

G'Kar

04

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Narn Character

Narn Starting Ambassador.

Member of the Kha'Ri.

You begin the game with one additional card in your starting hand. You must still conform to all other starting hand restrictions. To replace G'Kar, you must discard 4 cards from your hand (in addition to any other costs.)

"Oh, my people watch him, his people watch me, we all watch one another here, Mr. Garibaldi." - G'Kar

Ko'Dath

01



Narn Character

Narn Ambassador's Assistant.

Ko'Dath is G'Kar's first ambassadorial aide on Babylon 5. She is ill-tempered even for a Narn, and seems to have little interest in anything other than work. She should be careful around airlocks...

2

Quadrant 14

05



Narn Location

Location's Military may only be used to oppose conflicts targeting this location. Rotate Quadrant 14 as an action to add a construction token to this card. Each time you sponsor a fleet, remove all construction tokens from Quadrant 14. Each token removed reduces the cost for you to sponsor that fleet by 2 (to a minimum cost of 0).

The Narn have built a colony on a planet in Quadrant 14, near the Centauri border. The colony is home to 250,000 Narns. Should the Centauri move against the Narn, Quadrant 14 is a likely target.

6

Establish Base



Military Conflict

If any fleet attacks occur during this conflict, Babylon 5 loses 2 influence.

If successful, this conflict becomes a faction enhancement for you. While in play, your fleets gain +1 Military, and gain an additional +1 Military while you are the target of a Military conflict.

Military powers deploy outposts and bases to help support their fleets. Destruction of a base impedes the ability of ships to replenish their supplies and effect repairs.

Managed Growth



Agenda

You may sponsor this agenda without rotating any characters. Rotate this agenda to put a card from your hand on the bottom of your deck, then draw a new card.

Exploration is required to gather the right resources to grow and prosper. Interplanetary Expeditions, an interstellar corporation based on Earth, is one of the major players in such exploration.

Citizen G'Kar

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Narn Character

Must either: replace your G'Kar; or replace another faction's G'Kar if that faction lost influence last turn from a conflict initiated by another player. Transfer all attached cards. Citizen G'Kar's controller has no Babylon 5 vote. Citizen G'Kar, or any fleet he leads, may participate in any conflict (using the appropriate ability), regardless of restrictions on which race or faction may participate.

"Everything out there has only one purpose: to distract us from ourselves, from what is truly important. There are no distractions in here. You can learn much from silence."

Du'Nar

07

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04



Narn Character

Member of the Kha'Ri.

If Du'Nar is injured but not neutralized, remove 1 damage token from him during each ready round.

Members of the First Circle of the Kha'Ri led the insurgency against Centauri oppression. They remain the most respected leaders of the Narn Regime.

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G'Obel

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02



Narn Character

Kha'Ri Advisor. Rotate G'Obel and target a conflict that targets you: Leadership may now be used to oppose the conflict. G'Obel counts +1 Diplomacy for each Member of the Kha'Ri who is an Inner Circle character.

G'Obel is a scholar and occasional activist within Narn high society. Politics is constantly dragging him away from the peace of his library and pushing him to the forefront of events.

8

G'Sten

08

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05



Narn Character

Narn Warleader.

Member of the Kha'Ri.

While ready, you may cause a Narn fleet that is attacked to suffer only half damage. If this effect is applied, rotate G'Sten.

G'Sten is a Narn military leader and the uncle of Ambassador G'Kar. Like G'Kar, he lived under the Centauri occupation of Narn. He fights to ensure that it does not happen again.

12

General Na'Tok

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Narn Character

Narn Warleader. Member of the Kha'Ri.
Narn Agitator. May replace Na'Kal, transferring all attached cards and marks. Remove Na'Kal from the game. Any fleet led by General Na'Tok has +1 damage resistance for each Strife Mark attached to him.

"The Nam Government has no special love of the Centauri or its citizens. We are with you."



Ja'Doc

02
04



Narn Character

While ready, you may negate any event being played.
 Discard Ja'Doc when this effect is used.

Being in the right place at the right time can be extremely useful — or it can get you killed.



Ja'Doc

02
04



Narn Character

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 Discard Ja'Doc when this effect is used.

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Kha'Mak

08



Narn Character

Representative of the Kha'Ri.
 Cannot become an Inner Circle character. Rotate to reduce the cost of the next Narn character you sponsor this turn by 2. Your influence rating is increased by +1 while you control Kha'Mak.

Kha'Mak is a liaison for the Kha'Ri, the Narn ruling council. He is a contact G'Kar may use to gain the Kha'Ri's approval for drastic actions, such as the attempted assassination of the Centauri emperor.



Lady Na'Toth

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03
03



Narn Character

Narn Ambassador's Assistant.
 Must replace Na'Toth, transferring all attached cards and marks. Treat as a Lady. Lady Na'Toth has damage resistance equal to the highest tension toward the Narn race among the races being played.

"She is strong of will if nothing else. She can walk to the other side of the planet if need be." - G'Kar



Na'Far

05
02



Narn Character

While ready, you may cause any Narn character who is attacked to suffer 3 less damage.
 Rotate Na'Far when this effect is used.

Councilor Na'Far is assigned by the Centauri protectorate ruling Nam to replace Citizen G'Kar as his world's representative to Babylon 5. To Na'Far, it is more important to rebuild his world and feed the hungry than to win freedom for his people.



Na'Mel

02
04



Narn Character

Agent of the Kha'Ri.
 Rotate and discard Na'Mel as an action to negate one Intrigue conflict (it does not resolve).

The Nam are fierce and cunning resistance fighters. When their Homeworld was leveled by Centauri mass drivers, many veterans of the Nam underground came forward to fight once again for their freedom.



Na'Toth

03
01
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Narn Character

Narn Ambassador's Assistant.
 Na'Toth may replace Ko'Dath. Any fleet gains a Strife Mark while it is led by Na'Toth.

Na'Toth replaced Ko'Dath as G'Kar's aide. Fierce even for a Narn, she has sworn to avenge the deaths of family members by "Deathwalker". Her duties often take her back to homeworld, which may be dangerous.



Sh'Sak

01
01
03



Narn Character

At the end of the resolution round, if you played an aftermath that was not discarded after play, you may search through your deck and take into your hand one copy of that aftermath. Reshuffle your deck afterwards.

Sh'Sak is a firm believer in training and education, so that every Nam is at their best when their greatest trial arrives.



Book of G'Quan



Narn Character Enhancement

Limited.

Target character gains +2 Diplomacy and +1 Leadership while enhanced by this card.

Character gains a Destiny Mark.

The Book of G'Quan is the holy scripture of the Narn people. It was written by the great revolutionary G'Quan when the Shadows occupied Narn 1,000 years ago.

8

Pride of the Kha'Ri



Narn Fleet Enhancement

Flagship. Limited.

You may only control one Flagship at a time. You may move this enhancement to any other valid fleet you control at the end of the Ready round. The target fleet gains +2 Military.

The Narn based most of their ships and weaponry around Centauri equipment seized during the liberation of the Narn Homeworld. Since that time, the Narn have added their own distinct innovations to the designs.

4

Thenta Makur



Narn Group

All Narn in play gain a Strife Mark while Thenta Makur is in play.

The Thenta Makur is the premier Narn guild of assassins. Quite powerful, they leave a flower known as a Death Blossom for their victim, so he can prepare for his death.

7

First Battle Fleet



Narn Fleet

The Narn heavy dreadnought is a Ma'Arone class cruiser. It has two 500-gigawatt G'nath laser cannons. Its maximum linear thrust is 109 Megachoths.

9

Heavy Fleet



Narn Fleet

Multiple.

Narn forces have been improved considerably in recent years.

After their liberation from Centauri occupation, the Narn began building a vast military capable of defending them from another invasion. That force is now being used offensively as well.

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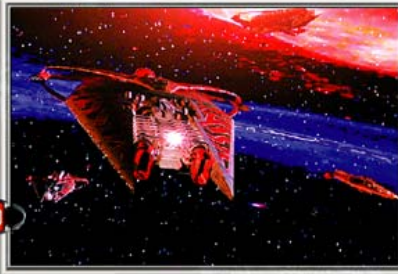
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7

Second Battle Fleet



Narn Fleet

Narn warships fight battles in tandem with support fighters.

The fighters, however, do not have the ability to create their own jump points, so they must enter or exit hyperspace through a jump point created by cruisers.

10

Strike Fleet



Narn Fleet

Multiple.

Narn warships are formidable opponents.

They are roughly equal in technology to the Humans and Centauri, and are certainly superior to lesser powers such as the Drazi, the Pak'ma'ra, or the Brakiri.

6

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Expeditionary Fleet



Narn 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.

Having survived Centauri occupation, the Narn in recent years have grown militant and aggressive. They have been known to attack Centauri colonies and claim them as their own.



Homeworld Fleet



Narn Fleet

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

Warships in the Narn homeworld fleet are usually deployed in a defensive posture. The military will send this defense fleet on an attack mission only at great risk, and only if the potential gain is great.



Never Again



Narn Agenda

All of your fleets gain +2 Military while you are the target of a Military conflict. Count each ready fleet you have with an unmodified Military greater than 4 as 1 power.

"They're doing it to us again! Step aside, Sheridan. I won't let this happen. Not again!"
- G'kar to Sheridan

Empire Builder

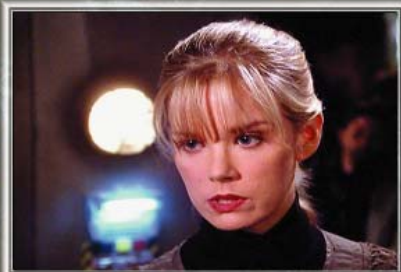


Agenda

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.

Through your blood and the blood of your children, we will blaze a path across the galaxy. What we cannot take by force, we will win by subversion. And, in the end, we will bury you."
- John Sheridan, 2762

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.



Independent Support



Agenda Enhancement

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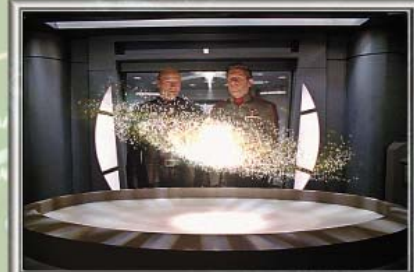
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Nowhere to Hide



Faction Enhancement

Limited. Your ambassador gains +2 to all his abilities and a Destiny Mark. Whenever a player's tension toward another race increases or attempts to increase because of a card he plays or controls, he must discard a card from his hand if possible.

"Walking to and fro in the earth, and up and down it." - Galen, quoting Job



Commerce Raiding



Global Enhancement

All Free Trade states are suspended (they are not in effect), and your faction has +1 influence rating while Commerce Raiding is in play. Any player may initiate a Military conflict with 10 automatic opposition. If this conflict is successful, discard this enhancement.

"Even after we cut off their supply of heavy weapons, the Raiders have continued to escalate their attacks. The last two have been in close proximity to Babylon 5... Ships that small have to use jumpgates, same as anyone else."

— Michael Garibaldi



Combat Experience



Military Participant Aftermath

Participant character gains +1 Leadership.

Combat pilots and soldiers can practice in simulators, but nothing equals the experience of actual combat.

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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

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Tip-Top Shape



Participant Aftermath

Target gains +1 to the ability he used in the conflict and +1 damage resistance. Your cost to promote the target is reduced by 2.

"You're the perfect choice." - Sheridan to Lochley

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Carve Up the Galaxy



Military Conflict

If successful, gain +1 influence, then choose another player to gain +1 influence. (You do not have to specify which player will gain influence until this conflict resolves.) No additional influence may be gained from this conflict by any means (e.g. aftermaths, homeworlds, contingencies, etc.).

"I have been studying these reports from the front lines. You will note the plural form, lines." - Londo

Show the Colors



Military Conflict

Any faction may be supported. Participants in this conflict can only be attacked by fleets of races with whom they are in a state of war. The faction with the single most support gains +2 influence.

They look more like peacocks than fighting men, but the Centauri are doughty, brave warriors, both in space and on the ground.

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Forced Down

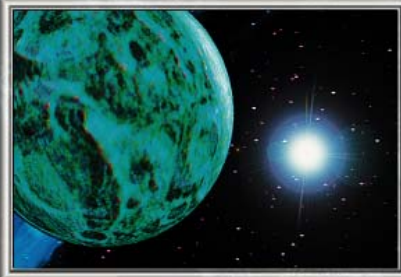


Military Conflict

Any player may be supported in this conflict. Whichever player has the single most support gains +1 influence and must, if possible, neutralize one supporting (row) character (of his choice) controlled by the player with the least support (or one controlled by each player with the least support if there is a tie).

"Tell them we've located one of the ships that attacked earth and pursued her to this sector. We intend to force her down on the nearest planet." - Captain Henson

Annex Neutral World

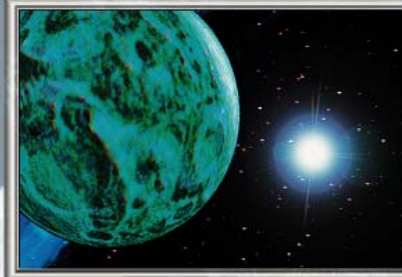


Military Conflict

All participants may increase their tension toward the initiator of this conflict by +1. If successful, gain +1 Influence. Gain an additional +1 Influence if you win the conflict by 10 or more.

Neutrality is often not a viable political stance. Those who try hardest to avoid a struggle often find their worlds are the first to fail... or that there is no one left to defend them when the predators turn their eyes toward their lands.

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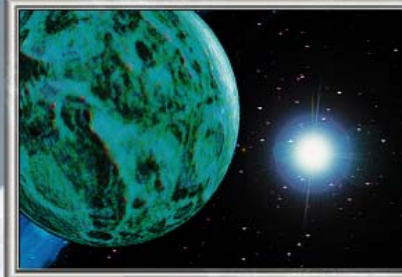


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High-Tech Weapons



Leadership Conflict

Target a fleet you control. If successful, search your deck for the first Fleet Enhancement you find and take it into your hand, and this card becomes a Fleet Enhancement on the target which gives the target +3 Military.

"I think you're gonna like this. Yeah. I think you're gonna like this a lot." - Garibaldi, referring to the Excalibur and Victory

Probes



Leadership Conflict

Explorer. If successful, this conflict becomes a Faction Enhancement targeting you with a Probe Token on it for each point by which the conflict succeeded. As an action, rotate this enhancement and remove any number of Probe Tokens to provide +1 support or opposition to a target conflict for each Probe Token removed. Discard this enhancement if it has no Probe Tokens.

"Drop probes." "Probes away." - Gideon and Matheson

Wargames



Leadership Conflict

Any faction may be supported in this conflict.

The faction with the most support gains +1 influence.

I am Death incarnate,
and the last living thing you will ever see.
God sent me."
- Susan Ivanova

Wargames



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Outfoxed



Character Contingency

Play on an Assistant to your Ambassador who has a printed cost of 4 or higher. Reveal when another player gains influence, or increases his influence rating, because of a Contingency, Event, or non-racial Agenda to cancel the influence gain or influence rating increase. The character on whom this card was played gains your choice of a Destiny Mark, Conspiracy Mark, or Strife Mark.

"You are going to resist, I hope."

Euphrates Treaty



Diplomacy Conflict

Unique. Target the Nam or the Centauri. Nam - Centauri tension drops by 1. Nam and Centauri characters gain +2 Diplomacy while participating in this conflict. If successful, the target race gains +1 influence, and gains +1 additional influence for each 10 strength by which the conflict succeeded. If it fails, the other race gains both these benefits.

The Euphrates Treaty is one small step in ending the hostilities between the Centauri Republic and the Nam Regime. It is negotiated on Babylon 5 between Londo and G'Kar, with Jeffrey Sinclair acting as mediator.

Saber Rattling



Diplomacy Conflict

Military may be used to support or oppose this conflict. Target a player. If successful, you gain +1 influence and the target increases his tension toward all players who supported the conflict by 1. If unsuccessful, the target gains +1 influence.

An actual battle can often be avoided if military strength can be demonstrated. The shrewd leader will realize that he has inferior forces, and will wait to fight another day.

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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.

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Attack Formation



Event

Target 2 or more of your fleets supporting or opposing the same conflict.
Each of those fleets gains +2 Military for the rest of the turn.

"Fighters, take point...and clear the way.
"Sunhawks and other medium-class ships provide escort for our big guns.
"Everyone else - break and attack!"
- Captain John Sheridan



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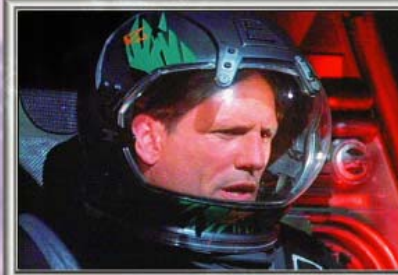
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Bogged Down



Event

For the rest of the turn, any player who passes can only pass for the rest of the turn.

Sometimes any action is the wrong action.
The best thing to do is to wait.



Burnt From Both Ends



Event

Neutralize a target character who you control. You may restore influence from your applied influence to your available influence, up to the printed influence cost of the target character.

Excuse me, but I'm in the middle of fifteen things -- all of them annoying. - Ivanova

Fleets on the Border



Event

All players may use Military to support or oppose a target Diplomacy conflict.

Borders in space are primarily defined by occupied planets, outposts and space stations rather than permanent fleet deployments.



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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Moral Quandary



Event

Target a character.

The target character is rotated for no effect.

The owner of the character may negate this event by applying influence equal to the character's cost.

Adira Tyree really does care for Londo Mollari, but as a slave the only way she can win her freedom is to obtain Londo's Purple Files for her master, Trakis.

She scans Londo's mind to obtain the triple cipher for his files.



Relaxation



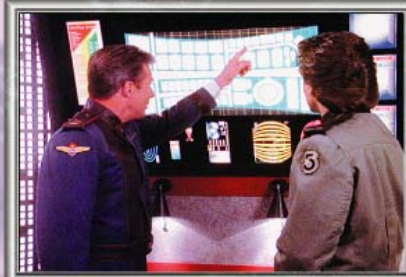
Event

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



Special Ops



Event

All players may use Military to support or oppose a target Intrigue conflict.

In addition to traditional assignments of defense or assault, military officers may find themselves assigned to special operations of a covert nature.



Unrecognized Data



Event

Target a fleet.

The target fleet cannot be attacked for the rest of the turn.

Although modern weapons are formidable, highly advanced alien technology may confuse the targeting systems.

In fact, some ships may not even register on scanners because of their stealth technology.



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