Aftermath

Battle Hardened *(Great War - Common)*
Target a fleet damaged in an attack.
The target fleet gains +2 Military.
* "Damaged in an attack" means it took damage as part of an attack. Since it does not specify either way, this will work if the fleet was attacked or did the attacking. (Date: 1998/12/29)

Contact First Ones *(Premier - Promo)*
Play only after the Great Machine conflict, if either you or Babylon 5 gained influence.
Target one character with a Shadow Mark. Convert all the character's Destiny Marks to Doom Marks.
* This card should be discarded after play. (Date: 1999/2/5)

Develop Relationship *(Premier - Uncommon)*
Target another player's supporting character after that character supports one of your conflicts. That character gains +1 to all abilities but if he ever attacks you or opposes one of your conflicts then discard.
* You may use DR if you initiate an "any faction may be supported in this conflict" conflict and you support a different faction. (Date: 1999/5/26)

Diplomatic Advantage *(Premier - Rare)*
Play on your ambassador. You must have won the conflict by 10 or more strength. You may draw 2 free cards instead of 1 during the draw round.
* If a faction has both Bester and Diplomatic Advantage in play, 2 cards must be drawn. Both specifically use the number 2. (Date: 1998/11/23)

Focus Your Efforts *(Premier - Uncommon)*
Target one of your participant characters. reduce one of his abilities (of 2 or more) by 2, and raise another of his abilities by 2.
* You may use Force Your Efforts on a boosted ability which may later go away. For example, character x targeted with +2 Diplomacy from Mars Colony can have that 2 Diplomacy converted to Intrigue with Focus Your Efforts. When Mars Colony is subsequently readied, the character will still have the 2 Intrigue gained from Focus Your Efforts. (Date: 1998/12/14)

Negotiated Surrender *(Premier - Rare)*
Target both parties in a war conflict. Reduce both parties' tension towards each other to 4 and end the war. The loser of the conflict loses 2 Inf, winner gains 2 Infl. If either participant has more Inf than B5, he may negate this card.
(Discard this aftermath after play.)
* Negotiated Surrender can be played on any war conflict. If the conflict was won, the initiator gains 2 influence. If it was lost, he loses 2 influence. (Date: 1999/3/10)

No Escape *(Premier - Rare)*
Discard one participant fleet that received at least half its base Military ability in damage during the turn.
(Discard this aftermath after play.)
* If a fleet receives at least half its base Military ability in damage during the turn, but has it's damage lowered to below half before the end of the turn (such as with a Fleet Support Base), it is still targettable by No Escape. (Date: 1999/6/4)

Paralyzing Injury *(Great War - Common)*
Target a neutralized participating character. All marks attached to the target character are suppressed (treated as if they had been purged). Discard this aftermath when the character becomes unneutralized.
* Here is a situation: Londo has a Shadow Mark. He is neutralized and targeted with Paralyzing Injury. Vir somehow gains a Vorlon Mark. Londo heals and becomes unneutralized. Normally he would re-gain his Shadow Mark, but because a character in his faction has a Vorlon Mark he cannot re-gain his Shadow Mark. This does not prevent Londo from healing and unneutralizing. Also, if a few turns later Vir loses his Vorlon Mark, Londo does not gain his Shadow Mark back (you only have the chance to gain back your mark when Paralyzing Injury is discarded, not after). (Date: 1999/3/25)
* Example Scenario: 1. Londo has a Shadow Mark. 2. He is neutralized and targeted with Paralyzing Injury. 3. Somehow, Vir gains a Vorlon Mark. 4. Londo heals and becomes unneutralized. 5. Normally, he would now re-gain his Shadow Mark. But he cannot gain any Shadow Marks because of Vir's Vorlon Mark. So he does not re-gain his Shadow Mark. This does not prevent Londo from healing and unneutralizing.

Errata

As It Was Meant To Be *Agenda, Major*
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.

Broken Allegiance *Event*
As your first action, rotate your ambassador and target a character of your race or a neutral character controlled by another player. The character's owner must apply the character's cost in influence or discard the character.

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

Carrier Group *Fleet, Human*
This fleet may be the target of any number of each squadron enhancement. If one of your fleets participating in the same conflict as Carrier Group is neutralized, you may transfer all squadron enhancements from that fleet to the Carrier Group.

Condemn Deportations *Conflict, Diplomacy*
Target another race. If this conflict is successful, the tensions of all races toward the target race increase by 1. If any race was already at 5 tension toward the target race when this tension increase occurred, each faction of the target race loses 1 influence.

Consultants *Group, Non-Aligned*
You may play Limited, non-Unique Character cards as Contingencies to this group. If that character is not in play (and you could sponsor him), you may apply half the printed cost of the character to put it into play as your supporting character. That character cannot attack. At the end of the Resolution Round, if he is not neutralized or discarded, return him, face-down, to this card.

Cynthia Torqueman *Character, Neutral*
Media Character. Rotate Cynthia Torqueman to support or oppose any number of conflicts at the same time. You decide whether she supports or opposes each conflict.

Day of the Dead *Event*
Unique. All players may return to play one character from their discard pile into their supporting row. If limited, that character cannot currently be in play. The character may act normally. Discard all these characters at the end of the turn.

Defense in Depth *Agenda*
All of your fleets gain +2 Military while you are the target of a Military conflict. All of your locations gain +5 Military. Your influence rating is increased by 1 for each location of your race you control.

Disaffected Centauri *Character, Neutral*
Multiple. Each player may only have 1 Disaffected Centauri in play. While Disaffected Centauri is a member of your Inner Circle, you may sponsor Centauri characters at normal (instead of double) influence cost. If you use this ability, you cannot apply any other cost reduction.

Disaffected Human *Character, Neutral*
Multiple. Each player may only have 1 Disaffected Human in play. While Disaffected Human is a member of your Inner Circle, you may sponsor Human characters at normal (instead of double) influence cost. If you use this ability, you cannot apply any other cost reduction.

Disaffected Minbari *Character, Neutral*
Multiple. Each player may only have 1 Disaffected Minbari in play. While Disaffected Minbari is a member of your Inner Circle, you may sponsor Minbari characters at normal (instead of double) influence cost. If you use this ability, you cannot apply any other cost reduction.

Disaffected Narn *Character, Neutral*
Multiple. Each player may only have 1 Disaffected Narn in play. While Disaffected Narn is a member of your Inner Circle, you may sponsor Narn characters at normal (instead of double) influence cost. If you use this ability, you cannot apply any other cost reduction.

Dust *Event*
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.

Fast Learner *Enhancement, Character*
Each time the target character participates in a conflict and is not neutralized that turn, he gains +1 to the printed ability he used in the conflict, to a maximum of 5.

Frederick Lantz *Character, Human*
If there are any conflicts in play which can raise tension that Frederick Lantz can oppose, Frederick Lantz must oppose one. You cannot pass until he has done so.

Higher Calling *Agenda*
Count each 2 Destiny Marks your characters have as 1 power. Your ambassador gains +4 to each of his abilities while participating in any conflict which can result in your faction gaining a Destiny Mark. Shadow Marks and Vorlon Marks on all characters for all factions count double.

John Sheridan *Character, Human*
John Sheridan may replace Jeffrey Sinclair. Whenever John Sheridan gains a mark of a type he does not have, he gains an additional mark of that type. Rotate John Sheridan as an action and play a conflict card. You must apply 3 influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional conflict.

Maintain the Peace *Agenda*
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.

News of Galactic Import *Event*
No conflicts may be played next turn. News of Galactic Import cannot be played next turn.

Agenda

Defense in Depth
(Premier - Uncommon)

All of your fleets gain +2 Military while you are the target of a Military conflict. All of your locations gain +5 Military. Your influence rating is increased by 1 for each location of your race you control.

Errata has been applied to the effect text

* Influence from DiD counts as power. The +5 Military granted by DiD applies to all locations you control, not just locations of your race. (Date: 1999/1/27)
* Liberating Resources, Trivial Gains and other influence gain grabbers do not work on Defense in Depth since the player is not "gaining" influence, rather their influence rating is increasing. (Date: 1998/12/21)

Disciple of Light
(Shadows - Rare)

Your Ambassador gains a Vorlon Mark. You may apply 7 Influence as an action add a Vorlon Mark to any character you control. You may apply 4 Influence as an action to add +1 support or opposition to any conflict. This does not cause a conflict to become contested.

* "Disciple of Light's last sentence [This doesn't cause a conflict to become contested.] should have been a parenthetical comment. We use parenthetical comments on the cards to remind the reader of things that would be true anyway." (Date: 1998/11/18)

Empire Builder
(Great War - Uncommon)

You cannot sponsor this agenda if your faction has any Vorlon Marks. All your Inner Circle characters gain +1 Leadership. You may rotate your ambassador to declare war against any race toward whom your tension is 5. Rotate this agenda and apply 7 influence as an action to return the top card in your discard pile to your hand if it is a Military conflict with no participation restrictions.

* Contingencies played on a Military conflict are discarded when revealed. For Conflict Contingencies played on a military conflict targetable by Empire Builder, they go to the discard pile before the conflict does. Any aftermaths played on the military conflict are discarded simultaneously with the conflict and can be done in the order the owner chooses. (Date: 1999/1/26)
* If a conflict card had gone to the discard pile from the deck (such as with Ranger Operations), that conflict can be targeted with Empire Builder. (Date: 1999/1/13)
* "Show the Colors" has participation restrictions, so cannot be used for Empire Builder. (Date:)

Forging Alliances
(Shadows - Rare)

For each 5 Influence Babylon 5 has when sponsored, and each time Babylon 5 reaches a new multiple of 5 Influence, select one race. You may sponsor and promote characters of those races as if they were members of your race. If you use this effect, you cannot apply any other cost reduction. Count each selected race as 1 power.

* Shadows and Vorlons are valid races to select. (Date: 1999/4/19)
* If the agenda is discarded/replaced, you do not keep the sponsoring discount or the power since they are attached to the agenda. (Date: 1998/12/31)

Hand of Valen
(Great War - Uncommon)

Ranger Agenda.

You may sponsor and promote Ranger characters at 2 less cost. Ranger groups you control cannot be discarded. All Ranger characters you control with a printed 0 Leadership gain a printed Leadership of 1.

Ranger characters you control gain +1 to each of their non-zero abilities.

* This will mean all Ranger characters will have a Leadership of at least 2 (those with zero gain 1, then add the +1 to all non-zero abilities). (Date: 1998/12/14)

Higher Calling
(Premier - Common)

Count each 2 Destiny Marks your characters have as 1 power. Your ambassador gains +4 to each of his abilities while participating in any conflict which can result in your faction gaining a Destiny Mark. Shadow Marks and Vorlon Marks on all characters for all factions count double.

Errata has been applied to the effect text

* Higher Calling does not double your marks, you count your marks as double. If you purge a mark, it counts as is if you lost two (i.e. you lose one mark which was counted double). (Date: 1999/5/13)
* If you are bringing Prime Minister Mollari into play and adding up the number of Shadow Marks to purge, you use the undoubled number of marks to determine the Diplomacy Bonus. (Date: 1999/2/23)

Imperialism
(Premier - Common)

Your ambassador gains +2 Leadership. Gain +2 influence for each location you capture. Lose 2 influence if a location you control is captured. You may use captured locations as if they were your own.

Group, Narn

Narn Rabble
(Premier - Uncommon)

Rotate and target a character whose highest ability is 4 or less. That character rotates for no effect.

* You may target a neutralized character with Narn Rabble. (Date: 1999/5/27)
* Narn Rabble cannot sustain. You can only sustain cards that increase abilities. (Date: 1998/12/8)

Group, Non-Aligned

Consultants
(Great War - Rare)

You may play Limited, non-Unique Character cards as Contingencies to this group. If that character is not in play (and you could sponsor him), you may apply half the printed cost of the character to put it into play as your supporting character. That character cannot attack. At the end of the Resolution Round, if he is not neutralized or discarded, return him, face-down, to this card.

Errata has been applied to the effect text

* You cannot use Suarez Cil'tlakh to blank Consultants and keep characters brought into play with it in play after the end of the round. Effects with a time limit are divorced from the card generating the effect. Because of this, blanking the card does not get negate the discarding. If Consultants is discarded, all characters under it are discarded with it. Characters in play are discarded at the end of the round. (Date: 1999/4/19)
* When you play a consultant, it is not considered to be sponsored and any effects which are triggered by their being sponsored do not occur. (Date: 1999/4/12)
* If you have Chosen of God in play, you may play Human, Centauri, Minbari and Narn characters as contingencies on Consultants. However, you may not bring them into play while CoG is in effect. You may also play shadow or vorlon characters on consultants if you have no marks in your faction. (Date: 1999/4/9)
* You may have more than one character card under Consultants at the same time. You may bring more than one of them into play on the same turn as seperate actions. (Date: 1999/3/8)
* "Consultant" characters are considered in play, though they are not considered to have been sponsored. (Date: 1999/2/3)
* 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)
* Using the ability of Consultants does not count as sponsoring the character. Treat hiring a consultant in the same way you would treat Soul Hunting that card. Note that these effects when used on Emperor Cartagia will kill Emporer Turhan. (Date: 1999/1/14)

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.

Errata has been applied to the effect text

* When you discard a conflict card used with Seizing Advantage, you discard back to the discard pile of the player who owns the card. (Date: 1999/3/22)
* 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: 1999/1/25)
* A Soul Hunted character is a card in your faction, so meets the requirement for Seizing Advantage. A Puppeteered character is not a card in your faction, so does not meet the requirement. (Date: 1998/11/25)
* Seizing Advantage, on its own, does not allow you to initiate a conflict. However, any time that you can initiate a conflict through other means (i.e. during the conflict round, using John Sheridan, Secret Strike, etc.), you can use the SA ability to select that conflict from another player's discard pile instead of from your hand. If you use the SA ability, you must pay for it, in addition to any costs to initiate a conflict in the first place. (Date: 1998/11/20)

Strength In Adversity   *(Premier - Uncommon)*
Rotate this agenda to apply support or opposition to any target. The amount applied is equal to the difference between the highest player influence rating minus your influence rating. If the player with the most power has 1 to 4 more power than you do, count the difference as power.

Errata has been applied to the effect text

* You cannot use SIA to oppose a conflict in which sides may only be supported. (Date: 1999/3/29)

Support of the Mighty   *(Premier - Uncommon)*
Your cost to sponsor any character with an ability of 6 or higher is reduced by 2. Count each of your ready characters with an ability of 6 or more as 1 power.

* SotM counts current ability including any bonuses given by groups, assistants, etc. (Date: 1999/3/8)

Thought Police   *(Psi Corps - Rare)*
When determining your cost to promote a character, ignore all Psi Cops already in your Inner Circle. Whenever another player loses an opposable conflict (that they initiated), and your faction supplied at least half of the total opposition during resolution, gain +1 power (permanently).

* There are no restrictions on who can sponsor this agenda. No conspiracy marks are required. (Date: 1999/6/3)
* You keep the power even if Thought Police is discarded/replaced. We Are Not Impressed can cause this power to be ignored, though. (Date: 1999/6/3)

Total War   *(Premier - Rare)*
Your ambassador loses 2 Diplomacy and gains a Doom Mark, but gains +2 Leadership while you are at war. If a war conflict you initiate is contested but successful, you gain +1 influence and your target loses 1 influence. While opposing your conflicts or attacking your fleets, all other players' fleets gain +1 Military.

* The influence you can gain from Total War comes from the Agenda, and not come from the war conflict. So you cannot use effects that target influence gained from a conflict (such as rotating your homeworld). (Date: 1998/11/18)

War Footing   *(Great War - Uncommon)*
You may have two copies of any of your race's Limited fleets in play at the same time. (If this agenda leaves play or is blanked, you must return any extra copies of the limited fleets to your hand). Gain +1 influence for each war conflict you win by 10 or more.

* If you replace War Footing with another copy of War Footing, any extra limited fleets you have in play return to your hand. (Date: 1999/2/8)
* If another faction has a copy of one of your limited fleets in play you may not sponsor a second copy of it into play. War Footing says you can sponsor a second copy of limited fleets which you have in play (not which another player has in play). (Date: 1999/1/13)
* If you have this agenda in play, and during a turn end up with a number of your limited fleets neutralized, you can discard the War Footing agenda during that turn to return any neutralized 'second copies' of the damaged/neutralized fleets back to your hand. (Date: 1998/12/30)
* Nothing happens to a leader of a fleet that is returned to your hand. He will remain rotated until readied for the remainder of the turn (unless an effect that readies the character is used). (Date: 1998/12/30)
* If War Footing is discarded or blanked, the fleets that are returned to hand are chosen by the controller. (Date: 1998/12/21)

* 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)

Fleet, Vorlon

Vorlon Cruiser   *(Shadows - Uncommon)*
Multiple. Any player with 3 Vorlon Marks may sponsor this fleet at normal cost if a Vorlon location is in play. This fleet cannot be led or targeted by a non-Vorlon enhancement. This fleet ignores the first 3 points of damage suffered in any attack. Rotate to add this fleet's Military and 1 point of damage resistance to any other Vorlon Fleet in play. This fleet is neutralized if the fleet it is aiding is neutralized.

* Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target the Vorlon Cruiser are counted (the Vorlon Cruiser would gain the +1 military). (Date:)
* The Vorlon Cruiser can not be led at all. Additionally, it can only be targetted for enhancement with Vorlon Fleet Enhancements. (Date:)

Vorlon Strike Fleet   *(Great War - Rare)*
Any player with 4 or more Vorlon Marks may sponsor this fleet at normal cost if the Shadow War is in effect. This fleet has 4 damage resistance.

May only be targeted by Vorlon Enhancements. May only be led by Vorlon characters. This fleet must support a Military conflict requiring Vorlon Marks to initiate if any are in play. May not support any other conflict.

* This (and any other card which cannot be played without the appropriate mark) is considered to require that mark. (Date: 1999/3/4)
* The Vorlon Strike Fleet can never support a conflict that does not require Vorlon Marks. The Vorlon Strike Fleet can attack. However, if a Military conflict is in play that requires Vorlon Marks, supporting that conflict will be the fleet's first priority. (Date: 1999/2/20)

* If Master of All's effect text is blanked for some reason, you may still initiate and win any of the four requisite conflicts. You may not initiate the final conflict until the agenda's text is unblanked. (Date: 1999/3/2)
* Secret Strike can be used to initiate the final all abilities conflict for Master of All. John Sheridan cannot (because JS' text specifies a "conflict card"). If you don't win your final Master of All conflict, you may re-initiate it during the next turn's Conflict Round (i.e. you don't have to win four more conflicts of the different ability types to try again). (Date: 1999/2/10)
* 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)
* The original four conflicts can come from any source available, including conflict cards and groups. Agenda conflicts are obviously not possible because Master of All only generates the final conflict, not the earlier ones. (Date: 1999/1/5)
* The final conflict is a special "can I win the game plaese?" conflict generated from the agenda. (Date: 1999/1/5)
* If you win a couple of the needed conflicts while Master of All is your agenda, and it is subsequently replaced with another copy of the Master of All agenda, you have to start over (the conflicts won with the previous copy do not count toward the new copy). (Date: 1999/1/4)
* If this agenda is replaced, you must begin again in winning your conflicts. Any conflicts won prior to replacement do not count towards fulfilling the requirements for victory. (Date: 1999/1/4)

Agenda, Non-Aligned

Chosen of God   (Great War - Rare)
Choose a Non-Aligned species. Your characters and locations of that species have all their printed abilities doubled. You cannot control Centauri, Human, Minbari, or Narn cards. Whenever you gain influence from a conflict and all participants from your faction in that conflict are from the selected species, gain +1 additional influence.
* If you use a card (i.e. Puppeteer) to take control of a character and use them to support a conflict, you may still gain the bonus from Chosen of God because the character is not from your faction. (Date: 1999/4/19)
* If you win a conflict but have no participants (via automatic support, etc) you do not gain the influence bonus from CoG. You must have at least one participant character of the chosen race to gain the bonus. (Date: 1999/3/10)
* When participating in conflicts which double the ability used at resolution, since Chose of God doubles a character's printed ability, this effectively gives the character quadruple their ability during resolution. This is an exception to the general rule that effects which double abilities at resolution are not cumulative. (Date: 1999/2/18)
* 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)
* In order to qualify for the +1 bonus, all participants including fleets must be of the chosen race. (Date: 1999/1/21)

Fulcrum of Power   (Great War - Common)
Your cost to sponsor Neutral and Non-Aligned characters is reduced by 1. You may apply additional influence each turn equal to the number of different Non-Aligned species in your Inner Circle. Each time there is a Babylon 5 vote and the Non-Aligned vote breaks a tie, gain +1 power.
* The influence bonus is continuous. Immediately following your promotion of a new species into your Inner Circle, you will be able to apply an additional influence. (Date: 1998/12/31)
* If you spend temporary influence from Fulcrum of Power, then replace FoP with another copy of FoP the temporary influence is refreshed (i.e. you may spend it again). This will only replenish the temporary influence, it will not give you additional temporary influence (if you had not spent any of the temporary before replacing the agenda) (Date:)

Peaceful Unification   (Great War - Fixed)
Your ambassador gains +3 Diplomacy while opposing conflicts targeting your faction. Neutral characters you control gain +1 to their highest ability. Count each race that has a tension toward you fo 1 as 1 power, and count each state of alliance you are in as 1 power.
* If a faction is not in play that you have mutual tensions of one towards, you may not count that as power. (Date: 1999/2/15)
* If you have a neutral character who has 2 stats that are equal, he does not gain a +1 bonus because he does not have a single highest statistic. (Date: 1999/1/15)

This fleet gains +4 Military while participating in a Military conflict that targets you.
* "You" includes your faction and all cards in your faction that you control. (Date: 1998/11/11)
* If it receives 8 or more points of damage during a military conflict targeting you, the Fleet of the Line will become neutralized after the conflict resolves because its military bonus goes away. (same principle, different values, if the fleet is otherwise enhanced). (Date: 1998/11/8)

Support Fleet (Human)   (Shadows - Common)
Multiple. Cannot support or attack. Rotate to enhance any other Human 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)

Fleet, Minbari

Expeditionary Fleet (Minbari)   (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)

Grey Council Fleet   (Premier - Rare)
You may only initiate Military conflicts that target a player with whom you are at war. This fleet may be promoted to your Inner Circle. If this fleet is then neutralized, it heals as an Inner Circle character until unneutralized and is not discarded. (The fleet is not otherwise treated as an Inner Circle character.)
* With the Grey Council Fleet in your faction, the only Military conflicts you can initiate are ones that target a player you are at war with. (Date: 1999/2/1)
* There is nothing that prevents any card from remaining in the Inner Circle if it can find a way there, only limitations on how it can get there. It stays. (Date: 1998/11/30)

Support Fleet (Minbari)   (Shadows - Common)
Cannot support or attack. Rotate to enhance any other Minbari 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)

Fleet, Narn

Expeditionary Fleet (Narn)   (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 (Narn)   (Shadows - Common)
Multiple. Cannot support or attack. Rotate to enhance any other Narn 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)

Fleet, Non-Aligned

Combined Fleet   (Great War - Rare)
Multiple. Chose one of the following three abilites when this fleet is sponsored: 1: When this fleet attacks or is attacked, before the attack is resolved, inflict one point of damage on the other fleet. 2: Characters gain +2 Leadership while leading this fleet. 3: This fleet applies +4 opposition during resolution if opposing a conflict targeting you.

* This card should read "Remove from play all cards you control which picture or require Shadow Marks." Because of this, if you play PM Mollari, you must discard any characters with Shadow Marks pictured on them (such as Senator Young or Shadow Contact). This is a clarification of an earlier ruling. (Date: 1999/4/12)
* This card should read "Remove from play all cards you control which picture or require Shadow Marks." Because of this, if you play PM Mollari, you must discard any characters with Shadow Marks pictured on them (such as Senator Young or Shadow Contact). (Date: 1999/3/9)
* If you are not the Centauri Faction with Londo Mollari or Lord Mollari as your faction ambassador, you may not play Prime Minister Mollari (even if you replaced Londo Mollari with Lord Mollari). You do not control the Mollari character being replaced, therefore he is not yours. (Date: 1999/2/10)
* The Great War version of the card specifies "replace your Londo or Lord Mollari". The promotional version of this card says "replace a Londo or Lord Mollari". The Great War version takes precedence. (Date: 1999/1/6)

Character, Human

Bester *(Premier - Rare)*
Psi Cop.
You must draw 2 free cards (instead of 1) per turn while you control Bester. Bester cannot become an Inner Circle character.
Errata has been applied to the effect text
* If a faction has both Bester and Diplomatic Advantage in play, 2 cards must be drawn. Both specifically use the number 2. (Date: 1998/11/23)

Commander Ivanova *(Shadows - Uncommon)*
Human Ambassador's Assistant.
Must Replace Susan Ivanova.
Transfer all Aftermaths and Enhancements.
Rotate to give any Human character +1 Leadership for the rest of the turn.
* If Susan Ivanova has the Latent Telepath enhancement (Psi 3) when Commander Ivanova (Psi 1) replaces her, Commander Ivanova will have a Psi of 1 (one). Since Latent Telepath increases Psi for a character who has Psi of zero, it doesn't affect Commander Ivanova. (Date: 1999/3/19)
* Any bonuses Susan Ivanova gains from Fast Learner will be lost if Susan Ivanova is replaced with Commander Ivanova. (Date: 1998/11/30)
* Commander Ivanova cannot be sponsored unless Susan Ivanova is in play (she can only enter play by replacing Susan Ivanova). (Date:)

John Sheridan *(Premier - Rare)*
John Sheridan may replace Jeffrey Sinclair. Whenever John Sheridan gains a mark of a type he does not have, he gains an additional mark of that type. Rotate John Sheridan as an action and play a conflict card. You must apply 3 influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional conflict.
Errata has been applied to the effect text
* If John Sheridan gain two marks (of a type he doesn't already have) of the same type at one time, he ends up with 3 marks (not 4). (Date: 1999/2/3)
* If one of John Sheridan's marks is converted to a type of mark he doesn't already have (such as with Dedicated Follower), he is not considered to have "gained" that mark - conversion is not considered a gain. (Date: 1999/1/13)
* Sheridan will only gain 1 Vorlon/Shadow Mark if Playing Both Sides is sponsored into a faction with him as the Ambassador. (Date: 1999/1/13)
* John Sheridan does not have to replace Sinclair to enter play - he may be sponsored as a normal character. (Date: 1998/07/01)
* When Jeffrey Sinclair is replaced by John Sheridan, Jeffrey Sinclair is removed from play (not discarded). (Date: 1998/07/01)
* A non-Human player may replace Sinclair with John Sheridan from their hand, but the Human player would have control of Sheridan. (Date: 1998/07/01)

Luis Santiago *(Premier - Rare)*
Earth Alliance President.
Luis Santiago cannot become an Inner Circle character. Rotate Luis Santiago to move any altered Human tension or unrest to the level at which it began the turn.

Target a card another player sponsored since your last action. Apply the same amount of influence the player applied. Return the target card to its owner's hand. The owner cannot sponsor any copy of that card for the rest of the turn.
* Taunts and Games cannot target We Are Not Impressed. (Date: 1999/6/1)
* If used on a United Fleet, the United Fleet goes back into the sponsoring player's hand. The discarded fleets stay discarded. Taunts and Games may also be used on any card that is "sponsored for free" (e.g. a character from Conscription) (Date: 1999/3/4)
* You may not use Taunts and Games to bounce an agenda that is replacing another one. (Date: 1999/3/1)

Temporary Aid *(Shadows - Common)*
If you have no Shadow Marks and no Vorlon Marks, then for the rest of the turn you may apply 1 influence per mark to ignore Shadow or Vorlon Mark restrictions on each card you play, up to a limit of the number of such marks on characters in play.
* For the rest of the turn in which you play Temporary Aid, you may play a card requiring Shadow or Vorlon marks by applying influence equal to the total number of Shadow or Vorlon marks required to play the card. This can only be done for cards where the number of marks required does not exceed the number of marks in play which are of the particular type of mark required. This is in addition to the normal influence costs of the card being played. You may play multiple cards in this fashion during the turn in which Temporary Aid was played, provided you can meet the requirements. (Date:)
* If cards are played during the round that increase the number of marks in play, then the maximum number of marks you can pay to ignore increases as well. (Date:)
* If you gain a Shadow or Vorlon mark during the turn, you are no longer entitled to pay to ignore marks. (Date:)

Trade Windfall *(Premier - Common)*
Gain +1 influence if you are in a state of Free Trade with another race.
Influence Cost: 7
* Only the faction playing the card gains the benefit from Trade Windfall (not any other factions of the same race). (Date: 1999/1/26)

Unexpected Return *(Great War - Uncommon)*
Irrevocable. Return to play, as a supporting card for you, a character in your discard pile who can only be brought into play through replacement. (There can be no other copy of that character in play.) The character must have been in play earlier in the game.
* You may use Day of the Dead or a Soul Hunter to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements. (Date: 1999/1/14)

Unrecognized Data *(Premier - Common)*
Target a fleet. The target fleet cannot be attacked for the rest of the turn.
* A fleet targeted by this event cannot be attacked. However, if it attacks it will still take damage as a consequence of that attack. (Date: 1999/1/15)

We Can't Allow That *(Shadows - Common)*
You may participate in a conflict that excludes your race or faction. The restriction is lifted for cards in your faction only. You must abide by all other restrictions in the conflict. Any other players who participate in the conflict may raise their tension toward you by 1 during resolution.
* You can use WCAT to participate in a conflict that normally excludes you (eg. Let Them Fight). (Date: 1999/2/8)

What Do You Want *(Premier - Common)*
Any player who wishes rotates his ambassador. Each ambassador who rotates gains a Shadow Mark. The Shadows gain +1 Influence for each mark taken.
* Non-Aligned characters with 'Species Ambassador' in their effects cannot rotate to gain a Shadow mark unless they are the faction ambassador (Date: 1999/1/26)

Who Are You *(Premier - Common)*
Any player who wishes rotates his ambassador. Each ambassador who rotates gains a Vorlon mark. The Vorlons gain +1 Influence for each mark taken.
* Non-Aligned characters with 'Species Ambassador' in their effects cannot rotate to gain a Vorlon mark unless they are the faction ambassador. (Date: 1999/1/26)

Religious Caste.
Rotate Lovell to attack a Human character using Lovell's Intrigue. Discar Lovell after using this attack.
* Lovell can attack a human character as a normal character without being discarded if the conditions for a normal attack are met (e.g., the human character is participating in a conflict that Lovell can participate in). (Date: 1998/11/11)

Minbari Telepath *(Premier - Fixed)*
Religious Caste.
Rotate Minbari Telepath to reduce a target's abilities by 2 for the rest of the turn (minimum 0)
* If a character has normal damage leaving them with 2 or less as a highest ability, and is subsequently targeted by Minbari Telepath's ability reduction effect, the character will be neutralized. (Date: 1998/07/01)
* If a character has a highest stat of 2 or less, but no damage, and is targeted by the Minbari Telepath's ability reduction effect, the character will not be neutralized. A character must have at least 1 point of damage to be neutralized. (Date: 1998/07/01)

Shal Mayan *(Premier - Fixed)*
Religious Caste.
Rotate Shal and apply 5 influence to ready a rotated Inner Circle character. The effect of that character's action is not cancelled. If the character participated in a conflict, he cannot participate in that same conflict.
* If a character has the aftermath Crisis of Self, which makes you pay double the influence cost to ready the character, the aftermath takes priority so Shal Mayan cannot ready the character. (Date: 1998/12/14)
* Shal Mayan can ready an Inner Circle character who has rotated to heal severe damage so that they can rotate to heal a second time. (Date: 1998/07/01)
* A character who participated in a conflict still has their ability supporting/opposing the conflict after being readied by Shal Mayan. (Date: 1998/07/01)

Character, Narn

Du'Rog *(Premier - Common)*
If Du'Rog is discarded from play, you may cause 4 points of damage to any Narn character.
* You may not use Du'Rog's effects text if you fail to successfully use a Changeling Net on another character to copy his text because the targetted character is removed from the game, not discarded. (Date: 1999/1/18)
* If Du'Rog never enters play, you cannot use his effect text. So, discarding him from your hand does not allow you to use his effect text. (Date: 1998/07/01)

G'Kar *(Premier - Fixed)*
Starting Narn Ambassador.
Member of the Kha'Ri.
G'Kar gains +2 Intrigue while he is the target of an Intrigue conflict.
* If the following happens, G'Kar will gain permanent Psi: Player 1 plays Dust on Player 1's G'Kar, Player 2 plays Vorlon Enhancement on G'Kar, player 3 plays Not Meant To Be on the Dust that targetted G'Kar. (Date: 1999/1/13)
* G'Kar's special ability only applies when he specifically is targeted. It does not count when his faction as a whole is targeted. (Date: 1998/07/01)
* He gains the +2 boost until the end of the turn regardless of how he uses it. So, he can use the +2 intrigue in other conflicts other than the one that targets him. (Date: 1998/07/01)

G'Neb *(Great War - Uncommon)*
G'Neb cannot participate in any conflict which already has a participant fleet led by a Narn character. Once G'Neb is participating in a conflict, no more Narn leaders can participate.
* G'Neb's text refers only to those Narns leading fleets. Using G'Neb in Leadership conflicts does not prevent the use of other Narns with Leadership in the Leadership conflict. (Date: 1999/2/10)

Ja'Doc *(Premier - Fixed)*
While ready, you may negate any event being played. Discard Ja'Doc when this effect is used.
* If Ja'Doc's effect is applied to a unique event, that event can be played again because it is considered to have not "hit the table". (Date: 1998/12/9)
* Ja'Doc's effect is applied at the same time the event is played, so it cannot be used later in the turn to affect a previously played event. (Date: 1998/07/01)

* "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 otherwuse 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)
* A "ready supporting card" is just that, a non-inner circle card in your faction that is ready to take an action. (Date: 1998/12/7)
* You cannot bring in a card of the same type as the card you discard. (e.g., if you discard a character, you have to bring in a non-character card using New Priorities) (Date: 1998/12/7)
* You do not have to show the other players the cards you go through in your deck. "Anyone who doesn't trust you in a friendly game should go hang themselves." In a tournament, the other players may request that the Ranger (or another judge) confirm that you are actually pulling the first usable card from your deck. (Date: 1998/12/7)
* The cost to use is the cost you would pay to sponsor the card, not counting any short term effects like construction tokens or assistant discounts. (Date: 1998/12/7)

News of Galactic Import *(Premier - Common)*
No conflicts may be played next turn. News of Galactic Import cannot be played next turn.
Errata has been applied to the effect text
* Any conflicts which should be re-initiated (including Irrevocable conflicts and those affected by Prolonged Talks) are delayed for one turn in their re-initiation. (Date: 1999/2/3)
* Conflicts generated from Agendas and cards which allow the creation of a conflict to discard the card (such as Commerce Raiding) are considered "played" for the purposes of News of Galactic Import. (Date: 1999/1/13)

Not Alone *(Shadows - Rare)*
One of your characters attacks 2 legal targets simultaneously. He takes damage from both targets simultaneously as well. Discard your character.
* You can use this to attack two targets in two seperate conflicts as long as they're both legal targets. (Date: 1999/1/30)

Not Meant To Be *(Premier - Rare)*
Reverse the printed effect text of an event played since your last chance to act. You must apply influence equal to that applied by the event's player, plus 2 influence per mark required to play the event.
Errata has been applied to the effect text
* 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)
* Cards that have an effect that cannot be reversed cannot, as a whole, be reversed. They cannot, therefore, be targeted by NMTB. (Date: 1999/3/1)
* 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)
* If you are targeted by Inflexible Plans, are forced to discard 2 NMTBs from your hand, play the remaining NMTB, return the 2 NMTBs to your hand, then your opponent NMTBs your NMTB, you discard "all but one" NMTB leaving you with one remaining. (Date: 1999/1/18)
* 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)
* If the influence cost of a card is part of the effect text, not an influence number in the bottom right corner, Not Meant To Be will refund the spent influence. (Date: 1998/12/22)
* Mark purging is a part of the printed effect text of cards, and is not considered a cost for purposes of Not Meant To Be. (Date: 1998/12/21)
* A unique event targetted by Not Meant To Be can not be played again. Not Meant To Be reverses the effect of the card, not the fact that it was played. (Date: 1998/12/9)
* You can not target Not Meant To Be at an event that you, yourself, played. (Date: 1998/12/7)
* If a character receives damage from an event (e.g., accident) which causes that character to have enough damage to be neutralized, Not Meant To Be will not unneutralize the character. The neutralizing is a side effect of the printed effect of the card, it is not part of the printed effect. (Date: 1998/12/7)

Requires 3 Shadow Marks to sponsor. Morden gains +1 Intrigue for each Shadow Mark he has. Rotate Morden to reduce the cost of any card providing or requiring Shadow Marks by the number of Shadow marks he has. Min 0.

* You may purge all of Morden's shadow marks before you replace him with Mr. Morden. (Date: 1999/4/12)
* Morden's ability is used as an action. It has no target and affects all cards played for the rest of the turn for all players. It may not be used for promotion. (Date: 1999/3/30)
* 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. (Date: 1999/3/1)
* Morden's ability to reduce the cost of Shadows cards works for the rest of the turn for all valid cards. (Date: 1999/2/26)
* Rotating Morden to reduce cost is a separate action from sponsoring a card. So, if Morden sponsors a card his discount is not used. (Date: 1999/2/19)

Mr. Adams *(Premier - Uncommon)*
Rotate Mr. Adams to give one character you control +2 to any ability, if that character is participating in a conflict that can increase one player's influence while reducing another player's influence.

* The "+2 to any ability" does not have to be applied to the ability being used in the conflict. (Date: 1998/11/16)

Mr. Morden *(Shadows - Rare)*
May not be sponsored. Must replace Morden, transferring all aftermaths and enhancements. Mr. Morden gains +1 Intrigue for each Shadow Mark he has. Each turn, every player may spend an additional amount of influence equal to the number of Shadow Marks they have. This influence can only be spent to bring into play cards which require Shadow marks.

* You may purge all of Morden's shadow marks before you replace him with Mr. Morden. (Date: 1999/4/12)
* Mr. Morden's ability to spend additional influence on cards which require shadow marks may be used on zero cost cards. (Date: 1999/4/9)
* Mr. Morden does not require the player to have any Shadow Marks to be played. (you could theoretically purge all marks from Morden and all other Shadow Marks in your faction before replacing Morden with Mr. Morden). The only condition for Mr. Morden to enter play is that he replace a Morden that is in play. (Date: 1998/12/16)

Rogue Soul Hunter *(Premier - Rare)*
Soul Hunter.

Cannot be sponsored by the Minbari faction. Rotate to cause the top character in another player's discard pile to become a supporting character for you for the rest of the turn. At the end of the turn, return him to the same discard pile.

* A Soul Hunted character counts as a card in your faction until the end of the turn when it is discarded. (Date: 1998/11/25)

Sebastian *(Shadows - Rare)*
Unique. Requires 3 Vorlon Marks to sponsor. Rotate Sebastian to initiate an additional Diplomacy conflict targeting a character. The conflict has automatic support equal to that character's Destiny Marks. If successful, purge one of that character's Destiny Marks. If it fails, discard Sebastian and the character gains a Vorlon Mark.

* You can initiate a Diplomacy conflict against someone with no Destiny Marks for no effect (primarily for Aftermath purposes). If you duplicate Sebastian's text with Changeling Net you will not be able to rotate the enhanced character to initiate the conflict because "Rotate Sebastian" is a cost that you cannot pay. Even though your character has Sebastian's text, it is not Sebastian. You cannot rotate another faction's copy of Sebastian to pay this cost. (Date: 1999/2/5)

Soul Hunter *(Premier - Uncommon)*
Soul Hunter.

Cannot be sponsored by the Centauri. Rotate to call top character in another players discard pile

* You may use Day of the Dead or a Soul Hunter to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements. (Date: 1999/1/14)
* A Soul Hunted character counts as a card in your faction until the end of the turn when it is discarded. (Date: 1998/11/25)

Zathras' *(Shadows - Uncommon)*
Up to 12 Zathras cards may be in play at a time. May replace any Zathras you control. A Replaced Zathras may return to play. If you Replace a Zathras, you may apply 3 Influence to put the Zathras being replaced back in your hand. Rotate this character and target one player. If that player gains any Influence during the rest of the Action round, you gain the Influence instead.

Target an enhancement. The enhancement's effect is negated for the rest of the turn.

* You may not play a second copy of an enhancement on the same target if the first enhancement is Glitched. The title is unchanged by the glitch as is the fact that it is an enhancement. The fact that they might have different text does not chance that the enhancements both have the same title and cannot have the same target. (Date: 1999/1/25)

Hostile Reaction *(Great War - Common)*
Target one of your participant characters. Your character attacks another participant in the same conflict. (Apply damage normally.) Your character is still a participant, but is no longer supporting or opposing the conflict.

* You cannot use this to attack a character who is leading a fleet. (Date: 1999/2/15)

Hour of the Wolf *(Premier - Uncommon)*
Ready an Inner Circle character who was rotated. The effect of his action is not canceled. If the character participated in a conflict they cannot participate in the same conflict.

* You may use Hour of the Wolf to ready a character leading a fleet supporting a military conflict and the character may then rotate to lead another fleet. That other fleet may participate in a different military conflict. (Date: 1999/2/25)

Important Visitor *(Great War - Fixed)*
Sponsor a limited character loyal to your race for free. This character cannot attack. Discard the character at the end of the turn. Any player may sponsor a copy of that character at 3 less cost next turn.

* If this card has Not Meant To Be played on it, the character sponsored is returned to your hand. Any player may sponsor that character at 3 less cost next turn. (Date: 1999/5/17)

In Chaos Uncertainty *(Shadows - Rare)*
Requires 2 Shadow Mark to play. Ignore Won and Lost requirements for all Aftermaths during the resolution round this turn.

* What In Chaos, Uncertainty does is ignore the meaning of Won and Lost. They become irrelevant, but do not actually disappear. ICU does not blank the type of the card. A Lost Aftermath is still a Lost Aftermath; the word Lost simply becomes meaningless. If you have Justin in play, he doesn't care what meaning Lost might have; he just prevents it from attaching to his faction. (Date: 1999/2/15)

In Chaos, Uncertainty *(Shadows - Rare)*
Requires 2 Shadow Mark to play. Ignore Won and Lost requirements for all Aftermaths during the resolution round this turn.

* The effect applies to all players. So, all players "Ignore Won and Lost requirements...". (Date: 1998/12/17)

Inflexible Plans *(Great War - Common)*
Target a player with a Doom Mark. Look at the player's hand, and discard all but one copy of each event in his hand.

* If you are targeted by Inflexible Plans, are forced to discard 2 NMTBs from your hand, play the remaining NMTB, return the 2 NMTBs to your hand, then your opponent NMTBs your NMTB, you discard "all but one" NMTB leaving you with one remaining. (Date: 1999/1/18)

Interference *(Great War - Common)*
Target another player's rotated character. Apply influence equal to the character's highest ability. Ready the target character. Cancel any ongoing effects of his last action. The character cannot repeat the cancelled action this turn.

* "his last action" refers to "the target character"s last action. (Date: 1998/12/22)
* If the character readied by Interference attacked another character, the readied character cannot attack the same target again this turn (Date: 1998/12/21)

Internal Opposition *(Shadows - Uncommon)*
Target a player. Discard one of his enhancements. Any player may prevent this card from taking effect by applying 3 times the target player's race's unrest.

* Since Internal Opposition targets a player, not an enhancement, Egyption God of Frustration cannot prevent Internal Opposition from discarding an enhancement EGoF is protecting. (Date: 1999/2/9)
* Internal Opposition may be used to remove We Are Not Impressed since it says "Target a player" and We Are Not Impressed says "Events cannot target this enhancement." So, Internal Opposition would not be targetting the enhancement. (Date: 1999/1/22)

Knowledge of Shadows *(Premier - Common)*
Requires 1 Shadow Mark to play. Go through your deck and select 1 event card of your choice which directly modifies Military or Leadership. Show it to your opponent, then put it in your hand. Shuffle your deck.

* A card which gives +1 to "all abilities" will count for Knowledge of Shadows, but a card which affects "all non-zero abilities" will not. (Date: 1999/1/13)

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.

Errata has been applied to the effect text

* If you use the Non-Aligned Aide to provide support for a conflict while you have Chosen of God in play with only participants of the Chose race, you will gain the bonus from winning the conflict as the Aide does not become a participant. You may only use the Non-Aligned Aide's ability in a Diplomacy conflict (even those conflicts which allow the use of Diplomacy). (Date: 1999/4/9)
* Since multiplicative bonuses come before additive 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)

Non-Aligned Captain *(Great War - Fixed)*
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.

Errata has been applied to the effect text

* Since multiplicative bonuses come before additive 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)

Suarez Cil'tlakh *(Great War - Fixed)*
Llort Ambassador. While in the Inner Circle, rotate Suarez Cil'tlakh and target a group. Rotate the group (for no effect). The group's effect text is considered blank while it remains rotated. The group's controller must apply 3 influence during the ready round to ready the group, or it remains rotated.

* If Suarez targets a group which has generated a conflict, the blanking of the group does not affect the conflict. Suarez may blank the text of groups which have already been rotated. (Date: 1999/4/14)
* Suarez Cil'tlakh may not sustain. (Date: 1999/2/15)

Telepath Recruit *(Great War - Common)*
Multiple. Any Psi conflict you initiate begins with 1 automatic support.

* The telepath recruit has no species and does not count for the purposes of Fulcrum of Power. (Date: 1999/1/26)

Vizak *(Great War - Fixed)*
Drazi Ambassador.
Every time Vizak rotates to support or oppose a conflict, you must apply 1 point of damage to a non-neutralized character you control.

* Leading a fleet does not count as supporting or opposing a conflict. (Date: 1999/1/21)

Character, Shadow

Anna Sheridan *(Great War - Rare)*
Requires 3 Shadow Marks to sponsor. Anna Sheridan can only lead Shadow fleets. Rotate Anna Sheridan and target any Sheridan character. While she remains rotated, treat all but one of the target character's Destiny Marks as Doom Marks.

* Anna Sheridan may sustain using her effect targeting Sheridan. (Date: 1998/12/28)

Justin *(Great War - Rare)*
Requires 8 Shadow marks to sponsor.
Rotate Justin and target any character you control. Apply 5 influence per Shadow Mark on that character. The target character gains a number of Shadow Marks equal to his current number of Shadow Marks.
Lost Aftermaths cannot be played on conflicts you initiate.

* You can not use the additional influence Mr. Morden provides to pay for Justin's special ability since you're not bringing a card into play with this effect. (Date: 1998/12/11)

Character, Vorlon

Ambassador Kosh *(Shadows - Rare)*
Kosh Naranek is discarded and cannot reenter play. Vorlon Influence must be 10 or higher and you must have 3 Vorlon Marks to sponsor. Unless specifically permitted, no effect can target Ambassador Kosh. All Vorlon Mark requirements for card play are reduced by 2 (to a minimum of 1). The player with the single most Vorlon Marks may rotate him to apply support or opposition to a Diplomacy conflict equal to that player's Vorlon Marks, or to cast the Vorlon vote during a Babylon 5 vote.

* Ambassador Kosh's Vorlon Mark cannot be purged. (Date: 1999/1/13)

Ulkesh Kosh *(Great War - Rare)*
Any player can sponsor Ulkesh Kosh into the control of any faction with Vorlon Marks. Kosh Naranek and Ambassador Kosh are removed from the game when Ulkesh Kosh is sponsored. Babylon 5 loses 4 influence when Ulkesh Kosh is sponsored. Vorlon Marks cannot be purged while Ulkesh Kosh is in play.
Ulkesh Kosh is not discarded when neutralized.

* If you come to a card which you can put into play via replacement, but cannot sponsor (i.e. an Agenda when you currently have one, Commander Ivanova, Lord Mollari, etc), it does not satisfy the requirement of "could sponsor". (Date: 1999/2/12)
* You may play this card if you have an unrest of 5. The increase in unrest is not a cost for playing, but an effect. (Date: 1999/1/30)
* You may play Conscription if your unrest is already at 5. When looking for a card, you must put into play the first card of any type that specifies your race (including Agendas, Characters, Locations, Fleets, Groups and Enhancements) (and which meets the sponsorable requirement) (Date: 1999/1/21)
* "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle character and sufficient influence to sponsor the card are not required. (Date: 1999/1/20)
* You don't have to rotate an Inner Circle character. (Date: 1999/1/2)

Contact With Shadows *(Premier - Common)*
The Shadows gain 1 Influence. Target character you control gains a Shadow Mark.

* If you have a Vorlon/Shadow Mark (for whatever reason), you may not sponsor any card that would provide (directly or indirectly) one or more Shadow/Vorlon Marks to your faction. You may generate effects from other sources than sponsoring that would *try* to add such a mark to your faction (such as events), but that effect would fail. (Date: 1999/3/29)

Contact With Vorlons *(Premier - Fixed)*
The Vorlons gain 1 Influence. Target character you control gains a Vorlon Mark.

* If you have a Vorlon/Shadow Mark (for whatever reason), you may not sponsor any card that would provide (directly or indirectly) one or more Shadow/Vorlon Marks to your faction. You may generate effects from other sources than sponsoring that would *try* to add such a mark to your faction (such as events), but that effect would fail. (Date: 1999/4/13)

Day of the Dead *(Great War - Rare)*
Unique. All players may return to play one character from their discard pile into their supporting row. If limited, that character cannot currently be in play. The character may act normally. Discard all these characters at the end of the turn.

Errata has been applied to the effect text

* If you Day of the Dead a replacable character then replace them the replacing character stays in play at the end of the turn. (Date: 1999/1/18)
* You may use DotD to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements. (Date: 1999/1/14)

Declaration of War *(Premier - Fixed)*
Requires a tension of 5 towards the target race. Rotate your ambassador. Your race and the target race are at war.

* When to factions go to war, any other factions of those races are at war as well. (Date: 1999/1/25)

Defector Revealed *(Great War - Promo)*
Replace a Disaffected character you control with another character loyal to that race. The new character must not be restricted against joining your Inner Circle. Apply influence equal to the difference between the cost of the Disaffected character and the replacing character.

* The Disaffected Character being replaced is removed from play. (Date: 1999/1/13)
* Use the printed costs for the Disaffected character and the replacing character. (not doubled, or otherwise modified, costs). (Date: 1998/11/16)

Destiny Fulfilled *(Premier - Fixed)*
For the rest of the turn, all your ambassador's abilities increase by +1 for each Destiny Mark he has. For an additional 5 influence, all your other characters gain +1 to each of their abilities for Destiny Mark they have. For an additional 5 influence (11 total) this card becomes an enhancement for your ambassador (with the bonus fixed at play).

* If you pay 11 influence to play this event, all your characters gain +1 to each of their abilities for each Destiny mark they have *and* your Ambassador's bonus becomes permanent. (Date: 1999/5/19)

Conflict

Coup de Grace
(Shadows - Rare)

Apply 10 influence to initiate this conflict. All abilities may be used in this conflict. Target a player with whom you are at war, who has 5 Influence or less. If successful, the target must unconditionally surrender to you.

* When Coup de Grace resolves, you surrender and lose immediately. You may not check for victory later in the round (even if you have an agenda which grants a victory for which you have satisfied all the requirements). (Date: 1999/4/13)
* Aftermaths restricted by ability can not be played on a Coup de Grace conflict. (Date: 1999/1/13)

Sleeper Personality
(Premier - Fixed)

Initiate Intrigue and Psi conflict targeting Inner Circle character (not ambassador). If both conflicts succeed, the target is demoted to supporting character. In addition if you win the Psi conflict by 10 or more the target becomes your supporting character.

* You may target a neutralized character with this conflict. If successful, the target neutralized character is discarded at the end of the turn. (Date: 1999/2/2)

Conflict, Diplomacy

Alliance
(Premier - Common)

Target another race with whom you have a mutual tension of 1 and no Alliance. If successful, there is a state of Alliance between your two races. You each gain +1 influence for each 5 influence your ally has. If your two races ever go to war, the state of Alliance ends and you each lose 1 influence for each 5 influence your ally has.

* The influence gained from Alliance is not updated when the rating of one of the two partners changes. (Date: 1999/2/15)
* The influence gained from the Alliance is not counted to determine the influence gains from Alliance. So, if player A has 10 influence, and player B has 14, then they both will gain 2 (even though B will end up with 16). (Date: 1999/1/22)
* The influence gain from successful resolution of Alliance is based on the two targets' influence immediately prior to alliance resolving. (Date: 1999/1/22)
* It is the Alliance conflict that gives you the influence, so you may rotate your Homeworld or use similar effects. (Date: 1999/1/21)

Beyond the Rim
(Great War - Rare)

Unique. Irrevocable. Lorien must be in play and you must have 3 Destiny Marks to initiate. This conflict has automatic opposition equal to the higher of Shadow or Vorlon influence. If successful, Ambassador Kosh and all other Kosh cards, Lorien and all Shadow and Vorlon fleets and locations are removed from the game, and such cards cannot ever (re)enter play. Any player may discard any cards they control which require Shadow or Vorlon Marks. Purge all Shadow and Vorlon Marks. The Shadow War is over. Shadow and Vorlon influence drops to zero and cannot increase. Gain +3 influence.

* This card may be used to discard Major Agendas. The text should have included "even a Major Agenda" but there was not enough room on the card. (Date: 1999/4/16)
* After Beyond the Rim is played, you can still gain Shadow or Vorlon Marks. Only the specifically named characters leave play. All other characters stay in play. (Date: 1999/2/15)
* A successful Beyond the Rim ends the Shadow War, which means during the next conflict round, Shadow Clould and/or Vorlon Planet Killer will no longer meet the necessary requirements to be reinitiated and will then be discarded. (Date: 1998/12/29)

Buy Favor
(Great War - Uncommon)

Target another faction. If successful, transfer one influence from the target faction to any other faction besides your own. If the recipient of the influence participates in the next conflict you initiate that does not target him, he may only support in that conflict.

* The recipient of Buy Favor may not rotate their homeworld to gain an additional influence. (Date: 1999/1/18)

Call in a Marker
(Great War - Common)

Target another faction.
If this conflict succeeds, you cast all votes controlled by the target in the next Babylon 5 vote.
If this conflict succeeds by 10 or more, gain +1 influence.

* If you win this conflict, you cast all votes controlled by the target in the next Babylon 5 vote. This includes any votes that they may control through other means (another CiaM, Non-Aligned Support, etc) (Date: 1999/5/26)

All players may only count influence as power.
(All other sources of power are ignored.)
Any player may initiate a conflict of any type which, if successful, discards this card.
Events cannot target this enhancement.

* Internal Opposition may be used to discard We Are Not Impressed. (Date: 1999/1/22)
* A player may initiate a Leadership conflict to get rid of WANI. (Date: 1999/1/14)
* If a card provides a power "sink" (i.e. negative power), such as Conscription, it is negated by WANI. (Date: 1999/1/14)
* As long as We Are Not Impressed is active, no source of power - other than influence - counts. So, power gains from cards like Long Term Investment, Fulcrum of Power, and Eyes and Ears, are ignored. (Date: 1999/1/5)
* It does not mean "initiate any conflict card." It means "initiate a special conflict aimed at canceling this particular card and pick which single ability type is proper for this conflict." (Date: 1999/1/5)

Enhancement, Human Fleet

Agamemnon
(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.
Two leaders may lead the target fleet at the same time.

* If two characters are leading a fleet that has the Agamemnon, and the Agamemnon is removed from that fleet (e.g., with Eliminate Threats), the two characters will remain as leaders for the remainder of the turn. Both leaders can sustain. (Date: 1999/5/6)

Enhancement, Location

Fighter Base
(Great War - Uncommon)

Target one of your locations. This location is now a valid target for squadron fleet enhancements. The location is then considered the "fleet" enhanced by the squadron. Rotate this enhancement to transfer a squadron between a fleet you control and this location.

* The squadron transfers are allowed in both directions (to/from a fleet). (Date: 1998/12/21)

Ranger Training
(Great War - Rare)

Target one of your non-Homeworld locations.
Apply 10 influence and target a ready non-Ranger character you control with no Shadow Marks. Rotate the character. The character gains a Vorlon Mark and "Ranger." is added to his effect text.

* If you use Ranger Training on Susan Ivanova, then replace her with Commander Ivanova, Commander Ivanova does not get the effect text of "Ranger" (Date: 1999/1/27)

Research Station
(Great War - Uncommon)

The cost for the controller of the target location to sponsor enhancements is reduced by 1 for each Research Station in his faction (to a minimum cost of 0).

* Multiple Research Stations grant cumulative benefits (i.e. you gain a discount of 1 for one RS in play, a discount of 4 for two RSs in play and a discount of 9 for three RSs in play) toward all enhancements. (Date: 1999/2/5)

Salvage Yard
(Premier - Rare)

Target one of your locations. Whenever a fleet of your race is discarded, you may apply influence equal its cost to place it in its owner's hand instead of the discard pile, provided the Military rating printed on the card is less than 7.

* It's a triggered response type of action. Normally, you use it during the Draw round when the neutralized fleet is to be discarded. It could also be used during the Action round in response to a card like Shadow Strike or Forced Evolution that discard one of your fleets. It would be done immediately when the discard occurs, during (well, just after) the other player's action. (Date: 1997/10/07)

University Complex
(Great War - Uncommon)

Target a location loyal to its controller's race. All Aides, Agents and Captains loyal to the target location's race gain +1 to their starting ability. This bonus is not cumulative with other University Complexes.

* The bonus from UC does not apply to the Ambitious Captain (Date: 1999/1/14)

Vorlon Allies
(Great War - Uncommon)

Requires 3 Vorlon Marks to sponsor. Target one of your locations. The target location gains a Vorlon Mark (which applies to your faction total) and gains +5 Military. While target by a conflict which requires Shadow Marks to initiate, this location gains +10 Military.

* The Military bonuses from Vorlon Allies are cumulative. While targeted by a conflict which requires Shadow Marks to initiate, the bonuses from Vorlon Allies would total to +15. (Date: 1998/12/21)

Unique. Target one of the Non-Aligned species. No player's ambassador species can be targeted. If successful, remove all cards of that species from the game. None can ever (re)enter play.

* If you draw a card of a species which was affected by Plague, you cannot immediately discard it and draw a new card. You must wait until the discard action (which occurs before the draw action) to discard the card of the Plagued species. (Date: 1999/2/3)
* You can play Plague even if you have cards of the target race in your faction. (Date: 1999/2/3)
* If the Non-Aligned player initiates Strike at the Heart, another player plays Plague targeting the NA player's Ambassdor's Assitant's race (Markab), the SatH conflict fails and the Plague conflict succeeds, the new Ambassador stays around. No other cards of that race may (re)enter play. (Date: 1999/1/27)
* There must be a card of the target species in play in order for that species to be targettable by Plague. (Date: 1999/1/22)

Plans Revealed *(Great War - Uncommon)*
Target a hidden agenda. If successful, guess the title of the agenda. Reveal the agenda, if it is still hidden. If you guessed the title correctly, discard the agenda (even if it is a Major Agenda).
* You can play this on your own hidden agenda. (Date: 1999/1/14)

Statement of Position *(Shadows - Uncommon)*
Target an agenda. If successful, the owner of the agenda must discard it, or this conflict becomes an aftermath targeting that agenda, which prevents the agenda from being discarded or replaced by anything besides a Major Agenda.
* Statement of Position does not allow a Major Agenda to be discarded. It is useless to target a Major Agenda with it. (Date: 1998/11/23)
* This conflict may target a hidden agenda. (Date:)

Strike at the Heart *(Great War - Uncommon)*
Irrevocable. Intrigue may be used in this conflict. May only be initiated if the Shadow War is in progress and your ambassador must have 3 or more Destiny Marks. Target the Shadows or the Vorlons. If successful, your target loses 2 influence for each Destiny Mark in your faction, and you may now sponsor Lorien. If unsuccessful, remove your ambassador from play; your ambassador's assistant becomes your new ambassador if in play; otherwise, you are eliminated from the game.
* If any player has a copy of your Ambassador's Assistant in play and you initiate and lose Strike at the Heart, that card immediately becomes a member of your faction as your Ambassador. (Date: 1999/5/26)
* If your faction loses Strike at the Heart and another player has your Assistant in play, your faction is eliminated. Interpret the phrase "your assistant" to mean "the ambassador's assistant for your ambassador who is in your faction." If you do not control your assistant, they will not lead your faction. (Date: 1999/1/27)
* If the Non-Aligned player initiates Strike at the Heart, another player plays Plague targeting the NA player's Ambassdor's Assitant's race (Markab), the SatH conflict fails and the Plague conflict succeeds, the new Ambassador stays around. No other cards of that race may (re)enter play. (Date: 1999/1/27)
* 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)

Taking Credit *(Shadows - Rare)*
Initiate this conflict as your first action. Select one other conflict as the target. This conflict must resolve before any conflict initiated during the Conflict round. If successful, any influence gains awarded by the target conflict are awarded to you instead of to the usual player faction.
* The 'usual player faction' is the faction who would otherwise have gained the influence. It will not work if a non-player faction (i.e. B5, the Vorlons or the Shadows) would gain influence. You may not use Taking Credit with The Great Machine (as there are two seperate conflicts generated, both of which are required for the influence gain). (Date: 1999/3/30)
* You cannot play Taking Credit as a second conflict unless you have a method of initiating a second conflict for the turn (John Sheridan, Opportunity for Chaos, etc). (Date: 1999/2/15)
* The player may target Taking Credit on a conflict they initiated. (provided they can initiate it - it does not, by itself, allow a second conflict to be initiated by the player) (Date: 1998/11/17)
* Prolonged Talks has no effect if played on Taking Credit. (Date: 1998/11/13)

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* 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)

Sworn to Shadows *(Shadows - Rare)*
Target a non-Ambassador character with at least 1 Shadow Mark. The character gains a Shadow Mark and gains +2 Intrigue. If any player has more Shadow Marks in his faction than the character's faction, that player may cause the character to act as if he were in the player's faction.
* When counting up the number of Shadow Marks in your faction, a character with Sworn to Shadows is considered to be in the sponsoring player's faction. When the character is rotated by another player for an effect, that player may count the Shadow Marks on that character for that effect. (Date: 1999/4/9)

Telekinesis *(Shadows - Rare)*
Target a character with Psi greater than 3. The target character gains a Strife Mark.
* 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)

Ties to the Mighty *(Great War - Common)*
Target a character who cannot become an Inner Circle character. This enhancement's coat is equal to that character's influence cost. The target character is no longer restricted against becoming an Inner Circle Character.
* This card may be used on Ambassadors who sought asylum if the Ambassador has a printed cost (i.e. Sheridan, an Assistant after Strike at the Heart, etc) (Date: 1999/3/9)

Unsung Hero *(Shadows - Rare)*
Whenever the target character gains a mark, you may apply 10 Influence to cause the mark to instead be gained by any character of your choice.
* You may use this card to move marks to characters of another player's faction. (Date: 1999/4/27)

Vorlon Enhancement *(Premier - Rare)*
Requires 4 Vorlon marks to play. Target a character with a Psi of 1 or more. The characters value is rated at 15 Psi
* 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 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)

Enhancement, Faction

Martial Law *(Great War - Fixed)*
Target your faction. Set your unrest to 5 when sponsored. You may rotate fleets to enforce martial law. While rotated (you may sustain), each 7 Military of fleets you rotate to enforce martial law lowers your unrest by 1.
* When a fleet enforcing martial law stop enforcing it (e.g., through readying) the lowering of unrest from that fleet ends - your unrest goes back up. (Date: 1999/6/3)

Premonition *(Great War - Rare)*
Must be sponsored by a Seeress or a Techno-Mage. Play an event card face down under this enhancement as a contingency. If another player plays a copy of the event, you may negate the event being played. You may then play your copy (with your choice of legal target) as if you had applied the same amount of influence, though you must meet all other requirements to play the event. Discard Premonition when you negate an event.
* This card allows only one event card to be played under it. The event card must be played when the enhancement is sponsored. (Date: 1999/3/17)

Stagnation *(Shadows - Rare)*
The target player must apply 1 Influence for no effect as an action each turn, or he must discard his free card during the following Draw round.
* If you must draw more than one free card per turn because of some outside effect (i.e. Bester) treat Stagnation as if it said "free cards". In other words, you must discard all free cards you draw. (Date: 1999/5/5)

* 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)

Conflict, Military

Arrest Dissidents *(Great War - Fixed)*
Fleets of your race apply double Military during resolution. For each 20 by which this conflict succeeds, discard one supporting character of your race (controlled by any faction).

* When a fleet's military is doubled, this includes the leadership from any leaders on the fleet. If there are no other characters of your race (except those in your faction) you must discard one of your characters. (Date: 1999/2/9)

Border Raid *(Premier - Fixed)*
Target another faction. Only the following cards can participate in this conflict: One fleet from you and your target, and leaders for those fleets. If this conflict is uncontested, the target loses 1 influence. If you win by 5 or more, gain +1 influence. Tensions between your two races increase by 1.

Errata has been applied to the effect text

* Border Raid's fleet restrictions should read "Only the following cards can participate in this conflict: One fleet from a faction of your race and from your faction's race, and the leaders for those fleets." The net result is that a single faction may only support or oppose a Border Raind, not both; another player of your race may assist you by using one of their fleets (plus leaders, support ships, etc) in the conflict. If a faction of one race Border Raids another faction of the same race, the first faction gains +1 influence and only the second faction loses one influence. This will be clarified further in v1.3 of the Rules. (Date: 1999/3/4)
* If there are two (or more) factions of the same race in play (not in a state of Civil War) and one of the factions is in play, and one of the factions is targeted with a Border Raid, an alternate racial faction may participate with one of their fleets instead of the targeted faction. In other words, any of the factions of the targeted faction's race may participate in the Border Raid, but only one fleet from any of the factions of that race may become a participant fleet. (Date: 1999/1/26)
* Tensions increase when Border Raid resolves regardless of the outcome of the conflict, as long as the conflict resolves (is not cancelled by an event like You Are Not Ready or Order Above All). (Date:)

Crusade *(Premier - Rare)*
If successful, Babylon 5 gains +1 Influence and this conflict gets 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)

Limited Strike *(Premier - Fixed)*
Target a player with whom you have a tension of 3 or higher. No other player may participate in the conflict. Tensions between the two races increase by 1. Babylon 5 loses 1 Inf. If uncontested, your target loses 2 Inf. Gain +1 Inf if win by >10.

* If a race is targeted that has multiple factions in play, either of those factions may participate in the conflict (though, with Border Raid, only one ship from the race as a whole may participate). (Date: 1999/1/21)

Shadow Cloud *(Great War - Rare)*
Limited. Irrevocable. Requires 1 Shadow Mark to initiate, and the Shadow War must be in effect. Each turn, the Shadow Cloud targets the location with the lowest Military in the faction with themost Vorlon Marks, or (if none), in any faction with no Shadow Marks. This conflict has automatic support equal to 75 plus Shadow 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 Shadows lose one quarter of their influence.

* A person with Maintain the Peace can use its ability to prevent Shadow Cloud or Vorlon Planet Killer from resolving. If it does this, the Shadow Cloud 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, Shadow Clound 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 Shadow Cloud, the conflict does not reinitiate - it is discarded. (Date: 1998/12/29)

Show the Colors *(Great War - Common)*
Any faction may be supported. Participants in this conflict gan only be attacked by fleets with whom they are in a state of war. The faction with the single most support gains +2 influence.

* You may not use Du'Rog's effects text if you fail to successfully use a Changeling Net on another character to copy his text because the targetted character is removed from the game, not discarded. (Date: 1999/1/18)
* Bold text on a card is not part of the standard effect text and is not copied or blanked by Changeling Net. (Date: 1999/1/14)
* The target of Changeling Net has its current text blanked when using Changeling Net to copy another character's text. (Date: 1999/1/6)

Concealed Weapon *(Premier - Common)*
Weapon.
May not be used with any other Weapon enhancement. Target character gains a Strife Mark.

* If the Strife Mark gained from CW is somehow purged, the character enhanced with CW has one fewer Strife Mark than previously. The character may not have another CW played on him (as he still has a CW enhancement on him). (Date: 1999/5/10)

Fast Learner *(Shadows - Rare)*
Each time the target character participates in a conflict and is not neutralized that turn, he gains +1 to the printed ability he used in the conflict, to a maximum of 5.

Errata has been applied to the effect text

* Fast Learner modifies the printed ability of the enhanced character. If Fast Learner is moved to another card, the changes to the old card remain and the new card can start gaining bonuses, but gains nothing when the move occurs. (Date: 1999/4/14)
* The ability bonuses from Fast Learner are permanent modifications of the Character card's printed ability and will remain with the character if Fast Learner is discarded or transferred to another character. (Date: 1999/4/9)
* If you play Fast Learner on a card, gain some bonuses, then replace the card, the bonuses from Fast Learner are removed. (Date: 1999/4/9)
* The first time you use the Psi of the Fast Learning Latent Telepath, the character's printed Psi ability goes to one (because of Fast Learning). At this point the Latent Telepath enhancement ceases to function and the character's Psi becomes 1. (Date: 1998/12/7)
* The ability increase from Fast Learner occurs at the end of the conflict resolution. So, if an aftermath on that conflict neutralizes the character, Fast Learner does not take effect. (Date: 1998/12/7)
* Any bonuses Susan Ivanova gains from Fast Learner will be lost if Susan Ivanova is replaced with Commander Ivanova. (Date: 1998/11/30)

Isolated *(Premier - Uncommon)*
Rotate your ambassador and select a target character. Call a Babylon 5 vote. If the vote passes, B5 gains +1 Influence and the target character loses Intrigue equal to half of B5's Influence rounded up, to min of 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)

Join the Corps *(Psi Corps - Promo)*
Target a Neutral or Human character with Psi greater than 0.
The target character is now a Human Psi Corps character.

* This may be played on any Neutral character with Psi including those targeted by Latent Telepath. Neutral characters targeted by JTC are treated as if they are Human characters and are no longer considered Neutral for any reason. (Date: 1999/1/28)

Knowledge, Then Action *(Shadows - Rare)*
Target a character with Psi. The character's controller may, as an action, discard this enhancement and rotate the character to take two actions immediately.

* The rotation of the character with Psi is a prerequisite for getting two actions. The rotated character may not participate in either of the two actions. You may rotate other characters during either or both of those actions. (Date: 1999/2/1)
* As one of your bonus actions, you may use the effects of another Knowledge then Action for an extra two actions (giving you a total of 3 actions) or discard three KTAs in a row (giving you a total of 4 actions). (Date: 1999/1/30)
* When using this card, the character becomes rotated as part of the cost of using Knowledge then Action. The player is then allowed to take two actions. (Date: 1999/1/28)

Contingency

Bluff
(Great War - Common)

Play on any card. Reveal as an action if you have not revealed a Bluff this turn. Return this card to your hand.

* The card returned to your hand is the Bluff contingency, not the card it was played under. (Date: 1999/1/5)

Contingency, Agenda

Hidden Treasury
(Great War - Rare)

Reveal when it is not your action and you lose influence. Gain +1 influence.

* Since there are no restrictions on when contingencies can be revealed (other than those in the card's effect text), Hidden Treasury may be revealed during conflict resolution. (Date: 1998/12/28)

Contingency, Character

Intelligence Gathering
(Great War - Uncommon)

Play on a character you control with 2 or greater Intrigue. Reveal when the character is attacked. You may apply up to 4 additional influence to each event you play for the reat of the turn.

* This means that for every event you play for the rest of the turn, you have 4 extra influence that you can use to play those events (basically, the amount of influence you have to apply for each event is reduced by 4). (Date: 1998/12/21)

Purple Files
(Great War - Rare)

Play on a character with 4 or more Intrigue. Reveal when the character receives enough damage to neutralize the character. The damage is not applied.

* The "4 or more Intrigue" is only required at the time the contingency is played on the character. That requirement does not need to be met when the contingency is revealed. (Date: 1998/12/31)

Contingency, Conflict

Fate Favors
(Great War - Common)

Reveal when the conflict resolves. If the conflict was supported by a character with a Destiny Mark or opposed by another faction's character with a Doom Mark, Lost aftermaths cannot be played on this conflict.

* Fate Favors may be played on another player's conflict. (Date: 1998/12/31)

Peace Dividend
(Great War - Uncommon)

Play as your first action on a conflict you initiated which has no participation restrictions (besides conflict type). Reveal when the conflict resolves if there are no participants who attacked during the conflict. Babylon 5 gains +2 influence.

* If an attack did occur during the targetted conflict, Peace Dividend has no effect and is just discarded with the conflict when the conflict is resolved. (Date: 1998/12/31)

Contingency, Enhancement

Guarded Resource
(Great War - Rare)

Reveal when an effect occurs which would discard the enhancement. Do not discard the enhancement.

* Guarded Resource played on an enhancement which has specific conditions for discarding in general will prevent a card from being discarded if the condition is an "instant" effect. Guarded Resource used on the following Enhancements prevents the enhancement from being discarded if the requirements on the card's text for discarding are fulfilled: To Stand Alone, Commerce Raiding, Isolationism, Luxuries of Homeworld, No Alternatives, Overworked, Premonition*, Propoganda, Prove Your Worth, Shadowwatch, Unrelenting Pressure, Vital Interests, We Are Not Impressed, Babylon 5 Unrest, Forced Commitment. For Premonition, you have the option of not playing the event in which case it stays around to be used later if possible. Guarded Resource will prevent the following Enhancement's effects from being used when used in conjunction with them: Shadow Medallion, Knowledge, Then Action, and Recalled. When used in conjunction with Vorlon Proxy, Guarded Resource will prevent VP from being discarded due to voting, but not if another faction has more Vorlon marks than you. (Date: 1999/1/21)
* When the target of an Enhancement leaves play, all attached cards must also leave play. Guarded Resources cannot prevent this. (Date: 1999/1/21)
* "Glitch" does not discard, so does not apply to Guarded Resource. (Date: 1998/12/21)

Contingency, Fleet

Entrap
(Great War - Common)

Reveal when the fleet is attacked. The attacking fleet only inflicts damage equal to its printed Military minus its damage.

* Fleet 1 attacks Fleet 2. Fleet 2 reveals the Entrap contingency. Fleet 1 does damage equal to its printed Military minus any damage it might have before Fleet 2's damage is applied to it (no other sources of Military or damage increases are taken into account). Fleet 2 does normal damage to Fleet 1 using it's Military before Fleet 1's damage is applied to it including any bonuses to Military or damage. (Date: 1999/1/17)
* The "minus its damage" part applies only to the damage the attacking fleet has prior to the attack (when it rotated to attack). (Date: 1998/12/24)