Warren Keffer



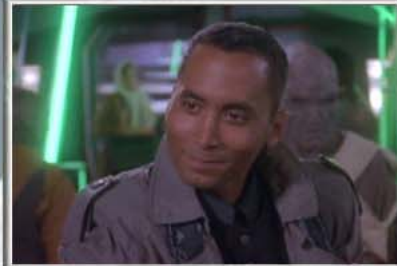
Human Character VO 31C 1.1

EarthForce
Warren Keffer gets +2 Leadership while leading a fleet.

"Target acquired. Locking on. Firing." 

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Reunited



Human Diplomacy Conflict VO 33U 2

Won by 5: Immediately sponsor for free a Human character that you could sponsor and draw a card for each unneutralized Human character with a Destiny Mark that is supporting this Conflict.
Lost: You cannot initiate any Conflicts next turn.

Richard Biggs. March 18, 1960 - May 22, 2004. RIP.

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Claim Their Place



Human Leadership Conflict VO c32 1.1

Diplomacy can be used. When initiated, remove Finish the War from the game. Won by 10: This card becomes a Faction Enhancement targeting you with the text: "Your Influence Rating is +1. Action: Discard to target and rotate up to 3 Minbari Fleets."


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Create Common Ground



Human Event

Search your deck for the first card you find that is loyal to a race other than your own, then take it into your hand. (Shuffle your deck afterwards.)

It's a port of call, home away from home for diplomats, hustlers, entrepreneurs, and wanderers. 

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Look To The Future



Human Event


Target Human character gets +3 to an ability of your choice (and +1 for each Destiny Mark it has) until the end of the turn.

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Never Give Up



Human Event

Target Human character that is supporting a Conflict gets +3 to an ability of your choice and if a Conflict that this character is supporting is won, its controller draws a card. (Both effects expire at the end of the turn.) 

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EarthForce One



Human Fleet VO 37R 2

Flagship. (Each player can only control one Flagship card.)

EarthForce One Can only be sponsored by a Senator, Vice-President or President Human character.

Cannot attack.

The Earth Alliance President gets +2 Diplomacy while this fleet is unneutralized.

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Rapture



Minbari Won Aftermath VO 38 C 1.1

Target a character who supported the Conflict and doesn't have a Vorlon mark.

Target gains a VorlonMark (permanently).

Discard this aftermath after play.



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In Our Image



Minbari Agenda VO 39 U 1.1

Can be sponsored for free. Your Ambassador gains a Vorlon Mark.

Whenever you win a Conflict, you may rotate this agenda to give a Vorlon Mark to a target Minbari Character that is supporting that Conflict. The first time each turn that a Minbari Character without a Vorlon Mark gains a Vorlon Mark, the Vorlons gain +1 influence.

If you have at least 15 power, and the Vorlons have more influence than each player (including you), Babylon 5 and the Shadows then you score a standard victory immediately.



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Ashan



Minbari Character VO C40 1.1

Religious Caste. Nightwatch.

When you sponsor this character, Increase your tensions towards all Human players by 1.

When any tension level would be reduced, you may rotate this character to prevent that reduction.

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Delenn



Minbari Character VO41Rv1

Minbari Starting Babylon Project Ambassador. Grey Council Member. Religious Caste.

When Delenn is revealed as your Ambassador, the Vorlons gain +4 influence.

"If I fall, another will take my place."



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Dukhat



Minbari Character VO R42 1.0

Unique. Grey Council Member. Religious Caste.

The Grey Council Fleet can sponsor and promote Grey Council Member Characters (as if it were an Inner Circle character) and gets +1 military for each Grey Council member character in play. If Dukhat is discarded from play, each Minbari player loses 3 influence and all Minbari tensions are raised to 5.



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Lennier



Minbari Character VO C43 1.0

Minbari Babylon Project Ambassador's Assistant. Religious Caste.

Action: If Lennier is un-neutralized, apply 4 influence to ready a rotated Religious Caste Minbari Character. (Limit once per turn.)

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Sareer



Minbari Character VO C 44 1.0

Religious Caste.

One of the Heralds of the Grey Council. His Fane has served since the time of Valen himself.

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Valen



Minbari Character VO45Rv1

Unique. Irrevocable. Enigma. Ranger.

Replace your Entil'Zha if you have at least 5 Babylon 4 Won Aftermaths targeting your faction. Your Influence Rating is +2.

Valen cannot participate in conflicts, attack or be attacked.

Action: Rotate to add X support or opposition to a target conflict. X equals the number of Babylon 4 Won Aftermaths targeting your faction.



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Animus



Minbari Diplomacy Conflict VO 46C 2

Military can be used. When initiated, remove Alliance of Races from the game or reduce Babylon 5 influence by 1.
 Won by 10: This card becomes a Faction Enhancement for you with the text: "Your Influence Rating is +1. Action: Discard this Enhancement to reduce Babylon 5's influence by 4 or neutralize a target Human Fleet."

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Prophecy Attended



Minbari Diplomacy Conflict VO U47 2.0

Requires 2 Vorlon Marks.
 Resolution: The Vorlons gain +1 influence.
 Won: You gain +1 influence.
 Lost: The Shadows gain +1 Influence and you lose 1 influence.

"Prophecy is a guess that comes true. When it doesn't, it's a metaphor." - Vir.

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Cestus



Minbari Character Enhancement VO R125 1.1

Weapon.

Target a Warrior Caste character. Cannot be used with any other Weapon Enhancement. Target gains a Strife Mark.

Action: Discard this Enhancement and target a character in a faction towards whom you have a tension of 4 or more. Target takes 2 damage.

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Sanctum



Minbari Faction Enhancement VO U49 1.1

Requires 2 Vorlon Marks. You can sponsor Vorlon-tainted cards at printed cost (ignoring all cost modifications).
 Action: Rotate, apply 5 influence and demote a Minbari character to promote for free your Supporting Row Vorlon-tainted character with a lower Printed Influence Cost than the character you demoted.

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Staff of Office



Minbari Character Enhancement VO R125 1.1

Limited. Target a Minbari Grey Council Member character. Target gets +3 Diplomacy, gains a Vorlon Mark and cannot attack.

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Call of the Stars



Minbari Event

Discard a Minbari character from play to add support to a target Conflict equal to the character's printed influence cost.

"I hear the call of the stars, Delenn. I must answer." Draal

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Service



Event

Rotate or ready a target Minbari character.

"Better to find a place out there, in the sea of stars, where I could be of service before the end." - Draal

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Solidarity



Non-Aligned Won Aftermath VO 53 C 1.1

Play on a Conflict that you won by at least 5.
 Sponsor for free a character of the same species as one of your participant characters.
 Discard this aftermath after play.

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Diversity



Non-Aligned Agenda VO 54 U 1.1

Cannot be replaced.
 When you sponsor this agenda, you may sponsor for free directly to your Inner Circle a Non-Aligned ambassador of a species you don't control.

If this agenda is in your discard pile, you lose 1 power at the beginning of each turn in which you have any Inner Circle characters that are loyal to a race other than the Non-Aligned.

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Preserve The Mu'Tai



Non-Aligned Agenda VO 55 U 1.1
Mu'Tai.

Your ambassador gains the Mu'Tai keyword. When this agenda enters play, if your Influence Rating is 9 or less, gain +1 influence. You may apply 1 additional influence each turn for each Mu'Tai character in your Inner Circle. While you control more unneutralized Mu'Tai characters than all other players combined, all opponents must discard the top card of their deck as an additional requirement to initiate any conflict.

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Drone



Non-Aligned Character VO 56C 1.1
 Multiple. **Gaim.**

There is no limit to how many copies of this Character you can have in your deck.

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Grome Bigot



Non-Aligned Character VO 57C 1.1

Multiple. **Grome. Agitator.**

If a character that Grome Bigot has attacked this turn is discarded from play, the character's controller loses 1 power.

"You intrude upon on worlds, make mockery of our customs."

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Kal Kra Dool



Non-Aligned Character VO 58U 1.1

Grome. Lurker.

When you sponsor this Character, return the top card of your discard pile to your hand.

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Lukor



Non-Aligned Character VO 59U 1.1

Drazi. Mu'tai.

Characters attacking Lukor cannot apply their damage first.

"I am the bravest of my race." - Lukor's last words for a month.

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Mila Shar



Non-Aligned Character VO 60C 1.1

Abbai.

When an opponent targets you with a conflict you may rotate and discard this character to force that player to choose a different target if one is available. (If there are no other possible targets then you may still be targeted as normal).

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Mog Mal Ged



Non-Aligned Character VO 61R 1.1

Grome. Ambassador.

Choose a race in play when this character enters play or is revealed as your ambassador. Players of that race count -1 power (while this character is in play).

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The Mutah-Doh



Non-Aligned Character VO 62R 1.1

Yolu. Mu'tai. Requires 3 Strife Marks to be sponsored. When The Mutah-Doh enters play, each opponent discards the top card of their deck. Does not take damage when attacked by untainted Characters. Mu'Tai characters get +1 to all abilities while participating in conflicts.

"I am the Muta-doh. The Sayer. And I say, go back to Earth. The Mu Tai is not for you."

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Stand Together



Non-Aligned Military Conflict VO C63 1.1

Psi can be used. When initiated, you may target an agenda that pictures a mark; until the end of the turn, that agenda is blanked and cannot be discarded or replaced.

Won by 10: Gain +1 influence. For each unneutralized Non-Aligned Character of a different species that is supporting this Conflict you may draw one card.

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Song of Sol/Mon



Conflict Enhancement VO R64 1.1

Can only be sponsored by a Pak'ma'ra character. Target a Conflict card that you initiated. All Pak'Ma'Ra characters get +2 Diplomacy and +2 Intrigue.

"...it was the most beautiful sound I've ever heard. I couldn't make out the words, but I knew it was full of sadness and ... hope and wonder and ... terrible ... sense of loss." - Vir



"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Lack of Leadership



Event

Rotate a Non-Aligned character to target a player who controls more ready fleets than ready characters. Target must rotate fleets until he has no more ready fleets than ready characters and cannot sponsor any more fleets this turn.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Signs



Non-Aligned Event

Rotate a Vree to play this event. Target an opponent. For the rest of the turn, that player's characters cannot oppose conflicts that do not target him or her.

The relationship between the Vree and the Streib remains shrouded in mystery.



"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

The Mu'Tai



Group VO 67U 2

Mu'Tai. Caliban and Gyor gain the Mu'Tai keyword when The Mu'Tai is sponsored (even if not in play).

Rotate when you win a conflict supported by an un-neutralized Mu'Tai character. All other players must discard the top card of their deck and you may draw a card.

"To be the best, you have to face the best." - Walker Smith.



"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Arms Cache



Narn Won Aftermath VO 69 C 1.1

Corporate. Target your faction. Your unrest increases by 1 when played.
Action: Rotate to search your deck for the first **Weapon** card you find, then take it into your hand. (*Shuffle your deck afterwards*).

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Flash Mob



Narn Won Aftermath VO 69 C 1.1

Play on a Conflict that you won by at least 5. Sponsor for free a multiple Narn character or fleet from your hand or discard pile. Discard this aftermath after play.

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Strive for Freedom



Narn Agenda VO 70 U 1.2

Can be sponsored for free if you have a Strife Mark. Your ambassador gains a Strife Mark. When you win a Conflict that targets an opponent you may rotate this Agenda to give a participant Narn card a Strife Mark and then neutralize target participant character or fleet in the same Conflict.

Count +1 Power for each player with fewer Strife Marks than you.



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G'Dok



Narn Character VO 71C 1.1

Warrior.

If this character is ready when another Narn character is attacked you may make this character the target of the attack instead.

When this character becomes neutralized, you may return him to his owner's hand.



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G'Drog



Narn Character VO 72C 1.1

Any fleet led by this Character gets +2 Military if an Enigma Location (or Sigma 957) is in play.

Captain G'Drog of the outer sector fighter unit has seen more than his fair share of strangeness.



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G'Kar



Narn Character VO 73R 1.1

Narn Babylon Project Starting Ambassador.

At the end of the turn, if this character's Printed Psi is greater than zero, he takes 1 damage.

Action: Rotate to search your deck for a card picturing a Destiny Mark, show it to all players and put it in your hand.

Reshuffle. (Limit once per game).

4

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Hot-Head



Narn Character VO 74C 1.1

Multiple. **Agitator.** If this Character is in your discard pile and you win a Conflict by 5, you may take this Character into your hand.

4

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Na'Keth



Narn Character VO 75C 1.1

Any fleet led by this Character gets +2 Military while opposing a Conflict.

5

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Na'Toth



Narn Character VO 76U 1.1

Narn Babylon Project's Assistant's Warrior.

If your ambassador becomes neutralized, you may ready this character.

"Chance favours the warrior."

4

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Va'Kal



Narn Character VO 77U 1.1

Corporate. Kha'Ri Intelligence

Action: Discard an enhancement (or Narn card) from hand to give this character +2 Diplomacy or Intrigue until the end of the turn.

7

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Never Forgive



Narn Intrigue Conflict VO 78C 1.1

Military can be used. When initiated, remove Rise of the Republic from the game.

Won by 10: This Conflict becomes a Faction Enhancement for you with the text: "Your Influence Rating is +1. Action: Discard to target and neutralize both a character and fleet in the same Centauri Faction."

"Dead. Dead. Dead. How do you apologise to them?"

"I cannot."

"Then I cannot forgive." - G'kar to Vir.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Cycle of Violence



Narn Character Contingency VO R79 1.1

Target your ambassador. Reveal when it is not your action and your Narn character that is participating in a Conflict becomes neutralized. Neutralize a target character or fleet that is participating in the same Conflict. Your ambassador gains a Doom Mark.

"The wheel turns, does it not, Ambassador?" - G'Kar to Londo.

1

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Contract



Character Enhancement VO 80R 1.1

Can only be sponsored by a Narn character. Target a character who has a Doom Mark or who has attacked this turn. Target gains a Doom Mark. Target can be attacked by Narn Characters using Intrigue. Discard this Enhancement if the target is neutralized.

"With luck, they may never find you, but if they do, you will know pain ..."

"... and you will know fear ..."

"... and then you will die. Have a pleasant flight."

G'Kar and Na'Toth advise Tu'Pari.

2

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Anger



Event VO 81C 1.0

Rotate a Narn character with a Strife Mark to target a character-enhancement (or fleet enhancement) with a lower printed influence cost than the character you rotated. Discard the target.

"It's our turn now. One night you'll wake up and find our teeth at your throat." - G'Kar to Londo.

4

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Charge



Narn Event VO 82 C 1.0

Purge a Strife Mark from your ready Narn character to purge 1 Mark of your choice from a target character with a lower printed cost than your character.

2

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Fugitive Fleet



Narn Fleet VO 83 R 2.0

You cannot sponsor this fleet unless you have at least 2 Narn fleets in your discard pile.

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Humiliation



Lost Aftermath VO 84 C 1.1

Target a participant character who isn't its faction's ambassador.

Discard all its attached cards (including face-down cards beneath it) and demote it.

Discard this aftermath after play.

"Is it not enough that we've beaten them? Do we have to break them as well?" - Vir to Londo.

"Vorlons" Dream Card. Babylon 5 is TM & © Warner Bros, 2006

Night Terrors



Lost Aftermath VO 85 C 1.1

Target participant character gains a Doom mark (permanently). Discard one card of your choice (face-up or down) attached to that character. Discard this aftermath after play.

"Nightmares? The way my life has been going lately, who'd notice?" - Londo.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Stand Against The Past



Won Aftermath VO 86 U 1.1

If you are a Tainted Faction you cannot play this aftermath unless your Ambassador is a Ranger. Target your Ambassador. Draw a card when you play this aftermath. No player can count positive power from a Tainted agenda.

Kosh: "Impudent."
Sheridan: "Up yours!"

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Stricken



Participant Aftermath VO 87 R 1.1

Target a character who attacked during the Conflict. Target gains a Doom mark. Action: if the character is not participating in a Conflict, discard this card to prevent the character from participating in Conflicts for the rest of this turn. (Only the player who played this card can take this action.)

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Nurture Conspiracy



Agenda VO 88 R 1.2

Requires 3 Conspiracy Marks.

When you initiate a Conflict from a conflict card you do not have to turn the conflict card face up until it resolves. (You must still meet all requirements and declare all targets, Conflict type and all restrictions and other pertinent information when you initiate it). When you win a Conflict supported by a character with a Conspiracy mark you may force each opponent to discard the top card of their deck.

"Vorlons" Dream Card. Babylon 5 is TM & © Warner Bros, 2006

Profit from Strife



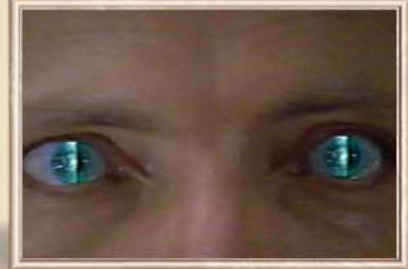
Agenda VO 90 U 1.1

Corporate. Can be sponsored for free. Your Ambassador gets +1 Intrigue and gains a Strife Mark. You may apply 1 additional influence each turn for each faction with a Weapon.

Action: Rotate to sponsor a Weapon Enhancement as if this agenda were an Inner Circle character that is loyal to every race.

"Vorlons" Dream Card. Babylon 5 is TM & © Warner Bros, 2006

Secrets of the Order



Agenda VO 90 R 1.1

Legacy. Discard this agenda if it is in a tainted faction. While ready, Techno-mage characters do not need to rotate to support conflicts in which they are not already participating.

When you win a Conflict, target participant Techno-mage character without a Conspiracy mark gains a Conspiracy mark.

When you lose a conflict, target an unneutralized Techno-Mage that is supporting that conflict and neutralize it.

If this agenda leaves play, neutralize all your Techno-mage characters and lose 1 Power.

"Vorlons" Dream Card. Babylon 5 is TM & © Warner Bros, 2006

Aldus



Neutral Character VO U91 2.0

Crusade. Explorer. Enigma. If this character is unneutralized and you win a Conflict that he is supporting, you may target and discard an Aftermath.

"It doesn't matter that his Grail may or may not exist, what matters is that he strives for the perfection of his soul and the salvation of his race and that he has never wavered or lost faith." - Delenn.



"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Death Walker



Neutral Character VO 92R 2

Unique. Dilgar. Warleader. May replace Jha'Dur. When this Character enters play, you may target and discard an Aftermath that is not Vorlon Tainted. If you do so, you may then search your deck for a copy of Immortality Serum and take it into your hand. (Reshuffle your deck.)

"You will fall upon one another like wolves. It will make what we did pale by comparison. The billions who live forever will be a monument to my work, and the billions who are murdered to buy that immortality will be the continuance of my work."



"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Jinxo



Neutral Character VO 93R 2

Unique. Cannot attack. When this Character is discarded from play, Babylon 5 loses 5 influence.



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Varn



Neutral Character VO 94R 2

Unique. Enigma. Choose an opponent when this Character enters play. For the rest of the game that opponent must discard the top card of his deck at the beginning of each turn unless he controls an Enigma card.



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Buy What They Want



Intrigue Conflict VO C95 1.1

Corporate.

Action: Rotate a Corporate character or group and apply 2 influence to rotate a target character with a lower Printed Influence Cost.

Uncontested: Gain +1 influence.

Won by 5: Draw 2 cards.

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Communications Blackout



Diplomacy Conflict VO 96 U 2.1

When initiated, no player can take any cards into their hand in any way (e.g. from their deck, returned from play, ISA and so on) until the end of the action round.

Won: Draw 3 cards.

Won by 5: Return this Conflict to your hand or blank an Agenda until the end of the turn.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Create Tachyon Rift



Diplomacy Conflict VO 97R 2

Enigma. As an additional requirement to initiate this conflict, rotate your Epsilon III and you must have at least 5 Enigma cards in your discard pile.

Resolution: Remove your discard pile from play.

Won by 10: Each opponent swaps their deck and discard pile, then shuffles their (new) deck. Any player may remove from play all their Inner Circle characters (except their ambassador) to cancel this effect (for all players).

Lost: Discard the top 10 cards of your deck.

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Crisis Talks



Diplomacy Conflict VO 98C 2

As an additional requirement to initiate this conflict, discard a Supporting character.

Target an opponent with whom you have a mutual tension of at least 4. When initiated, each opponent must discard a Supporting character from play.

Uncontested: Target transfers 1 influence to you.

Lost: Transfer 1 influence to the target.

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Death of Personality



Psi Conflict VO 99 U 2.0

Target an opponent with a Doom mark or an unrest of 3 or more.

Resolution: this Conflict fails unless an unneutralized teep is supporting it.

Won by 10: Next turn you may apply the target's influence as if it were your own.

Uncontested: Target must pass as his first action next round.

Lost: Neutralize one of your teeps that is supporting the Conflict.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Ikaran Weapon



Leadership Conflict VO R100 1.1

Limited. **Enigma.** Can only be supported by Explorer and Corporate characters. When initiated you gain +1 influence.

Lost: Lose 2 influence.

Resolution: This Conflict becomes your Supporting character with the printed abilities and Marks shown and the text "Cannot become an Inner Circle character. At the end of each action round, target a Supporting character with a Doom Mark and neutralize it"



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Incite Mutineers



Intrigue Conflict VO C101 1.1

Target an opponent who controls more fleets than you.

Won: Target neutralizes an unneutralized fleet in their faction.

Won by 5: Target transfers one influence to you.

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Insurgency



Intrigue Conflict VO C102 1.1

Target a Location in another faction. When initiated rotate the target.

Won: Target takes 1 damage for each point by which you won.

Won by 10: Target's faction transfers 1 influence to you.

"The Sand will run red with Earthier blood." - Mars First.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Plans Within Plans



Intrigue Conflict VO 103 C 1.1

Target an opponent with whom you have mutual tensions of 2 or less.

Won: Each player other than you and the target must place two cards from their hand on top of their deck.

Won by 5: Target chooses either for you to lose 1 influence or for you both to gain +1 influence.

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The Haunter In The Dark



Intrigue Conflict VO C104 1.2

Cannot be initiated by a Centauri player. When initiated your ambassador gains a Doom Mark and each player must rotate one non-ambassador, untainted character.

Won by 5: Target and neutralize an untainted Supporting Row character.

Won by 10: Gain +1 influence.



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The Line



Military Conflict VO R105 1.1

As an additional requirement to initiate this conflict, rotate your homeworld. Target an opponent with whom you are at war.

Resolution: If the target has less influence than you, lose 1 influence.

Won by 20: The target transfers 3 influence to you and this becomes a Faction Enhancement for the target that prevents him from initiating military Conflicts.

Lost: You unconditionally surrender to the target.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

The Universe Blinked



Diplomacy Conflict VO C106 2.0

Resolution: Neutralize all participant fleets in this Conflict.

Won: Reduce all your mutual tensions by 1.

Won by 10: Gain +1 influence or target an opponent; target cannot initiate Military Conflicts next turn.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Warpath



Military Conflict

Requires the Shadow War to be in effect. Target an opponent with whom you are at war.

Won: Target and neutralize a fleet controlled by the target.

Won by 5: Target and neutralize a location controlled by the target.

Won by 10: Gain +1 influence or return this conflict to your hand.

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Shot In The Back



Character Contingency VO 108 C 1.0

Play on a character with at least 4 printed Intrigue. Reveal when a character is promoted during the Resolution Round to target that character and cancel the promotion.

If you apply 3 influence when you reveal this card, the character cannot be readied next turn.

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A Crusade...



Faction Enhancement VO C109 1.1

...for Enlightenment. Irrevocable. Cannot be targeted. Play this card at the same time as your starting ambassador; it is not considered to be a card in your starting hand. Take any number of Enigma and/or "Babylon 4" (boldface) cards from your deck and place them, in random order, under this card as your Crusade Pile. After using this effect, you must have at least 20 cards in the Crusade Pile and at least 70 cards left in your deck.

Action: rotate this Enhancement to draw the top card from your Crusade Pile.

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Duck Dodgers



Faction Enhancement VO C110 1.1

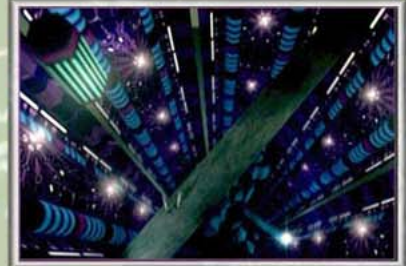
Media. Immediately after you sponsor this Enhancement, target and discard a non-unique Enhancement with the same printed influence cost or lower (or one without a printed cost).

Garibaldi's second favourite thing.

5

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Machine City



Global Enhancement VO R111 1.1

Enigma. Irrevocable while Epsilon III is in play. Draal the Caretaker and all Zathras Characters gain the Enigma keyword. All Babylon 4 Conflicts gain +1 support when initiated. If Epsilon III is in play, all players except the controller of Epsilon III play with the top card of their deck revealed to all players.

Commander, I think I've got to go to the bathroom - Ivanova

6

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All Out War



Event VO 112 U 1.1

Irrevocable. Can only be played if the Shadow War is in effect. Play as your first action. Target a player with whom you are not at War and declare War against the target. Then initiate a War conflict (as an additional conflict) targeting that player. If you win that conflict, gain +1 influence and return this event to your hand.

2

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Anti-Intruder Device



Event VO 113 C 1.1

Enigma. Target Conflict gets +1 support or opposition, your choice. Until the end of the turn, each time a card participates in that Conflict it takes 1 damage (+1 damage for each Doom Mark it has). If this event is in your discard pile when you win a Conflict by 5, you may return this event to your hand.

Well, that'll cut down on tourism - Ivanova.

4

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Destined



Event VO 114 U 1.1

Cannot be reversed. You must have no Doom Marks and at least 5 Destiny Marks to play this event. Rotate and neutralize your Ambassador to target an opposable Conflict you initiated. It resolves immediately as if it won by exactly 10. Aftermaths may then be played (by all players). Then continue the Action Round.

5

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Doomed



Event VO 115 U 1.1

Cannot be reversed. Target an opposable Conflict initiated by an opponent with at least 5 Doom Marks. The Conflict resolves immediately as if it lost by exactly 10. Aftermaths may then be played (by all players). Then continue the Action Round.

5

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Hide-bound



Event VO 116 C 1.1

Target a ready Centauri character (or a ready character with a Doom Mark). That character cannot be rotated this turn except to heal.

"It is something my uncle said. 'My shoes are too tight but it doesn't matter because I have forgotten how to dance.'"
- Londo reflects on tradition.

2

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Lose Control



Event VO 117 C 1.1

The only action that characters with Strife marks and Techno-mage characters can take for the rest of this turn is to rotate to attack.

3

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The Path of Sorrows



Event VO 118 R 1.1

Irrevocable. **Legacy. Enigma.** In initiative order all players take turns either passing or discarding from play a non-ambassador character, fleet, group, or location they control. If a player passes during this sequence, he must continue to pass for the duration of this event. This continues until a player discards and all other players after him pass. That player gains +1 influence then remove this event from the game.

2

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Use The Machine



Event VO U119 1.1

Enigma. Rotate a character with a Destiny Mark to play this event. Look at the top X cards of your deck, take one into your hand and return the rest to your deck in the same order. X equals the number of neutral Enigma characters and Enigma locations in play.

2

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Epsilon III



Neutral Location VO 120 R 2

Enigma. Immediately after you sponsor this Location, search your deck for an Enigma card then take it into your hand. (Reshuffle your deck.)

Action: Lose 1 power to allow Epsilon III to oppose a target Military Conflict this turn.

"So, if we go down there, it blows. If we don't it blows anyway, just a little later. It's a good thing I'm Russian, we're used to hopeless situations." - Ivanova contemplates Epsilon III.

7

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Sector 14



Neutral Location VO 121R 2

Enigma. Ephemeral. (At the end of the turn, if this card is rotated, return it to its owner's hand.) When this location enters play each player may take 1 Enigma card and/or 1 Babylon 4 card from their discard pile to their hand. Action: rotate and apply 5 influence to target and discard a Babylon 4 card.

8

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The Man In Between



Shadow Character VO 122 R 1.0

Enigma. Requires 9 Shadow Marks to be in play to sponsor or to replace Justin. When this character enters play, the Shadows gain +1 influence and you may target a Destiny Mark and convert it to a Doom Mark.

Your Influence Rating is +1 for each Shadow-Tainted Faction in the game. Suspend all Power Bonuses.

"The Man In Between is looking for you." - Kosh

10

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The Shadows Move



Intrigue Conflict VO 123 U 1.1

Requires 2 shadow Marks. Military can be used. When initiated target a Supporting Row character and blank its effect text until the end of the turn.

Won by 5: The Shadows gain +1 influence.

Won by 10: you gain +1 influence.

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The Great Eye



Location Enhancement VO R124 1.1

Enigma. Requires 1 Shadow Mark. Target a Z'Ha'Dum location. At the end of each turn in which a fleet was discarded from play, the Shadows gain +1 Influence.

3

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

The Great Pit



Location Enhancement

Enigma. Requires 1 Shadow Mark. Target a Z'Ha'Dum location. When The Great Pit is sponsored, the Shadows gain +1 Influence.

At the end of each turn in which a Character was discarded from play, the Shadows gain +1 Influence.

3

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DNA Progamming



Agenda VO 126 U 1.1

Your Ambassador gains a Vorlon Mark. Your teep characters get +1 Psi for each Vorlon Mark they have.

If you control no Vorlon Characters, you can sponsor Vorlon Characters at normal cost.

Count +1 power for each ready teep character with a Vorlon Mark in your Inner Circle (limit +5).

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Order Triumphant



Major Agenda VO 127 R 1.1

Irrevocable. Requires 7 Vorlon marks. If the Shadow War is not in effect, you are eliminated from the game. Vorlon fleets can support your Military Conflicts. When you win a War Conflict you may rotate this agenda to gain +1 influence and place a Victory Token on it. If the Vorlons have more influence than each player, Babylon 5 and The Shadows, and this agenda has at least 5 Victory Tokens, the game ends immediately. The Vorlons have won and each player with a Vorlon Mark scores a Major Victory.

Reward Obedience



Agenda VO 128 C 1.1

Can be sponsored for free. Your Ambassador gains a Vorlon mark. You can sponsor Vorlon-tainted cards at printed cost (ignoring all cost modifications).
Action: Rotate to sponsor a Vorlon-tainted card as if this agenda were an Inner Circle Vorlon character.

"Be a nice Minbari. Conform."
- Sebastian to Delenn.

"Angel"



Vorlon Character VO 129 R 2.0E

Enigma. Requires 3 Vorlon Marks. Can be sponsored by Human Factions at normal cost.
Ephemeral. (At the end of the turn, if this card is rotated, return it to its owner's hand.)
Untouchable. (Cannot be targeted by Aftermaths or Enhancements.)
Action: Discard to cancel target Conflict that is targeting you. You can only do this if "Angel" is ready and was sponsored this turn.

For millions of years the Vorlons have visited other worlds and guided them.

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Vorlons. Dream Card. Babylon 5 is TM & © Warner Bros, 2006

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

"Dro'Shalla"



Vorlon Character VO 130 R 1.1

Enigma. Requires 3 Vorlon Marks. Can be sponsored by Non-aligned Factions at normal cost.
Ephemeral. (At the end of the turn, if this character is rotated, return it to its owner's hand.)
Untouchable. (Cannot be targeted by Aftermaths or Enhancements.)
Action: Discard this character and target a race in play. All characters and fleets of that race take 2 damage.

Every race in the garden saw something different yet the same - a being of light.

"G'Lan"



Vorlon Character VO 131 R 1.1

Enigma. Requires 3 Vorlon Marks. Can be sponsored by Narn Factions at normal cost.
Ephemeral. (At the end of the turn, if this Character is rotated, return it to its owner's hand.)
Untouchable. (Cannot be targeted by Aftermaths or Enhancements.)
Action: if you are losing a Conflict in which you have at least 5 support, rotate "G'Lan" to target and attack a participant Character or fleet in that Conflict using Psi, then discard "G'Lan".

It is, as you say, a matter of perspective.

"Valeria"



Vorlon Character VO 132 R 1.1

Enigma. Requires 3 Vorlon Marks. Can be sponsored by Minbari Factions at normal cost.
Ephemeral. (At the end of the turn, if this character is rotated, return it to its owner's hand.)
Untouchable. (Cannot be targeted by Aftermaths or Enhancements.)
Action: Discard this Character and choose an ability (except Psi). All Minbari Characters get +2 to that ability until the end of the turn; the Vorlons gain +2 influence.

Manipulated us? Programmed us so that when we saw them we would react the right way?

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"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Kosh



Vorlon Character VO 133 U 1.1

Enigma. Untouchable. (Cannot be targeted by Enhancements or Aftermaths.) Requires 3 Vorlon marks. May replace any other version of Kosh. Kosh takes no damage when attacked by non-Shadow Characters. If Kosh is discarded from play, the Vorlons lose 2 influence. If Vorlon influence is at least 10, Kosh may oppose Diplomacy Conflicts using Psi and you may cast the Vorlon vote during Babylon 5 votes.

"Should a galaxy mourn the stars?"

Lyta



Vorlon Character VO 134 R 1.1

Requires 2 Vorlon Marks.
Allergic to the Psi Corps Faction.
Discard Lyta Alexander when this Character is sponsored.
Can be replaced by Lyta Empowered.
Lyta gets +1 Psi for each Vorlon Mark in your faction.

The Inquisitor



Vorlon Character VO 135 R 1.1

Enigma. May replace Sebastian.
Action: Rotate to target and rotate a ready Character that has a Mark; the target takes 1 damage for each Vorlon Mark it has. If the target was a faction's ambassador, neutralize The Inquisitor afterwards.

"I was found by the Vorlons. Taken. Transported and brought into their service."

"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

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Ulkesh



Vorlon Character VO 136 U 1.1

Enigma. Requires 3 Vorlon Marks. May replace any other version of Ulkesh. **Untouchable.** (Cannot be targeted by Enhancements or Aftermaths.) Ulkesh takes no damage when attacked by non-Shadow Characters. If Ulkesh is discarded from play, the Vorlons lose 2 influence. If Vorlon influence is at least 10, Ulkesh can use Psi to lead Vorlon fleets.

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Create The Future



Intrigue Conflict VO 137 C 1.1

Requires 2 Vorlon Marks. Diplomacy can be used. When initiated, target and blank a Shadow-tainted agenda (or agenda controlled by a faction with a Doom mark) until the end of the turn.

Won by 5: The Vorlons gain +1 influence.
Won by 10: You gain +1 influence.

"You're not ready for the truth."
- Sebastian to Sheridan.

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Relentless



Military Conflict VO 138 R 1.1

Requires the Shadow War to be in effect. Rotate a Vorlon Fleet as an additional requirement to initiate this Conflict. Target an opponent that isn't Vorlon-tainted.

Won: Gain +1 influence then target an unneutralized fleet in the target's faction and neutralize it.

Won by 10: Gain +1 influence then return this card to your hand.

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The Song



Psi Conflict VO 139 U 1.1

Enigma. Requires 5 Vorlon Marks. Intrigue can be used to oppose this Conflict. Non-Vorlon teeps cannot support this Conflict.
Won: Target and neutralize one unneutralized non-Vorlon teep for each unneutralized Vorlon teep supporting this Conflict.

"Listen to the music, not the words." - Kosh

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Manacles of Truth



Character Enhancement VO 140 R 1.1

Limited. Enigma. Requires 5 Vorlon marks. Can only be sponsored by a Vorlon character. Target a ready Limited Inner Circle character and rotate it. The target cannot be readied. Target's controller counts +1 Power.

Action: Attached character's controller may lose 1 power and neutralize the attached character to discard this card.

"You may take them off at any time but if you do so you admit failure and defeat and will stand before the Vorlon inadequate for the task ahead." - Sebastian to Delenn.

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Walking Stick



Vorlon Character Enhancement VO 141 U 1.1

Weapon.

Action: If the attached character is not neutralized, purge a Vorlon mark from it to target a character that is supporting or opposing a Conflict. Target takes 1 damage and then gets -1 to all abilities for each mark it has until the end of the turn.

How far are you prepared to go?
How much are you prepared to risk?
How many people are you prepared to sacrifice?

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Invulnerable



Event VO 143 U 1.1

Enigma.

Target a Vorlon character. Target cannot be attacked for the rest of this turn.

If this event is in your discard pile and you win a Conflict by 5, you may return it to your hand.

"If you believe you are the chosen then you must risk everything on the premise that the universe will not let you die." - Sebastian

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Punished



Event VO 143 U 1.1

Requires 3 Vorlon Marks. Rotate a Vorlon character to neutralize a target character with no marks (or a character with a Doom Mark) whose highest ability is lower than the rotated character's highest ability. The Vorlons gain +1 influence.

"A message needed to be sent. Etched in blood for all the world to see. A warning." - Sebastian.

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"Vorlons" Dream Card. Babylon 5 is TM & (c) Warner Bros, 2004

Kosh's Ship



Vorlon Fleet VO 144 R 2.0

Enigma. Untouchable. (Cannot be targeted by Enhancements or Aftermaths.) Requires 2 Vorlon Marks. Can be sponsored at normal cost by a Vorlon character. Can only be led by a Vorlon character. Cannot attack. Can oppose Conflicts (of any type) using Psi if you control at least two Vorlon Characters.

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