

# SEVERED DREAMS ERRATA

The following new rules and clarifications errata appear have been released as part of the Severed Dreams expansion.

## Reducing Power Needed to Win

If a card reduces the amount of power you need to win (such as Steal Babylon 4), and you have sufficient power under that new power requirement, you can win the game even if you do not have more power than any other player. You can thereby circumvent part of the Victory requirements outlined in the standard rules. Note that this makes it possible for more than one player to score a victory simultaneously.

Example: During the check for victory step of the Draw Round, Londo has 20 power and is thereby eligible to score a standard victory. However, John has the Steal Babylon 4 agenda and John's faction is targeted by 5 aftermaths that have Babylon 4 in their effect text, which reduces the power John needs to win by 5. Under normal conditions, John would require 21 power to win (at least 20 and more than any other player, including Londo), but his agenda reduces that number by 5, to 16 power. If John has 16 or more power, he and Londo each score a standard victory this turn.

## Kha'Ri Characters

A Kha'Ri Character is any character with a bold-face Kha'Ri title in their effect text, including such titles as Representative of the Kha'Ri and Kha'Ri Intelligence Officer.

## Cards With No Printed Cost

A card that does not have an orange cost bubble in the lower right hand corner has a cost that is undefined as far as other cards are concerned. Undefined does not mean zero. It is impossible to apply an undefined amount of influence or purge an undefined number of marks.

Example: The effect text for Forces Collide states Apply influence equal to the cost of the enhancement, plus 1 per Vorlon Mark required to play the card. Discard the enhancement. Therefore, you cannot use Forces Collide on enhancements with no printed cost bubble, such as Shadow Tech Upgrade, Recalled, or Forced Impairment.

Cards that do not refer to cost specifically can target other cards with undefined costs.

Example: Taunts and Games' effect text reads Target a card another player sponsored since your last action. Apply the same amount of influence the player applied.... Since Taunts and Games does not refer to cost, it is legal to use it on cards with undefined costs, such as a sponsored agenda or the First United Fleet.

## Official GW/PC Errata

The following errata apply to cards in The Great War and Psi Corps expansions.  
All previous errata have been absorbed into the Deluxe revision of the cards.

## Wastelands

The second sentence should now read: All characters you control inflict additional damage equal to their number of Conspiracy Marks during attacks.

## Dust

Add the following sentence at the beginning of the text: Target a character you control.

## Tualakh Vit'lokh

In the first sentence, replace sponsored with put into play. Replace the second sentence with Tualakh Vit'lokh's other printed abilities become zero.

## Consultants

Replace the first sentence with You may play Limited, non-Unique Character cards as

Contingencies to this group. In the last sentence, replace At the end of the turn with At the end of the Resolution Round.

**Day of the Dead**

Replace the first sentence with All players may return to play one character from their discard pile into their supporting row. (place has been changed to return to play.)

**Sheridan Reborn**

The fourth sentence should begin Rotate Sheridan Reborn...

**Carrier Group**

The second sentence should read If one of your fleets participating in the same conflict...

**Non-Aligned Aide**

Replace permanently lose 1 Diplomacy with reduce this character's printed Diplomacy by one.

**Non-Aligned Agent**

Replace permanently lose 1 Intrigue with reduce this character's printed Intrigue by one.

**Non-Aligned Captain**

Replace permanently lose 1 Leadership with reduce this character's printed Leadership by one.