

# WHEEL OF FIRE ERRATA

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

## The Drakh

1. You do not begin a game as the Drakh, but as one of the standard races, with a regular ambassador. You may switch to the Drakh later in the game using Drakh rule #2.
2. Your first Drakh Ambassador can be sponsored by a non-Drakh character at printed cost, and is immediately promoted to your Inner Circle and becomes your faction Ambassador.
3. He cannot be targeted by Taunts and Games. Your previous ambassador remains an Inner Circle character and can never be demoted. Drakh are opposed to Vorlon Marks in the same way that Rangers are opposed to Shadow Marks.
4. Once you sponsor a Drakh Ambassador, you are now a Drakh Faction and may play Drakh cards as if you were the Drakh race. However, your actual race remains as it was originally. You also retain any other special designations for your faction, such as Home Faction or Psi Corps. If your new (Drakh) ambassador leaves play, you immediately lose the game. Drakh ambassadors cannot seek asylum. A Drakh faction's ambassador cannot be targeted or affected by any effect that would change his position as ambassador.
5. Drakh characters cannot sponsor any card that is loyal to a race other than the Drakh.
6. Drakh cards can only be sponsored by Drakh characters. Drakh cards which can be sponsored cannot enter play by any other means, including Conscription, Soul Hunters, New Priorities, etc. Drakh cards that are not sponsored (e.g. Events) can only be played by a Drakh faction/player. If a Drakh card is controlled by a non-Drakh faction, discard it immediately.
7. The Drakh can only win if they fulfill the special victory conditions on a Drakh Agenda, or if all other players are eliminated.
8. Many Drakh cards generate and/or use Chaos Tokens. Chaos Tokens are all identical, no matter which card created them. After each of his actions, including a pass action, a Drakh player may move any number of Chaos Tokens from any one card he controls to any one Drakh card he controls.
9. Drakh cards cannot have their racial loyalty changed.
10. The Drakh, as a race, cannot be targeted, named, or referred to in any way by another card.

## The Interstellar Alliance

1. An ISA member, along with all other ISA members of that race, is expelled from the ISA if: he declares war on or starts a war with another ISA member; he enters a state of war with another ISA member because of an event or conflict he played; or he enters a state of war with another ISA member because of an Agenda he controlled.
2. If the ISA exists: Once per turn, as an action, each player may discard the top card from his deck and forfeit his ability to draw cards during that turn's draw phase to take a card with ISA in its effect text from outside the game into his hand (in tournament play, this card must come from the player's reserve). This cannot allow him to exceed normal deck construction limits.
3. If the ISA exists, whenever a Babylon 5 vote is called for, hold an ISA Vote instead. In an ISA Vote, each player who is an ISA member gets one vote. The ISA Founder calls the vote order. Cards that affect or refer to Babylon 5 votes do not affect ISA votes.
4. ISA cards (cards that have ISA in boldface) cannot be played unless the ISA is in existence.

## **Additional Rules and Clarifications**

Each race may only have one Homeworld for that race in play at any given time (the Homeworld card's name is irrelevant).

If a card already in play becomes your ambassador, and your previous ambassador remains in play, you must transfer to the new ambassador all cards which must target an ambassador.

After searching or looking through your deck, always reshuffle unless otherwise instructed by a card.

Only one copy of a given Contingency may be revealed per each trigger.