

Londo Mollari



Centauri Character

Centauri Starting Ambassador.

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

"I want it all back, the way it was."
— Londo Mollari

Vir Cotto



Centauri Character

Centauri Ambassador's Assistant.

"Some favors come at too high a price."
— Vir Cotto

Knowledge Is Power



Agenda

Your ambassador gains +2 Intrigue.

Apply 7 influence to initiate an Intrigue conflict. If you win by 5 or more, your target must either discard an Inner Circle character, or you gain +1 influence and your target loses 1 influence.

Some star powers will do anything for power. Those who realize knowledge is power are willing to kill to protect their secrets... or discover their enemy's.

Ragesh III



Centauri Location

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

Ragesh III is a Centauri agricultural colony. The world was once occupied by the Nam, but fell to the Centauri during the Republic's wave of colonial expansion over a century ago. Today it is home to 5,000 Centauri.

Adira Tyree



Centauri Character

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

Adira Tyree is a dancer and Centauri slave. She may attempt to steal important political secrets to win her freedom from her Golan master, Trakis.

Carn Mollari



Centauri Character

Carn Mollari is the nephew of Londo Mollari. Carn wanted to join the Centauri military, but Londo had him assigned to the agricultural colony on Ragesh III.

Centauri Agent



Centauri Character

Multiple.

For hundreds of years, the Centauri government has been steeped in plots and intrigues. The old ways have returned, with powerful officials scheming against one another.

Centauri Aide

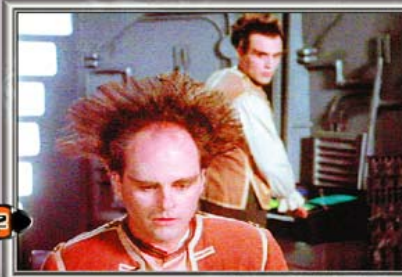


Centauri Character

Multiple.

Centauri diplomats frequently find their aides assigned to keep an eye on the diplomats' activities, rather than assigned to help perform diplomatic duties.

Centauri Captain



Centauri Character

Multiple.

Centauri war cruiser captains are typically well-seasoned, thanks to the many Centauri campaigns over the years. Some are quick on the trigger, while others may back down if their bluff is called.

Drigo

02
04



Centauri Character

You may play character enhancements on Drigo at -2 influence cost.

Drigo is the bureaucrat overseeing the Centauri occupation of Nam. He is loyal to House Refa and has no apparent sympathy for Londo Mollari.

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Lady Morella

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02



Centauri Character

Seeress.

Lady Morella is the wife of Emperor Turhan. She is also a prophetic, able to see into the future. Londo may request her assistance to confirm if the visions of his destiny are true, and if he can do anything to avoid those events.

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Urza Jaddo

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Centauri Character

The Centauri player loses 1 power for each 3 Shadow Marks in his faction while Urza Jaddo is in play.

"How fitting you should die with a song on your lips."
— Urza Jaddo, in a surprise greeting to Londo Mollari

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Centauri Prime

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Centauri Location

Centauri Homeworld.
Location's Military may only be used to oppose conflicts targeting this location.
Whenever you gain influence from a conflict, rotate this location to gain +1 additional influence.

The homeworld of the Centauri Republic is known as Centauri Prime. It currently has a population of three billion people, and is located about 75 light-years from Babylon 5. A second species known as the Xon once lived there, but were annihilated.

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Colonial Fleet

04



Centauri Fleet

Multiple.
Can only participate in conflicts targeting you unless you are at war.

The Fleet is supported by the Centauri Military Guardsmen, which make up the ground forces.

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Deep Space Fleet

05



Centauri Fleet

Multiple.

In 2259, a Nam colony in Quadrant 14, near Centauri space, was attacked and destroyed by the Shadows. A Centauri fleet moved into the area, and was encountered by responding Nam ships. The Centauri were blamed for the attack.

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Expeditionary Fleet

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Centauri Fleet

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.

If not restrained by the peaceful Emperor Turhan, the Centauri fleet can be a powerful instrument of war. Many leaders in the Centauri government just for a return to the expansionist days of old.

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First Battle Fleet

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Centauri Fleet

Like most warships of its size, Centauri battle cruisers are capable of opening their own jump points. Smaller fighters and transports must either rely on a jump gate or enter the jump point created by a larger ship.

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Homeworld Fleet

08



Centauri Fleet

Can only participate in conflicts targeting you.

A Centauri battle cruiser is the official transport for the Emperor of the Centauri Republic. In 2259, Emperor Turhan came to Babylon 5 aboard his ship, escorted by other ships in the fleet.

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Picket Fleet



Centauri Fleet

Multiple.
Can only participate
in conflicts targeting you.

The peak of the Centauri Republic was centuries ago.
Its fleets were said to be so large
they could block out the sun of any world they orbited.



Second Battle Fleet



Centauri Fleet

The top fleet position of Grand Fleet Admiral
is an ancestral position of great honor, with a life
of training from birth in the noble house Dromo.



Prophecy



Character Enhancement

Must be sponsored by a seeress.
Target character gains
a Destiny Mark and a Doom Mark.

"The future reveals itself only reluctantly, Ambassador.
Take the sign for what it is. Look for it when it appears...
One more thing — you will be Emperor.
That part of your destiny cannot be avoided."
— Lady Morella to Londo Mollari



Border Raid



Military Conflict

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.

Many worlds on the border between the Centauri Republic
and the Nam Regime have changed hands over the last century.
Both star powers claim the right to these planets.

Dishonor



Intrigue Conflict

Target another player's ambassador. Diplomacy
may be used to support or oppose the conflict.
If successful, this card becomes
an aftermath on the target ambassador,
reducing all his abilities by 1 per 5 points by which
the conflict succeeded (to a minimum of 0).

To act dishonorably is the most
outrageous behavior imaginable to a Minbari.
Captain Shendari destroyed the Minbari cruiser Black Star
during the war using mines — a "sneak attack" that earned him
the nickname Starkiller among the Minbari.

Gunboat Diplomacy



Military Conflict

Target another race. If successful, players of that
race lose 1 influence, and you gain +1 influence if
you win by 5-9, or +2 influence if you win by 10 or
more. If unsuccessful, exchange recipients of these
effects. If one or more fleet attacks occur, Babylon 5
loses 1 influence and all players' tensions grow
by 1 toward the race of the fleet that first attacked.

Thanks to the tacit support of the Shadows,
the Centauri war machine is numerically superior to its enemies.
Although Centauri and Nam technology is roughly comparable,
Nam forces are being attrited because of the Shadows.

Kidnapping



Intrigue Conflict

Target one character.
If you win the conflict, that character
suffers damage equal to the amount
by which you won the conflict.
If you fail, your ambassador gains a Doom Mark.

There are several reasons a government may wish to kidnap someone.
These range from seizing for interrogation,
to capturing traitorous members of one's own race,
to simply eliminating an opponent who
has become too much of a nuisance.



Limited Strike



Military Conflict

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 influence.
If uncontested, your target loses 2 influence.
Gain +1 influence if you win
the conflict by 10 or more.

A sudden directed strike that is well-timed
can cripple an opponent before a war even begins.
This kind of probing attack can expose
an enemy who is ripe for conquest.

Sabotage



Intrigue Conflict

Target a fleet controlled by another player.
The fleet's Military during resolution is
applied as opposition to this conflict.
If successful, the fleet takes damage equal
to the amount by which you succeeded.

Two of the earlier Babylon 5 stations were sabotaged and destroyed.
Babylon 4 was infiltrated by a team that installed
a device capable of moving the station through time.
Security on warships and space stations
must remain high to prevent sabotage.

Test Their Mettle



Diplomacy Conflict

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

A galactic power is only as strong as its people. If an opponent can find a weak link in the chain of command, diplomatic advantage is the result.

Centauri Agent



Centauri Character

Multiple.

For hundreds of years, the Centauri government has been steeped in plots and intrigues. The old ways have returned, with powerful officials scheming against one another.

Affirm Alliance



Event

Rotate your ambassador to sponsor or promote a character at a cost reduced by half the ambassador's Diplomacy.

Babylon 5 was founded as a place where the sentient races of the known galaxy could meet in peace to work out their differences. Heads of state visit Babylon 5 to reaffirm alliances and their support for the station's goals.

Balance



Event

No player may apply more influence during the turn than the current influence rating of the least influential player.

Blood cries out for blood. The feud between the Centauri and the Narn has lasted for over 100 years. Millions have died during their wars, and neither side will trust the other to make peace.

Decisive Tactics



Event

Target character gains +2 Leadership for this turn. Target character gains an additional +1 Leadership for each Destiny Mark he has.

Legend has it that the Shadows are invincible. But they're not. With advanced technology, such as that provided by the Vorlons, and with a brilliant tactical leader, it's possible to outwit and even defeat a Shadow capital ship.

Destiny Fulfilled



Event

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).

"You are the Hand."
—Kosh

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

Level the Playing Field



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Popular Support



Event

Target character gains +2 Diplomacy for the turn.
In addition, he gains +1 Diplomacy for each Destiny Mark he has.

Popular support is necessary for any great leader.
Words are hollow without the widespread backing of the masses.
On a confined station such as Babylon 5, a mass uprising would quickly lead to chaos and bloodshed.



Short Term Goals



Event

Purge a Destiny Mark.
Gain +1 influence.

Those who hold power must guard it carefully.
Wasting their power on short term gain or on foolish objectives may lose it.

The Price of Power



Event

Target a player.
He must discard a character he controls or he does not gain any influence from conflicts this turn.

As a political figure's power grows, he often becomes increasingly isolated and loses close friends.
Sometimes, ruthless politics can have unforeseen, lethal consequences.



Underworld Connections



Event

Target character gains +2 Intrigue for the rest of the turn.
He gains an additional +1 Intrigue for each Doom Mark he has.

Babylon 5's Downbelow hides the station's criminal element.
A loose organized crime element functions in the station's darker recesses.
They can influence what happens topside in the more public areas, such as the Zocalo.



Victory In My Grasp

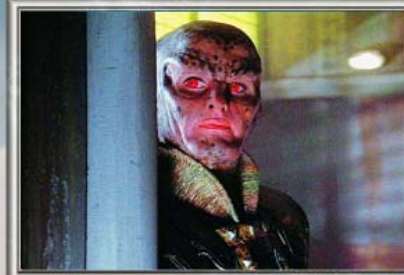


Event

Rotate your ambassador.
Increase all your fleets' Military ratings by +1 for each Destiny Mark your ambassador has for the rest of the turn.

In battle, many elements are responsible for victory — numerical superiority, the intelligence and cunning of a commanding officer, the skills of an opponent, and sometimes just plain luck.

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.

Hidden Agent



Won Intrigue Aftermath

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

Jack Garibaldi's second-in-command is secretly an agent for a cabal planning to take over Earth's government. He is allied with those who will attempt to kill President Santiago — and will try to kill Garibaldi if the Chief gets in the way.

Personal Involvement



Lost Aftermath

Discard a neutralized participant Inner Circle character.
Cannot target an ambassador.
(Discard this aftermath after play.)

The command officers of Babylon 5 are constantly faced with difficult choices. Whatever decision they make, they will have to accept the consequences of their actions.

Retribution



Won Aftermath

Target participant character takes 1 damage for each Inner Circle character you control who is not neutralized.
(Discard this aftermath after play.)

"It is Shen'Kar, the blood oath...
Now our vengeance is at hand."
—NaToth

Rise to Power



Won Military Aftermath

Rotate your ambassador and one other character you control with at least 3 Intrigue.
Purge up to two Destiny Marks from your ambassador. Gain 1 influence for each mark purged. Ambassador gains a Doom Mark.

"Sorry, I wasn't thinking.
It felt very natural, though."
— Londo Mollari



Rivalry



Diplomacy Participant Aftermath

Choose two non-ambassador Inner Circle characters the target controls, at least one of whom must be a participant character.
The target must demote one of the two characters to a supporting character.
(Discard this aftermath after play.)

"Sometimes he thinks he's the Second Coming.
He has like a God complex.
You can't talk to him anymore; he doesn't listen."
— Garibaldi about Sheridan, ISN interview

Rise of the Republic



Centauri Agenda

All of your fleets gain +1 Military.
Your highest tension value counts as power.
Once per turn you may apply 15 Diplomacy to increase any of your tension values by 1.

The once mighty Centauri Republic slid into decadence and decay.
Thanks to Londo Mollari's association with the Shadows,
the Centauri are once again on the move
and are a rising power in this sector of the galaxy.

Power Politics



Agenda

Your ambassador gains +1 Diplomacy.
Apply 9 influence to initiate a Diplomacy Conflict. Any player may be supported in this conflict. Whichever player generates the most support gains +2 influence.

In a return to the traditions of old,
Centauri politics have turned exceptionally ruthless.
Betrayal and murder are increasingly the norm.
The great noble houses of old are pitted
against one another for favor with the royal court.

Declaration of War



Event

Requires a tension of 5
toward the target race.
Rotate your ambassador.
Your race and the target race are at war.

"They have crossed the line we cannot allow them to cross.
As a result, two hours ago my government of ficially declared war...
Our hope for peace is over . We are now at war. We are now at war."
—Ambassador G'Kar