

## Delenn

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Minbari Character

**Minbari Starting Ambassador.**  
**Grey Council Member.**  
**Religious Caste.**



Born in 2201, Delenn was taken from her parents and raised by the religious caste. After being mentored by Dukat, she became a member of the Grey Council in 2239.

## Lennier

03



Minbari Character

**Minbari Ambassador's Assistant. Religious Caste.**  
Lennier's Intrigue may only be used to oppose Intrigue conflicts.  
While Lennier is ready, Lennier may take all damage inflicted in an attack on Delenn in her place. He then rotates.

Lennier is a member of a religious sect known as the Third Fane of Chudomo. Babylon 5 is his first assignment off-world. He is Delenn's aide, becoming her loyal companion and confidant. He has a pure spiritual love for her.



## Servants of Order



Minbari Agenda

Your ambassador gains a Vorlon Mark. Purge a Vorlon Mark to go through your deck until you find the first card requiring or picturing Vorlon Marks. Place that card in your hand, then shuffle your deck. Count each 2 Vorlon Marks you have as 1 power.

"I am Grey. I stand between the candle and the star. We are Grey. We stand between the darkness and the light."  
—Traditional greeting spoken by members of the Grey Council



## Minbar

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Minbari Location

**Minbari 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 Minbari homeworld is the seventh planet in its solar system. The northern polar ice cap covers nearly one-quarter of the planet's surface. The planet is rich in crystal deposits, and many cities are cut directly out of the crystal.



## Ashan

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Minbari Character

**Religious Caste.**

Ashan is a member of the Third Fane of Chudomo. Under orders from his sect, he will lie about Captain Sheridan to gain revenge against the hated "Starkiller".



## Draal

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Minbari Character

**Religious Caste.**

When attacking or being attacked, Draal applies his damage before his opponent.

Draal is Delenn's mentor and close friend. After living his entire life on Minbar, he comes to Babylon 5 to say goodbye. When the Great Machine malfunctions beneath Epsilon III, he finds new purpose by placing himself within its matrix.



## Hedronn

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Minbari Character

**Grey Council Member.**  
**Warrior Caste.**

Rotate Hedronn and target a Minbari character.

The target character rotates (for no effect).

When Hedronn travels to Babylon 5, he claims to be a member of the Ministry of Culture. He authorizes Lennier to tell the Humans the truth about why the Minbari surrendered at the Battle of the Line.



## Kalain

02

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Minbari Character

**Warrior Caste.** The fleet Kalain is leading may rotate to attack a Human fleet. Human fleets may attack Kalain's fleet in return, and Human - Minbari tension grows by 1. Kalain may not lead the Homeworld Fleet, Picket Fleet or Colonial Fleet. Discard Kalain if his fleet is neutralized.

"We do not harm our own kind, Kalain. We never have."  
"Perhaps it is time to start. The Grey Council has betrayed us. What does a little blood matter now?"  
— Kalain, replying to Hedronn



## Minbari Agent

02



Minbari Character

**Worker Caste.**  
**Multiple.**

There's an old saying among the other races: "The Minbari never tell the whole truth." That's especially true when taking into consideration the interests of the three Minbari castes, which may come into conflict.





## Minbari Aide

03



Minbari Character

**Religious Caste.**  
Multiple.

Lenner is Delenn's assigned attache, but other Minbari may arrive with specific instructions for the ambassador. In keeping with Minbari tradition, Delenn is told only what she needs to know.

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## Minbari Captain

02



Minbari Character

**Warrior Caste.**  
Multiple.

All three castes have their own cruisers, but the warrior caste is responsible for defending Minbari interests. The warrior caste commanding officers are well-experienced from their campaign against Earth a decade ago.

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## Minbari Telepath

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Minbari Character

**Religious Caste.**  
Rotate Minbari Telepath to reduce a target character's abilities by 2 for the rest of the turn (minimum 0).

Minbari telepaths are revered by their culture, unlike their Human counterparts. Telepathy is considered a gift, so Minbari telepaths share their abilities with others in exchange for food and clothing.

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## Shal Mayan

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Minbari Character

**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.

Shal Mayan is a famous Minbari poet and writer of TILar. She has travelled widely, and believes that all sentient beings are best defined by their capacity and need for love.

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## Colonial Fleet

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Minbari Fleet

Can only participate in conflicts targeting you.

Like many great ships its size, a Minbari war cruiser is capable of forming its own jump point. It does not, therefore, require a jump gate to enter hyperspace.

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## Expeditionary Fleet

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Minbari 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.

It is tradition for a Minbari warship to approach an unknown alien vessel with its gun ports open. To the Minbari, this is a gesture of respect, as if holding open a hand to show what it holds.

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## First Battle Fleet

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Minbari Fleet

Minbari warships have "stealth" technology that prevents enemy weapon scanners from getting a lock. During the Earth-Minbari War, this made it virtually impossible for EarthForce fighters to destroy Minbari assault vessels.

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## Homeworld Fleet

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Minbari Fleet

Can only participate in conflicts targeting you.

A highly spiritual and disciplined people, the Minbari as a rule do not attack other races without cause. In the last Great War, they led the fight to stop the Shadows.

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## Picket Fleet

04



Minbari Fleet

Multiple.  
Can only participate in conflicts targeting you.

Minbari ships have artificial gravity, and have had it for some time. This gives them an advantage over the Humans, Centauri, Narn, and the other lesser powers.

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## Second Battle Fleet



Minbari Fleet

Because no other race has military technology superior to the Minbari, other means must be used to achieve victory. John Sheridan destroyed the cruiser Black Star by seeding an asteroid belt with mines that he could set off by remote control.



## Crystal Cities



Minbari Location Enhancement

Rotate this enhancement and apply influence. For each 3 influence you apply, add +1 support or opposition to one Diplomacy conflict.

"Because our world is rich with crystalline deposits, many of our cities are cut directly out of crystal formations. During the spring, the patterns of color caused by the light are breathtaking."  
— Ambassador Delenn, ISN interview



## 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 Narn 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.

## 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.



## 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.

## Contact with Vorlons



Event

The Vorlons gain 1 influence.  
Target character you control gains a Vorlon Mark.

"Earth Central sent me everything they have on the Vorlons, and it's not much. To date, no Human has ever seen a Vorlon."  
— Michael Garibaldi



## 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 officially declared war... Our hope for peace is over. We are now at war. We are now at war."  
— Ambassador G'Kar

## Early Warning



Event

Rotate a character with 2 or more Vorlon Marks.  
Apply the Vorlon's influence as opposition to a target Intrigue conflict.  
The Vorlons then gain +1 influence.

"A human imprisons one of us? Intolerable."  
— Ulkesh

## Hidden Knowledge



Event

Requires 2 Vorlon Marks to play.  
Apply up to 5 influence per player.  
You may look at a number of cards from the top of each player's deck equal to the amount of influence you applied for that player.  
Replace the cards in any order you desire.

"I am studying."  
— 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



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## Medical Assistance



### Event

Target a neutralized supporting character.  
Treat him as an Inner Circle character until he is unneutralized.

Babylon 5 has several Medlabs.  
Each Medlab is equipped to handle everything from emergency calls to routine exams for all species. Patients are expected to pay for treatment, although Dr. Franklin can make arrangements for the indigent.



## 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.



## 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.



## You Are Not Ready



### Event

Requires 3 Vorlon Marks to play.  
Discard 1 conflict in play.  
It does not resolve.  
The Vorlons gain 2 influence.

"You are not ready for immortality."  
— Kosh



## You Know My Reputation



### Event

For the rest of the turn, your ambassador gains Diplomacy equal to his Destiny Marks, Shadow Marks and Vorlon Marks, plus 1 per fleet you rotate when playing this card.

There are times when a reputation for ruthlessness comes in handy



## Contact with Vorlons



### Event

The Vorlons gain 1 influence.  
Target character you control gains a Vorlon Mark.

"Earth Central sent me everything they have on the Vorlons, and it's not much. To date, no Human has ever seen a Vorlon."  
— Michael Garibaldi



## Approval of the Grey



### Minbari Won Aftermath

Target one of your supporting characters who is a Grey Council Member.  
Promote that character to the Inner Circle.

The Grey Council, in keeping with tradition set 1,000 years ago by Valen, has nine members — three from the religious caste, three from the warrior caste, and three from the worker caste. Great deliberation goes into each Council decision.

## 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

## Lamentations



### Lost Aftermath

Target ambassador cannot participate in any conflict.  
Discard this aftermath at the beginning of the next aftermath round.

"They're in pain. Frightened. Dying. Minbari are taught that at such a time, the afflicted should be ministered to, comforted... They are afraid. We wish to do what little we can."  
— Delenn



## Personal Sacrifice



### Won Aftermath

Target your participant ambassador.  
The amount of damage required to neutralize your ambassador drops by 2. However, apply +2 Diplomacy when your ambassador supports a conflict (this is not an ability increase).

Above all, Ambassador Delenn values life. She will sacrifice her own life if she can save the lives of others. When a life is lost which could have been saved, she feels personal grief and anguish.

## 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

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## United Front



### Won Diplomacy Aftermath

Your ambassador gains +3 Diplomacy while supporting conflicts you initiate.

An ambassador is the official representative of his or her government to the other races. Failure to support the government's official position weakens that race's political power in relation to its rivals.

## Finish the War



### Minbari Agenda

Once per turn you may lose 1 influence to raise your tension toward the Humans by 1. If your tension toward the Humans is at 5, you may declare war conflicts against human factions and they may declare war conflicts against you.

The Minbari could have easily won the war, at the Battle of the Line. They suddenly surrendered. No one knows quite why. There is still great resentment among the warrior caste, many of whom wish to continue the war.

## 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.