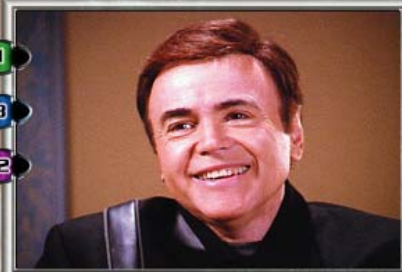


Bester

01
03
012



Human Character

Human Psi Corps Starting Ambassador.

Psi Corps Character. Psi Cop.

Bester may not rotate to support a conflict you initiate unless another character has already participated.

My parents were killed in an accident, I was barely a month old. When I was put into a foster home, I turned up on the random DNA checks. The Corps took me in.
- Bester's understanding of his life history isn't quite complete.



TM

The Corps Is Mother



Human Agenda

Psi Corps Agenda.

You may sponsor this agenda without rotating an Inner Circle character. If you have less than 10 influence, you may rotate this agenda to gain +1 influence when you sponsor a Psi Corps card.

Maternis. Paternis. - Psi Corps Motto

TM

The Corps is Father



Human Agenda Enhancement

Psi Corps Enhancement. You may sponsor this enhancement for free and without rotating an Inner Circle Character. Target The Corps is Mother. As an action, you may discard this enhancement and The Corps is Mother (from play) to search your deck, place one Agenda from it that you could sponsor into play, take one Psi Cop and one Psi Corps Group into your hand, and no player may target you with an event as his next action. (Shuffle your deck afterwards.)

"I know where my loyalties lie." - Talia Winters

Telepath Recruiters



Human Group

Psi Corps Group.

You may rotate this group to sponsor or promote a card (as if this group were an Inner Circle character).

They don't understand you. But we do.
- Psi Corps commercial



TM

Administrator Drake



Human Character

Psi Corps Character. Psi Cop.

Requires 4 Conspiracy Marks to sponsor. Administrator Drake gains +4 Diplomacy while opposing a Diplomacy conflict which targets your faction. Rotate Administrator Drake to reduce the cost of the next Psi Corps character you sponsor this turn by 2.

The mundanes leave us alone because we stay out of the press. It's important they continue to believe that nothing ever goes wrong inside these walls."
- Administrator Drake



TM

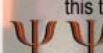
Alfred Bester



Human Character

Psi Corps Character. Psi Cop. May not be sponsored. You may replace Bester with Alfred Bester if you have 5 Conspiracy Marks. Transfer all enhancements, contingencies, aftermaths, and marks. Rotate Alfred Bester instead of initiating any conflicts during the Conflict Round to search through your deck and initiate the first conflict you find. If that conflict cannot be viably initiated, discard it and you initiate no conflicts this turn. Shuffle your deck afterwards.

People like talking to me. I guess I just have that kind of face."



TM

Black Omega Pilot

03
02



Human Character

Psi Corps Character.

Multiple.

All Psi Cops have to be up-to-date on the latest Star Fury models, in case they have to go on solo missions.



TM

Black Omega Pilot



Human Character

Psi Corps Character.

Multiple.

All Psi Cops have to be up-to-date on the latest Star Fury models, in case they have to go on solo missions.



TM

Black Omega Pilot



Human Character

Psi Corps Character.

Multiple.

All Psi Cops have to be up-to-date on the latest Star Fury models, in case they have to go on solo missions.



TM

Bruder



Human Character

Psi Corps Character. Psi Cop. When Bruder attacks and neutralizes a neutral teep, that teep is immediately removed from the game.

"It's a great day for the Psi Corps, John, a great day for all telepaths. We have struck deep at the resistance and captured most of their leaders."



Bloodhound



Human Character

Psi Corps Character.

Multiple. Rotate this character and apply 5 influence to attack any target Human teep or target Neutral teep using Psi. Characters in the target's faction may attack this Bloodhound in return (using Psi). May not attack Psi Corps characters.

Bloodhound units were originally telepaths assigned to the military divisions occupying Mars. After Mars achieved independence, Psi Corps adopted the Bloodhounds to help Psi Cops hunt down rogues.



Bloodhound



Human Character

Psi Corps Character.

Multiple. Rotate this character and apply 5 influence to attack any target Human teep or target Neutral teep using Psi. Characters in the target's faction may attack this Bloodhound in return (using Psi). May not attack Psi Corps characters.

Bloodhound units were originally telepaths assigned to the military divisions occupying Mars. After Mars achieved independence, Psi Corps adopted the Bloodhounds to help Psi Cops hunt down rogues.



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Human Character

Psi Corps Character.

Multiple. Rotate this character and apply 5 influence to attack any target Human teep or target Neutral teep using Psi. Characters in the target's faction may attack this Bloodhound in return (using Psi). May not attack Psi Corps characters.

Bloodhound units were originally telepaths assigned to the military divisions occupying Mars. After Mars achieved independence, Psi Corps adopted the Bloodhounds to help Psi Cops hunt down rogues.



Dark Talia



Human Character

Psi Corps Character.

Requires 3 Conspiracy Marks to bring into play. May replace Talia Winters. Remove Talia Winters from the game (she may not re-enter play). While attacking characters in any faction that ever controlled Talia Winters, Dark Talia's Strife Marks count double.

You don't know what it's like, living only in the shadows of her mind. Watching, laughing at all of you out here. Foolish. Petty. Stupid. There I was, trapped inside, able to come out only at night when she was asleep. Her invisible sister."



Gordon



Human Character

Psi Corps Character. Media.

Gordon may only be attacked by Psi Corps characters. Gordon gains +2 Diplomacy and +2 Psi while participating in a conflict that targets a non-Psi Corps teep.

You may not think it to look at me, but six months ago I was a blip. I was hungry, tired, scared. - Gordon



Harriman Gray



Human Character

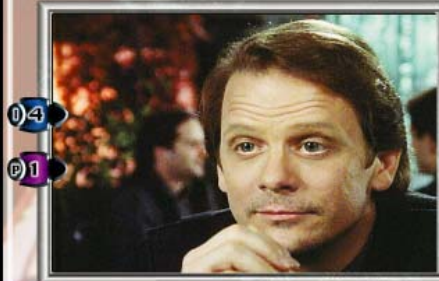
Psi Corps Character.

Harriman Gray may use Psi to oppose a Military conflict that you could participate in. While doing so, he may be attacked using Leadership (or Psi).

As a boy, Harriman Grey dreamed of being an Earth Force combat pilot. When his talent manifested, this dream was stripped away from him, but he jumped at the chance to serve as best he could, as a Psi Corps Military Liaison.



Matthew Stoner



Human Character

Psi Corps Character.

When Matthew Stoner is attacked using any ability other than Psi, he takes a maximum of 1 point of damage from the attack.

Matthew Stoner was a Psi Corps instructor who volunteered for secret experiments. They stripped him of the ability to read minds, but transformed him into an empath, able to project emotions into other people.



Reprogrammer



Human Character

Psi Corps Character. Psi Cop.

If your ambassador is a Psi Cop, you may promote Reprogrammer for 10 influence (no modifiers are applied). The cost for Reprogrammer to promote a Psi Corps character is reduced by an amount equal to the number of Psi Cops in your Inner Circle.

From time to time we updated your conditioning, continued to point you where we needed you to go. Until, in the end, the old Garibaldi was gone, and the new one worked only for us. - Bester describes the Reprogrammer's work



Senator King



Human Character

Nightwatch.
Earth Alliance Senator.

"I am listening, Commander. You're just not saying anything worth hearing."

8

TM

Thirteen



Human Character

Psi Corps Character. Psi Cop.
Requires 4 Conspiracy Marks to sponsor.

Thirteen was involved in many secret plots, including the assassinations of Taro Isogi and Luis Santiago. Nobody knows just how far her reach extends into EarthGov and Psi Corps.

8

TM

Sarah



Human Character

Sarah cannot attack.
The cost for the Human player to sponsor Sarah is reduced by an amount equal to Human unrest.

Sarah is an undercover operative for General Hague. She acts as a liaison with Captain Sheridan, delivering orders to help investigate the possible plot within EarthGov.

7

TM

Abbut



Neutral Character

Rotate to look at the bottom 10 cards on any deck. (Return in same order.)
You may apply influence equal to half Abbut's Intrigue to use his Intrigue as Psi for the rest of the turn.

They're cyber-organics, living recorders, part machine, part sentient. - Sinclair

9

TM

Alisa Beldon



Neutral Character

The Psi Corps faction may sponsor Alisa Beldon as if she were a Human Psi Corps character. While controlled by the Psi Corps faction, Alisa Beldon is considered to be a Human Psi Corps character. Alisa Beldon's abilities are doubled while she is participating in a conflict which targets her.

Alisa Beldon was a 14-year-old latent telepath who lived in DownBelow. She eventually turned down offers from Psi Corps and the Nam Regime, deciding instead to live on Minbar.

6

TM

Black Omega Auxiliary



Human Fleet

Psi Corps Fleet.
Black Omega Auxiliary gains +4 Military while you are the target of a Military conflict.

If a crisis threatened Psi Corps, many members would volunteer for a spot in a Black Omega Star Fury. Even if they didn't have training, they could be given the necessary basic knowledge via telepathy.

5

TM

Black Omega Fighters



Human Fleet

Psi Corps Fleet.
Black Omega Fighters may participate in Intrigue conflicts using Military.

No reason for the rest of the world to know what our resources are. - Bester

5

TM

Elite Black Omega



Human Fleet

Psi Corps Fleet.
May only be led by a teep. Elite Black Omega may participate in Psi conflicts and Intrigue conflicts (using Military). Elite Black Omega has damage resistance equal to its leader's Conspiracy Marks.

Elite Black Omega is composed of the best of the best, the very finest Psi Cops. They have a broad mandate to protect their kind, and broad authority to go with it.

6

TM

Support Fleet



Human Fleet

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.

Though they received much of their technology from the Centauri, EarthForce never did get the secret of the gravimetric drive and their ships still use rocket propulsion systems.

4

TM

Support Fleet



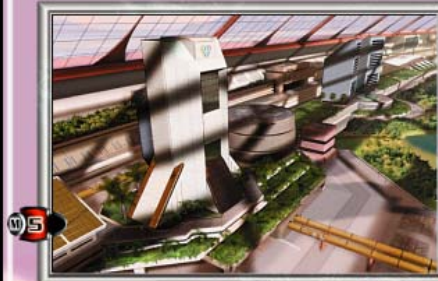
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Syria Planum



Human Location

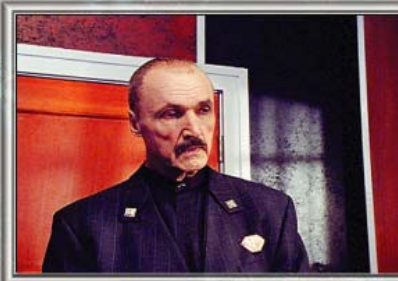
Psi Corps Location.

May only be sponsored by the Psi Corps faction. Location's Military may only be used to oppose conflicts targeting this location. You may rotate this card to apply opposition equal to this location's Military to a Military conflict that targets your faction or a card in your faction. (This does not cause Syria Planum to become a participant.) This location may be led (as if it were a fleet) using Psi or Leadership.

Syria Planum houses Psi Corps' primary research, intelligence, and covert training facilities, but only the upper echelons know it is the true Corps headquarters.



Psi Corps Intelligence



Human Group

Psi Corps Group.

This group may be sponsored as if it were not a Psi Corps card. If your ambassador is a Psi Cop, you may sponsor this group for half cost. Rotate this group to look at the top two cards of your deck. Or, rotate this group (during the Conflict Round) to initiate an additional Psi Conflict with another target player. If successful, look at the top four cards of his deck. In either case, you may place one card you have seen at the bottom of that deck.

Also known as fascists-are-us. - Sheridan



Star Chamber



Human Group

Psi Corps Group.

Your ambassador gains a Conspiracy Mark. Rotate and target a character with Conspiracy Marks. The target gains +1 Intrigue for each of his Conspiracy Marks. This bonus lasts until the end of this turn.

For the past six years, there have been rumors about a rogue agency operating deep inside EarthGov. A dirty tricks squad, dealing in black projects and star chamber justice. - Sheridan



Nobody Can Stop Us



Human Agenda

Psi Corps Agenda.

All your Psi Corps characters and Psi Corps fleets gain a Strife Mark. Each time you win a Psi Conflict, place a token on this agenda. As an action, you may remove 3 tokens from this agenda to gain +1 influence.

At the end of the day, the struggle between mundanes and telepaths will be no struggle at all. - Bester



Fast Learner



Character Enhancement

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

One need only look at the progress of Ivanova, Vir and Lennier to realize one must be a fast learner to survive the turbulent trials of diplomacy.



Fast Learner



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Independent Support



Agenda Enhancement

Target your agenda.

Discard this enhancement if you have any Shadow or Vorlon Marks. You may apply additional influence each turn equal to one fifth of your Influence Rating.

The leader of the Mars Resistance, known to her people as Number One, may be unsympathetic, but her grasp of strategy and the loyalty she commands are undeniable.



Wastelands



Location Enhancement

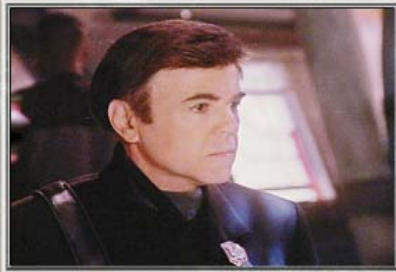
Psi Corps Enhancement.

Each player may only control one copy of Wastelands. All characters you control inflict additional damage equal to their number of Conspiracy Marks. Rotate this enhancement, apply 7 influence, and target a character you control to give that character a Conspiracy Mark.

San Diego was destroyed by a terrorist nuclear device. The desolate, uninhabited ruins provide an excellent refuge for those who do not wish to be found.



Danger Sense



Character Contingency

Play on a teep.
Reveal when this teep is attacked.
No damage is applied (to either participant).
(The attacker remains rotated.)

His eyes are in his mind. - Samuel Coleridge

TM

Further Gains



Conflict Contingency

Play as your first action on a conflict you initiated which has no participation restrictions (besides conflict type). Reveal when the conflict resolves, if you win by 10 or more.

Gain +1 influence.

The key to a successful military action isn't knowing where to start, but knowing where to finish.

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Steal Skills



Character Contingency

Play on a teep.
Reveal during the resolution of a conflict that this teep is supporting or opposing.
This teep applies his Psi ability in the conflict, instead of the appropriate ability.

He's acquiring whatever skills he thinks will help him raise money fast, so that he can get away. - Bester

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Hindsight



Event

Ready all of your Inner Circle characters who rotated to sponsor or promote a card this turn.
For the rest of this turn, your supporting characters can sponsor and promote cards as if they were Inner Circle characters.

"They never ran out of courage. But in the end, they ran out of time." - Londo

Level the Playing Field



Event

Target character or fleet may apply its highest ability to support or oppose one conflict of your choice (no matter which ability would normally be appropriate.)

The future belongs to telepaths. And I intend to make sure that future happens, one way or the other. - Bester



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TM

Meditation



Event

Draw 2 cards.

The Minbari are a deeply spiritual people, especially those in the religious caste. They have prayers, ceremonies and rituals that regulate every aspect of daily life. Minbari often meditate to purify their thoughts and seek clarity for guidance.



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Meditation



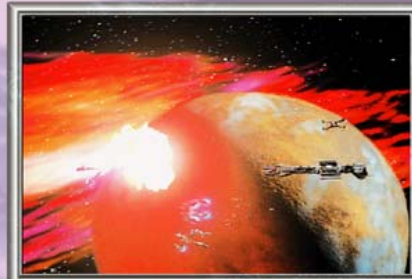
Event

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Not Meant to Be



Event

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.

"There's only one truth about war. People die."
— John Sheridan

Pain



Event

For the rest of the turn, you may rotate any teep (who you control) as an action to rotate any target character (for no effect) whose highest ability is lower than the teep's Psi.

Pain projection is a telepath's main form of defense, unless they have a PPG handy.

TM

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TM

Relaxation

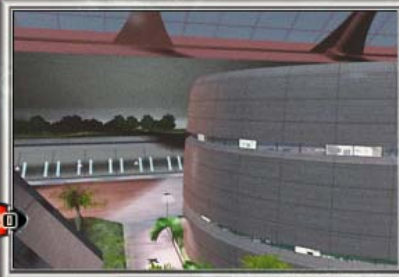


Event

Limited. Target another player. During this turn's Draw Round, if that player spends influence to draw one or more additional cards, you draw 3 additional cards.

"You know what else I miss besides real coffee? Wind. Whenever I got leave, the first thing I'd do is go home, out back of my house, close my eyes, and just sit there, glass of iced tea, my feet up, and feel the wind on my face. Now that's paradise, Lieutenant." - Gideon

Megalopolis

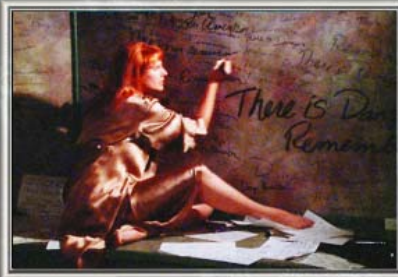


Location

Multiple. May replace a Limited location that is the Homeworld of the race controlling it, transferring all attached cards. When played, this Location becomes loyal to the race that controls it, and becomes the **Homeworld** of that race. Rotate and target a non-ambassador character of your race or a fleet of your race. For the rest of this turn, the target may support or oppose one conflict using its highest ability, no matter which ability would normally be appropriate.



There Is Danger, Remember

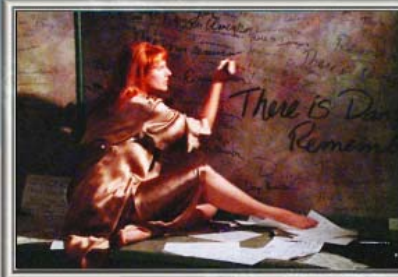


Participant Aftermath

Target one of your characters who supported or opposed the conflict and note the conflict type (Diplomacy, Intrigue, Psi, Leadership, or Military only) and the ability the target used. The target may continue to participate in conflicts of that type using this ability.

"An echo of what was. A memory. A warning embedded in the thoughts of each generation and passed on to the next." - Lyta

There Is Danger, Remember



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Successful Manipulation



Won Intrigue Aftermath

Target ambassador gains +2 Intrigue.

"He played me! He played me like a puppet!"
— Londo Mollari

Secondary Experience



Won Aftermath

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

Ambassador Delenn was more than she appeared to be, when she arrived on Babylon 5. She was actually a member of the Grey Council, assigned to Babylon 5 to watch Jeffrey Sinclair and determine if he is the fulfillment of ancient prophecy.

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Pieces of the Puzzle



Won Aftermath

Explorer. Target one of your participants in the conflict. As an action, you may discard 3 copies of this card from play to gain +1 influence.

"Could this place have been similar to the Library at Alexandria? A source of knowledge used by various races over the centuries?" - Gideon

Pieces of the Puzzle



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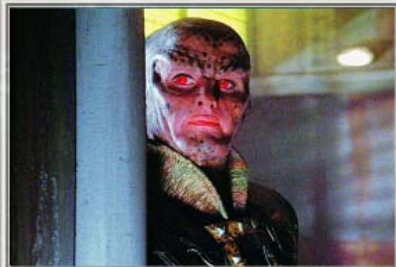


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Exploit Opportunities



Won Intrigue Aftermath

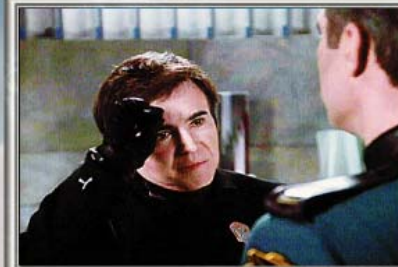
Target ambassador gains
+1 Intrigue and +1 Diplomacy.

The ambassadors are quite public and visible figures, their actions monitored by the other races. When delicate matters need to be handled, or a little spying done, an ambassadorial aide may be assigned the deed.



TM

Be Seeing You



Won Aftermath

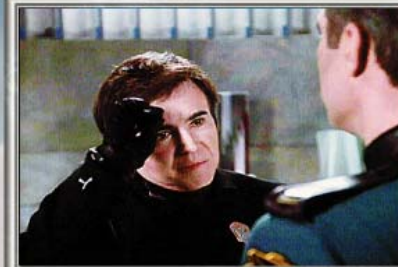
Target a participant character you control.
The target gains a Conspiracy Mark.
You may discard this aftermath at the beginning of the resolution of an opposable conflict that was won by an amount less than or equal to the highest ability currently supporting the conflict to cause the winner to gain no influence (from the conflict).

Bester is a fan of 20th century mystery vids, which also happen to be Mister Garibaldi's Number Sixth Most Favorite Thing In The Universe.



TM

Be Seeing You



Won Aftermath

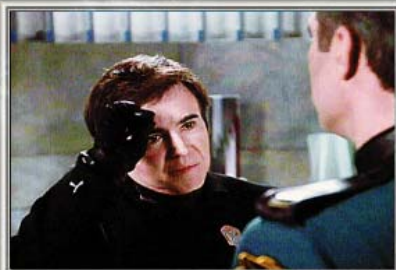
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TM

Support of the Mighty



Agenda

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.

The support of a great nation's leader is critically important to success. It means that goals and objectives might be achieved without bloodshed; or, if war breaks out, that victory is more likely.

Blackmail



Psi Conflict

Intrigue may be used to oppose this conflict.
Target a non-ambassador character. If you win by 5 or more, the target's controller must do one of the following: transfer 1 influence to you, discard the target, or demote the target.

T elepaths make the ultimate blackmailers, Talia.
- Jason Ironheart

TM

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Mind Games



Psi Conflict

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If you win by 30 or more, gain 1 influence.
If you win by 60 or more, you may also return this conflict to your hand.

I've seen this trick before. - Bester

TM

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If you win by 30 or more, gain 1 influence.
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Disruption



Intrigue Conflict

If successful, no player may sustain with
any cards until the end of the next turn.
If you succeed by 5 or more,
you gain +1 Influence.

"Rumor, discord, action. These are the tools of disruption
for any race. Why should my associates be any different?"
—Mr. Morden to Londo Mollari

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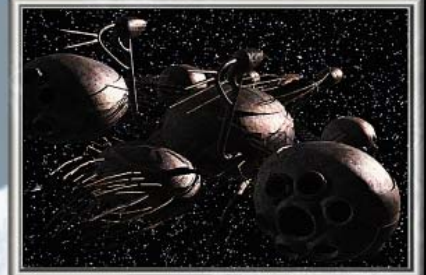


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Ghost Ship



Intrigue Conflict

Explorer. Target another player. Psi may be
used to oppose this conflict. If successful, you
may neutralize a character and/or a fleet of
your choice controlled by the target. If you
succeed by 10 or more, gain +1 power.

"A ship that big would need a crew of several hundred people."
"It does. We're picking up one life sign but well over a thousand
organics. Everyone else on the ship is dead. It's practically a ghost
ship." - Gideon and Matheson

Prey on the Weak



Intrigue Conflict

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

Sentiment and honor have little meaning to those
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