

G'Kar

05
01
03



Narn Character

Starting Narn Ambassador.

Member of the Kha'Ri.

G'Kar gains +2 Intrigue while he is the target of an Intrigue conflict.

G'Kar is the Narn Regime's ambassador to Babylon 5. A veteran of his planet's war of liberation, he harbors a great hatred for the Centauri and a thirst for vengeance. Despite his anger, G'Kar has his own code of honor that may be his salvation.



Revenge



Narn Agenda

All of your fleets gain +2 Military while attacking Centauri fleets. Your tension toward the Centauri counts as power.

Gain +2 Influence whenever you conquer a Centauri location.

"The wheel turns, does it not, Ambassador?"
— G'Kar to Londo

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

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.

6

Kha'Mak

03



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.

11

Na'Kal

02

04



Narn Character

While ready, you may choose to withdraw a Narn fleet that is being attacked from a conflict. If this is done, the fleet inflicts and receives no damage. The Narn fleet is no longer participating in the conflict. Rotate Na'Kal when this effect is used.

War Leader Na'Kal is the commanding officer of the Narn star cruiser G'Tok. He is resourceful enough to escape from Centauri attack, but also may be afraid to commit his ship to battle if the odds are against him.

8

Na'Toth

03

01

03



Narn Character

Narn Ambassador's Assistant.

Na'Toth may replace Ko'Dath.

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.

5

Narn Agent

02



Narn Character

Multiple.

The Narn can hardly be called a subtle people, but even the Narn Regime has its intrigues. Rivalries within Narn culture can easily turn deadly, and the tradition of Shon'Kar requires lethal vengeance. Narn are fiercely loyal and not easily turned.

3

Narn Aide

02



Narn Character

Multiple.

With Narn more than 12 light-years away from Babylon 5, Ambassador G'Kar must rely on diplomatic couriers to carry sensitive items, data crystals and documents. G'Kar's orders come from the Kha'Ri, the Narn ruling body.

3

Narn Captain

03



Narn Character

Multiple.

Having survived a century of Centauri occupation, the Narn military have become fierce and aggressive warriors. Expect a Narn captain to be extremely loyal to his people, and to be willing to sacrifice himself and his ship to protect Narn civilians.

4

Ta'Lon

04



Narn Character

Rotate Ta'Lon while one of your characters is the target of an Intrigue conflict. That character gains +4 Intrigue.

A Narn fighter pilot, Ta'Lon was captured by a Streib ship but freed with the help of fellow captive John Sheridan. Assigned as a bodyguard to councilor Na'Far, he chose to stay on Babylon 5 to assist G'Kar and work for the cause of freedom.

7

N'Grath

05



Neutral Character

Mercenary.

N'Grath will support or oppose one conflict, as dictated by whoever offers him the most influence during the turn.

N'Grath cannot become an Inner Circle character.

N'Grath is an insectoid creature associated with Downbelow organized crime. Known as a "fixer", N'Grath can provide bodyguards, hit men, forged papers – anything for the right price.

To Security, N'Grath claims he engages only in legitimate business practices.

1

Narn Homeworld

020



Narn Location

Narn 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.

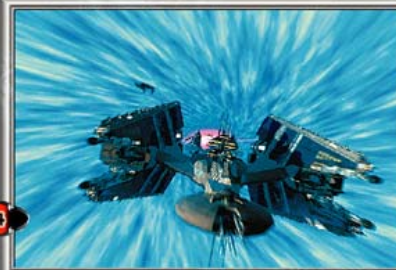
The Narn homeworld was occupied by a Centauri invasion force for 130 years. They enslaved the native population and depleted its natural resources.

Although free for decades, the planet will never again be the forest world it once was.

10

Colonial Fleet

04



Narn Fleet

Multiple.

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

Many Narn colonies are on the border with Centauri space, and have changed hands during the conflicts between those two empires.

The Narn fleet must be on the alert to protect its territories.

4

Deep Space Fleet

04



Narn Fleet

Multiple.

The Narn Regime has deployed deep space ships that may be sent to investigate planets or other phenomena that may pose a threat.

A Narn war cruiser sent to Z'Ha'Dum in early 2259 never returned.

5

Deep Space Fleet

04



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5

Expeditionary Fleet

05



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.

8

First Battle Fleet



Nam Fleet

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



Homeworld Fleet



Nam Fleet

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

Warships in the Nam 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.



Picket Fleet



Nam Fleet

Multiple.
Can only participate in conflicts targeting you.

Nam warships do not have artificial gravity, so their crews must be strapped into their chairs while in combat. The star cruisers have the ability to create their own jump points, which provides the tactical advantage of surprise attack.



Second Battle Fleet



Nam Fleet

Nam 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.



Book of G'Quan



Nam Character Enhancement
Limited.

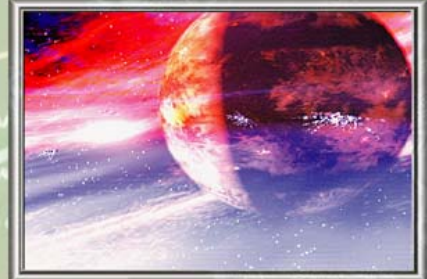
Target character gains +2 Diplomacy and +1 Leadership while enhanced by this card.

Character gains a Destiny Mark.

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



Energy Mines



Nam Fleet Enhancement

All fleets attacking or being attacked by the target fleet suffer 1 point of damage before the attack is resolved.

The Nam use custom-designed energy mines at long range to initiate most fleet engagements. Though not often lethal in and of themselves, they are a useful method of "softening up" an enemy fleet.



Fleet Support Base



Location Enhancement

Target one of your locations.
Rotate this enhancement to repair up to 4 total points of damage from any combination of fleets you control.

Military fleets deploy support bases to act as supply depots, listening posts and communications relays. Although they don't pose a direct military threat, they are important targets that an enemy may destroy to disrupt a foe.



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.

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.

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.

Supplement Security



Diplomacy Conflict

If successful, this card becomes a faction enhancement for you, which reduces all damage your characters suffer when attacked during an Intrigue conflict by 2.

With Babylon 5's security forces depleted due to the deportation of those sympathetic to the Night Watch, G'Kar volunteers his Namt followers to serve. This has an unsettling effect on the Centauri aboard Babylon 5.

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.

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

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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.

For the Good of All



Event

For each of your characters or fleets that is neutralized this turn, and for each Destiny Mark you have, you gain +2 influence to use on the next turn only.

This influence does not count toward power.

Nams are easily provoked to anger and violence. Even Ambassador G'Kar has trouble keeping his people in line. Should his prestige diminish, G'Kar may no longer be able to control them and they may choose to follow someone else.

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.



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.

"All 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

Hunted



Intrigue Participant Aftermath

Target a participant character. Two influence must be applied each time the character is readied, or he remains rotated.

Babylon 5's internal scanners are sensitive enough to detect a radiation source inside the station. It requires some reprogramming to eliminate normal heat and other radiation sources.

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.

Renowned Victory



Won Military Aftermath

The initiator must have won the conflict by at least 5 strength and must have neutralized at least 5 Military strength of fleets with attacks.

Target ambassador gains +1 Diplomacy, +2 Leadership and a Destiny Mark.

"I say fight."

— Susan Ivanova

War Hero



Won Military Aftermath

Target an ambassador after his faction captures a location.

The ambassador gains +2 Diplomacy and +2 Leadership.

Although ideological differences may drive nations into war, career military officers share the common fate of following orders without question, even at the risk of death.

A great military leader is often respected by all sides, even by an old enemy.

Never Again



Nam 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

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.

Limited Strike



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