

Neroon

05
01
04



Minbari Character

Starting Minbari
Home Faction Ambassador.
Grey Council Member.
Warrior Caste.

"Perhaps there was some small wisdom
in letting your species survive."
- Alyt Neroon to Commander Jeffrey Sinclair

Muster Support



Agenda

You may sponsor this agenda
without rotating any characters.
If you have 4 or fewer characters in your
faction, your cost to sponsor or promote
each character is reduced by 2.

The Warrior and Religious Castes, working together,
are a force against which few in the galaxy are prepared to stand.

Legacy of Power



Won Aftermath

Target your faction.
Rotate as an action to either: search your deck and
take the first Aftermath you find into your hand
(shuffle your deck afterwards), or apply support to a
target conflict equal to the number of Won
Aftermaths on cards you control. For each character
you control who has a Won Aftermath attached to
him, you may apply 1 additional influence each turn.
Each time you play an aftermath, you may restore 1
point of applied influence.

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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Dhaliri

05
02



Minbari Character

Grey Council Member.
Religious Caste.

When Dhaliri is neutralized, he suffers
1 additional point of severe damage.

The religious caste often leads the Council, as they advise
patience and a wait and see approach to problems.
This cautious approach will usually win over several
members of the other castes to their point of view.

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Durlan

05
01



Minbari Character

Grey Council Member.
Worker Caste.

Rotate to give a character
+1 Leadership for the rest of the turn.

Like the other castes, the worker caste holds
three seats on the Minbari Grey Council.
Because they tend to go about their business,
their voice is not often heard on the Council.
Some feel they should be heard more often.

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Grey Council Servitor

01
02



Minbari Character

Worker Caste.
Grey Council Servitor gains
+1 to his Diplomacy for each
Grey Council Member in your Inner Circle.

Only the best and brightest of the three Minbari castes
become servitors to the Grey Council. One in this
position achieves great heights in Minbari society.

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Katz

06
01
05



Minbari Character

Worker Caste. Grey Council Member.
Rotate Katz and target an undamaged
Minbari character. Until the end of this turn,
that character ignores all effects of
damage tokens on him.

Katz spent her life as a paragon of the Minbari belief in serving others,
donating her telepathic abilities to anyone who required
them. She was one of five Worker Caste Minbari called
by Delenn to form the new Grey Council.

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Minbari Telepath

05



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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Movekk



Minbari Character

Warrior Caste. Ranger.

Rotate Movekk and target a Shadow Character or Shadow Fleet whose highest current ability is less than Movekk's current Psi. Rotate the target for no effect.

Movekk was one of the few Warrior Caste Rangers who remained with the Anla'shok after Sinclair was appointed as Ranger One. Movekk's dedication to the fight against the Shadows was stronger than his Caste loyalties.



Rathenn



Minbari Character

Grey Council Member. Religious Caste.

Rotate to alter the Minbari tension toward any race by 1.

The members of the Grey Council convene on a star ship, travelling between their worlds and directing their people.



Shakat



Minbari Character

Grey Council Member. Warrior Caste.

For each point of damage Shakat heals you must apply 1 influence.

When Valen created the Grey Council one thousand years ago, he gave each of the three castes three positions on the Council. The warrior caste appointees are usually quick to advocate a forceful response to any crisis.



Kevin Sprach



Neutral Character

This character cannot be in your starting hand. You must rotate all of your Inner Circle characters to sponsor Kevin Sprach, but do not have to apply influence to sponsor him. Kevin Sprach cannot enter play by any other means. All characters in your Inner Circle gain +1 Diplomacy.

"More important? What's more important than the right clothes for the right job, the right style for the right... Oh, I try. Goodness knows I try, but it's just so hard some days."



Marcus Cole



Neutral Character

Ranger.

The Human and Minbari players may sponsor Marcus Cole as if he had a 7 cost. While you control Marcus Cole, the cost for you to sponsor any Ranger group is reduced by 2.

Marcus Cole ran the Arisia Mining Company until a Shadow attack destroyed the colony and killed his brother William. Markus joined the Rangers to honor his pledge to William to continue the fight.



Ranger Initiate



Neutral Character

Multiple. Ranger.

Are you willing to die?
Friendless, alone, deserted by everyone?
Because that is what may be required of you."
- Sebastian



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Support of the Mighty



Agenda

Your cost to sponsor any character with an ability of 6 or higher is reduced by 2. Count each of your ready characters with an ability of 6 or more as 1 power.

The support of a great nation's leader is critically important to success. It means that goals and objectives might be achieved without bloodshed; or, if war breaks out, that victory is more likely.

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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.

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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.

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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It Stops Here



Won Aftermath

Each player may only play this aftermath once per game. Can only be played during resolution of a conflict initiated by a Conflict Card. Target the initiator's ambassador, and place the Conflict Card under this card as an Aftermath Enhancement (even if the conflict would normally return to to initiator's hand). The target's controller cannot initiate a copy of any conflict that is an Aftermath Enhancement on this card.

"You had to display the great warrior's body, you had to have your military spectacle. It stops here!" - Delenn

Dedicated Assistant



Won Aftermath

Target an Ambassador's Assistant who rotated to enhance his ambassador. The ambassador must have participated in the conflict.

When the assistant rotates to enhance the ambassador, he reduces costs by 2 or increases the ambassador's abilities by +2.

I know that Delenn is fated for another, and I have accepted that in my heart."

Debt of Gratitude



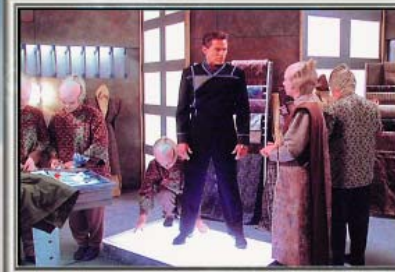
Won Aftermath

Target one of your participant supporting characters.

The cost to promote the target character to the Inner Circle is reduced by 4 Influence.

Zack Allen has come far since his early days as a member of Garibaldi's security staff. His casual style of authority is perfect for the complex society of Babylon 5.

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Triluminary



Minbari Character Enhancement

Target the Minbari ambassador.

The ambassador gains +2 Diplomacy while in possession of this item.

Minbari tension toward the Humans cannot rise above 4 while this item is in play.

Character gains a Destiny Mark and a Vorlon Mark.

The Triluminary is a rare Minbari device handed down from the time of Valen, the Minbari not of Minbari. Valen delivered the Triluminary from an unknown source. Its strange powers are not fully understood.



Anla'Shok



Minbari Group

Ranger Group. Your cost to sponsor any Ranger card is reduced by 2. Rotate and target a Ranger character. The target character gains +2 to each of his abilities while this group remains rotated.

During the many centuries between one Shadow War and the next, the Anla'Shok became little more than a joke to the Minbari. Under Delenn's control they may once again become a force to be reckoned with.



Homeworld Fleet



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.



Deep Space Fleet



Minbari Fleet

Multiple.

Though the Minbari fleet and technology is superior to that of the other "younger" races, space is vast and the fleet remains alert against any threats. Who knows when an ancient enemy may return?



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Grey Council Fleet



Minbari Fleet

You may only initiate Military conflicts that target a player with whom you are at war. This fleet may be promoted to your Inner Circle. If this fleet is then neutralized, it heals as an Inner Circle character until unneutralized and is not discarded. (The fleet is not otherwise treated as an Inner Circle character.)

The Minbari Grey Council travels the galaxy in one of the fleet's war cruisers.

The Earth-Minbari War began because an EarthForce ship, the Prometheus, fired on this ship, killing Dukhat, the leader of the Minbari.



Starfire Wheel



Minbari Diplomacy Conflict

Non-Minbari characters may participate in this conflict with Intrigue, but not with Diplomacy. Target a non-ambassador Minbari Inner Circle Character you control. Reduce your Unrest by 1. If successful, raise all of the target's printed abilities to a level equal to his highest printed ability. If unsuccessful, remove the target from the game.

"Valen said, 'Will you follow me into fire?' Will you?" - Delenn

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.

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Collaboration



Diplomacy Conflict

Crusade. Legacy. Target another player.

If successful, the target gains +1 power, you gain +1 influence, and all other players lose 1 power.

"You know, the other day I heard some of the crew talking. You know what they call you? The Spectre at the Banquet. Whenever you show up, somebody dies. I tried to explain to them that it's usually after someone dies that you show up and try to help, but that doesn't exactly apply in this case, does it?" - Dr. Chambers

Consolidated Position



Diplomacy Conflict

Only members of your race may participate in this conflict.

If the conflict is uncontested and support exceeds at least your unrest times 5, this card becomes an aftermath targeting your ambassador.

While in effect, no other player may play aftermath cards targeting your ambassador.

A significant part of the Centauri's historical decline was due to internal strife, which allowed uprisings throughout their large colonial holdings.

Defuse the Situation



Diplomacy Conflict

Play as your first action, as an additional conflict, and target an opposable Military Conflict you did not initiate. At the beginning of the Resolution Round, if this conflict has more support than opposition, and more support than the target conflict, the target conflict does not resolve. If Defuse the Situation succeeds by 20 or more, return it to your hand.

If you value your lives, be somewhere else! -- Delenn

Rally the People



Diplomacy Conflict

Requires a Destiny Mark for you to initiate this conflict. Each player may only play this conflict once per game. Only characters of your race may participate in this conflict.

For each 15 points by which this conflict succeeds, gain +1 influence.

The Kha'Ri, the ruling circles in Nam society, are both political rulers and religious leaders.

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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Bluff



Contingency

Play on any card.
Reveal as an action if you have not revealed a Bluff this turn.
Return this card to your hand.

Sheridan's Rule #29
Always make your opponent think you know more than you really know.

Hyperspace Getaway



Fleet Contingency

Crusade. Reveal when any fleet you control is attacked. The attack is cancelled, although the attacking fleet remains rotated. You may ready the attacked fleet, in which case it is no longer participating in any conflicts. You may remove up to 3 points of damage from one fleet you control.

"There is no greater crossroads than hyperspace." - Galen

Tunnel of Life & Death



Character Contingency

Play on a teep.

Reveal when a character you control is discarded. For each 4 points of Psi that this teep has, you may transfer 1 aftermath or enhancement from the discarded character to this teep.

When it happens, you see it as a door opening. I guess there's no other way for the human mind to interpret what it's seeing. - L yta

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A Good Bluff



Event

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

The abilities of an ambassador should not be underestimated. They are far more than just diplomats. Many have prior military experience, and a diplomatic mission also engages in intelligence gathering as well.



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Diplomatic Blunder



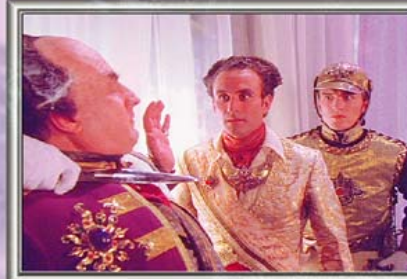
Event

Target ready character with Diplomacy greater than 1 has his Diplomacy lowered to 1. (Bonuses applied later this turn raise the ability from the new base of 1.) This effect expires at the end of the turn.

'And when I become a god I will forgive you your rudeness, Mollari, for then my capacities will be... infinite.
'For now, I will simply try to forget it.'
- Emperor Cartagia to Londo Mollari



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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.



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Not Meant to Be



Event

Reverse the printed effect text of an event played since your last chance to act. You must apply influence equal to that applied by the event's player, plus 2 influence per mark required to play the event.

"There's only one truth about war. People die."
— John Sheridan

Hindsight



Event

Ready all of your Inner Circle characters who rotated to sponsor or promote a card this turn. For the rest of this turn, your supporting characters can sponsor and promote cards as if they were Inner Circle characters.

"They never ran out of courage. But in the end, they ran out of time." - London

Rangers Surveillance



Group

Ranger Group.

Requires 1 Vorlon Mark to sponsor. While this group is in play, you gain +10 influence for initiative determination only.

Many of the Rangers perform intelligence gathering functions. They are the eyes and ears of Ranger One, reporting what they observe.



Advanced Training



Character Enhancement

Target a Ranger you control. The target character gains +1 Intrigue and +1 Leadership.

They come in peace and will stay only where they are invited to stay. They will help protect you from Raiders and invasion by other races." - Delenn



Advanced Training



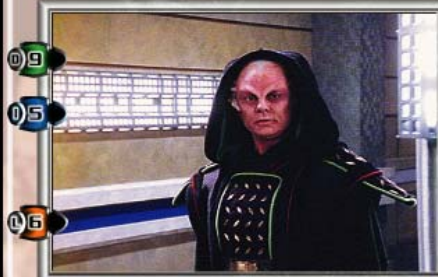
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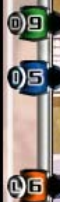
Shai Alyt Neroon



Minbari Character

Warrior Caste. Grey Council Member. Ranger One. Minbari Warleader.

Must replace Alyt Neroon, transferring all attached cards and marks. You may sponsor Minbari Fleets and Warrior Caste Characters at -1 cost, or -2 cost while Shai Alyt Neroon is leading a fleet, or -4 cost while he is leading the Warleader's Fleet or Grey Council Fleet. Purge a non-Doom mark from Shai Alyt Neroon to return the top fleet in your discard pile to your hand.



Alyt Neroon



Minbari Character

Grey Council Member. Warrior Caste.

Apply 10 influence to replace Neroon if he is your ambassador, transferring all attached cards and marks. You may sponsor Minbari fleets and Warrior Caste characters at -1 cost, or at -2 cost while Alyt Neroon is leading a fleet.

They build. You pray. We fight."



TM

Quartermaster



Minbari Character Enhancement

Limited. Target a non-ambassador Warrior Caste character you control. The target gains the text **Minbari Home Faction Ambassadors Assistant**. The target cannot become your ambassador.

"An army marches on its stomach." - Napoleon Bonaparte



Coplann



Minbari Character

Warrior Caste. Grey Council Member.

May replace Hedronn, transferring all attached cards and marks. Remove Hedronn from the game. You must purge one of your Vorlon Marks (if you have any) when Coplann enters play. When attacked, Coplann has +1 damage resistance for each Warrior Caste character in your Inner Circle.

"The Warrior Caste fears nothing."



TM