

Jeffrey Sinclair



Human Character

Starting Human Ambassador.

Rotate Jeffrey Sinclair to prevent the Minbari tension toward the Humans from increasing for the rest of the turn.

Jeffrey Sinclair is the first commanding officer of Babylon 5. A fighter pilot during the Earth-Minbari War, he can't recall what happened to him during the Battle of the Line.

The Minbari have a strong interest in him, and watch him closely.

Susan Ivanova



Human Character

Human Ambassador's Assistant.

Lt. Commander Susan Ivanova is Babylon 5's first officer. Born in the Russian Consortium, she joined EarthForce when her brother Ganya was killed during the Earth-Minbari War.

She served at the Io Transfer Station under the command of John Sheridan.

Alliance of Races



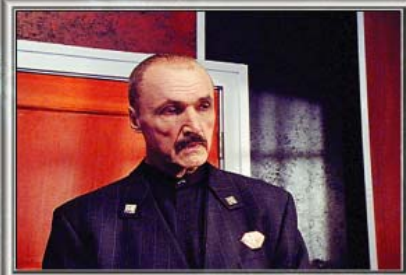
Human Agenda

You may transfer 1 influence per turn to Babylon 5.

If Babylon 5 reaches 20 influence before the Shadow War begins, count Babylon 5's influence as power.

The League of Non-Aligned Worlds represents the minor star powers. They collectively cast one vote when the Babylon 5 Advisory Council is deadlocked. Earth has good relations with the League.

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

Frederick Lantz



Human Character

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.

Frederick Lantz is a regional director of the Ministry of Peace. He believes in appeasement of an aggressor to achieve peace.

His approach may undermine Babylon 5's attempts to stop aggression by other races.

General Hague

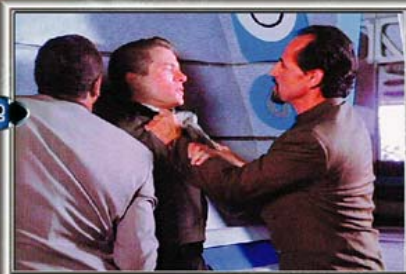


Human Character

Rotate General Hague as an action to add a construction token to this card. Each time you sponsor a fleet, remove all construction tokens from General Hague. Each token removed reduces the cost for you to sponsor that fleet by 2 (to a minimum cost of 0).

A member of the EarthForce Joint Chiefs of Staff, Hague suspects a conspiracy to take over the Earth Alliance government. He secretly organized resistance to the corruption he sees spreading through EarthGov.

Human Agent



Human Character

Multiple.

Security officers on Babylon 5 are limited to gambling only 50 credits per week. But they, like all humans, are fallible.

A large debt can leave an officer open to blackmail or even corrupt his loyalty to his commanding officers.

Human Aide



Human Character

Multiple.

Human diplomatic aides represent the interests of the Earth Alliance.

They may be assigned a variety of tasks.

Babylon 5's commander does not have a civilian diplomatic aide, although he may enlist aides from EarthDome for specific issues.

Human Captain



Human Character

Multiple.

Many Earth Alliance officers were killed during the Earth-Minbari War. Many of those who survived were deeply affected.

EarthForce has promoted many officers to command rank since the war, but not all of them are highly experienced.

Miagi Hidoshi

D 6



Human Character

Earth Alliance Senator.

For every 2 influence you apply, Miagi Hidoshi gains +1 Diplomacy for the rest of the turn, up to a maximum ability of 10 Diplomacy.

Senator Hidoshi is a liaison between Babylon 5 and EarthGov. His grandfather worked in space docks, so he has a natural sympathy for Babylon 5's Dockers Guild, but must represent the official policy of the Earth Alliance Senate.

8

Michael Garibaldi

D 3



Human Character

Michael Garibaldi's Intrigue is doubled while he is opposing an Intrigue conflict or while he is attacked.

Michael Garibaldi may use his Intrigue as Diplomacy.

Michael Garibaldi is Babylon 5's Security Chief. He was appointed by Jeffrey Sinclair, whom he'd met on Mars. Sinclair hired him for the job over the protests of EarthGov. He has excellent investigative instincts that sometimes lead him into danger.

8

Stephen Franklin

D 3



Human Character

Rotate to remove all damage tokens from a character who has not been neutralized, or up to two severe damage tokens from a neutralized character.

Any player may rotate Stephen Franklin as an action to heal the player's ambassador (as above) if the ambassador is injured.

Dr. Stephen Franklin is a specialist in xenobiology, which is what attracted him to Babylon 5. During the Earth-Minbari War, he destroyed his notes on Minbari biology rather than let them be used for biological warfare.

5

Talia Winters

D 1

P 5



Human Character

Psi Corps Character.

This card may be sponsored as if it were not a Psi Corps character. Any player with Conspiracy Marks may sponsor Talia Winters into another Human faction that has fewer Conspiracy Marks.

Talia Winters cannot attack.

"I don't feel like a victim."

6

Earth

M 15



Human Location

Human Homeworld.

Location's Military may only be used to oppose conflicts targeting this location.

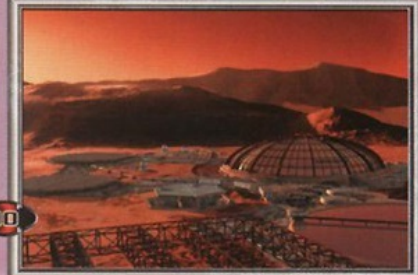
Whenever you gain influence from a conflict, rotate this location to gain +1 additional influence.

In the 23rd Century, the Earth Alliance is a group of regional consortiums united by a global government based in Geneva. The Senate has a Babylon 5 Oversight Committee which guides policy in coordination with the President.

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Mars Colony

M 10



Human Location

Location's Military may only be used to oppose conflicts targeting this location.

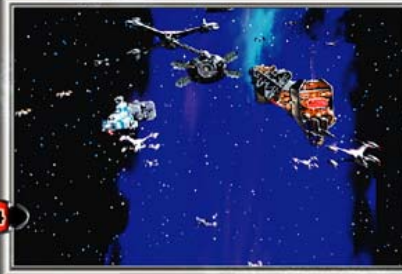
Rotate this location to give one of your characters +2 Diplomacy for the rest of the turn.

Mars, a colony of the Earth Alliance, has been the site of several revolts. The colonists feel exploited by homeworld and want independence. Several resistance groups are fighting for independence, including radical Free Mars.

6

Colonial Fleet

M 4



Human Fleet

Multiple.

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

The Earth-Minbari War began because an Earth war cruiser, the Prometheus, mistook the Minbari's open gunports as danger. Under normal circumstances, Minbari technology is far superior and Earth ships are no match.

4

Deep Space Fleet

M 5



Human Fleet

Multiple.

It takes 4 jumps to get to Babylon 5 from Earth. Fast fleets can make it in three jumps by using a shortcut through Sirius.

6

Expeditionary Fleet

M 5



Human 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.

The Earthforce chain of command requires that military officers obey only orders that come from the President or a superior military officer. A civilian bureaucrat or a member of the Earth Alliance Senate may not give a direct order to a military officer.

7

First Battle Fleet



Human Fleet

"Certainly we've rebuilt our military forces to a point far in advance of where they were 14 years ago.
"If the Earth-Minbari War started today, I think things might have gone a little differently."
— Senator Ronald Quantrell

8

Homeworld Fleet



Human Fleet

Can only participate in conflicts targeting you.

The Chief of Operations of Earth Force is Admiral Jason Ashwin Singh, stationed at EarthDome.

6

Second Battle Fleet



Human Fleet

EarthForce ships not only patrol to keep the peace, but also engage in deep space exploration. The ships have to be heavily supplied as they may not return to known space for years.

10

Lyta Alexander



Neutral Character

The cost to play Lyta Alexander is reduced by the number of Vorlon Marks in your faction.

Lyta Alexander was Babylon 5's first telepath. After scanning Kosh to save his life, she was interrogated by the Psi Corps. Lyta went on the run, answering a call in her mind to go to Vorlon space.

8

Psi Bodyguard



Character Enhancement

Target a character you control with Psi greater than 0. The target character may use half his Psi skill, rounded up, as if it were Intrigue to oppose an Intrigue conflict targeting any of your characters.

Although telepaths shouldn't directly scan random people, their ability to sense strong or hostile emotions gives them an advantage as bodyguards.

4

Upgraded Defenses



Babylon 5 Enhancement

Unique.
Babylon 5 gains +4 influence.

Planning to expand Earth's military power, the President orders EarthForce to upgrade the weaponry on Babylon 5. This gives the station an increased ability to protect itself from attack by hostiles.

5

Affirmation of Peace



Diplomacy Conflict

If this conflict succeeds, all tensions for all players are lowered by 1.

Also, if this conflict succeeds, hold a Babylon 5 vote. If the vote passes, you and Babylon 5 each gain 2 influence.

The unified voice of the major star powers on the Babylon 5 Advisory Council can have a strong influence in the setting of disputes.

Affirmation of Power



Diplomacy Conflict

If successful, you and Babylon 5 each gain 1 influence.

If the conflict succeeds by 10 or more, you and Babylon 5 each gain an additional influence.

If the conflict fails, you and Babylon 5 each lose 1 influence.

Babylon 5 was founded in the interest of peace, but sometimes peace can only be enforced through the exercise of military might. The station is well equipped to defend itself, and can deploy its Starfury squadrons to engage in actions in nearby sectors of space.

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.

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.

Sleeper Personality



Conflict

Initiates both an Intrigue and a Psi conflict targeting one Inner Circle character who is not an ambassador. If both conflicts are successful, the target is demoted to a supporting character. In addition, if you win the Psi conflict by 10 or more, the target becomes your supporting character until he is discarded.

A Psi Corps brainwashing technique implants an alternate personality deep within a victim's psyche. It is controlled by the transmission of a code word. Once the code is sent telepathically, the victim's personality is destroyed and a new one emerges.

Stop Hostilities



Diplomacy Conflict

Target two players at war. If this conflict succeeds, hold a Babylon 5 vote. If the vote passes, and if each player's influence is lower than Babylon 5's influence, the war ends.

If the conflict succeeds by 10 or more, the players' tensions toward each other drop by 1.

Babylon 5 was founded to be a place where the galaxy's races could agree upon an equitable peace. The combined power of a majority of the star powers on the Babylon 5 Advisory Council may be enough to stop a war.

Telepathic Scan



Psi Conflict

Target another player.

If successful, the target player must show you a number of random cards from his hand equal to the base Psi score of the character you first rotated to support the conflict (up to his entire hand). Select and discard one of the cards.

Telepaths can scan the minds of others with lesser Psi abilities. A powerful telepath, such as a Psi Cop, can block out scans by lesser telepaths. Within the Psi Corps, telepaths are known as T eeps.*

TM

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.

Trade Pact



Diplomacy Conflict

Target another race with whom you have a mutual tension of 3 or less and no Free Trade state.

Characters of your two races apply double Diplomacy during resolution. If successful, there exists a state of Free Trade between your two races. While this state is in effect, factions of your two races each have +1 influence rating.

One of Babylon 5's major objectives is to foster trade and commerce among the various races.

If these star powers have a common economic interest, they are less likely to engage in war with one another.

TM

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.

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.



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

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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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.



Support Babylon 5



Event

Rotate your ambassador. Hold a Babylon 5 vote. Babylon 5 gains +1 influence for each yes vote. If the vote passes, Babylon 5 gains +1 additional influence.

While a few ambassadors may cast a vote out of conscience, most will cast their votes out of self-interest. The inability of some ambassadors to sacrifice for the common good is a major impediment to galactic peace.

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.



Assigning Blame



Lost Aftermath

Target ambassador loses 2 Diplomacy.

"Al right, straight up...
"Whether you're found innocent or guilty, if this goes to trial you'll have to step down as commanding officer of Babylon 5, probably permanently."
— Guinevere Corey

Refugees



Won Military Aftermath

Play after a war conflict. Target player loses 1 influence, and Babylon 5 gains 1 influence. (Discard this aftermath after play.)

Babylon 5 is neutral territory for the settlement of disputes between the various races. Its command staff may decide to offer sanctuary to victims of war, which will gain influence with the afflicted race.

Repairing the Past



Won Aftermath

Discard one aftermath that targets a card in your faction, or that targets your faction as a whole.
(Discard this aftermath after play.)

I believed your people capable only of murder and pain. But apparently there is still a spark of decency in your genetic code... I never thought I would be saying this, Mollari, but: To the health of your Emperor!"
—GKar to Londo

TM

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.

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.

Peace In Our Time



Agenda

Count every 3 points of Babylon 5 influence as 1 power.
Target a race. You may apply 10 influence plus 1 per fleet of that race in play to lower that race's tension toward one other race by 1.

"We will, at last, know peace in our time."
—Frederick Lantz

Picket Fleet



Human Fleet

Multiple.
Can only participate in conflicts targeting you.

Officers of EarthForce's different divisions can be distinguished by the colors of their uniforms.
Command staff wear blue, marines or ground troops wear an olive / brown color, and the security and police forces wear gray.

TM