Non-Aligned Agent   *Character, Non-Aligned*
Hyach. Multiple. Rotate Non-Aligned Agent and reduce this character's printed Intrigue by one to remove all severe damage tokens from a character with an Intrigue of 4 or more. (The character is still neutralized.)

Non-Aligned Aide   *Character, Non-Aligned*
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.

Non-Aligned Captain   *Character, Non-Aligned*
Brakiri. Multiple. Rotate Non-Aligned Captain and reduce this character's printed Leadership by one to place the top Non-Aligned fleet in your discard pile back into your hand.

Observers   *Group*
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.

Seizing Advantage   *Agenda*
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.

Shadow Strike   *Event*
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.

Sheridan Reborn   *Character, Human*
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.

Technological Espionage   *Conflict, Intrigue*
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.

Tualakh Vit'lokh   *Character, Non-Aligned*
Llort. Name one ability (Diplomacy, Intrigue or Leadership) whem this character is put into play. Tualakh Vit'lokh's other printed abilities become zero.

Vorlon Rescue   *Event*
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.

Contents

Updates and searchable database at:
http://www.nisto.com/b5/ccg/cards.html

This document is cardware - if you find it useful, you are encouraged to send me a non-common booster or promo card(s) from the game.
My List: http://www.nisto.com/b5/ccg/grantwants.html
(email me at b5card@nisto.com for current postal address)

Location

Military Outpost
(Great War - Common)

Multiple. Location's Military may only be used to oppose conflicts targeting your faction, or a card in your faction.

* You may use MO to oppose any conflict targetting your faction. You may use events such as Fleets on the Border to allow it to participate in a non-Military conflict. (Date: 1999/4/5)
* Military Outpost can not participate in Border Raid, but can participate in Limited Strike. (Date: 1998/12/21)

Location, Centauri

Tolonius VII
(Shadows - Uncommon)

Location's Military may only be used to oppose conflicts targeting this location. While this location is in play, you may sponsor enhancements at half cost (rounded up).

* The effect of having both Tolonius VII and the Valarius in play is that you may sponsor fleet enhancements as faction enhancements for the printed cost of the enhancement. (Date: 1999/3/1)

Location, Minbari

Taralenn II
(Shadows - Rare)

Location's Military may only be used to oppose conflicts targeting this location. Rotate and target a Minbari character. For the rest of the turn, if that character's Caste is Warrior, he may use his Leadership as Intrigue; if Religious, he may use his Diplmacy as Psi; if Worker, he may use his Intrigue as Diplomacy.

* Taralen 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. (Date: 1998/11/30)
* "Acts as if" is not the same as actually having. Delenn's Psi is zero but she may act as if it were the same as her diplomacy. (Date: 1998/11/30)
* 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. (Date: 1998/11/30)

Location, Non-Aligned

Brakir
(Great War - Uncommon)

Brakiri Homeworld. Location's Military may only be used to oppose conflicts targeting this location. Each temporary influence bonus you gain lasts for one turn longer than usual.

* The extension of the temporary influence bonus applies to influence from sources which say "apply additional influence" or "spend additional amount of influence". (Date: 1999/5/26)

Location, Vorlon

Vorlon Space
(Shadows - Rare)

Unless specifically permitted, no effect can target Vorlon Space. Any player with 3 Vorlon Marks may sponsor this location at normal cost. The location does not join any player's faction, it is under the control of the Vorlons. Rotate Vorlon Space to cause the Vorlons to gain +1 Influence when a card is played which provides or requires Vorlon Marks.

* If a card that states "Purge a Vorlon Mark" is played, it will only trigger Vorlon Space if the card will not work if the Vorlon Mark is not available. (Date: 1998/12/29)

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. Morals of This Story: 1. If you are for some reason unable to re-gain those marks, don't rotate to heal!! Leave the character neutralized until you can re-gain the marks. 2. Spread out your Vorlon/Shadow marks. Don't put them all on the ambassador. If Morden was also in the faction above, then Vir could not have been given that Vorlon Mark. (Date: 1999/1/11)

Reprisal
(Great War - Uncommon)

Target a group that targeted or affected a participant in the conflict, or that applied support or opposition to the conflict. Return the group to its owner's hand. The group cannot be sponsored on the next turn. (Discard this aftermath after play.)

* This aftermath can be used against Psi Corps Intelligence after a conflict generated by Psi Corps Intelligence. (Date: 1998/12/30)

Secondary Experience
(Premier - Fixed)

Target a participant character whose ability used in the conflict is not his highest ability. Character gains +2 in the ability used in the conflict.

* You cannot have multiple "Secondary Experience"s targetting the same character. You cannot have more than one copy of an identical aftermath on a single target at the same time. (and Secondary Experience stays with the character when played) (Date: 1999/1/13)

The Long Night
(Shadows - Common)

Target one of your characters who supported the conflict who has a Shadow Mark. The Shadows gain +1 Influence. The character gains a Shadow Mark.

* TLN is a Won Aftermath that says "Target one of *your* characters who...". Since Won Aftermaths can only be played on the player who initiated the conflict, this means TLN is restricted to being played by the initiator of the conflict. (Date: 1999/3/22)

To The Victor
(Shadows - Rare)

Requires 3 Shadow Mark to play. If your faction provided more support to a conflict than the initiator's faction benefits the initiator gained; you gain these benefits instead. (Discard this aftermath after play.)

* If you give more support for a Master of All final conflict than the initiator, you may target the conflict with this aftermath. You will win a Major Victory. The initiator of the conflict does not win. (Date: 1999/4/22)
* 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. (Date: 1999/1/27)

Twisting the Knife
(Shadows - Uncommon)

One of your characters must have supported the conflict. The target of the conflict must have lost Influence as a result of the conflict. Gain +1 Influence. (Discard this aftermath after play.)

* Undermine Trust does officially target B5 (for a variety of effects) and this targetting is sufficient for the use of Twisting the Knife. (Date: 1998/11/30)
* Twisting the Knife may be played only once by each player for a given conflict. (Date: 1998/11/25)

Approval of the Grey
(Premier - Fixed)

Target one of your characters who is a Grey Council member and promote that character to the Inner Circle.

* 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. (Date: 1999/2/16)
* The target character does not have to be ready to be promoted by Approval of the Grey. (Date: 1999/1/19)

With a Sacrifice
(Great War - Uncommon)

Play when a multiple character you control was neutralized during the conflict.
Promote one target Lord or Lady character to your Inner Circle for free.
(Discard this aftermath after play.)

* The target character does not have to be ready to be promoted by With a Sacrifice. (Date: 1999/1/19)
* Only characters with Lord or Lady in their title are eligible for this effect. (Date: 1998/11/30)

Group

High Level Connections
(Shadows - Uncommon)

Whenever the target faction's unrest increases, the player may immediately apply 7 influence to prevent the increase.

* If you use High Level Connections to prevent the increase in unrest for Power Play, the increase did not occur, so the cost was not paid and no Shadow marks are gained. (Date: 1999/1/15)

ISN
(Premier - Uncommon)

Media.

Rotate this group to reverse a tension change which occurred since your last action.

* "a tension change" means a single, individual, tension change of one race/faction toward another (not a single event/conflict resulting in multiple siumtaneous influence changes). (Date: 1998/12/16)

Group

Kosh Naranek
(Premier - Rare)

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.

* 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". (Date: 1999/5/14)
* 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. (Date: 1999/1/13)

Group

Power Brokers
(Great War - Rare)

Any player may rotate this group and target a character. The target character may support or oppose any one conflict this turn using his highest ability, instead of the normal ability for that conflict. If you use this ability, lose 1 influence. Any other player who uses this ability must transfer 1 influence to your faction.

* PB may be used if there is no conflict in play. Since the decision about what conflict to target is made later, the fact there is no conflict in play does not prevent PB from targeting a player in the first place. (Date: 1999/3/12)

Ranger Strike Team
(Premier - Uncommon)

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.

* You cannot use this to move Babylon 5's influence above 20 by combining it with another effect unless the Shadow War has begun. (Date: 1999/2/2)

Rumor Mongers
(Great War - Uncommon)

Media. Rotate this group and apply 1 influence to play a limited character card from your hand to this group as an enhancement. Each such character card enhancing this group causes any copy of that character in play to lose 1 from each of his abilities.

* You may have copies of other player's Ambassadors in your deck to use on Rumor Mongers. (Date: 1999/3/24)

Group, Centauri

Imperial Telepaths
(Premier - Rare)

Rotate to draw the top 2 cards from your deck. Then, place 3 cards from your hand at the bottom of your deck.

* You can use Imperial Telepaths if you have less than two cards left in your reserve pile. (Date: 1999/2/22)

Group, Human

Nightwatch Enforcers
(Shadows - Uncommon)

As an action, alter your tension toward any one race by 2. When you do so, increase your unrest by 1.

* The increase in tension is an effect, not a cost. Therefore, you can use NE's ability even if your unrest is at 5. (Date: 1999/3/24)

Group, Minbari

Heralds of the Grey
(Shadows - Rare)

Rotate this group and the Grey Council Fleet to give all Minbari characters who are not members of the Grey Council +1 Diplomacy and +1 Leadership for the rest of the turn.

* Cannot sustain as it does not meet the requirements to sustain (it requires an additional card to rotate (namely the Grey Council Fleet)) (Date: 1999/1/26)

* If a location you control is neutralized and discarded, you do not lose influence (the location was not captured). (Date: 1998/12/7)
* If a location is neutralized while you are capturing it, you gain 2 influence and discard the location. (Date: 1998/12/7)
* 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. (Date: 1998/12/7)
* If Imperialism is discarded, no influence is lost, even if conquered locations are recaptured or neutralized. (Date: 1998/12/7)

Infiltrate and Exploit
(Premier - Uncommon)

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.

* "Your target loses 1 influence" - only factions in play are legal targets for this and other such effects. (Date: 1998/12/9)

Local Supremacy
(Great War - Fixed)

Lose 1 influence to increase your tension toward another faction of your race by 1, or to increase the unrest of any faction of your race by 1. For each player of your race who unconditionally surrenders to you, gain +5 power.

* You may use the effects text on Local Supremacy multiple times during the same turn as an action each time. (Date: 1999/2/23)

Maintain the Peace
(Premier - Rare)

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.

Errata has been applied to the effect text

* 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. (Date: 1999/1/26)
* If the Maintain the Peace conflict is successful, you cannot play aftermaths for either the MTP conflict or the targetted conflict because neither of them resolves. (Date: 1998/11/18)

Playing Both Sides
(Great War - Rare)

You cannot have any Shadow or Vorlon Marks when you sponsor this agenda. Your ambassador gains both a Shadow and a Vorlon Mark. These Marks cannot be purged. You cannot gain any more marks of either type. Count the lower of Shadow or Vorlon influence minus half the higher as power. You may transfer 1 influence per turn to either the Shadows or Vorlons.

* If PBS is blanked somehow and you gain another Shadow or Vorlon Mark, you retain the extra mark if PBS is ever unblanked. (Date: 1999/4/29)
* You can use the marks on PBS to fulfill the mark requirements to bring out a new agenda (Date: 1999/4/22)
* If you have PBS in play, you can still rotate Vorlon Space when playing Contact with Vorlons or Who Are You to push up Vorlon Influence. Someone else cannot sponsor Ulkesh Kosh into your faction if you have PBS as your agenda. (Date: 1999/4/14)
* You can play Contact With Shadows or Contact With Vorlons while you have Playing Both Sides as your agenda. You will not gain marks from the cards, but the increase in Shadow or Vorlon influence will still happen. (Date: 1999/4/9)
* You may play Contact with Shadows/Vorlons and raise the influence of the appropriate group while not gaining a mark. (Date: 1999/4/9)
* If you discard or replace Playing Both Sides while Ulkesh is in play, you will lose the Shadow Mark and keep the Vorlon Mark. (Date: 1999/1/22)
* Because Playing Both Sides states "These Marks cannot be purged", effects such as Lorien's which require the purging of Shadow/Vorlon Marks are ignored. The term "cannot" takes precedence. (Date: 1999/1/15)
* Assuming PBS is blanked somehow and you gain another Mark (either Shadow or Vorlon), you retain the extra mark if PBS is ever unblanked. (Date: 1999/1/14)
* Sheridan will only gain 1 Vorlon/Shadow Mark if Playing Both Sides is sponsored (or replaces the current agenda) into a faction with him as the Ambassador. (Date: 1999/1/13)

* 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. (Date: 1999/1/21)

Ipsha Battleglobe *(Premier - Uncommon)*
Any player may sponsor this fleet. Apply 2 Influence when you rotate. The first player each turn to pay 2 Influence takes control of the fleet. A player may pay 2 even if he already controls the fleet.
* This card has not changed between the Premiere and Deluxe printings. When the Battleglobe is controled 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. (Date: 1999/2/3)

Fleet, Shadow

Shadow Ship *(Shadows - Uncommon)*
Multiple. Any player with 3 Shadow Marks may sponsor this fleet at normal cost if a Z'ha'dum location is in play. This fleet cannot be led or targeted by a non-Shadow enhancement. This fleet ignores the first 2 points of damage suffered in any attack. Rotate to add this fleet's Military to any other Shadow Fleet in play. This fleet is neutralized if the fleet it is aiding is neutralized.
* The Shadow Ship can not be led at all. Additionally, it can only be targetted for enhancement with Shadow Fleet Enhancements. (Date:)
* Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target the Shadow Ship are counted (the Shadow Ship would gain the +1 military). (Date:)

Fleet, United

First United Fleet *(Great War - Rare)*
Any player with no Shadow or Vorlon Marks may discard fleets he controls, loyal to at least two different races or species, with a combined Military of at least 15 to sponsor this fleet for free. While this fleet is an unneutralized conflict participant, Shadow and Vorlon fleets cannot support or oppose the conflict.
* You do not have to rotate an Inner Circle character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet. (Date: 1999/3/21)
* 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 (Date: 1999/1/25)
* 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. (Date: 1999/1/21)

Second United Fleet *(Great War - Rare)*
Any player with no Shadow or no Vorlon Marks may discard fleets he controls, loyal to at least two different races or species, with a combined Military of at least 15 to sponsor this fleet for free. Your Ambassador may use Diplomacy as Leadership while leading this fleet.
* You do not have to rotate an IC character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet. (Date: 1999/3/21)
* 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 (Date: 1999/1/25)
* 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. (Date: 1999/1/21)

Third United Fleet *(Great War - Rare)*
Any player with no Shadow or Vorlon Marks may discard fleets he controls, loyal to at least two different races or species, with a combined Military of at least 15 to sponsor this fleet for free.
This fleet inflicts additional damage during attacks equal to the number of Shadow and Vorlon Marks in the other fleet's faction.
* You do not have to rotate an IC character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet. (Date: 1999/3/21)
* 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 (Date: 1999/1/25)

* The fleets go back into your hand immediately. (Date: 1998/12/21)

Agenda, Centauri

Growth in Chaos *(Premier - Common)*
Your ambassador gains a Shadow Mark. The cost to play cards requiring Shadow Marks is reduced by 1 per Shadow Mark you have. Rotate this agenda to give a character +1 Leadership per Shadow Mark for the rest of the turn. Count each 2 SM's as 1 power
* GiC refers to the cost of another card therefor it may not be refer to cards without a printed cost such as Confusion in Chaos. (Date: 1999/3/18)
* If there is no other way to sponsor a card other than having Shadow Marks, you may use their cost reducing benefits to play these cards. (Provided the card has a fixed cost) (Date: 1999/3/1)
* The cost reduction granted by GiC is useable to play events requiring Shadow Marks (such as Lost in Shadows). The cost reduction is granted for every card requiring Shadow Marks played (i.e. it is not a bonus applied to the first card only). (applies only to cards with a fixed cost) (Date: 1999/2/1)
* "cards requiring Shadow Marks" includes cards which require the presence of Shadow Marks in play in order to be played (such as Z'ha'dum Awakened) but which do not explicitly use the term "requires". (Date: 1998/12/16)

Agenda, Human

The Corps is Mother *(Psi Corps - Fixed)*
Psi Corps Agenda.
You may sponsor this Agenda without rotating an Inner Circle character. If you have less than 10 influence, you may rotate this Agenda to gain +1 influence when you sponsor a Psi Corps card.
* You cannot get influence from Corps is Mother for sponsoring Corps is Mother. (Date: 1999/6/2)

Agenda, Major

As It Was Meant To Be *(Premier - Rare)*
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.
Errata has been applied to the effect text
* If you successfully win The Great Machine, you will gain two destiny marks if you have AIWMTB in play because TGM initiates two different conflicts. (Date: 1999/4/12)

Force Majeure *(Great War - Rare)*
You must have at least 20 power to sponsor this agenda. If the sum of your fleet's Military is at least double and at least 20 more than the combined fleet Military of all other factions, and you win a war conflict initiated while this agenda is in play, you score a Major Victory that turn. Your Expeditionary Fleet may support or oppse Diplomacy conflicts.
* 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. (Date: 1999/1/27)
* If you have 20 power because of your current agenda (prior to playing Force Majeure), but will have less than 20 if that agenda is discarded, you can replace the agenda with Force Majeure because at the time of sponsoring the agenda you do have at least 20 power. (Date: 1998/12/21)

Full Mobilization *(Great War - Rare)*
The cost for you to sponsor, play or promote any card is increased by an amount equal to your unrest. You may sponsor and promote cards without rotating an Inner Circle character. Rotate this agenda whenever you cain influence from a conflict to gain +1 additional influence.
* This card does not increase the cost of those cards which do not have a printed influence cost. (Date: 1999/3/8)

Master of All *(Great War - Rare)*
Your ambassdor gains +2 to all of his non-zero abilities. After this agenda enters play, you must initiate and win a Diplomacy conflict, an Intrigue conflict, a Military conflict, and a Psi conflict. These must all be conflicts in which all races can participate. You may then initiate a conflict in which all abilities may be used. If successful, you score a Major Victory that turn.
* Refusal to Yield works against the final MoA conflict. Winning the final MoA conflict does not automatically register a win. You must go through the "check for victory" phase at which time you win. (Date: 1999/4/13)
* While Master of All is a hidden agenda, any conflicts initiated and won do not count as successful for the purposes of allowing you to initiate the final all abilities conflict. (Date: 1999/3/3)

Fleet

Fleet, Babylon 5

The White Star
(Shadows - Rare)

Any player with 2 Vorlon Marks may sponsor this fleet at normal cost. This fleet cannot be enhanced. This fleet ignores the first point of damage suffered in an attack. Rotate to add this fleet's Military to another fleet you control. This fleet is neutralized if the fleet it is enhancing is neutralized.

* You cannot Forced Impairment The White Star because this fleet may not be targeted by enhancements. If you target The White Star with Forced Impairment, the conflict may succeed for aftermath purposes, but will have no effect. (Date: 1999/1/21)
* When adding The White Star's military to another fleet, any enhancements to The White Star (including leadership from a leader) are included. (Date:)
* Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target The White Star are counted (The White Star would gain the +1 military). (Date:)

White Star Fleet
(Great War - Rare)

Any player may sponsor this fleet at normal cost if the Shadow War has begun and if The White Star has ever entered play. This fleet has 2 damage resistance. While attacking a Shadow or Vorlon fleet, this fleet gains a Strife Mark and ignores the target's damage resistance and Strife Marks. If the Shadow War is in effect, this fleet cannot rotate to support conflicts.

* This fleet can attack if the Shadow War is in effect. (Date: 1999/2/20)

Fleet, Centauri

Expeditionary Fleet (Centauri)
(Premier - Fixed)

If you have tension toward another race at 5, you may rotate this fleet to attack any fleet from that race. Fleets from that race may attack this fleet in return.

* 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 EF 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). (Date: 1998/12/7)

Support Fleet (Centauri)
(Shadows - Common)

Cannot attack. Rotate to enhance any other Centauri Fleet; while the Support Fleet is rotated, that fleet gains +2 Military. This fleet is neutralized if the fleet it is enhancing is neutralized

* When a Support Fleet uses it's effect text to enhance another fleet, it does not become a participant in any conflict, even if the targeted fleet is a participant. (Date: 1998/12/22)
* All the other Support Fleets say they are Multiple but not the Centauri. This is not a typo. All differences between the various support fleets, are intentional. (Date:)

Third Battle Fleet (Centauri)
(Premier - Rare)

The Third Battle Fleet cannot be the first fleet to support or oppose any conflict.

* The Centauri Third Battle Fleet has two restrictions: One is that it cannot be the first fleet to support a conflict. The other restriction is that it cannot be the first fleet to oppose a conflict. If no fleet has supported the conflict, the CTBF cannot support. If no fleet has opposed the conflict, the CTBF cannot oppose. It does, however, have no special restrictions on attacking (which is the only way it could enter a Border Raid initiated by, or targetting, it's controlling faction). (Date: 1999/1/4)

Fleet, Human

Expeditionary Fleet (Human)
(Premier - Fixed)

If you have tension toward another race at 5, you may rotate this fleet to attack any fleet from that race. Fleets from that race may attack this fleet in return.

* 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 EF 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). (Date: 1998/12/7)

Character

Character, Centauri

Centauri Telepath
(Premier - Common)

Rotate Centauri Telepath to look at 3 random cards from one player's hand. You may place one of these cards on the top of his deck.

* You can target yourself with Centauri Telepath. (Date: 1999/5/3)
* You may target yourself with this card. (Date: 1999/5/3)

Emperor Turhan
(Premier - Rare)
Centauri Emperor.

Emperor Turhan cannot become an Inner Circle character. Rotate to alter any Centauri tension by 1.

* If Emperor Turhan is supporting/opposing a conflict, and Emperor Cartagia enters play on the same turn, Turhan's support/opposition is lost. (Date: 1999/1/20)
* "Rotate to alter any Centauri tension by 1" does indeed refer only to Centauri tension toward other races (not other races' tension toward the Centauri). (Date: 1998/07/01)

Londo Mollari
(Premier - Fixed)
Centauri Starting Ambassador.

If Londo gains a weapon enhancement he gains a Strife Mark.

* Londo only gains an additional Strife Mark if he does not already have a weapon. He does not lose the additional marks if he loses the weapon. (Date: 1999/1/27)
* 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). (Date: 1999/1/27)
* The strife mark Londo gains from his effect text is in addition to any strife mark he gets from the weapon. (Date: 1998/07/01)

Lord Kiro
(Premier - Uncommon)

Rotate and discard Lord Kiro to go through your deck, find the Eye and play it on your ambassador for no cost then shuffle your deck.

* You may use his ability to use The Eye if it is in your hand, but you still have to shuffle your deck and discard Lord Kiro. (Date: 1998/07/01)

Lord Refa
(Premier - Uncommon)

Centauri unrest grows by 1 when Lord Refa is sponsored.

* Centauri unrest is not lowered when Lord Refa is discarded. The change in unrest is an effect of Refa being sponsored, not of the card being in play. (Date: 1999/4/9)
* If a non-Centauri player sponsors Lord Refa, Centauri unrest still increases. (Date: 1998/07/01)

Lyndisty
(Premier - Common)

Rotate Lyndisty to increase the damage on any Narn character who has been damaged but not neutralized this turn by 3.

* 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 which happens after the Action Round. The damage to the Narn character can be from any source. (Date: 1999/5/21)

Minister Durano
(Great War - Rare)

Centauri Spymaster. Strive Marks cannot be attached to this character. Rotate this character and lose 1 influence to put any contingency card in your discard pile back into your hand.

* Minister Durano cannot have a strife mark, period. There is no way to give him any by any means. (Date: 1999/1/13)

Minister Verano
(Great War - Uncommon)

Minister Verano cannot attack. Minister Verano cannot be attacked.

* Minister Verano cannot be attacked by any means - whether as a conflict participant or by a special ability such as Tu'Pari. (Date: 1998/12/21)

Prime Minister Mollari
(Great War - Rare)

Apply 14 influence to replace your Londo or Lord Mollari. Transfer all marks, aftermaths and enhancements. Purge all your Shadow Marks. The Shadows lose 1 Influence and Mollari gains +1 Diplomacy for each mark purged. Remove from play all cards you control which provide or require Shadow marks, Including any Major Agenda. Your faction cannot gain any Shadow Marks.

Target a character you control. Increase your unrest by any amount (up to your maximum unrest). The target character gains a number of Shadow Marks equal to the change in your unrest.

* When used with John Sheridan (when he doesn't have any Shadow Marks), Sheridan gains 1 extra Shadow Mark regardless of how many marks were gained via Power Play. (Date: 1999/2/17)
* You may use Luis Santiago to reverse the tension change due to Power Play. The Shadow Marks conferred are not affected by this reversal to unrest. (Date: 1999/1/25)
* If you use High Level Connections to prevent the increase in unrest for Power Play, the increase did not occur, so the cost was not paid and no Shadow marks are gained. (Date: 1999/1/15)

Prolonged Talks   (Premier - Rare)
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.)
* Prolonged Talks has no effect if played on Taking Credit. (Date: 1998/11/13)

Puppeteer   (Shadows - Rare)
Requires 7 Shadow Marks to play. Target an opponent's Ready non-Ambassador character. Apply influence equal to the target's influence cost. Rotate the character and cause the character to act as if he were your character.
* A Puppeteered character does not count as a card in your faction. (Date: 1998/11/25)

Raising the Stakes   (Shadows - Rare)
You may only play this event as your first action during a turn. Target a conflict in play. If the conflict is Won by 5 or more, the initiator's ambassador gains a Destiny Mark. If it is Lost by 5 or more, the ambassador gains a Doom Mark.
* If you play RtS on a conflict and have Higher Calling out as an agenda, your ambassador gains the +4 ability bonus for that conflict. (Date: 1999/5/3)
* 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. (Date: 1998/12/14)

Rampage   (Shadows - Uncommon)
Target one of your characters or fleets that attacked this turn. The target attacks any other participant in the same conflict.
* Rampage takes one of your characters who has attacked (and who is now rotated from the process) and allows that character to attack one other character who is a participant in the conflict. (Date:)

Reducing Risk   (Shadows - Uncommon)
Requires 1 Vorlon Mark to play. Target a player and apply any amount of Influence. The target player must discard 1 event from his hand for each 3 Influence you apply. If the target cannot discard enough events, he must show you his hand.
* If you apply enough influence to have the target of RR discard more event cards than they have, the target must discard those cards *and* show you their hand. This also applies to Stripped Bare and similar cards. (Date: 1999/3/19)

Return to Ideals   (Great War - Promo)
If you have no agenda in play, rotate your ambassador and apply 10 influence to selext an agenda from your discard pile and immediately sponsor it. If you have a Major Agenda in play, apply 10 influence and rotate your ambassador to select a Major Agenda from your discard pile and replace your current agenda.
* You must meet all mark requirements to sponsor an agenda from your discard pile. (Date: 1999/2/1)

Secret Vorlon Aid   (Premier - Common)
Rotate a character with 2 Vorlon marks. Apply +5 Intrigue to support or opposition Intrigue conflict.
* Because SVA supports or opposes a conflict, not a player, it may not be used in conflicts where "any player may be supported". (Date: 1999/3/19)

Shadows Fall   (Great War - Uncommon)
Purge a Shadow Mark. Target any character. That character must purge a Vorlon mark. The Shadows gain +1 influence.
* Shadows Fall does not require that the target character have Vorlon Marks, therefore it can be played on characters without Vorlon Marks. (Date: 1999/2/12)

Short Term Goals   (Premier - Fixed)
Purge a Destiny Mark. Gain +1 Influence.
* If you play Short Term Goals, gain an influence into your unspent pile and someone NMTB's your STG, you may lose the influence from your spent pile. (Date: 1999/1/21)

* 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. (Date: 1999/1/25)

Miagi Hidoshi   (Premier - Fixed)
Earth Alliance Senator.
For every 2 Influence you apply, Miagi Hidoshi gains +1 Diplomacy for the rest of the turn, up to a maximum ability of 10 Diplomacy.
* You may still apply influence to increase Hidoshi's Diplomacy if he is already rotated. (Date: 1998/07/01)
* If you boosted Hidoshi's Diplomacy to 10, and it was subsequently lowered (by an event or other effect), you may apply further influence to boost it again (to a maximum of 10) using his effect. (Date: 1998/07/01)

Michael Garibaldi   (Premier - Fixed)
Michael Garibaldi's Intrigue is doubled while he is opposing an Intrigue conflict or while he is attacked. Michael Garibaldi may use his Intrigue as 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). (Date: 1998/11/29)
* When Garibaldi uses his intrigue as diplomacy in a conflict, diplomacy must be used when attacking him. (Date: 1998/07/01)
* If Garibaldi is using his intrigue as diplomacy in a conflict, when he is attacked his intrigue will double resulting in defending with double diplomacy. (Date: 1998/07/01)
* All modifiers applied to Garibaldi's intrigue are affected by his intrigue doubling effect. (so a bonus of +1 intrigue will result in +2 intrigue when his intrigue is doubled) (Date: 1998/07/01)
* If Garibalid is attacked, his intrigue doubles, but following the attack it reverts to normal. So, if his damage is then greater than (or equal to) his highest ability, he will become neutralized after the attack. (Date: 1998/07/01)

Sheridan Reborn   (Great War - Rare)
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.
Errata has been applied to the effect text
* Sheridan Reborn's bonuses will constantly change as the number of his Destiny Marks changes. (Date: 1998/12/18)

Character, Minbari

Calenn   (Shadows - Rare)
Rotate and Neutralize this character to cause him to gain +1 Diplomacy. This character loses 1 Diplomacy whenever any player sponsors a Minbari character.
* When it says any player that means any player at all (including Minbari). (Date:)

Draal   (Premier - Fixed)
Religous Caste.
When attacking or being attacked, Draal applies his damage before his opponent.
* If the effects of Draal's damage on an opponent in an attack neutralizes the opponent, then Draal takes no damage. (Date: 1998/07/01)

Lennan   (Great War - Common)
Religious Caste. You may discard Lennan to repair twice his Leadership in damage to a fleet he is leading.
* Lennan's fleet repair ability is based on his current leadership. (Date: 1998/12/21)

Lennier   (Premier - Fixed)
Minbari Ambassador's Assistant.
Religious Caste.
Lennier's Intrigue may only be used to oppose Intrigue conflicts. While Lennier is ready, Lennier may take all damage inflicted in an attack on Delenn in her place. He then rotates.
* If Lennier is rotated to take damage in place of Delenn, it is still Delenn who deals damage in the attack - not Lennier. (Date: 1998/07/01)
* Lennier cannot take an action (support, attack, oppose) using his intrigue, or use his intrigue via Level the Playing Field, except to oppose an intrigue conflict and to defend himself if attacked. (Date: 1998/07/01)

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.

* Unless further modified later in the turn, the target character's Intrigue is 1 for the purpose of aftermaths. (Date:)
* If the target character participates in a conflict using that character's Intrigue, and the character has an ability (after modifications) that is greater than that character's Intrigue at resolution, then the aftermath Secondary Experience may be played for the character's Intrigue. (Date:)

Lashing Out   (Shadows - Rare)
Rotate one of your characters to cause that character to attack any other character, even if the other character is not participating in a conflict. Your character attacks using whichever of the target's abilities is highest. Any other character may attack your character in return.

* Player 1 plays Lashing Out on a character and rotates him to deal damage to a target character. Player 2 plays NMTB on the Lashing Out. The attacker is readied. Normal damage (but not neutralization or severe damage) is removed from the attacked character. The character may no longer be attacked. (Date: 1999/4/20)

Level the Playing Field   (Premier - Fixed)
Target character or fleet may apply its highest ability to support or oppose one conflict of your choice (no matter which ability would normally be appropriate).

* LtPF may not be used if there is no conflict in play because the choice of which conflict is targeted is made when LtPF is played. (Date: 1999/3/12)

Light Shines   (Great War - Uncommon)
Purge a Vorlon mark. Target any character. That character must purge a Shadow Mark. The Vorlons gain +1 influence.

* Light Shines does not require that the target character have Shadow Marks, therefore it can be played on characters without Shadow Marks. (Date: 1999/2/12)

Machiavellian Politics   (Great War - Common)
Hold a Babylon 5 vote.
If the vote passes, Babylon 5 gains +2 influence, and each ambassador who voted against the measure must abstain from the next Babylon 5 vote.

* To clarify, the forced abstaining is conditional upon the vote passing. If the vote does not pass, there is no effect. (Date: 1998/12/23)

Medical Assistance   (Premier - Fixed)
Target a neutralized supporting character. Treat him as an Inner Circle character until he is unneutralized.

* MA prevents the character from being targeted by cards which could not target Inner Circle characters. (Date: 1999/3/22)

Misdirected Force   (Shadows - Uncommon)
Target any character. If that character has 2 or more marks of the same type, purge one of those marks.

* If a character has a strife mark from a weapon and a strife mark from an aftermath you cannot specify which one is purged. A character gains marks in various ways but if a source of marks is later discarded or negated they would lose a mark for each mark it provided (if no marks of that type are left to purge then the character would still be left with none - you cannot owe marks). (Date:)
* If the target has, for example 2 destiny marks, 1 doom mark, 4 vorlon marks, and 3 strife marks, 1 of each is lost except for the doom mark. (Date:)

New Priorities   (Shadows - Rare)
Discard a ready supporting card you control. Name a different card type, either Character, Fleet, Location or Group. Go through your deck until you find the first card of that type that you could immediately sponsor for the same or lower influence cost. Put the new card into play as a supporting card, then shuffle your deck.

* If you name a type of card that you do not have in your deck or if you ahve no cards of that type that meet the cost requirement, you just discard the supporting card and shuffle the deck. (Date: 1999/4/21)
* New Priorities should be read to refer to "the cost for you to sponsor" and not the character's influence cost. (Date: 1999/3/4)
* 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. (Date: 1999/2/15)
* 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. (Date: 1999/1/27)

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 counts towards power. (Date: 1998/07/01)

Ko'Dath   (Premier - Fixed)
Narn Ambassador's Assistant.

* Ko'dath and Na'toth can both be in play at the same time, if Na'Toth enters play normally instead of replacing Ko'Dath. (Date: 1998/07/01)
* If multiple assistant's for your faction's race are in play (e.g., both Ko'Dath and Na'Toth), you may apply both of their Assistant effects (you have 2 ambassador's assistants). (Date: 1998/07/01)

Na'Toth   (Premier - Fixed)
Narn Ambassador's Assistant.
Na'Toth may replace Ko'Dath

* Ko'dath and Na'toth can both be in play at the same time, if Na'Toth enters play normally instead of replacing Ko'Dath. (Date: 1998/07/01)
* If multiple assistant's for your faction's race are in play (e.g., both Ko'Dath and Na'Toth), you may apply both of their Assistant effects (you have 2 ambassador's assistants). (Date: 1998/07/01)

Tu'Pari   (Premier - Rare)
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 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 not have been spent for Tu'Pari's attack. (Date: 1999/4/29)
* If Tu'Pari (or any attacking character) has enough damage to reduce an ability to 0 he cannot use that ability to attack. (Date: 1999/1/22)
* You cannot attack if you would be attacking with a zero ability. (Date: 1999/1/21)
* 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. (Date: 1998/12/8)

Va'Kal   (Shadows - Rare)
Kha'Ri Intelligence Officer.
Kha'Ri Intelligence Officer. Whenever Kha'Ri Officer's Diplomacy increases as a result of an Aftermath, he gains an equal permanent increase to his Intrigue.

* If you use Quality Leadership to allow playing of United Front on Va'Kal, Va'Kal would gain no Intrigue. Va'Kal's text of "equal permanent increase to his Intrigue" is going to be interpreted as "as much permanent increase to Intrigue as he had permanent increase to his Diplomacy". Since the increase is not permanent, there is no corresponding increase for Intrigue. (Date: 1999/4/12)

Character, Neutral

Jason Ironheart   (Premier - Rare)
Unique. Gains +2 Psi during ready round. If his Psi is 20 or higher during the resolution round discard him. He cannot become an Inner Circle character.

* Damage will not extend his time in the game. Only Forced Imparement can keep Ironheart in play for more than 5 turns. If Forced Impaired, Ironheart's psi drops back to 10. (Date:)

Lorien   (Great War - Rare)
May only be sponsored if permitted by another card. Lose 1 influence for each Vorlon or Shadow Mark you purge. During each Ready Round, purge all of your Shadow and Vorlon Marks. Lorien may only participate in conflicts which already have a participant with Shadow Marks or a participant with Vorlon Marks. Lorien cannot be enhanced.

* A faction with Lorien and Ulkesh in play may not purge Vorlon Marks. Ulkesh's cannot supercedes Lorien's requirement. (Date: 1999/1/13)

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.
* The penalty for this card is fixed at the time the event is played (and is the same for other similar cards). So, if there are bonuses that apply to the character afterwards, the negative modifier from the card is fixed and applied in the normal order of operations. (Date: 1999/3/30)
* Unless further modified later in the turn, the target character's Diplomacy is 1 for the purpose of aftermaths. (Date:)
* If the target character participates in a conflict using that character's Diplomacy, and the character has an ability (after modifications) that is greater than that character's Diplomacy at resolution, then the aftermath Secondary Experience may be played for the character's Diplomacy. (Date:)

Dust   (Great War - Uncommon)
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.
Errata has been applied to the effect text
* 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. (Date: 1999/6/1)
* If the following happens, G'Kar will gain permanent Psi: Player 1 plays Dust on Player 2's G'Kar, Player 2 plays Vorlon Enhancement of G'Kar, player 3 plays Not Meant To Be on G'Kar. (Date: 1999/1/13)
* Neutralized supporting cards are discarded as the very first step of the Draw Round. "End of Turn" effects occur after the Draw Round is over, so Dusted supporting characters will not be discarded the same turn. (Date: 1999/1/6)

Exploration   (Premier - Common)
Unique. 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.
Errata has been applied to the effect text
* Exploration works based on the current printed military of the targeted fleet. (leadership and other bonuses do not apply) (Date: 1999/1/26)
* If Exploration is cancelled by Ja'Doc, it can be played again since it didn't really "hit the table." (Date: 1998/12/9)

Feint   (Great War - Rare)
Apply 3 influence per action you have already taken this turn. Cancel a target conflict you initiated; if you initiated with a conflict card, return the card to your hand. Reveal a conflict card in your hand. You must initiate the revealed conflict at your next opportunity. Your first paticipant in the revealed conflict gains +5 to all his abilities while supporting the conflict.
* You may initiate the same conflict that you returned to your hand. (Date: 1999/1/21)
* If you have a ready Sheridan and enough influence, you must rotate him to play the conflict on your next action. (Date: 1998/12/21)

Find Focus   (Great War - Common)
You must have no agenda in play. Rotate your ambassador. Search through your deck and select one agenda you could sponsor. Sponsor that agenda for free. While that agenda remains in play, you may only count influence as power.
* Shuffle your deck after using this card. (Date: 1999/4/23)

For the Good of All   (Premier - Fixed)
For each of your characters or fleets that is neutralized this turn, and for each Destiny Mark you have you gain +2 Influence to use on the next turn only. Does not count toward power.
* This includes characters or fleets that are neutralized after this card is played during the same turn. (Date: 1999/6/3)

Fray at the Edges   (Great War - Rare)
Requires 4 Shadow Marks to play. All players skip the Ready round next turn. (Cards which can sustain must sustain.)
* If FatE 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. (Date: 1999/4/19)

From the Sidelines   (Great War - Common)
Target any character. This turn, when that character rotates to support or oppose a conflict, he does not become a conflict participant, though his ability is still applied during resolution.
* A character may use FtS in conjunction with Hour of the Wolf to apply their ability twice during resolution in a specific conflict. (Date: 1999/4/19)

* If you play an event which causes you to lose/transfer an influence for some effect (such as For the Common Good), and that event is subsequently targetted by Not Meant To Be, you are considered to have gained an influence and are subject to the effect of a Zathras' targetting you. The same for when you take an action like Rebirth Ceremony to discard Associate Revealed. (Date: 1999/1/20)
* If there are multiple Zathras' targeting, the influence taking is resolved in initiative order. The player first in initiative order activates all his Zathras', getting any appropriate influence, keeping it as a "hot potato." Then the next player in initiative order activates. If he has any targetting the "potato," he'll steal it away. Repeat until clean. (Date: 1998/12/14)
* Zathras' cannot sustain. (he is not increasing an ability) (Date:)
* What happens if multiple players are using Zathras' targetting each other? 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' es' effects from each player (mostly for no effect). This has two effects: the character who goes first is safe from Zathras' (for the first action). The character with the most initiative, if he has enough Zathras' es in play to target everyone who has him targetted with a Zathras', is safe from the Zathras' effect. (Date:)

Character, Non-Aligned

Lethke Zum Bartrado   (Great War - Fixed)
Brakiri Ambassador. Rotate Lethke Zum Bartrado to look at the top card of each player's deck. Place one of those cards under him, and put the rest back on thop of those player's decks. Lethke Zum Bartrado cannot take this action if there is already a card from any player's deck under him. If Lethke Zum artrado is neutralized, treturn the card to the top of its owner's deck.
* 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). (Date: 1999/1/27)
* If you play Lethke Zum Bartrado with Consultants and use his ability, the card under him is returned to its owner's deck when LZB returns to Consultants (Date: 1999/1/18)
* When using his special ability, you must place one of the cards you look at under him. (Date: 1999/1/2)
* There is currently no way, other than through neutralizing Lethke Zum Bartrado, that will return the 'stolen' card to its owner's deck. (Date: 1999/1/2)

Lhim/Dram   (Great War - Uncommon)
Pak'ma'ra.
Discard Lhim/Dram to play an event that is on top of any other player's discard pile as if you were playing it from your hand.
* You may use Lhim/Dram's ability if he is neutralised. It does require an action. (Date: 1999/5/25)
* If Lhim/Dram is neutralized, you may still discard him to play the top event on someone's discard pile. (Date: 1999/3/5)
* You must meet the requirements to play the card, and pay the cost. (Date: 1998/12/21)

Milashi Voktal   (Great War - Fixed)
Vree Ambassador
Rotate Milashi Voktal and target a character who is opposing a Diplomacy conflict you initiated. The target applies no opposition during resolution.
* A character targeted by Milashi's effect remains a participant in the conflict. (Date: 1999/1/20)

Nhuk/Vrek   (Great War - Rare)
You may select a character in your discard pile who was once in play but is not currently in play and remove him from the game to fully heal any Pak'ma'ra character, even if the character is neutralized.
* Nhuk/Vrek may use his ability multiple times in a single round because he does not Rotate to do his affect. (Date: 1999/1/21)

Non-Aligned Agent   (Great War - Fixed)
Hyach. Multiple. Rotate Non-Aligned Agent and reduce this character's printed Intrigue by one to remove all severe damage tokens from a character with an Intrigue of 4 or more. (The character is still neutralized.)
Errata has been applied to the effect text
* Since multiplicative bonuses come before addative bonuses, Chosen of God on the appropriate faction will still allow 4 uses of the ability. Fast Learner will still also work as well. (Date: 1999/2/10)

Event

A Final Statement
(Shadows - Rare)

Rotate a technomage. When this action round is supposed to end, you may take one final action. The action round then ends.

* The technomage you rotate must be under your control - A Final Statement does not allow you to rotate another player's technomage. (Date:)

A Meeting of Minds
(Psi Corps - Promo)

Rotate a character with Psi greater than zero. Add half that character's Psi to all non-zero abilities of another target character with Psi greater than zero.

* You may not rotate another player's character with Psi. This is a cost and must be payed by the player playing the card. (Date: 1999/2/28)
* 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. (Date: 1999/2/18)

Aiding the Shadows
(Shadows - Common)

Requires 1 Shadow Mark to play. Apply any amount of influence. For each 2 Influence you apply, the Shadows gain +1 Influence until the end of the turn. This bonus does not count toward starting the Shadow War or any victory condition.

* 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. (Date: 1999/2/2)

Aiding the Vorlons
(Shadows - Common)

Requires 1 Vorlon Mark to play. Apply any amount of influence. For each 2 Influence you apply, the Vorlons gain +1 Influence until the end of the turn. This bonus does not count toward starting the Shadow War or any victory condition.

* 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. (Date: 1999/2/2)

Conflicting Desires
(Premier - Rare)

Rotate all your characters with Shadow Marks. You cannot play any other cards requiring Shadow Marks this turn. All players must purge a number of Shadow Marks equal to half the number of Shadow Marks you have (rounded up).

* Growth in Chaos cannot be used to play CD because it does not require that you have any Shadow Marks. (Date: 1999/2/10)

Conflicting Loyalties
(Premier - Rare)

Sponsor a limited char someone else has in play. Both copies of the char rotate. Whoever applies most Influence to promote the char next turn keeps it, the other discards (both discard if tied). Apply at least the amount normally required to promote.

* You may not play Conflicting Loyalties on a character you may not sponsor. (Date: 1999/4/9)
* You may used Conflicting Loyalties to bring out a character that cannot be promoted ot 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 CL. Treat it as if it said "sponsor for free" (see glossary of v1.2 of the Rules). (Date: 1999/3/13)

Confusion in Chaos
(Premier - Common)

Requires 2 Shadow Marks to play. The action round ends. Apply any amount of Influence when played. When played, any player may apply more Influence than you to continue the round.

* You may use Shadow influence provided by Mr. Morden for Confusion in Chaos (Date: 1999/1/7)

Conscription
(Great War - Rare)

Lose 1 power.
Increase your unrest by 1.
Go through your deck and find the first card of your race that you could sponsor.
Sponsor that card for free. Shuffle your deck.

* The power loss from playing conscription is ignored while We Are Not Impressed is in play. (Date: 1999/4/13)
* A Minbari Fighting Pike can be skipped when searching with Conscription (as it is a "Character Enhancement", not a "Minbari Character Enhancement"). You may also skip any card which could not be played (i.e. Stealth Technology when you have no Minbari fleets or Crystal Cities if you have no Locations) (Date: 1999/3/27)
* Cards which have no legal target (for example: a fleet enhancement of your race when you have no fleets out) cannot be sponsored. (Date: 1999/3/26)

* 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". (Date: 1999/5/14)
* 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. (Date: 1999/2/3)
* You can use New Priorities and Attacking Pawns to get rid of Ulkesh Kosh. (Date: 1999/2/2)
* 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). (Date: 1999/2/2)
* If you have Ulkesh Kosh in your faction, you cannot play cards or use effects which requires you to "Purge a Vorlon Mark to...". (Date: 1999/1/22)
* If you discard or replace Playing Both Sides while Ulkesh is in play, you will lose the Shadow Mark and keep the Vorlon Mark. (Date: 1999/1/22)
* Kosh Naranek and Ambassador Kosh cannot ever enter play once Ulkesh Kosh has entered play - even if they were not ever in play prior to Ulkesh entering play. (Date: 1999/1/20)
* A faction with Lorien and Ulkesh in play may not purge Vorlon Marks. Ulkesh's cannot supercedes Lorien's requirement. (Date: 1999/1/13)

Enhancement, Fleet

Censure   *(Premier - Uncommon)*
Rotate your ambassador and select a target fleet. Call a B5 vote. If passes B5 gains +1 Inf and the target fleet loses Military = half B5 Influence round up (min 1)

* If this enhancement is discarded, Babylon 5 does not lose the influence that was gained if the vote passed. (Date: 1998/11/29)
* Your Ambassador is the only card that can rotate to sponsor this enhancement (no other inner circle character may rotate to sponsor it). (Date: 1998/03/19)

Fast Transport   *(Great War - Uncommon)*
If the target fleet has no leader, rotate this enhancement and target any rotated character who is not leading a fleet. That character may now, as an action, lead this fleet in addition to his previous action. He may do so without rotating.

* 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. (Date: 1999/1/13)

Mass Drivers   *(Premier - Uncommon)*
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' tensions toward the controller of the fleet increase by 1, and Babylon 5 loses 1 influence.

* 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. (Date: 1999/3/1)

Shadow Tech Upgrade   *(Great War - Rare)*
Target a fleet you control. The Shadows must have more influence than the fleet has Military. Purge a Shadow Mark. Apply influence equal to twice the fleet's influence cost. The fleet gains Military equal to its printed Military and one point of damage resistance.

* Since United Fleets don't have an influence cost, Shadow Tech Upgrade cannot be used on them. (Date: 1999/1/22)
* Having to purge a Shadow Mark in order to play a card counts as a Shadow Mark requirement. So, Shadow Tech Upgrade requires Shadow Marks for purposes of cards which use that requirement. (Date: 1999/1/4)
* Since the cost for Shadow Tech Upgrade is undefined (i.e. there is no influence cost bubble in the bottom right corner), you cannot double it for purposes of the Valarius (Centauri Fleet Enhancement). (Date: 1998/12/28)

Enhancement, Global

Factional Inertia   *(Shadows - Rare)*
If any faction brings a new agenda into play (or reveals a hidden agenda) the faction gains a maximum benefit of +1 power from the agenda. That agenda's power limit increases by +1 during each ready round.

* 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. (Date: 1999/1/13)

Insurrection   *(Great War - Fixed)*
Any time a faction's unrest level should increase above 5, that faction loses 1 influence. Double this penalty if the unrest increase occurs during that faction's action.

* 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. (Date: 1999/1/30)

Prove your Worth   *(Shadows - Rare)*
While this card is in play, players may only gain Influence from conflicts. Any player may apply 5 influence as an action to maintain this card. If no player does so, discard this card at the end of the current turn. Any player may initiate a conflict with an ability of his choice, with 10 initial opposition. If the conflict succeeds, discard this enhancement.

* Prove Your Worth does not prevent influence gains from your homeworld. (Date: 1999/3/12)
* An increase in an influence rating is not the same as gaining influence. So, cards like Kha'Mak and Defense in Depth, as well as rotating inner-circle characters to build influence, can still work in this situation (Date: 1999/1/20)

Reservations   *(Great War - Uncommon)*
At the end of the Ready round, any player that no longer has the ability to sponsor his agenda has that agenda blanked for the rest of the turn.

* "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 teh 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. (Date: 1999/1/20)

Target another race. Apply your tension toward that race plus theirs toward your race as opposition. If successful, this card becomes a faction enhancement for each of you. You may each cause fleets of the other race to act as if they were under your control while you are the target of a Military conflict. If either player's tension reaches 5, discard this card.

* 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. (Date: 1999/2/15)

Demonstrative Victory   *(Premier - Rare)*
Any player may be supported. Any player gets a total of 10 or more below the highest total may not gain more than 1 Influence per turn for the rest of the game. This effect is negated for any player if his homeworld is in play.

* This does not affect direct changes to the Influence Rating (i.e. building or sponsoring Kha'Mak). (Date: 1999/4/20)

Diplomatic Intrusion   *(Great War - Uncommon)*
Target an agenda.
The agenda is blanked for the rest of the turn.
This effect is extended by 1 turn for each 5 by which this conflict is successful.

* 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. (Date: 1999/4/29)
* This card blanks the target agenda during resolution, not before. The effect it has if unsuccessful is to blank the agenda during the Victory Check for that round only. If it wins, it lasts an additional round for each 5 (Date: 1999/4/23)
* 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. (Date: 1999/1/25)

Extreme Sanction   *(Premier - Uncommon)*
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).

* 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. (Date: 1999/3/3)
* If Player 1 initiates Strike at the Heart, Player 2 initiates Attacking Pawns or Extreme Sanction targeting Player 1's Ambassador's Assistant, Player 1 loses SatH 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. (Date: 1999/1/27)

Grassroots Support   *(Great War - Fixed)*
Target a location loyal to your race controlled by another faction of your race. If successful, put the location back into the owner's hand. In addition, you may (immediately) sponsor a copy of the location from your hand for free.

* 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. (Date: 1999/1/18)

Immortality Serum   *(Premier - Rare)*
Unique. Any player may be supported, player with most support gains +2 Influence and all players' tensions toward that player inc by 1. Any player may use Military to support, if so B5 loses 2 Inf and tension incs by 1 toward player who first used Mil.

* If nobody was supported in the conflict, no one gets influence from it. (Date: 1998/11/17)
* If there is a tie for highest support, no one gets the influence. (Date: 1998/11/17)

Let Them Fight   *(Great War - Rare)*
Target two or more factions with mutual tensions of 4 or more. Any target may be supported. Military may be used in this conflict. Your faction cannot participate. Whichever faction generates the single most support gains +1 influence. The others lose 1 influence. If any characters or fleets are neutralized in the conflict, you gain +1 influence.

* 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. (Date: 1998/12/21)
* No card in your faction may participate in the conflict. (Date: 1998/12/21)

Officer Exchange   *(Great War - Uncommon)*
Target another faction with whom you have mutual tensions of 2 or less. If successful, you gain +1 influence, and your two factions enter a state of Officer Exchange. This state allows characters of your two factions, with permission, to lead the other faction's fleets. This state ends if either faction;s tension toward the other reaches 5.

* You may not use another player's leader to lead a fleet in conflicts which limit participation of characters. Both players must be able to participate in the conflict for a fleet lead by another player's leader to be able to participate in a conflict (Date: 1999/3/24)

A Non-Narn character with a Psi of 0 gains Psi 3. Cannot be played on an ambassador.

* The first time you use the Psi of a character with both Fast Learner and Latent Telepath, the character's printed Psi ability goes to one (because of Fast Learner). At this point the Latent Telepath enhancement ceases to function and the character's Psi becomes 1. (Date: 1998/12/7)
* Latent Telepath doesn't change/affect a character's printed ability. (Date: 1998/11/30)

Luxuries of Homeworld *(Premier - Uncommon)*
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 LoH is played on them, they have missed the opportunity for LoH to do any good because they are already neutralized. (Date: 1999/1/29)
* The effect of playing Luxuries of Homeworld on an already Neutralized (but not yet discarded) Character is that the character is not discarded, and may rotate to unneutralize (but not on the same turn the character is neutralized) as an Inner Circle character can. Once that is done, the enhancement must be discarded. Basically, skip over the "act as an Inner Circle character" part since the target is already neutralized. (Date: 1999/1/8)

Minbari Fighting Pike *(Shadows - Uncommon)*
Weapon.
Weapon. Cannot be used with any other Weapon enhancement. Can only target a Minbari or Ranger character or Marcus Cole. Character gains a Strife Mark. Character gains an additional Strife Mark while participating in an Intrigue conflict.

* Minbari Fighting Pike has no race (even though it says "Minbari" in the title). So, it is not affected by cards like Conscription. (Date: 1999/3/26)

Overworked *(Premier - Common)*
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. (Date: 1998/12/21)

Security Training *(Premier - Uncommon)*
Target a character you control and choose a character for him to protect. If ready and non-neutralized, target character takes damage in place of the protected character if attacked in an Intrigue conflict.

* If a character with ST has been neutralized and Brother Theo rotates to affect him, he cannot take damage through ST because ST's effects text has nothing to do with the character taking an action. (Date: 1999/5/20)

Shadow Implants *(Great War - Rare)*
Requires 3 Shadow Marks to sponsor. Target a character you control. The target character is now loyal to the Shadows. The target character gains a Shadow Mark. If the target character has Psi above 0, any Shadow fleet he leads is immune to effects generated by Psi abilities, and opposing fleets gain no benefit during attacks from Psi.

* This card changes the loyalty of the card to "Shadows" (i.e. treat the card as if it said "Shadow Character"). If Shadow Implants is removed, the card's loyalty reverts to its printed race. (Date: 1999/3/12)
* If you play this on your Ambassador, you do not gain control of the Shadow Faction - your faction's race does not change. Any character enhanced by this card loses their original racial designation (if any) and becomes a Shadow character. (Date: 1999/1/24)
* This means the character becomes a "Shadow Character". The character can then lead Shadow Fleets that can be led (note that Shadow Ship cannot be led). (Date: 1998/12/29)

Shadow Medallion *(Shadows - Rare)*
Requires 2 Shadow Marks to play. Reduce your cost to play any card which requires Shadow Marks by 1. You may discard this enhancement to go through your deck and select a card which requires Shadow Marks. Place that card in your hand then shuffle your deck.

* "card which requires Shadow Marks" includes cards which require the presence of Shadow Marks in play in order to be played (such as Z'ha'dum Awakened) but which do not explicitly use the term "requires". (Date: 1998/12/16)

Shunned *(Premier - Uncommon)*
Rotate your ambassador and target a character. Call a B5 vote. If passes B5 gains +1 Influence and the target loses his Diplomacy equal to half B5 Inf (rounded up) (min 1)

Conflict, Intrigue

Attacking Pawns *(Premier - Common)*
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 Player 1 initiates SatH, Player 2 initiates AP or ES targeting Player 1's Ambassador's Assistant, Player 1 loses SatH 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. (Date: 1999/1/27)

Call Their Bluff *(Great War - Uncommon)*
Target an un-revealed contingency card. The target contingency card cannot be revealed this turn. If successful, discard this contingency. If you provide more support than the targeted faction provides opposition, the targeted faction loses 1 influence.

* Cards under Consultants are targetable by cards that target contingencies such as Call Their Bluff (Date: 1999/1/28)

Disruption *(Shadows - Common)*
If successful, no player may sustain with any cards until the end of the next turn. If you succeed by 5 or more, you gain +1 Influence.

* If FatE 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. (Date: 1999/4/19)

Forced Impairment *(Premier - Rare)*
Target one card. If successful, this conflict becomes an enhancement on the target card. While enhanced by this card, treat the card as if its effect text were blank.

* FI cannot remove bold faced text from a card. (Date: 1999/4/14)
* You cannot Forced 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. (Date: 1999/1/21)
* 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 Imparement. (Date: 1999/1/14)
* Forced Impairment can target a neutralized card. (Date: 1999/1/13)

Prey On The Weak *(Shadows - Common)*
Any player may be supported in this conflict. Whichever player (or players, if tied) generates the most support gains +1 Influence. The player (or players, if tied) who generates the least support loses 1 influence.

* Since Secret Vorlon Aid supports (or opposes) a conflict, it cannot be used to support a player for Prey on the Weak. (Date: 1999/2/24)
* 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). (Date: 1998/12/11)

Reverse Engineering *(Shadows - Uncommon)*
Target an enhancement. This conflict has 10 automatic opposition. If successful, this conflict becomes a copy of that enhancement affecting a legal target of your choice (designated during the Conflict Round).

* The conflict-turned-enhancement gains the title of the card it copied. Thus, if it was Unique or Limited, it would be discarded. If Multiple, it would have to target a new target. (Date: 1998/12/14)
* Reverse Engineering can not copy a Unique or Limited enhancement, since only one copy may be in play at a time, and Reverse Engineering creates a copy (during resolution), where that copy would not be able to enter play. (Date:)

Terrorist Bombings *(Premier - Uncommon)*
Any player may be supported in this conflict. The ambassadors belonging to the players with the 2 lowest generated totals take damage = difference between their total and the highest total. If tied, all tied take damage.

* If your Ambassador is neutralized and your are one of the factions with the lowest support, your Ambassador does not gain additional severe damage tokens because TB specifically refers to "damage" which is conceptually different than "severe damage". When you are neutralized, you may not take any more "damage" (though you could gain further "severe damage" if there were a way to deal that specifically). (Date: 1999/5/20)

Undermine Trust *(Shadows - Rare)*
If successful, Babylon 5 loses 1 Influence and this conflict is returned to your hand.

* 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. (Date: 1998/12/9)

Enhancement

Egyptian God of Frustration
(Great War - Uncommon)

Target any non-ambassador card in play. The targeted card cannot be targeted by events played by anyone besides the card's controller.

* You may play EGoF on a conflict card. (Date: 1999/3/24)
* Since Internal Opposition targets a player, not an enhancement, Egyption God of Frustration cannot prevent the discarding of the enhancement. (Date: 1999/2/9)

Enhancement, Agenda

Dissent
(Great War - Uncommon)

The target agenda's controller must apply influence equal to his unrest at the end of each Ready round or the agenda is blanked for the rest of the turn.

* 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. (Date: 1999/2/23)

Obstacles to Victory
(Shadows - Rare)

All power conferred by the target agenda is halved.

* Permanent power gained from fulfilling the requirements on Seizing Advantage is not affected by Obstacles to Victory. OtV affects continuous power bonuses, not instant power changes. (Date: 1999/1/27)

Preeminence
(Shadows - Rare)

May not be played until the Shadow War has begun. Target your agenda. It becomes a Major Agenda. When you check for victory, if you have more Influence than the Shadows, more Influence than the Vorlons and more Influence than each other player, you win.

* This card can be played on a Major Agenda. (Date: 1999/5/11)

Enhancement, Babylon 5

Upgraded Defenses
(Premier - Fixed)

Unique. Babylon 5 gains +4 Influence.

* 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 B5's influence are not losses or gains. (Date: 1998/12/14)

Enhancement, Centauri Fleet

Valarius
(Great War - Rare)

Flagship. Limited.
You may only control one Flagship at a time. You may move this enhancement to any other valid fleet you control during the Ready round. You may sponsor fleet enhancements at double the normal influence cost, to make the enhancement a faction enhancement which affects all Centauri fleets.

* 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. (Date: 1999/3/1)
* The effect of having both the Valarius and Tolonius VII in play is that you may sponsor fleet enhancements as faction enhancements for the printed cost of the enhancement. (Date: 1999/3/1)
* If the Valarius leaves play, all faction enhancements sponsored through the use of the Valarius stay in play. (Date: 1999/1/27)
* 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. (Date: 1999/1/27)
* You cannot sponsor multiple copies of the same enhancement as a Faction Enhancement using Valarius. Only one copy of an enhancement may target a given target (in this case, your faction is the target). (Date: 1998/12/31)
* Enhancements which do not have a standard cost (such as Shadow Tech Upgrade and Recalled) cannot be used with Valarius. (Date: 1998/12/28)

Enhancement, Character

Changeling Net
(Great War - Rare)

Unique. Target a non-ambassador character. The target may rotate this enhancement to (while rotated) either treat the enhanced character as if he had the text of another character in play or cause the enhanced character to suffer no damage when attacked. Each time this enhancement is rotated, flip a coin. If the result is tails, remove the character from the game.

---

* StC is considered to have participation restrictions and cannot be used in conjunction with Empire Builder or Further Gains. However, it can be used for Master of All. (Date: 1999/3/27)

Vorlon Planet Killer
(Great War - Rare)

Limited. Irrevocable. Requires 1 Vorlon Mark to initiate, and the Shadow War must be in effect. Each turn, the Vorlon Planet Killer targets the location with the lowest Military in the faction with the most Shadow Marks, or (if none), in any faction with no Vorlon Marks. This conflict has automatic support equal to 75 plus Vorlon influence. If successful, remove the target location from the game, and this conflict is automatically reinitiated next turn (as an additional conflict). If unsuccessful, the Vorlons lose one quarter of their influence.

* A person with Maintain the Peace can use its ability to prevent Vorlon Planet Killer from resolving. If it does this, Vorlon Planet Killer is discarded at the end of the round that it does not resolve (Date: 1999/1/26)
* A successful Beyond the Rim ends the Shadow War, which means during the next conflict round, Vorlon Planet Killer will no longer meet the necessary requirements to be reinitiated and will then be discarded. (Date: 1998/12/29)
* If there are no locations that meet the targetting requirements for the Vorlon Planet Killer, the conflict does not reinitiate - it is discarded. (Date: 1998/12/29)

Conflict, Military and Psi

Learn Their Weakness
(Shadows - Rare)

If successful, this conflict becomes a faction enhancement. Your characters with Psi may rotate to aid any fleet. That fleet gains damage resistance when in combat with Shadow Fleets equal to half the character's Psi. If a fleet your character is aiding is neutralized, that character is also neutralized.

* 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. (Date: 1999/2/9)
* Military Aftermaths and Psi Aftermaths (there aren't any yet, but maybe in a future expansion) can be played on any participant in this conflict. (Date: 1999/1/13)