

# BABYLON 5 Rulings Update

Tuesday, July 17, 2001

A Comprehensive Rulings Packet of all current rulings for the Babylon 5 CCG. If two rulings contradict, the one with the most recent date takes precedence.

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- Rule/Card:** "Any faction may be supported" **Relates to:**  
2000/08/21 Supporting a faction/side/player in a conflict is considered to be "supporting a conflict"
- Rule/Card:** "As your first action" **Relates to:**  
1999/03/21 If you play a conflict during the action round via some mechanism as an action, you may not play any card on that conflict which specifies "As your first action" since it is not the first action of the action round.
- Rule/Card:** "Cannot" **Relates to:**  
1999/03/29 "Cannot" in a card's effects text always takes priority over other cards, including both "you may" and "you must" cards.
- Rule/Card:** "conflict that targets you" **Relates to:**  
1999/08/12 Any card which states it has an effect if a "conflict targets you" will have that effect if the conflict targets your faction in general and/or any specific card within your faction.
- Rule/Card:** "Count every X as 1 power" **Relates to:**  
1999/01/25 In general you must have a full increment of X to gain 1 power.
- Rule/Card:** "Do X to cause Y" **Relates to:**  
1999/03/12 If a card says Do X to cause effect Y, X must happen and Y may or may not, as allowable. As an example, using Shadow Assault, you must rotate one fleet. You start a war against the target (unless you're already at war with them). You capture the location (unless the location is destroyed somehow).
- Rule/Card:** "May be sponsored at normal cost" **Relates to:**  
1999/04/23 You may not sponsor any restricted cards (groups, fleets or locations) unless you are the race named on the card unless specifically allowed by the card or another card in play. If no race is listed, then the card is Neutral and may be played by anyone at normal cost.
- Rule/Card:** "may be sponsored without rotating" **Relates to:**  
2000/05/19 Agendas which may be sponsored without rotating an Inner Circle Character may not replace another Agenda without rotating an Inner Circle Character. They may only come into play without rotating an Inner Circle Character if there is no Agenda currently in play.
- Rule/Card:** "may initiate a conflict of any type" **Relates to:**  
1999/01/14 If a player may initiate a conflict of any type, they may initiate a Leadership conflict.
- Rule/Card:** "must be resolved first" **Relates to:**  
2000/05/08 If a conflict must be resolved first, it is resolved before all other conflicts. If several conflicts must be resolved first, they are resolved according to the initiative order of the players who initiated them. After all "must be resolved first" conflicts are resolved, proceed to all other conflicts in their normal order. This is regardless of when the conflicts were initiated (conflict round or action round).
- Rule/Card:** "Pictures A Mark" **Relates to:**  
1999/03/15 A card pictures a mark if there is a copy of that mark on the card. Note: Rise of the Republic does not picture the Doom Mark. Pictured marks cannot be used to meet cost requirements.

- Rule/Card:** "Play as your first action" **Relates to:**  
 1999/11/23 You may not play any conflict which says "Play as your first action..." any time other than your first action of action round. This includes, but is not limited to using John Sheridan, Secret Strike or Feint. It also means you cannot play the conflict during the Conflict round. Also, as long as either the conflict you initiated during the Conflict, OR the conflict you initiate as your first action is an "additioanl conflict" (Psi Corps Ingelligence, Defus the Situation, etc.), then you can initiate another, regular conflict that same turn.
- Rule/Card:** "Remove card from play" **Relates to:**  
 1999/12/22 An action which removes a card from the game cannot be reversed (eg. Chrysalis, Defector Revealed).
- Rule/Card:** "Remove from play/the game" **Relates to:**  
 1999/04/17 When you remove a card from the game or from play, you may not sponsor another version of a Limited card again. Other copies of Multiple cards may still enter play. You do not go through and remove other copies of Limited cards from your deck. All Agendas are multiple unless stated otherwise.
- Rule/Card:** "Since Your Last Action" **Relates to:**  
 1999/02/09 You may play cards that say "Since your last action" on effects that occured during Resolution Round as you first action of the next Action Round.
- Rule/Card:** "Support/Oppose a conflict" **Relates to:**  
 1999/04/13 Effects which allow you to "support/oppose a conflict" can be used in multiple side conflicts. So, for example Secret Vorlon Aid can be used in Prey on the Weak and have its support apply to a player.
- Rule/Card:** "Supporting" **Relates to:**  
 1999/11/02 The phrase "Supporting Character" always refers to a character in the supporting row. The phrase "charact which is supporting" always refers to a character supporting a conflict.
- Rule/Card:** "When sponsored" **Relates to:**  
 1999/04/12 Cards which have the have an effect which occurs "when sponsored" are not the source of the effect. The of sponsoring the card is the source of the effect. Blanking the card or getting rid of it will not change the eff of the card's sponsorship.
- Rule/Card:** "You may sponsor for normal" **Relates to:**  
 2000/08/01 You may still use cost reducers to bring into play a card which says you may sponsor it at normal cost if you meet some restriction. If you are required to pay the printed cost, it will specify printed cost.
- Rule/Card:** "Your fleets" **Relates to:**  
 1999/05/10 "Your fleets" are all the fleets that you control. This includes (but is not limited to) Vorlon, Shadow, United and Neutral fleets.
- Rule/Card:** A Better Place **Relates to:** Blackmail  
 2000/08/22 You may play A Better Place on Blackmail to reverse the influence transfer.
- Rule/Card:** A Better Place **Relates to:** Forget Something?/Stealing  
 2000/08/22 A Better Place has no effect on Forget Something? or Stealing Secrets, since an effect which causes you to shuffle your deck cannot be reversed.
- Rule/Card:** A Better Place **Relates to:** Homeworlds/Aftermaths  
 1999/12/09 If you gain extra influence from your Homeworld, an Aftermath, Contingency or other source this influence ga is not affected by A Better Place.

- Rule/Card:** A Better Place **Relates to:**  
 1999/08/24 If you gain influence from a conflict and are then forced to lose influence because of ABP's reversal, this is considered an influence loss and allows any card to be played which requires an influence loss (Reeling From The Blows, Hidden Treasury, etc).
- Rule/Card:** A Better Place **Relates to:**  
 1999/08/11 The phrase "The effect text of the conflict is reversed." acts as per Not Meant to Be. In other words, any effect that occurred because of the conflict have their effects reversed (i.e. influence gains are reversed, unrest changes are reversed, etc). The effects from the conflict happen, then are reversed so that there is no net effect from the conflict.
- Rule/Card:** A Better Place **Relates to:**  
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- Rule/Card:** A Brighter Future **Relates to:**  
 1999/10/05 Babylon 5 gains influence from A Brighter Future at the end of the turn.
- Rule/Card:** A Crusade... **Relates to:**  
 2000/12/04 You can't have 4 copies of "A Crusade..." targeting you just as you can't have multiple copies of any Limited Faction Enhancement.
- Rule/Card:** A Crusade... **Relates to:**  
 2000/11/09 Crusade Piles are not decks. If you are instructed to draw cards, you draw from your deck. A card that allows deck manipulation (searching, shuffling, etc) applies to your deck, not your Crusade Pile. Crusade Piles are only used when another card specifically refers to it.
- Rule/Card:** A Final Statement **Relates to:**  
 1999/09/16 The action granted by A Final Statement occurs after any actions taken by Mercenaries.
- Rule/Card:** A Meeting of Minds **Relates to:**  
 1999/02/18 You may cascade the effects of A Meeting of Minds (i.e. use it to enhance one Telepath, play another copy to enhance another telepath with the previously enhanced telepath, etc). The effect of this event is fixed at play the card and remains constant for the duration of the event.
- Rule/Card:** A Shot in the Dark **Relates to:**  
 2000/03/18 The card states "attack (as normal) in a conflict". The targeted character can be attacked by any other character able to participate in the conflict.
- Rule/Card:** ability **Relates to:**  
 1999/01/13 The official way to apply multiple modifications to abilities is to take the printed value (which is modified only by effects which specify they modify printed abilities), perform all multiplications or divisions to this value, then perform all additions or subtractions to that result.
- Rule/Card:** ability, boost **Relates to:**  
 1999/12/09 Generic ability boosters (like the assistant, or anything else that says "all abilities") raise all abilities, even those that are at zero to begin with. The exception is Psi, which can only be raised from zero by a card that specifically states it raises Psi from zero.

- Rule/Card:** ability, printed **Relates to:**  
 2000/01/20 Two effects that adjust printed abilities are: Chosen of God and Fast Learner. Note that the cards specifically state that they affect "printed abilities".
- Rule/Card:** Accident/The Just Suffer **Relates to:**  
 1999/09/30 You may not target your own cards with these or any other cards which intentionally damage someone in your own faction (unless specifically allowed by a card).
- Rule/Card:** action **Relates to:**  
 1999/03/21 If you play a conflict during the action round via some mechanism as an action, you may not play any card on that conflict which specifies "As your first action" since it is not the first action of the action round.
- Rule/Card:** action **Relates to:**  
 1999/02/09 You may play cards that say "Since your last action" on effects that occurred during Resolution Round as your first action of the next Action Round.
- Rule/Card:** action precedence **Relates to:**  
 2000/01/20 Generally speaking, the last action played takes precedence. For example, if one card specifically allows a certain action later that turn and another card (played during that turn) subsequently forbids that action, the latter card takes precedence.
- Rule/Card:** Actions **Relates to:**  
 2001/02/28 An "action" can only take place during the Action Round.
- Rule/Card:** Actions and rounds **Relates to:**  
 2000/08/28 >There are 2 players. > >Player A has lower initiative, so the order of play is A, B, A, B, etc. > >If Player B passes, and then Player A passes, does player B get to go again (in order to complete the round?) No. As soon as all players pass in a row, the action round ends immediately.
- Rule/Card:** Adira Tyree **Relates to:**  
 1999/11/05 If you use Why Are You Hitting Me? to prevent damage allocation during an attack, Adira still gains Intrigue (after attack occurred, even if no damage was applied).
- Rule/Card:** Affirmation of Peace **Relates to:**  
 2000/02/16 Affirmation of Peace reduces the tensions of players, not races. It does not affect the tensions of races not being played, although it can affect the tensions toward races not being played.
- Rule/Card:** Aftermath, Babylon 4 Conflicts **Relates to:**  
 1999/12/06 If you successfully play a Babylon5 conflict for which you already have an Aftermath of, it does not replace the current Aftermath targeting you. The conflict resolves, but ignore the part about it becoming an Aftermath (since you already have a copy of the Aftermath targeting you).
- Rule/Card:** Aftermaths **Relates to:**  
 2000/11/07 If an Aftermath does not specify a target, it is assumed to target a Faction as a whole.
- Rule/Card:** Aftermaths **Relates to:**  
 1999/09/17 Only one of any given Aftermath card may affect a given target at the same time. Aftermaths which specify "discard after play" are discarded at the end of each conflict's resolution. Therefore you can only play one copy of a given Aftermath on a given target per conflict.

- Rule/Card:** Aftermaths **Relates to:** Participants  
 1999/03/29 If an Aftermath is not specifically a Participant Aftermath, but mentions targeting a Participant in the effects text you may only play the card on a participant of the faction that played the conflict.
- Rule/Card:** Aftermaths **Relates to:**  
 1999/01/13 If an Aftermath specifies an Ability (i.e. a Won Diplomacy Aftermath, an Intrigue Aftermath, etc) it can only be played on conflicts which are of that ability type (i.e. Diplomacy, Intrigue, etc) regardless of the abilities used by the participants (through Level the Playing Field, Megalopolis, etc).
- Rule/Card:** Aftermaths specifying character **Relates to:**  
 2000/09/26 If an Aftermath specifies it must be played on a character who "supported" or is "supporting" a conflict, it can be played on characters who are leading a Fleet. While they are participants, they did not support the conflict.
- Rule/Card:** Agamemnon **Relates to:**  
 1999/05/06 If two characters are leading a fleet that has the Agamemnon, and the Agamemnon is removed from that fleet (eg. with Eliminate Threats), the two characters will remain as leaders on the fleet for the remainder of the turn. Both leaders can sustain.
- Rule/Card:** Agenda generated conflicts **Relates to:**  
 1999/01/05 If an agenda which allowed the initiation of a conflict is removed during the action phase, the conflict resolves normally.
- Rule/Card:** Agenda Sponsoring Requirements **Relates to:**  
 2000/06/09 The following Agendas which have requirements to sponsor need those same requirements to replace: Vorlo Universe, Force Majeure, The Path of Conquest, Defend the Races and Maintain the Peace.
- Rule/Card:** Agendas **Relates to:**  
 2000/03/26 It's possible to replace an Agenda with another copy of the same Agenda.
- Rule/Card:** Agendas **Relates to:**  
 1999/09/10 If you replace an Agenda (rather than discarding it), it is removed from play like other replacement actions. Agendas are considered Multiple unless otherwise stated on the Agenda. Multiple cards that are replaced are removed from the game, but additional copies of them can be played. Replacing a Limited Agenda (such as Telepath Colony) prevents any copies of that Agenda from subsequently being brought into play.
- Rule/Card:** Agendas **Relates to:**  
 1999/02/04 If an agenda grants you influence or an influence discount, you sponsor a card using the influence or taking advantage of the discount and you then discard the agenda, you lose any granted influence from the spent influence and do not have to make up for any previously granted discounts from unspent influence.
- Rule/Card:** Agendas **Relates to:**  
 1999/02/01 Agendas (such as Forced Evolution or Order Above All) which give you power based on a calculation can give you negative power if the calculation would give you negative power.
- Rule/Card:** Agendas **Relates to:**  
 1999/01/04 If an agenda is replaced with a copy of the same agenda, or is discarded and subsequently a copy of the same agenda is played by the same faction, treat the agenda as if it had never been in play before. Nothing carries over from the previously played agenda (except for permanent gains that were made while it was previously in play).
- Rule/Card:** Agendas **Relates to:**  
 1998/12/22 Replacing an agenda does count as "sponsoring" the agenda.

- Rule/Card:** Agendas with Marks **Relates to:**  
 1999/02/15 If you replace your ambassador and you have an Agenda in play which gives a mark, the new ambassador gains one of that mark. When you transfer marks, the mark from the agenda moves to the new ambassador. Then remaining marks transfer. The new ambassador will only get one (assuming no other sources).
- Rule/Card:** Agitation **Relates to:** ISA  
 2000/05/24 If two ISA factions are targeted by ISA and enter a state of war, neither is expelled. If one of the factions who was targeted by Agitation initiated the Agitation conflict, however, that faction is expelled.
- Rule/Card:** Agitation **Relates to:**  
 2000/04/04 While only your characters may use Intrigue to support or oppose this conflict, this does not prevent your characters from being attacked using Intrigue. This card allows you (and only you) to participate in an unusual way. It doesn't prevent attacks on your participants.
- Rule/Card:** Aiding the Shadows **Relates to:**  
 1999/02/02 You cannot use this in conjunction with Over the Brink to start the Shadow War. Influence granted by Aiding the Shadows cannot be used to start the Shadow War in any way, shape or form.
- Rule/Card:** Aiding the Vorlons **Relates to:**  
 1999/02/02 You cannot use this in conjunction with Over the Brink to start the Shadow War. Influence granted by Aiding the Vorlons cannot be used to start the Shadow War in any way, shape or form.
- Rule/Card:** Airlock Mishap **Relates to:**  
 2000/05/02 Characters who can act as an Ambassadors Assistant for Ambassadors or Species Ambassadors, but are not actually Ambassadors Assistants are not affected by Airlock Mishap. The only characters who are affected by Airlock Mishap are those with the boldface "Ambassador's Assistant" effect text.
- Rule/Card:** Airlock Mishap/Into Their Own **Relates to:**  
 2000/08/28 Characters which "may act as" an Ambassador's Assistant such as Kirin or Drazi with Juphar Trkider are not affected by Airlock Mishap and cannot be targeted with Into Their Own.
- Rule/Card:** Alexander **Relates to:** Vree Scouts  
 2000/02/14 When Vree Scouts go up against an Alexander-enhanced fleet, they deal damage to each other simultaneously.
- Rule/Card:** Alfred Bester **Relates to:**  
 1999/12/10 Alfred Bester cannot enter play by sponsoring, only by replacing Bester.
- Rule/Card:** Alien Takeover **Relates to:** It Stops Here  
 2001/03/06 If It Stops Here targets Alien Takeover, It Stops Here becomes an aftermath on the ambassador of the player who initiated Alien Takeover, Alien Takeover is placed underneath It Stops Here as an Aftermath Enhancement and, if Alien Takeover was successful by 10 or more, Alien Takeover is also an Aftermath on the faction it was originally targeting, which means its characters cannot be promoted. The player who is a target of Alien Takeover (unless he is the player who is the target of this particular It Stops Here) can use Alien Takeover's text to re-initiate it. If Alien Takeover (through re-initiation) winds up targeting the player who is also the target of It Stops Here, he cannot initiate Alien Takeover to move it to another faction.
- Rule/Card:** Alien Takeover **Relates to:** Repairing the Past  
 2000/12/07 You may use Repairing the Past to remove a successful Alien Takeover Aftermath.
- Rule/Card:** Alisa Beldon **Relates to:**  
 1999/08/12 If you are playing the Psi Corps Faction, there is no time at which Alisa Beldon is not a Psi Corps Character.

- Rule/Card:** All in the Cards **Relates to:**  
 2000/12/18 You may play this card if you have 10 or more Influence, but it will have no effect.
- Rule/Card:** Alliance **Relates to:**  
 2000/02/07 You may have one Alliance per other race in play.
- Rule/Card:** Alliance **Relates to:**  
 1999/02/15 The influence gained from Alliance is not updated when the rating of one of the two partners changes.
- Rule/Card:** Alliance **Relates to:**  
 1999/01/22 The influence gain from successful resolution of Alliance is based on the two targets' influence immediately prior to alliance resolving.
- Rule/Card:** Alliance **Relates to:**  
 1999/01/21 Alliance generates influence from the conflict, not the State of Alliance it creates, therefore you may rotate yo homeworld to generate an additional influence from it.
- Rule/Card:** Alliance of Races **Relates to:**  
 2000/07/05 As soon as Babylon 5 Influence reaches 20, Alliance of Races will give the Agenda's controller power equal Babylon 5's influence. Even if Babylon 5's influence goes below 20, the player will continue to get the power bonus, but the bonus will go down as Babylon 5's influence goes down. If AoR is blanked somehow (and Babylon 5's influence has gone above 20) if the agenda is unblanked, the power bonus will be in effect even Babylon 5's influence has dropped subsequently.
- Rule/Card:** Alternate Formats **Relates to:**  
 2000/04/05 >(A question, just because I just thought of it. If Councilor Na'Far's faction controls a NA species ambassador that character will not be allowed to vote to see which way the League votes in a tied B5 vote, right? The rule say 'Each player casts one vote for each Non-Aligned character in their faction who is a "Species Ambassador"', and since any NA character in CN'F's faction would actually be a Narn character they wouldn't get to vote. Am I right in this?) Yes, he cannot vote in a Non-Aligned tiebreaking vote. However, a Narn "Gaim Ambassador" is still a "species ambassador" for purposes of cards like VIP Involvement.
- Rule/Card:** Ambassador **Relates to:**  
 1999/12/04 The alternate versions of the standard Babylon 5 Starting Ambassadors may not be played at the same time with another, different version of the same Ambassador (eg. you can't have two Delenn factions).
- Rule/Card:** Ambassador **Relates to:**  
 1999/04/14 Ambassador status is not granted by a card's text, it is a position in your faction (indicated by the placement of the left-most card in your Inner Circle). Only certain cards may gain that position. Unless specifically override by a card, that position may not be taken away.
- Rule/Card:** Ambassador Kosh **Relates to:** Councilor Na'Far  
 1999/12/28 Ambassador Kosh is not affected by Councilor Na'Far's text.
- Rule/Card:** Ambassador Kosh **Relates to:** Racial Hatred  
 1999/12/08 If you play Racial Hatred on someone with Ambassador Kosh in play, Ambassador Kosh stays in play.
- Rule/Card:** Ambassador Kosh **Relates to:**  
 1999/12/07 When Ambassador Kosh rotates to oppose/support a Diplomacy Conflict, he does not become a participant.

- Rule/Card:** Ambassador Kosh **Relates to:**  
 1999/07/28 Since Ambassador Kosh does not become a participant, you may use Ambassador Kosh to apply support or opposition in a conflict with participant restrictions (i.e. Rally the People).
- Rule/Card:** Ambassador Kosh **Relates to:**  
 1999/01/13 Ambassador Kosh's Vorlon Mark cannot be purged.
- Rule/Card:** Ambassadors **Relates to:** Ambassador's Assistants  
 2000/01/26 Being a faction ambassador is a function of being the upper left-hand character. Therefore, even if your Ambassador does not have the boldface "Ambassador" text on them, you can use your Ambassador's Assistant's ability to help your Ambassador (ability bonus, sponsoring cost reduction, etc)
- Rule/Card:** Ambassadors **Relates to:**  
 1999/11/16 Agendas (and any textual changes, granted marks or ability bonuses) are reapplied to a new Ambassador anytime the Ambassador position changes.
- Rule/Card:** Ambassadors **Relates to:**  
 1999/04/14 Ambassador status is not granted by a card's text, it is a position in your faction. Only certain cards may gain that position. Unless specifically overridden by a card, that position may not be taken away.
- Rule/Card:** Ambassador's Assistant **Relates to:**  
 1999/12/17 If Ko'Dath is in Na'Far's faction, G'kar's faction may rotate her to give an ability bonus or to reduce the cost for G'kar to sponsor a card. If Ko'Dath has Attache played on her and is in G'kar's faction, Na'Far could rotate her to reduce the cost for Na'Far to sponsor a card or to give him an ability bonus.
- Rule/Card:** Ambassador's Assistant **Relates to:**  
 1999/01/22 Works exactly as stated in the new rulebook. This states that if Faction 1 sponsors Faction 2's Ambassador's Assistant, the Faction 2 may, as an action, rotate the Ambassador's Assistant to either increase their Ambassador's abilities or reduce the cost of the next card sponsored by their Ambassador.
- Rule/Card:** Ambassadors Assistants **Relates to:** Drakh  
 2000/04/04 If you use your Ambassador's Assistant to assist your Ambassador, then become Drakh, you can sustain the action of assisting your Ambassador (and the Ambassador still gains the benefits of the assisting).
- Rule/Card:** Ambassadors Assistants **Relates to:** Drakh  
 2000/03/30 If you have switched to Drakh, your original ambassador is no longer an ambassador and cannot benefit from an assistant.
- Rule/Card:** Anarchy **Relates to:** Psi Attack  
 2000/07/10 If a Non-Aligned faction is targeted by a successful Anarchy conflict, they may choose the victim of a Psi Attack as the new Faction Ambassador. The Psi Attack can be sustained against the previously targeted new Faction Ambassador.
- Rule/Card:** Anarchy **Relates to:** Plague  
 1999/09/07 If a faction with 2 Inner Circle Species Ambassadors is targeted with Anarchy and Plague with Plague targeting the Non-Ambassador Character and Anarchy resolves first, Anarchy will swap the Species Ambassadors so that the character targeted by Plague is now the Faction Ambassador. Then the new Faction Ambassador is removed by Plague leaving the faction with no Ambassador and removed from the game.
- Rule/Card:** And So It Begins **Relates to:**  
 2001/02/27 You cannot reveal this card if you do not currently have an Ambassador's Assistant in play.



- Rule/Card:** And So It Begins **Relates to:**  
 2000/09/19 You may use And So It Begins to search your deck for versions of your Ambassador's Assistant even if the version doesn't have the text "Ambassador's Assistant".
- Rule/Card:** And So It Begins **Relates to:**  
 2000/06/16 If you don't have an Ambassador's Assistant in play, you cannot retrieve a version of that character with this effect. You must have your Ambassador's Assistant in play to retrieve a new version of your Ambassador or your Ambassador's Assistant. You can't just get a new version of your Ambassador with this card.
- Rule/Card:** And So It Begins **Relates to:**  
 2000/05/02 You cannot trigger And So It Begins with a build influence action since building influence is not considered an Influence "gain" (it's defined as increasing your Influence Rating)
- Rule/Card:** And So It Begins **Relates to:**  
 2000/04/09 You cannot get Captain Ivanova or Ranger Lennier with And So It Begins. Neither of them specifies that they are Ambassador's assistants.
- Rule/Card:** Anna Sheridan **Relates to:**  
 1998/12/28 Anna Sheridan may sustain using her effect targeting Sheridan.
- Rule/Card:** Anti-Telepath Virus **Relates to:** Drakh  
 2000/06/02 If Anti-Telepath Virus is successful, since all drakh are teeps, you pay the printed cost for the first drakh you into play. The first one is always sponsored at the printed cost (no cost increases or decreases).
- Rule/Card:** any Character Leading a Fleet **Relates to:**  
 1999/01/25 You cannot attack Characters leading a Fleet in a conflict. The only characters that may be attacked are those who have previously rotated to either support, oppose, or attach during a current conflict. Leading a fleet is none of these (even though the character becomes a conflict participant by doing it).
- Rule/Card:** Approval of the Grey **Relates to:**  
 2000/06/13 Race-specific Aftermaths may only be played by a faction of that race.
- Rule/Card:** Approval of the Grey **Relates to:**  
 2000/05/14 Any faction can play Approval of the Grey as long as it targets a Grey Council Member. Playing an Aftermath not considered sponsoring a card.
- Rule/Card:** Approval of the Grey **Relates to:**  
 2000/04/09 You do not need to target a Participant Character with Approval of the Grey.
- Rule/Card:** Approval of the Grey **Relates to:** Sleeper Personality  
 1999/08/23 If Sleeper Personality succeeds on a character targeted by Approval of the Grey, the character does not get promoted to the Sleeper Personality Initiator's Inner Circle.
- Rule/Card:** Approval of the Grey **Relates to:**  
 1999/08/23 If the Inner Circle character is demoted while AotG is on them, they remain a supporting character. You must use another method to promote them. If the Inner Circle character has AotG discarded, the character become a supporting character. If AotG is blanked, the character becomes a supporting character. If AotG is then unblanked, the character becomes an Inner Circle character again.
- Rule/Card:** Approval of the Grey **Relates to:**  
 1999/07/22 If Approval of the Grey is discarded or blanked, the target character is immediately demoted.

- Rule/Card:** Approval of the Grey **Relates to:**  
 1999/02/16 You may use this aftermath on a neutralized Grey Council Member to promote that character to the Inner Circle. This is an exception to the general ruling that neutralized characters may not be promoted and is caused by the specific card effect.
- Rule/Card:** Approval of the Grey **Relates to:**  
 1998/10/27 Approval of the Grey does not require that the Grey Council Member be a participant.
- Rule/Card:** Arms Race **Relates to:**  
 1999/09/16 You cannot target another faction of your own race with Arms Race unless you are in a state of Civil War. If you are in a state of Civil War and target another race with this event, your own fleets of your race count for reducing the cost of sponsoring the fleet.
- Rule/Card:** Arrest Dissidents **Relates to:**  
 1999/02/09 When a fleet's military is doubled, this includes the leadership from any leaders on the fleet. If there are no other characters of your race (except those in your faction) you must discard one of your characters.
- Rule/Card:** As It Was Meant To Be **Relates to:**  
 1999/04/12 If you successfully win The Great Machine, you will gain two destiny marks if you have AIWMTB in play because TGM initiates two different conflicts.
- Rule/Card:** assistant **Relates to:**  
 2000/02/11 Ambassador's Assistants do NOT raise "all abilities". They raise Diplomacy, Intrigue, and Leadership. See page 29 of the rulebook.
- Rule/Card:** Assistant **Relates to:**  
 2000/01/11 If an assistant is made loyal to a race other than their own starting race (e.g., Vir is made a Shadow character by "Shadow Implants"), their assistant status is unchanged (e.g., for Vir, so long as he has that "Centauri Ambassador's Assistant" line on him, he can still be used by Londo as Londo's assistant).
- Rule/Card:** Assistant **Relates to:**  
 1999/01/22 If Faction 1 sponsors Faction 2's Ambassador's Assistant, the Faction 2 may, as an action, rotate the Ambassador's Assistant to either increase their Ambassador's abilities or reduce the cost of the next card sponsored by their Ambassador.
- Rule/Card:** Asylum **Relates to:** Ties to the Mighty  
 1999/09/20 An Ambassador in Asylum may be targeted by Ties to the Mighty in order to become promotable (if the Ambassador has a printed cost).
- Rule/Card:** Asylum **Relates to:** Home Faction Ambassadors  
 1999/09/16 Any Ambassador who has a Babylon5 vote can request asylum. This replaces the rule that states that Home Faction Ambassadors may not request asylum.
- Rule/Card:** Asylum **Relates to:**  
 1999/03/29 If you choose to request asylum from a faction that your ambassador cannot enter, no asylum is granted.
- Rule/Card:** At Any Cost **Relates to:**  
 2000/04/01 This card must be played on a neutralized character.
- Rule/Card:** Attache **Relates to:**  
 1999/12/09 The Home Faction of this race can rotate their Ambassador's Assistant to aid their Ambassador even if the Assistant Character is in another faction.

**Rule/Card:** Attache Cotto**Relates to:**

1999/12/15 You cannot normally sponsor Attache Cotto. He must enter play by replacing Vir Cotto.

**Rule/Card:** Attack**Relates to:**

2000/01/11 A Character/Fleet who is a participant in a conflict can be attacked by any number of Characters/Fleets who can legally participate in the conflict until neutralized. Any Character/Fleet who attacks in a conflict is a participant and can be attacked.

**Rule/Card:** Attack**Relates to:** Locations

1999/12/22 Fleets can only attack Locations during conflicts targeting that location if the location becomes a participant in the conflict. If the Location does not rotate to oppose the Conflict, it will not be a Participant and cannot be attacked.

**Rule/Card:** Attack**Relates to:**

1999/11/11 As long as a participant character is not neutralized, he can still be attacked (even if the ability used in the conflict has been reduced to zero) unless some card effect specifically prevents the Character from being attacked.

**Rule/Card:** Attack**Relates to:**

1999/08/23 If a character is affected by an effect which lets him do double damage in an attack, the damage from the Character's Strife Marks is included in the doubling. The doubling will be affected by modifiers like damage as well.

**Rule/Card:** Attack**Relates to:**

1999/01/21 A Character cannot attack with an ability which after damage and modifiers is at or below zero.

**Rule/Card:** Attacking Pawns**Relates to:**

1999/11/23 If the target character is promoted, the conflict will still resolve and the character will be discarded. The eligibility for targetting is only required at conflict declaration.

**Rule/Card:** Attacking Pawns**Relates to:**

1999/01/27 If Attacking Pawns targets a character who later becomes the Faction Ambassador, when Attacking Pawns resolves successfully, it succeeds for the purposes of Aftermaths, but has no effect.

**Rule/Card:** Babylon 4 Conflicts**Relates to:**

1999/12/06 You may be targeted with another copy of a Babylon 4 Conflict for which you already have an Aftermath version. The Conflict will resolve normally, but will not become an aftermath.

**Rule/Card:** Babylon 4 Conflicts**Relates to:**

1999/01/07 Having a Babylon 4 Aftermath (conflict card) on your faction does not prevent you from playing the conflict again. It just means that at the end of resolution, if the conflict is Won it would be discarded rather than become a Won Aftermath.

**Rule/Card:** Babylon 5 Influence/Shadow I**Relates to:**

1999/01/05 Babylon 5, the Shadows and the Vorlons can have their influence drop below 3 influence (but not below zero)

**Rule/Card:** Babylon 5/Shadow/Vorlon Infl**Relates to:**

1999/07/16 The influence of Babylon 5/the Shadows/the Vorlons can reach 0 but cannot go below 0.

**Rule/Card:** Backroom Dealing**Relates to:**

2000/03/27 You may use Backroom Dealing to alter Babylon 5 votes, player votes and ISA votes since it does not specify the type of vote.

- Rule/Card:** Barren Worlds **Relates to:**  
 2000/06/07 You cannot damage Barren Worlds to restore influence unless you have the influence to restore.
- Rule/Card:** Battle Hardened **Relates to:**  
 1998/12/29 "Damaged in an attack" means the fleet took damage as part of an attack. Since it does not specify, this will work if the fleet was attacked or did the attacking.
- Rule/Card:** Battle Momentum **Relates to:**  
 2000/05/19 When you target a race with a war conflict, you are targeting all factions of that race (unless the race is in Civil War). If any faction of that race initiated a conflict, then you cannot play Battle Momentum.
- Rule/Card:** Be Seeing You **Relates to:** A Rising Power  
 2000/04/09 A player uses A Rising Power as the only support to a conflict. The conflict wins by 5 there are no other participants. Be Seeing You cannot be used to stop an influence gain.
- Rule/Card:** Be Seeing You **Relates to:** Ability Doubling Conflicts  
 2000/03/05 Take into account adjustments from the conflict (ability doubling, bonuses, etc) before determining whether "Be Seeing You" can be used. "Be Seeing You" says at the beginning of resolution, not before resolution.
- Rule/Card:** Be Seeing You **Relates to:**  
 1999/12/10 If Be Seeing You is used to cause the winner of another conflict to gain no influence from the conflict it prevents them from using their Homeworld to gain influence.
- Rule/Card:** Be Seeing You **Relates to:**  
 1999/08/12 If a card effect doubles abilities at resolution, Be Seeing You uses the doubled ability.
- Rule/Card:** Be Seeing You **Relates to:**  
 1999/08/10 For the purposes of conflicts such as Trade Pact which modify abilities during resolution, consider the modification of abilities to affect Be Seeing You (i.e. you would use doubled abilities for Trade Pact).
- Rule/Card:** Bester **Relates to:**  
 1999/10/01 You may sponsor the non-Ambassador version of Bester without needing (or consuming) a Conspiracy Mark. Even though he is a Psi Cop, he is not a Psi Corps Character.
- Rule/Card:** Bester **Relates to:** Diplomatic Advantage  
 1998/11/23 If a faction has both Bester and Diplomatic Advantage in play, 2 free cards must be drawn. Both specifically use the number 2.
- Rule/Card:** Bester's Black Omega **Relates to:** Hour of the Wolf  
 2000/02/07 If a teep leads a fleet enhanced by Bester's Black Omega, then is targeted with Hour of the Wolf, they lose the Leadership bonus. Bester's Black Omega only gives the bonus while the fleet is being led. If the character is no longer leading the fleet, he loses the bonus. After being readied with Hour of the Wolf, the character is still leading the fleet. If the fleet is neutralized, the character is neutralized.
- Rule/Card:** Between You and the Abyss **Relates to:**  
 2000/04/20 If a character has more than one ability tied for highest, the character does not have a highest ability and gets no bonus.
- Rule/Card:** Between You and the Abyss **Relates to:**  
 2000/02/25 If you have a character who is both Psi Corps and Nightwatch, you only pay 2 influence for them for Between You and The Abyss.

- Rule/Card:** Beyond the Rim **Relates to:**  
 1999/04/16 This card may be used to discard Major Agendas. The text should have included "even a Major Agenda" but there was not enough room on the card.
- Rule/Card:** Beyond the Rim **Relates to:**  
 1999/02/15 After Beyond the Rim is played, you can still gain Shadow or Vorlon Marks. Only the specifically named characters leave play. All other characters stay in play.
- Rule/Card:** Beyond the Rim **Relates to:**  
 1998/12/20 A successful Beyond the Rim ends the Shadow War, which means during the next conflict round, Shadow CLOUD and/or Vorlon Planet Killer will no longer meet the necessary requirements to be reinitiated and will then be discarded.
- Rule/Card:** Black Omega Squadron **Relates to:**  
 1999/11/28 Black Omega Squadron is a Psi Corps Enhancement. It is also a Fleet Enhancement. There is nothing that restricts it to Psi Corps fleets. It is not a racial enhancement.
- Rule/Card:** Black Rose Killer **Relates to:**  
 2000/04/25 The damage applies immediately after you discard Black Rose Killer (which happens immediately after you determine you've won a conflict). You may discard multiple copies of Black Rose Killer during the same conflict.
- Rule/Card:** Blaylock **Relates to:**  
 2000/12/26 You cannot use Blaylock's ability if he is not in play when the action takes place.
- Rule/Card:** Block Progress **Relates to:** Terror Tactics  
 2000/05/04 You may use Block Progress to prevent the use of Terror Tactics's special ability.
- Rule/Card:** Block Progress **Relates to:**  
 2000/03/13 Block Progress does not negate all text on any card that refers to transferring influence. It only negates the effect relevant to the transfer.
- Rule/Card:** Bluff **Relates to:**  
 1999/01/05 The card returned to your hand is the Bluff contingency, not the card it was played under.
- Rule/Card:** Boldface Terms and Card Type **Relates to:**  
 2000/01/18 Designations that are found in the "card type" box can never be assumed or extrapolated from a card's title or effect text. This includes racial designations (Centauri, Human, Minbari, Narn, Non-Aligned, Shadow, Vorlon, Babylon 5, United and Drakh) as well as terms such as "Major Agenda", card types such as fleet, etc. Thus, while Senator Young IS a Senator, General Hague IS a General, and the Drazi Sunhawk IS a Drazi, the Disaffected Narn is not a Narn, Major Krantz is not a Major Agenda, and the Fleet Support Base is not a Fleet.
- Rule/Card:** Boldface text **Relates to:**  
 2000/05/04 While Boldface text cannot be blanked, if the Boldface term is in the middle of a sentence that can be blanked, the entire sentence is blanked.
- Rule/Card:** Border Raid **Relates to:** Support Fleets  
 2000/01/27 A Support Fleet can enhance another fleet that is participating in a Border Raid.
- Rule/Card:** Border Raid **Relates to:** Agamemnon  
 2000/01/20 Border Raid does not restrict the number of leaders for the fleets that can participate, so effects like the Agamemnon and Alyt may be used to put multiple leaders on a participant fleet.

**Rule/Card:** Border Raid**Relates to:**

1999/03/04 Border Raid's fleet restrictions should read "Only the following cards can participate in this conflict: One fleet from a faction of your race and from your faction's race, and the leaders for those fleets." The net result is that a single faction may only support or oppose a Border Raid, not both; another player of your race may assist you by using one of their fleets (plus leaders, support ships, etc) in the conflict. If a faction of one race Border Raids another faction of the same race, the first faction gains +1 influence and only the second faction loses one influence. This will be clarified further in v1.3 of the Rules.

**Rule/Card:** Border Raid**Relates to:**

1999/01/26 If there are two (or more) factions of the same race in play (not in a state of Civil War) and one of the factions in play, and one of the factions is targeted with a Border Raid, an alternate racial faction may participate with one of their fleets instead of the targeted faction. In other words, any of the factions of the targeted faction's race may participate in the Border Raid, but only one fleet from that race may become a participant fleet.

**Rule/Card:** Border Raid**Relates to:**

1998/01/01 Tensions increase when Border Raid resolves regardless of the outcome of the conflict, as long as the conflict resolves.

**Rule/Card:** Brakir**Relates to:**

1999/12/19 Only those temporary influence gains which have a defined finite duration are affected by Brakir. Influence gains which are not affected are those that last as long as the providing card remains in play, thus having no defined expiration time.

**Rule/Card:** Brakir**Relates to:**

1999/05/26 The extension of the temporary influence bonus applies to influence from sources which say "apply additional influence" or "spend additional amount of influence".

**Rule/Card:** Brevari!**Relates to:**

1999/10/21 You can target a Neutral character with this card for no effect. This card can raise non-Psi, non-zero abilities for Centauri characters.

**Rule/Card:** Broken Allegiance**Relates to:** Councilor Na'Far

2000/03/08 Broken Allegiance cannot be used to get rid of characters influenced by Councilor Na'Far since all characters Councilor Na'Far's faction are Nam Characters

**Rule/Card:** Brother Theo**Relates to:** Calenn

2000/08/19 You may use Brother Theo to use a Neutralized Character's Text to perform an Action even if the Action would require neutralization of the Neutralized Character.

**Rule/Card:** Brother Theo**Relates to:**

1999/12/28 A Neutralized Character targeted by Brother Theo cannot attack another Character (even if they have Strife Marks). A Character may only attack if they have a current score higher than zero in the appropriate ability. Neutralized Characters have all abilities at zero.

**Rule/Card:** Build Bridges**Relates to:**

1999/08/26 You may not use Build Bridges to bring Alfred Bester into play because Alfred Bester is replaced, not sponsored.

**Rule/Card:** Build Bridges**Relates to:**

1999/08/26 Psi Corps factions cannot use their Destiny Marks as Conspiracy Marks for the purposes of sponsoring non-F Corps cards. They can sponsor Psi Corps cards using Destiny Marks to help fulfill Conspiracy Mark requirements, however. Destiny Marks and Conspiracy Marks are cumulative for this purpose.

- Rule/Card:** build influence **Relates to:**  
 1999/04/12 Building Influence is a change in the Influence Rating and may be done if your Influence Rating is less than 10. Temporary Influence by any wording does not affect the Influence Rating.
- Rule/Card:** Build Infrastructure **Relates to:**  
 2001/02/20 Build Infrastructure lets your faction sponsor cards without rotating. It does not allow individual characters (with their associated bonuses) to sponsor things without rotating and apply their bonuses.
- Rule/Card:** Build Infrastructure **Relates to:** Drakh  
 2000/04/28 You cannot use Build Infrastructure to sponsor Drakh cards. Drakh cards can only be sponsored by Drakh characters.
- Rule/Card:** Build Infrastructure **Relates to:**  
 1999/04/12 Nothing that allows sponsoring without rotating a character gets any benefits of a specific Character doing the sponsoring (such as an Assisted Ambassador) unless the effect specifies a Character that would be doing the sponsoring (but doesn't have to rotate because of the special effect).
- Rule/Card:** Building Influence **Relates to:**  
 1999/04/12 Building Influence is a change in the Influence Rating and may be done if your Influence Rating is less than 10. Temporary Influence by any wording does not affect the Influence Rating.
- Rule/Card:** Buy Favor **Relates to:** Block Progress  
 2000/03/13 Buy Favor's second paragraph refers to "the recipient of the influence." If the influence is not transferred because of Block Progress or some other effect, there is no "recipient of the influence."
- Rule/Card:** Buy Favor **Relates to:**  
 1999/01/18 The recipient of Buy Favor may not rotate their homeworld to gain an additional influence.
- Rule/Card:** Byron **Relates to:**  
 1999/11/20 If a Human faction has Byron in their faction and plays Psi World, Byron stays in play. His restriction is on sponsorship, not being in play.
- Rule/Card:** calculation **Relates to:**  
 1999/05/13 When rounding, always round up unless specifically stated otherwise. Cards which invoke a fraction (i.e., 1/2 influence, 1/2 of power) get rounding (i.e., 1/5 of 11 influence would get you 3, 1/2 of 9 power would get you 5). Cards which work on increments (i.e., for every 5 influence, for every 2 marks) get truncated (i.e., 1 for every 9 influence would get you 1, 1 for every 2 of 3 marks would get you 1).
- Rule/Card:** Calenn **Relates to:**  
 1998/01/01 Calenn's effects text is triggered when any player sponsors a Minbari Character (including a Minbari Player).
- Rule/Card:** Call in a Marker **Relates to:**  
 1999/05/26 If you win this conflict, you cast all votes controlled by the target in the next Babylon 5 vote. This includes any votes that they may control through other means (another CiaM, Non-Aligned Support, etc)
- Rule/Card:** Call Their Bluff **Relates to:** Contingencies  
 1999/01/28 Cards under Consultants are targetable by cards that target contingencies such as Call Their Bluff
- Rule/Card:** Cancelled Conflicts and Participants **Relates to:**  
 2000/02/20 Only participants in a current conflict may be attacked. Participants in a cancelled conflict may not be attacked except by using special card text.

- Rule/Card:** Cannot be discarded **Relates to:**  
 2000/03/16 A card which cannot be discarded may still be replaced. Replacing does not send a card to the discard pile, it removes it from play.
- Rule/Card:** Cannot Run Out of Time **Relates to:**  
 2000/05/03 If Babylon 5 influence reaches 20 and a player discards Cannot Run Out of Time, play continues. When Babylon 5 influence reaches 20, the power minimum required to score a Standard Victory drops from 20 to 0. no one is eligible to win a Victory, play continues.
- Rule/Card:** Captain Ivanova **Relates to:** Dedicated Assistant  
 2000/05/02 If you upgrade Commander Ivanova to Captain Ivanova and transfer Dedicated Assistant, the Aftermath transfers but has no effect.
- Rule/Card:** Captain Sheridan **Relates to:** Jeffrey Sinclair  
 1999/12/04 Captain Sheridan and Jeffrey Sinclair cannot both be Ambassadors for two different Human Factions. Sheridan is not an Ambassador unless one of his personalities replaces Jeffrey Sinclair. Captain Sheridan specifies that he is considered to have replaced Sinclair which means that Sinclair has been removed from the game and cannot return by any means (other than Honored Position which specifically overrides this restriction).
- Rule/Card:** Captain Sheridan **Relates to:**  
 1999/11/05 Since Jeffrey Sinclair is considered to have been replaced if Captain Sheridan is in play, Jeffrey Sinclair is also considered to have been replaced. This does not preclude using Honored Position to have Sinclair enter play from outside the game.
- Rule/Card:** Captain Sinclair **Relates to:**  
 2000/03/18 If a conflict is won and Captain Sinclair's ability is the only source of opposition (and there were no attacks during the conflict), the conflict is still uncontested.
- Rule/Card:** Captain Sinclair **Relates to:** Thought Police  
 1999/12/12 If you use Captain Sinclair's effect text to provide opposition, then you are considered to have "supplied" opposition for purposes of Thought Police.
- Rule/Card:** Captain Sinclair **Relates to:**  
 1999/11/09 Captain Sinclair has no printed cost and cannot be promoted normally.
- Rule/Card:** Captain Sinclair **Relates to:**  
 1999/10/21 No version of John Sheridan can replace Captain Sinclair. Captain Sinclair cannot replace Captain Sinclair.
- Rule/Card:** Capturing Locations **Relates to:**  
 2000/06/05 Since captured locations have their Military ability reduced to zero, if a location is captured while it has damage it is immediately neutralized.
- Rule/Card:** Cards that say "X gains Y" and **Relates to:**  
 1999/01/14 There is no functional difference between the two phrasings
- Rule/Card:** Cards which purge marks **Relates to:**  
 1999/01/14 In general, effects on cards do not require that all effects take place. So, for cards which say to purge a mark (as an effect, not a cost) if you are unable to do this this does not prevent the other effects of the card from occurring. This applies specifically to Shadows Fall and Light Shines.



- Rule/Card:** Cards which specify "cannot" **Relates to:**  
 1999/01/13 Cards which specify "cannot" are not overridden by any card unless the card specifically says it overrides the effect.
- Rule/Card:** Cards with "apply extra influence" **Relates to:**  
 1999/01/05 Cards with the text "apply extra influence" do not directly modify your influence rating and do not provide any power.
- Rule/Card:** Cards with 'could be sponsored' **Relates to:**  
 1999/01/18 If a card states that its effects depend on whether or not another card could be sponsored (i.e. Consultants, Conscripted, Ranger Operations, Reservations, etc) you must be able to satisfy all state and mark requirements but do not need to have a ready Inner Circle character or the necessary influence to actually sponsor the card.
- Rule/Card:** Carrier Group **Relates to:**  
 1999/01/14 This card should read "This fleet may be the target of any number of each squadron enhancement. If one of your fleets participating in the same \*conflict\* as Carrier Group is neutralized, you may transfer all squadron enhancements from that fleet to the Carrier Group." The card has a typo and says "squadron" instead of "conflict".
- Rule/Card:** Caste **Relates to:**  
 2000/02/14 Non-Minbari characters that become Minbari (e.g., Sniper, Thug,...) do not have any caste memberships.
- Rule/Card:** Censure **Relates to:**  
 1998/11/29 Your Ambassador is the only card that can rotate to sponsor this enhancement (no other inner circle character may rotate to sponsor it). If this enhancement is discarded, Babylon 5 does not lose the influence that was gained if the vote passed.
- Rule/Card:** Centauri Telepaths **Relates to:**  
 1999/05/03 You may target yourself with this card.
- Rule/Card:** Challenge Psi Corps **Relates to:**  
 2000/03/27 If a teep you control is participating in a conflict using Diplomacy or any other ability and is attacked by another teep, he still gains the damage resistance from Challenge Psi Corps even if not being attacked using Psi.
- Rule/Card:** Challenge Psi Corps **Relates to:**  
 1999/08/12 You may play this agenda if Bester is your Ambassador. Bester will stay in play but all other Psi Corps cards will be discarded.
- Rule/Card:** Changeling Net **Relates to:** Syncophant  
 2000/04/16 This can be used to give away characters. You would have to rotate the Changeling Net on one turn to get the text, then sustain the following turn at which point he would move to the appropriate faction. Of course, at that point you would lose control of Changeling Net...
- Rule/Card:** Changeling Net **Relates to:** Du'Rog  
 1999/01/18 You may not use Du'Rog's effects text if you fail to successfully use a Changeling Net on another character to copy his text because the targeted character is removed from the game, not discarded.
- Rule/Card:** Changeling Net **Relates to:** Forced Impairment  
 1999/01/14 Bold text on a card is not part of the standard effect text and is not copied or blanked by Changeling Net and is not blanked by Forced Impairment.

- Rule/Card:** Changeling Net **Relates to:**  
 1999/01/06 The target of Changeling Net has its current text blanked when using Changeling Net to copy another character's text.
- Rule/Card:** Character, Shadow **Relates to:**  
 1999/12/22 The cost to sponsor Shadow characters is doubled because they are loyal to a race other than that of the sponsoring faction.
- Rule/Card:** Character, Shadow **Relates to:**  
 1999/05/13 If you have a Shadow character in play and you purge all your Shadow Marks, you may then play Vorlon characters (and can even give Vorlon Marks to your Shadow Characters).
- Rule/Card:** Character, Supporting **Relates to:**  
 1999/11/02 The phrase "Supporting Character" always refers to a character in the supporting row. The phrase "character which is supporting" always refers to a character supporting a conflict.
- Rule/Card:** Character, Vorlon **Relates to:**  
 1999/12/22 The cost to sponsor Vorlon characters is doubled because they are loyal to a race other than that of the sponsoring faction.
- Rule/Card:** Character, Vorlon **Relates to:**  
 1999/05/13 If you have a Vorlon character in play and you all your Vorlon Marks, you may then play Shadow characters (and can even give Shadow Marks to your Vorlon Characters).
- Rule/Card:** Charting the Course **Relates to:**  
 2000/06/23 You must meet the requirements to sponsor an Agenda in order to play it with Charting the Course.
- Rule/Card:** Chen Hiraku **Relates to:**  
 1999/12/03 Chen's effects text does not trigger if he is supporting or opposing a conflict without becoming a participant (i.e. leading Syria Planum to oppose a military conflict)
- Rule/Card:** Chief Allen **Relates to:** Unexpected Return  
 2000/10/18 When playing Unexpected Return to bring Chief Allen into play, Chief Allen immediately becomes an Inner Circle player.
- Rule/Card:** Chosen of God **Relates to:**  
 1999/04/19 If you use a card (i.e. Puppeteer) to take control of a character and use them to support a conflict, you may still gain the bonus from Chosen of God because the character is not from your faction.
- Rule/Card:** Chosen of God **Relates to:**  
 1999/03/10 If you win a conflict but have no participants (via automatic support, etc) you do not gain the influence bonus from Chosen of God. You must have at least one participant character of the chosen race to gain the bonus.
- Rule/Card:** Chosen of God **Relates to:**  
 1999/02/18 When participating in conflicts which double the ability used at resolution, since Chosen of God doubles a character's printed ability, this effectively gives the character quadruple their ability during resolution. This is an exception to the general rule that effects which double abilities at resolution are not cumulative.
- Rule/Card:** Chosen of God **Relates to:**  
 1999/01/27 Vorlon Enhancement does not alter a character's printed Psi. Therefore, a Vorlon Enhanced Lethke Zum Batrado with Chosen of God targeting the Brakiri has a total Psi of 15 (his printed Psi doubles to 4 which Vorlon Enhancement raises to 15).

- Rule/Card:** Chosen of God **Relates to:**  
 1999/01/21 In order to qualify for the +1 bonus, all participants including fleets must be of the chosen race.
- Rule/Card:** Chrysalis/Defector Revealed **Relates to:**  
 1999/12/22 Actions which remove cards from play cannot be reversed.
- Rule/Card:** Citizen G'Kar **Relates to:**  
 1999/12/01 You may replace another faction's G'Kar even if the conflict which caused the Narn faction to lose influence (not target that faction specifically (eg. Prey on the Weak). It is not possible to replace Citizen G'Kar with G'Ka Enlightened.
- Rule/Card:** Citizen G'Kar **Relates to:**  
 1999/10/27 Treat Citizen G'Kar as if he had a permanent "We Can't Allow That" played on him. With Border Raids in particular, this means that you may participate with one fleet (and leader). You may freely replace your own G'Kar without restriction. You may not replace Citizen G'Kar with G'Kar Enlightened, nor can G'Kar Enlightened replace Citizen G'Kar. Citizen G'Kar may replace any copy of a card named "G'Kar".
- Rule/Card:** Civil Servants **Relates to:**  
 2000/01/11 When a character with modified abilities (aftermaths, events, permanent changes to printed abilities, neutralized, etc.) is discarded, all modifications are lost. If that card subsequently reenters play (Civil Servant: Soul Hunter, etc.), it does so with no modifiers - use the original printed values.
- Rule/Card:** Civil Servants **Relates to:**  
 1999/12/23 When using Councillor Na'Far, you can use CS to get back any multiple character you have in play (as they are considered "of your race" when the discard occurs)
- Rule/Card:** Civil War **Relates to:**  
 2000/03/30 While your race is in a state of Civil War, you accrue no power bonus from Secure the Home Front. You may play Security Fleets during Civil War, since they require "at least two <racial> factions in the game", not "two factions of your race". Power Block is discarded if your race is in a state of Civil War since it is impossible for your homeworld to be controlled by another faction of "your race" during Civil War.
- Rule/Card:** Combined Fleet **Relates to:**  
 1999/12/21 The +4 opposition option only applies if the Combined Fleet is opposing a conflict which targets you (and the opposition only applies to that conflict).
- Rule/Card:** Combined Fleet/United Fleet **Relates to:**  
 1999/01/21 Since Combined Fleet has no species, you must discard a fleet of another race or two fleets of different species in order to use it to bring a United Fleet into play.
- Rule/Card:** Commander Ivanova **Relates to:**  
 1999/11/23 Commander Ivanova has 'Must replace Susan Ivanova.' in her effect text. Because of this, if she ever leaves play, she cannot normally come back (Unexpected Return gets around this restriction).
- Rule/Card:** Commander Ivanova **Relates to:**  
 1999/05/19 If Susan Ivanova has the Latent Telepath enhancement (Psi 3) when Commander Ivanova (Psi 1) replaces her, Commander Ivanova will have a Psi of 1 (one). Since Latent Telepath increases Psi for a character who has Psi of zero, it doesn't affect Commander Ivanova.
- Rule/Card:** Commander Ivanova **Relates to:**  
 1998/11/30 Any bonuses Susan Ivanova gains from Fast Learner will be lost if Susan Ivanova is replaced with Commander Ivanova.

- Rule/Card:** Commander Ivanova **Relates to:**  
 1998/01/01 Commander Ivanova cannot be sponsored unless Susan Ivanova is in play (she can only enter play by replacing Susan Ivanova).
- Rule/Card:** Commerce Raiding **Relates to:**  
 1999/12/22 When you play 'Commerce Raiding', players losing influence is not a requirement for you to gain the influence.
- Rule/Card:** Compensation **Relates to:**  
 2000/11/02 You cannot use Compensation to target an Agenda which gives an Influence bonus and not a Power bonus.
- Rule/Card:** Compensation **Relates to:**  
 2000/02/16 If the target of a conflict leaves play, the conflict still resolves. If the target of "Attacking Pawns" leaves play and you win by 10 or more, you still gain +1 influence. If the target of "Compensation" leaves play you still resolve the conflict, hold the vote, and apply all results (including influence gain and prohibition against playing further copies of the agenda.)
- Rule/Card:** Compensation **Relates to:**  
 2000/02/16 If the target of Compensation leaves play, and the conflict is successful by 15 or more, the vote still occurs and if it passes, you can never sponsor another copy of the targeted Agenda.
- Rule/Card:** Conflict targetting **Relates to:**  
 1999/09/22 Unless stated otherwise on the card, conflicts you initiate do not target you (even if it initiates a State between you and another player).
- Rule/Card:** Conflicting Desires **Relates to:**  
 1999/02/10 Growth in Chaos cannot be used to play Conflicting Desires because it does not require that you have any Shadow Marks.
- Rule/Card:** Conflicting Loyalties **Relates to:**  
 2000/06/02 When you play Conflicting Loyalties, you only need to pay 10 Influence. If neither you nor the other player is able to promote the targeted Character, then both copies are discarded.
- Rule/Card:** Conflicting Loyalties **Relates to:**  
 1999/04/09 You may not play Conflicting Loyalties on a character you may not sponsor.
- Rule/Card:** Conflicting Loyalties **Relates to:**  
 1999/03/13 You may use Conflicting Loyalties to bring out a character that cannot be promoted at the Inner Circle. You still pay to promote him (the minimum is the amount that would be required to promote him), he is just not actually promoted. You cannot ignore sponsoring requirements with Conflicting Loyalties. Treat it as if it said "sponsor for free" (see glossary of v1.2 of the Rules).
- Rule/Card:** Conflicts **Relates to:**  
 2001/02/20 All conflict effects happen during the resolution round unless it specifically states on the Conflict card that an effect happens at another time.
- Rule/Card:** Conflicts **Relates to:**  
 2000/02/28 A conflict you have initiated is considered a part of your faction.
- Rule/Card:** Conflicts **Relates to:**  
 2000/02/07 "The conflict does not resolve" and "discard the conflict" are essentially the same. No, aftermaths cannot be played in either case.

- Rule/Card:** Conflicts **Relates to:**  
 1999/11/23 You may not play any conflict which says "Play as your first action..." any time other than your first action of action round. This includes, but is not limited to using John Sheridan, Secret Strike or Feint. It also means you cannot play the conflict during the action round. Also, as long as either the conflict you initiated during the Conflict, OR the conflict you initiate as your first action is an "additional conflict" (Psi Corps Ingelligence, Defus the Situation, etc.), then you can initiate another, regular conflict that same turn.
- Rule/Card:** Conflicts **Relates to:**  
 1999/10/27 A conflict whose target is removed by some means resolves normally and is a legal target for aftermaths and such. It has no effect on its original target. A canceled conflict does not resolve and is neither failed nor successful. You neither gain nor lose for a canceled conflict. If a conflict is generated from a non-Conflict card source, removing the source of the conflict from play does not negate or cancel the conflict.
- Rule/Card:** Conflicts **Relates to:** Contested  
 1999/10/05 The opposition generated by any non-participant card (i.e. Saboteurs, Syria Planum, etc) alone will not make a conflict contested. Contesting requires a participant which either opposed or attacked. (Remember that a lost conflict is not "uncontested")
- Rule/Card:** Conflicts **Relates to:**  
 1999/09/22 Unless stated otherwise on the card, conflicts you initiate do not target you (even if it initiates a State between you and another player).
- Rule/Card:** Conflicts **Relates to:**  
 1999/08/12 Any card which states it has an effect if a "conflict targets you" will have that effect if the conflict targets you faction in general and/or any specific card within your faction. Global Enhancements are not considered to be any faction, so are not applicable.
- Rule/Card:** Conflicts **Relates to:** Contested  
 1999/07/07 Any replacement action or any effect which discards a card opposing a conflict or removes it from play removes that participant from the conflict and prevents it from making the conflict contested (if it is the only participant opposing the conflict)
- Rule/Card:** Conflicts **Relates to:** Any player may be supported  
 1999/04/13 Effects which allow you to "support/oppose a conflict" can be used in multiple side conflicts. So, for example, Secret Vorlon Aid can be used in Prey on the Weak and have its support apply to a player.
- Rule/Card:** Conflicts **Relates to:**  
 1999/03/08 As long as a conflict has more support than opposition and is not canceled by some other means, it is a Won Conflict regardless of whether or not the target is there during resolution.
- Rule/Card:** Conflicts **Relates to:**  
 1999/02/04 Any incidental effects of conflicts occur at resolution of the conflict.
- Rule/Card:** Conflicts **Relates to:**  
 1999/01/14 If a player may initiate a conflict of any type, they may initiate a Leadership conflict.
- Rule/Card:** Conflicts **Relates to:** Aftermaths  
 1999/01/12 When multiple conflicts are initiated from a single Conflict card (such as Sleeper Personality, The Great Machine,...) treat each conflict as being separate and distinct for aftermath purposes. If one of the conflicts is negated (such as with Na'Mel, You Are Not Ready, etc) the other conflict(s) from the card will remain.

- Rule/Card:** Conflicts which becomes After **Relates to:**  
 2000/05/04 You may play Conflicts which become Aftermaths even if a copy of that Aftermath is in play targeting the card which the current Conflict would target. The Conflict has all its normal effects, it just fails to become an Aftermath.
- Rule/Card:** Conflicts with Participant Restr **Relates to:**  
 1999/02/23 Any conflict with participant restrictions (i.e. Border Raid) can have cards rotate to provide support or opposition for the conflict as long as the rotating cards do not become participants (eg. Support Fleets).
- Rule/Card:** Confusion in Chaos **Relates to:** Not Meant to Be  
 1999/07/26 If Player A successfully plays Confusion in Chaos, Player B may not, as his first action, play Not Meant to Be on the Confusion in Chaos. The end of the turn falls into the category of an irreversible effect therefore Not Meant to Be may not be played on it.
- Rule/Card:** Confusion in Chaos **Relates to:**  
 1999/01/07 You may use Shadow influence provided by Mr. Morden for Confusion in Chaos
- Rule/Card:** Conquered Holding **Relates to:**  
 2000/06/26 The cost reduction on Conquered Holding accumulates until used.
- Rule/Card:** Conscription **Relates to:** Doomed Expedition  
 2000/07/31 Since Conscription puts a card directly into play you cannot play Doomed Expedition targeting a Conscribed Card.
- Rule/Card:** Conscription **Relates to:** Psi Corps  
 2000/04/12 When using Conscription as the Psi Corps faction and the first card in your deck is not a Psi Corps card, whether or not you sponsor that non-Psi Corps card depends on your current number of Conspiracy Marks a how many non-Psi Corps cards you have. If you could sponsor a non-Psi Corps card with your current number of Conspiracy Marks, then you would sponsor the non-Psi Corps card. If not, go on to a Psi Corps card. Also, Conscription cannot be used to sponsor cards with the Psi Corps boldfaced text if they are not also Human cards. Conscription says the card must be a card of your race.
- Rule/Card:** Conscription **Relates to:**  
 1999/12/07 You do not need to have enough influence to sponsor the card, nor do you need a ready Inner Circle character. However, you must meet all other requirements on the card (like marks and such).
- Rule/Card:** Conscription **Relates to:**  
 1999/07/06 When searching for the card begin at the top of your deck (i.e. the next card you would draw).
- Rule/Card:** Conscription **Relates to:**  
 1999/03/27 A Minbari Fighting Pike can be skipped when searching with Conscription (as it is a "Character Enhancement" not a "Minbari Character Enhancement"). You may also skip any card which could not be played (i.e. Stealth Technology when you have no Minbari fleets or Crystal Cities if you have no Locations)
- Rule/Card:** Conscription **Relates to:**  
 1999/03/26 Cards which have no legal target (eg. a Fleet Enhancement of your race when you have no Fleets out) cannot be sponsored.
- Rule/Card:** Conscription **Relates to:**  
 1999/02/12 If you come to a card which you can put into play via replacement, but cannot sponsor (i.e. an Agenda when you currently have one, Commander Ivanova, Lord Mollari, etc), it does not satisfy the requirement of "could sponsor".

- Rule/Card:** Conscription **Relates to:**  
 1999/01/30 You may play this card if you have an unrest of 5. The increase in unrest is not a cost for playing, but an effect.
- Rule/Card:** Conscription **Relates to:**  
 1999/01/21 You may play Conscription if your unrest is already at 5. When looking for a card, you must put into play the first card of any type that specifies your race (including Agendas, Characters, Locations, Fleets, Groups and Enhancements)
- Rule/Card:** Conscription **Relates to:**  
 1999/01/20 "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle character and sufficient influence to sponsor the card are not required.
- Rule/Card:** Conscription **Relates to:**  
 1999/01/02 You do not have to rotate an Inner Circle Character to sponsor a card using Conscription.
- Rule/Card:** Consolidated Position **Relates to:**  
 2000/05/04 Consolidated Position does not protect your Ambassador against cards that become Aftermaths, only Aftermath cards.
- Rule/Card:** Consolidated Position **Relates to:** Hole in Your Mind  
 1999/11/23 Consolidated Position will prevent Hole in Your Mind from being played on your Ambassador.
- Rule/Card:** Conspiracy Marks **Relates to:**  
 1999/08/12 Non-Human factions may sponsor Psi Corps cards if they have the required amount of Conspiracy Marks and fulfill all other requirements (i.e. pay double for characters, use Secondary Control for groups, etc)
- Rule/Card:** Conspiracy Marks **Relates to:**  
 1999/08/12 Non-Human factions may sponsor Psi Corps cards if they have the required amount of Conspiracy Marks and fulfill all other requirements (i.e. pay double for characters, use Secondary Control for groups, etc)
- Rule/Card:** Consultants **Relates to:** Cyborg Reconstruction  
 1999/09/20 Even though Cyborg Reconstruction is Irrevocable, this does not prevent it from being discarded when the card it enhances goes back under Consultants.
- Rule/Card:** Consultants **Relates to:** Pak'ma'ra Lurkers  
 1999/07/21 A card which was a Consultant, was neutralized and was discarded may be targeted by Pak'ma'ra Lurkers.
- Rule/Card:** Consultants **Relates to:**  
 1999/04/19 You cannot use Suarez Cil'tlakh to blank Consultants and keep characters brought into play with it in play after the end of the round. Effects with a time limit are divorced from the card generating the effect. Because of this blanking the card does not negate the discarding. If Consultants is discarded, all characters under it are discarded with it. Characters in play are discarded at the end of the round.
- Rule/Card:** Consultants **Relates to:**  
 1999/04/12 When you play a consultant, it is not considered to be sponsored and any effects which are triggered by them being sponsored do not occur.

- Rule/Card:** Consultants **Relates to:**  
 1999/04/09 If you have Chosen of God in play, you may play Human, Centauri, Minbari and Narn characters as contingencies on Consultants. However, you may not bring them into play while Chosen of God is in effect. You may also play shadow or vorlon characters on consultants if you have no marks in your faction.
- Rule/Card:** Consultants **Relates to:**  
 1999/03/08 You may have more than one character card under Consultants at the same time. You may bring more than one of them into play on the same turn as separate actions.
- Rule/Card:** Consultants **Relates to:**  
 1999/02/10 Replace 1st 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". This is an errata.
- Rule/Card:** Consultants **Relates to:**  
 1999/02/03 "Consultant" characters are considered in play, though they are not considered to have been sponsored. An effects which are triggered by a Character being sponsored do not occur.
- Rule/Card:** Consultants **Relates to:** Lethke Zum Bartrado  
 1999/01/18 If you use Lethke Zum Bartrado as a Consultant and use his ability, the card under him is returned to its owner's deck when Lethke Zum Bartrado returns to Consultants.
- Rule/Card:** Consultants **Relates to:**  
 1999/01/14 Using the ability of Consultants does not count as sponsoring the character. Treat hiring a consultant in the same way you would treat Soul Hunting that card. Note that these effects when used on Emperor Cartagia will kill Emperor Turhan.
- Rule/Card:** Contact First Ones **Relates to:**  
 1999/02/05 This card should be discarded after play.
- Rule/Card:** Contact With Shadows **Relates to:**  
 1999/04/13 If you have a Vorlon Mark (for whatever reason), you may not sponsor any card that would provide (directly or indirectly) one or more Shadow Marks to your faction. You may generate effects from other sources than sponsoring that would \*try\* to add such a mark to your faction (such as events), but that effect would fail.
- Rule/Card:** Contact With Vorlons **Relates to:**  
 1999/04/13 If you have a Shadow Mark (for whatever reason), you may not sponsor any card that would provide (directly or indirectly) one or more Vorlon Marks to your faction. You may generate effects from other sources than sponsoring that would \*try\* to add such a mark to your faction (such as events), but that effect would fail.
- Rule/Card:** Contingencies **Relates to:**  
 1999/09/02 You can look at your own Contingencies. You can rearrange their order to your heart's desire.
- Rule/Card:** Contingencies **Relates to:**  
 1999/04/19 Contingencies may not be played on cards other than your own. Contingencies are discarded with the card they are attached to.
- Rule/Card:** Contingencies **Relates to:**  
 1999/03/19 There is no limit to the number of contingencies that may target a single card (including duplicate copies of the same Contingency). You may not reveal multiple copies of the same Contingency for the a single trigger.



- Rule/Card:** Contingencies **Relates to:**  
 1999/02/25 You can return a contingency to your hand only if a specific game mechanic allows it.
- Rule/Card:** Contingencies **Relates to:**  
 1999/02/08 You can have multiple valid contingencies on a single target. However, you may only reveal one for each valid trigger condition.
- Rule/Card:** Contingencies **Relates to:**  
 1999/02/04 Contingency triggers can occur at any time. Only one copy of any given contingency may be revealed for each appropriate trigger. Multiple different contingencies can be revealed from the same trigger.
- Rule/Card:** Contingencies **Relates to:** Empire Builder  
 1999/01/26 Contingencies played on a Conflict are discarded when revealed. For Conflict Contingencies played on a Military Conflict targetable by Empire Builder, they go to the discard pile before the Conflict does. Any aftermaths played on the Military Conflict are discarded simultaneously with the Conflict and can be done in the order the owner chooses.
- Rule/Card:** Contingencies **Relates to:** Replacing characters  
 1999/01/21 When replacing a character, contingencies do not transfer from the replaced character to the replacing character.
- Rule/Card:** Contingencies **Relates to:**  
 1999/01/04 Since discard piles are open to review, there is no way to discard an unrevealed Contingency without the other players finding out what it was.
- Rule/Card:** Contingencies **Relates to:**  
 1998/12/21 If there is no Conflict card to put the Conflict Contingency under, you may not play the contingency. For example, you cannot play it on a conflict generated by an Agenda.
- Rule/Card:** Coplann **Relates to:** Forced Impairment  
 2000/04/14 If Coplann's game text is blanked (using Forced Impairment), Hedronn cannot then be sponsored. When Coplann is sponsored, Hedronn is removed from the game. This occurs even if he is not in play when Coplann is sponsored. A character removed from play can never return to play by any means.
- Rule/Card:** Coplann **Relates to:** Hedronn  
 2000/04/10 Coplann and Hedronn are considered the same personality.
- Rule/Card:** Corporate Connections **Relates to:**  
 2000/05/13 Corporate Connections can be played under any character you control.
- Rule/Card:** Corporate Connections **Relates to:**  
 2000/04/01 You check your amount of influence before gaining to determine if you can use Corporate Connections. If you build while you're at 8 influence, you can build and reveal Corporate Connections to gain an additional influence.
- Rule/Card:** Cosmopolis **Relates to:**  
 2000/07/03 If you only have 4 cards in your draw pile, you cannot use Cosmopolis.
- Rule/Card:** Counciller Na'Far **Relates to:**  
 1999/12/28 There is no functional difference between "being" Narn and "being loyal to the Narn race."

- Rule/Card:** Councillor Na'Far **Relates to:**  
 1999/12/16 Disaffected Characters in Councillor Na'Far's faction are considered Narn because CN specifically says to ignore any other racial loyalties.
- Rule/Card:** Councilor Na'Far **Relates to:** Who's Your Little Pak'ma'ra  
 2000/12/15 Councilor Na'Far says in his effect text to ignore the character's other racial loyalties.
- Rule/Card:** Councilor Na'Far **Relates to:** Species Ambassador  
 2000/04/05 If you have a Species Ambassador in a faction with Councilor Na'Far as your Ambassador, the Species Ambassadors cannot vote in a Non-Aligned tiebreaking vote. They are still considered Species Ambassadors for the purposes of cards like VIP Involvement, though.
- Rule/Card:** Councilor Na'Far **Relates to:**  
 2000/01/04 Characters in Councilor Na'Far's faction, who were originally not Narn, will not be able to sponsor enhancements loyal to their original race (such as a formerly Centauri character sponsoring The Eye).
- Rule/Card:** Councilor Na'Far **Relates to:** Ambassador Kosh  
 1999/12/28 Ambassador Kosh is not affected by Councilor Na'Far's text.
- Rule/Card:** Councilor Na'Far **Relates to:**  
 1999/12/21 The cost to sponsor characters of another race is still doubled, but once in your faction, they become loyal to Narn and there is no cost penalty to promote.
- Rule/Card:** Councilor Na'Far **Relates to:** Shadow Implants  
 1999/11/28 It is not possible for a card to have more than one racial loyalty. Shadow Implants takes precedence over a character's current racial loyalty, and Councilor Na'Far takes precedence over Shadow Implants, because he says to ignore all other loyalties.
- Rule/Card:** Councilor Na'Far **Relates to:** Followers of G'Quan/Latent  
 1999/11/08 All of your Characters are Narn for the purpose of becoming Narn home faction's Ambassador's Assistant, as well as being targeted by effects such as Followers of G'Quan or Latent Telepath.
- Rule/Card:** Coup de Grace **Relates to:**  
 1999/04/13 When Coup de Grace resolves, you surrender and lose immediately. You may not check for victory later in the round (even if you have an agenda which grants a victory for which you have satisfied all the requirements).
- Rule/Card:** Coup de Grace **Relates to:**  
 1999/01/12 Aftermaths restricted by ability can not be played on a Coup de Grace conflict.
- Rule/Card:** Courtly Intrigue **Relates to:**  
 1999/12/04 This allows the sponsoring of cards like Centauri Fanatic and Security Fleet which can normally only be sponsored if there are multiple factions of the same race.
- Rule/Card:** Covering Weaknesses **Relates to:** Latent Telepath  
 2000/02/01 Covering Weaknesses will not allow you to move Latent Telepath to an Ambassador. Covering Weaknesses allows you to move the enhancement to another card you control "which is a legal target for that enhancer
- Rule/Card:** Covert Allies **Relates to:** Power Posturing  
 1999/07/21 There are versions of Power Posturing which have the game text of Covert Allies. Please consider this a printing error. If a player is using such an aberrant card, they should make it clear before they begin whether they want to use the correct text of Power Posturing or to consider the title to be Covert Allies. Either way, they still need to maintain the three card limit for whichever card they are using.

- Rule/Card:** Crisis of Self **Relates to:**  
 1999/07/12 The target of this Aftermath may only apply the influence to ready the targeted character during the ready rou
- Rule/Card:** Crusade **Relates to:**  
 1998/12/09 Conflicts that are specified to return to your hand if successful must always be returned. There is not any so choice involved. If the success of a conflict defines an effect, that effect must happen. If it said "and you may return this conflict to your hand" then it would be voluntary.
- Rule/Card:** Crusade Piles **Relates to:**  
 2001/03/07 When searching Crusade Piles or Discard Piles for cards, you do not have to reshuffle the Pile after searching it.
- Rule/Card:** Cult of Personality **Relates to:**  
 1999/12/04 If you have Cult of Personality on your ambassador and you have an ambassador's assistant rotated to reduc costs, the Cult of Personality gets the cost reduction - even if your ambassador has already used the discour
- Rule/Card:** Cult of Personality **Relates to:** President Sheridan  
 1999/12/03 Cult of Personality on President Sheridan can sponsor cards loyal to other races, just as if Sheridan was sponsoring the card himself.
- Rule/Card:** cumulative effects **Relates to:**  
 1999/01/13 Effects that halve something (i.e. damage) are not cumulative.
- Rule/Card:** Cyborg Reconstruction **Relates to:**  
 2000/09/26 Cyborg Reconstruction does not re-apply when its target is replaced.
- Rule/Card:** Cyborg Reconstruction **Relates to:**  
 1999/08/23 Once the enhancement enters play, its effect is "fixed". If the enhancement is somehow moved to another character (such as by replacement of the target) the same plusses and minuses apply to the second charact as were applied to the first. If a character is replaced, all damage on the character goes away (though new damage will accrue on the new character).
- Rule/Card:** Damage **Relates to:** Terrorist Bombings  
 1999/05/20 If your Ambassador is neutralized and your are one of the factions with the lowest support, your Ambassador does not gain additional severe damage tokens because TB specifically refers to "damage" which is conceptually different than "severe damage". When you are neutralized, you may not take any more "damage" (though you could gain further "severe damage" if there were a way to deal that specifically).
- Rule/Card:** Damage Resistance **Relates to:**  
 1999/12/15 If damage resistance is high enough to prevent all damage, the card is not considered to have taken damage.
- Rule/Card:** Damage Resistance **Relates to:**  
 1999/12/06 Damage Resistance never protects against Lyndisty (or other sources of damage which aren't an attack).
- Rule/Card:** Damage Resistance **Relates to:**  
 1999/03/24 Damage Resistance only ever applies to attacks and not to damage from events, conflicts, etc.
- Rule/Card:** Dark Legacy **Relates to:**  
 2000/07/17 You may play non-Agenda cards as if SHadow Influence was the same as the number of Shadow Marks in your faction. You may not play non-Agenda cards as if the number of Shadow Marks in your faction is the same as Shadow Influence.

- Rule/Card:** Day of the Dead **Relates to:** President Santiago  
 2000/01/20 It is possible to bring 'President Santiago' back into play for one round with the help of 'Day of the Dead' after 'Presidential Coup' has been played.
- Rule/Card:** Day of the Dead **Relates to:**  
 1999/02/10 Replace 1st 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"]. This is an errata.
- Rule/Card:** Day of the Dead **Relates to:** Replaceable character  
 1999/01/18 If you Day of the Dead a replacable character then replace them the replaced character stays in play at the er of the turn.
- Rule/Card:** Day of the Dead **Relates to:**  
 1999/01/14 You may use Day of the Dead to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements.
- Rule/Card:** Death of Culture **Relates to:**  
 2000/11/05 You may discard cards at any time to blank the text on Death of Culture (not just when the card is played).
- Rule/Card:** Deck Counting **Relates to:**  
 2000/07/03 You may count the number of cards in your deck at any time.
- Rule/Card:** Declaration of Principles **Relates to:**  
 2000/05/24 If Declaration of Principles blanks a conflict card in play, the conflict remains and resolves as normal. Although they have no effect until resolution, those effects have already been determined when the card was revealer
- Rule/Card:** Declaration of Principles **Relates to:** Drakh  
 2000/05/19 A Drakh ISA player will have their Drakh Agenda blanked if it has the word "count" in it.
- Rule/Card:** Declaration of Principles **Relates to:** Playing Both Sides  
 2000/03/27 Declaration of Principles will blank Playing Both Sides.
- Rule/Card:** Declaration of War **Relates to:**  
 1999/08/31 Declarations of War between factions of the same race happen just like other methods of declaring war again other races. You can only declar war if you have a card which lets you declare war. You must obey all norr restrictions on play of those cards. For example, a Declaration of War or Act of War event would have to be played during the Action Round.
- Rule/Card:** Declaration of War/States of **Relates to:**  
 1999/01/25 When to factions go to war with a different race, any other factions of the other race are at war as well.
- Rule/Card:** Dedicated Assistant **Relates to:** Ranger Lennier  
 2000/06/27 If you play Dedicated Assistant on Lennier and replace him with Ranger Lennier, this does not allow Ranger Lennier to Assist his Ambassador. The ability on DA kicks in when the character rotates to assist the ambassador. But since Ranger Lennier is not an assistant, he can never rotate to enhance the ambassador ir the first place.
- Rule/Card:** Dedicated Follower **Relates to:** Servants of Order  
 1999/09/12 Dedicated Follower does not require or picture a Vorlon Mark and cannot be retrieved using Servants of Orde

- Rule/Card:** Defector Revealed **Relates to:**  
 2000/02/25 Even though this replaces instead of sponsoring a card, it does not get around the Conspiracy Mark requirements for Humans to play Psi Corps requirements. It also does not get around Conspiracy Mark requirements for cards such as Administrator Drake and Thirteen.
- Rule/Card:** Defector Revealed **Relates to:**  
 1999/12/22 An action which removes a card from play cannot be reversed. (examples: Chrysalis, Defector Revealed)
- Rule/Card:** Defector Revealed **Relates to:**  
 1999/11/17 You can not replace Disaffected Human with Alfred Bester by means of a Defector Revealed.
- Rule/Card:** Defector Revealed **Relates to:**  
 1999/01/13 The Disaffected Character being replaced is removed from play.
- Rule/Card:** Defectory Revealed **Relates to:**  
 1998/11/16 Use the printed costs for the Disaffected character and the replacing character. (not doubled, or otherwise modified, costs).
- Rule/Card:** Defense in Depth **Relates to:** Multiple Homeworlds  
 2000/07/31 The new Multiple Homeworlds (Cosmopolis, Roam the Stars, etc) count as racial locations for the purposes of Defense in Depth.
- Rule/Card:** Defense in Depth **Relates to:** Liberating Resources/Trivial  
 1999/12/21 Liberating Resources, Trivial Gains and other influence gain grabbers do not work on Defense in Depth since the player is not "gaining" influence, rather their influence rating is increasing. Defense in Depth makes a direct change to your influence rating while it is in play. What this means is that the card gives you additional influence when it enters play. The amount of additional influence is equal to the number of locations loyal to your race that you control. This total goes up if you sponsor new locations loyal to your race, and goes down if you lose those locations. If DiD is discarded or blanked, you lose the additional influence (i.e. your influence rating goes back down).
- Rule/Card:** Defense in Depth **Relates to:**  
 1999/09/07 Since this agenda gives a bonus to your Influence Rating instead of Power, it is immune to the effects of We Are Not Impressed.
- Rule/Card:** Defense in Depth **Relates to:**  
 1999/01/27 Influence from DiD counts as power. The +5 Military granted by DiD applies to all locations you control, not just locations of your race.
- Rule/Card:** Defense Treaty **Relates to:** New Priorities  
 1999/02/15 You cannot use New Priorities with the fleet of a faction with whom you have a Defense Treaty. Causing a fleet to "act as if they were under your control" is not literal control.
- Rule/Card:** Defensive Tactics **Relates to:** Second United Fleet  
 2000/02/02 You may not use Defensive Tactics in combination with Second United Fleet to allow a character with Diplomacy to give damage resistance to the Fleet by leading it. Both cards refer to specific abilities and the Second United Fleet does not let you use Diplomacy AS Leadership
- Rule/Card:** Defuse the Situation **Relates to:**  
 1999/11/30 Defuse the Situation says to initiate it as your first action, as an additional conflict, so you can initiate it (as your first action) whether or not you already initiated any conflicts (including other "additional" conflicts) this turn.

- Rule/Card:** Delegate Authority **Relates to:**  
 1999/11/11 If you promote a replaceable character with Delegate Authority and replace that character, the new version of the character stays in the Inner Circle.
- Rule/Card:** Delegate Authority **Relates to:**  
 1999/08/21 This card may be used to remove Greed
- Rule/Card:** Delenn (Lennier) **Relates to:**  
 1999/09/07 Delenn (Lennier) can be replaced with Delenn Transformed as normal (even though the picture on Delenn (Lennier) shows the transformed version of Delenn).
- Rule/Card:** Delenn (Promoter) **Relates to:** Grey Council Fleet  
 2000/02/28 You cannot use Delenn (Promoter)'s bonus for promoting the Grey Council Fleet.
- Rule/Card:** Delenn (Promoter) **Relates to:** Muster Support  
 2000/02/19 For cards like Muster Support, you take the bonus from Muster Support into account when you "determine the influence cost to promote".
- Rule/Card:** Delenn (Promoter) **Relates to:**  
 2000/02/19 When using Delenn (Promoter), and the cost to promote a character is odd, you round both halves of the cost up.
- Rule/Card:** Delenn (Promoter) **Relates to:** Affirm Alliance  
 2000/02/19 You cannot use Delenn (Promoter)'s ability to split Affirm Alliance's cost over two turns because the Affirm Alliance event forces you to rotate your Ambassador and pay the full cost as one action.
- Rule/Card:** Demonstrative Victory **Relates to:**  
 1999/04/20 This does not affect direct changes to the Influence Rating (i.e. building or sponsoring Kha'Mak).
- Rule/Card:** Den'sha **Relates to:**  
 1999/01/04 Den'sha's purpose is to allow you to play a "Ranger One" card if there is already a "Ranger One" card in play. If another Ranger One is in play you need to use Den'sha to get rid of their claim to the title. When the Ranger One title is removed from a card the card is also not considered a Ranger.
- Rule/Card:** Destined to Be **Relates to:**  
 2000/10/16 When you play Destined to Be, you choose a type of Aftermath (Dip, Int, Psi, Lea, Mil) and Won/Lost. The Aftermaths you play must match both criteria and in addition the Aftermath cannot have any other requirements which were not met (for example, even if you choose Lost Military you can't play Public Apology if the additional criteria in the effect text were not met). You cannot use Destined to Be to play a "Lost Aftermath" that does not have a conflict type specified.
- Rule/Card:** Destined to Be **Relates to:**  
 1999/12/15 If an Aftermath is of the "Participant" type, it can be played on a DtB'ed conflict if the player was a participant and all other conditions match.
- Rule/Card:** Destiny Fulfilled **Relates to:** Forces Collide  
 2000/10/02 The cost for Destiny Fulfilled is considered 1 for the purposes of Forces Collide regardless of how much influence you spent.
- Rule/Card:** Destiny Fulfilled **Relates to:**  
 1999/08/23 Destiny Fulfilled gives a bonus to Psi if the character already has Psi (is a teep).

- Rule/Card:** Destiny Fulfilled **Relates to:**  
 1999/05/19 If you pay 11 influence to play this event, all your characters gain +1 to each of their abilities for each Destiny mark they have \*and\* your Ambassador's bonus becomes permanent.
- Rule/Card:** Destiny Fulfilled/Facing Oblivi **Relates to:**  
 2000/04/11 When these events become enhancements, their bonuses are calculated dynamically (not based on the time it was played). This is a reversal of a previous ruling. The parenthetical comment on the Deluxe version of Destiny Fulfilled should be ignored as it was only a clarifier of the previous ruling.
- Rule/Card:** Develop Relationship **Relates to:**  
 1999/08/26 This aftermath is not discarded once the character is promoted to the Inner Circle.
- Rule/Card:** Develop Relationship **Relates to:**  
 1999/05/26 You may use Develop Relationship if you initiate an "any faction may be supported in this conflict" conflict and they support a different faction.
- Rule/Card:** Different Perspectives **Relates to:**  
 2000/07/03 You cannot use Different Perspectives to put more cards into your deck than there were before Different Perspectives.
- Rule/Card:** Different Perspectives **Relates to:**  
 2000/05/14 Only Non-Aligned Factions can use Different Perspectives.
- Rule/Card:** Diplomatic Advantage **Relates to:**  
 1999/08/21 Having more than one copy of this in play gives you no additional benefit.
- Rule/Card:** Diplomatic Blunder **Relates to:**  
 1999/03/30 The penalty for this card is fixed at the time the event is played (and is the same for other similar cards). So, there are bonuses that apply to the character afterwards, the negative modifier from the card is fixed and applied in the normal order of operations.
- Rule/Card:** Diplomatic Blunder **Relates to:** Aftermaths  
 1998/01/01 Unless further modified later in the turn, the target character's Diplomacy is 1 for the purpose of aftermaths. If the target character participates in a conflict using that character's Diplomacy, and the character has an ability (after modifications) that is greater than that character's Diplomacy at resolution, then the aftermath Secondary Experience may be played for the character's Diplomacy.
- Rule/Card:** Diplomatic Intrusion **Relates to:**  
 1999/04/29 If you play Prolonged Talks on Diplomatic Intrusion, the conflict does not resolve this turn. When it resolves next turn, it will blank the agenda during resolution and the effect will last as appropriate.
- Rule/Card:** Diplomatic Intrusion **Relates to:**  
 1999/04/23 This card blanks the target agenda during resolution, not before. The effect it has if unsuccessful is to blank the target agenda during the Victory Check for that round only. If it wins, the blanking lasts an additional round for each 5 by which the conflict was won.
- Rule/Card:** Diplomatic Intrusion **Relates to:**  
 1999/01/25 This card blanks the target agenda during resolution, not before. The effect it has if unsuccessful is to prevent the Victory Check for that round only.
- Rule/Card:** Directing Events **Relates to:** Conflicts which "must resolve"  
 2000/06/12 Directing Events cannot change when a conflict resolves if it specifies it "must resolve first/last".

- Rule/Card:** Directing Events **Relates to:** Secret Strike  
 1999/11/01 If Secret Strike is played after a Directing Events, st resolution, resolve all conflicts that were affected by Directing Events. Afterwards, then resolve the Secret Strike conflict.
- Rule/Card:** Disaffected Centauri/Disaffect **Relates to:**  
 1999/12/15 The Disaffected cards do not count as Centauri, Human, Minbari, or Narn. For all game purposes they are considered "Neutral" characters. Cards cannot have two racial affiliations unless the card specifically states otherwise and these do not.
- Rule/Card:** Discard Piles **Relates to:**  
 2001/03/07 When searching Crusade Piles or Discard Piles for cards, you do not have to reshuffle the Pile after searching it.
- Rule/Card:** Disillusioned Garibaldi **Relates to:**  
 2000/03/28 Disillusioned Garibaldi can be sponsored normally, so long as you don't violate the personality rule on page 45 "exceed his Diplomacy" refers to Garibaldi's current Diplomacy, not his printed Diplomacy.
- Rule/Card:** Disruption **Relates to:** Fray at the Edges  
 1999/04/19 If Fray at the Edges is played during a turn while Disruption succeeds, any cards which can sustain must sustain. Disruption's effect applies during the ready round of the next turn. Since the round is skipped entirely there is no place for it to have it's effect.
- Rule/Card:** Dissent **Relates to:**  
 1999/02/23 The target of Dissent must have the opportunity to fail to apply the influence to negate Dissent's effects before the effects of failure can apply.
- Rule/Card:** Do As You're Told **Relates to:**  
 1999/11/16 This card only raises unrest. If you have an unrest of 5 and no Vorlon or Shadow Marks, it does not lower your unrest to 1.
- Rule/Card:** Doctor Sheridan **Relates to:** Multiple Homeworlds  
 2000/05/14 "Each race may only have one HOMEWORLD for that race in play at any given time (the Homeworld card's name is irrelevant). If you, as the Humans, control the Human Homeworld, then conquer the Minbari Homeworld, you may use Doctor Sheridan's effect text to utilize the Minbari Homeworld's abilities. If you, as the Humans, control the Human Homeworld, you may not target Cosmopolis in another player's discard pile and place it into your faction, since it would become the "Human Homeworld" and this is not allowed.
- Rule/Card:** Doctor Sheridan **Relates to:**  
 2000/03/13 A Location that Doctor Sheridan sponsors into her own faction from another player's discard pile is not considered "captured" for purposes of using Dr. Sheridan's second ability. Since a location taken from another player's discard pile is not "captured" its effect text is not blanked. You may therefore use its effect text. It is not an act of "capturing", as defined on page 47 of the rulebook, that blanks a location's effect text.
- Rule/Card:** Doomed Expedition **Relates to:** And So It Begins  
 2000/06/02 Doomed Expedition cannot be used against And So It Begins, as Doomed Expedition specifically states 'target someone who as an action has searched their deck', but And So It Begins is not done as an action, but as a triggered event.
- Rule/Card:** Doomed Expedition **Relates to:** Delenn (Transformer)  
 2000/01/20 It can target the ability used by Delenn (transformer) (the one that retrieves the Delenn Transformed cards).



- Rule/Card:** Doomed Expedition **Relates to:** Personal Growth  
 1999/12/07 Doomed Expedition only works on cards that are retrieved as an action. It does not work on Personal Growth which is an Aftermath.
- Rule/Card:** Doomed Expedition **Relates to:**  
 1999/11/03 You may not use Doomed Expedition to discard cards drawn from your deck via Meditation, Minister Malachai, etc.
- Rule/Card:** Double Cross **Relates to:**  
 1999/12/10 The attacker gains the mark after the attack is resolved.
- Rule/Card:** Draal **Relates to:**  
 1998/07/01 If the effects of Draal's damage on an opponent in an attack neutralizes the opponent, then Draal takes no damage.
- Rule/Card:** Drakh **Relates to:** Chosen of God  
 2000/05/15 The Drakh cannot be targeted with Chose of God since Drakh is not a Species.
- Rule/Card:** Drakh **Relates to:** Major Agendas  
 2000/05/11 Drakh Agendas cannot replace Major Agendas.
- Rule/Card:** Drakh **Relates to:** Agendas  
 2000/05/09 You cannot replace a Drakh Agenda with another Drakh Agenda. Drakh cards which can be sponsored must be sponsored. You may replace a Drakh Agenda with a non-Drakh Agenda, though.
- Rule/Card:** Drakh **Relates to:** Babylon 5 vote  
 2000/05/09 When you sponsor a Drakh Ambassador, you do not lose your Babylon 5 vote.
- Rule/Card:** Drakh **Relates to:** Home Faction  
 2000/05/03 If you are a Home Faction with a Drakh Ambassador, your Drakh Ambassador may not sponsor a Home Faction Agenda because Drakh cards may only sponsor Drakh and Neutral cards.
- Rule/Card:** Drakh **Relates to:**  
 2000/05/02 You may promote Drakh characters using non-Drakh characters and promote non-Drakh characters with Drakh characters.
- Rule/Card:** Drakh **Relates to:**  
 2000/05/02 While you must sponsor your first Drakh character at full cost, you may use cost reductions on any subsequent Drakh characters you sponsor.
- Rule/Card:** Drakh **Relates to:**  
 2000/05/02 Drakh players can sponsor and promote Drakh cards and cards of their original race at normal cost. Any Inne Circle Character may promote a Drakh character; the restrictions on Drakh cards apply only to sponsoring.
- Rule/Card:** Drakh **Relates to:** Psi Corps  
 2000/03/28 If a Psi Corps faction plays a Drakh Ambassador, that player needs Conspiracy Marks to sponsor other Drakh cards.

- Rule/Card:** Drakh Agendas **Relates to:**  
 2000/06/28 Drakh Agendas are not considered Major Agendas. If you have a Major Agenda in play before switching to Drakh, you cannot replace your agenda with a Drakh Agenda.
- Rule/Card:** Drakh Agendas **Relates to:**  
 2000/05/09 When using Drakh agendas such as Power Supreme, Subvert the Nexus, or The Secret Masters your base power is equal to your influence rating.
- Rule/Card:** Drakh Agendas **Relates to:** ISA  
 2000/03/16 The ISA power penalty for non-members does increase the power minimum on Drakh Agendas. For example if there is a +6 penalty to non-Isa members, then a Drakh Agenda's minimum power would go from 15 to 21.
- Rule/Card:** Drakh Ambassadors **Relates to:** Prime Minister Mollari  
 2000/02/03 If you are a Drakh Faction, you can replace your Londo Mollari with Prime Minister Mollari. When you do so, you must discard your Ambassador (which provides you with Shadow Marks) and immediately lose the game. Since Prime Minister Mollari specifies "your Londo or Lord Mollari" you cannot replace another player's Londo or Lord Mollari and make them discard their Drakh Ambassador.
- Rule/Card:** Drakh Entire **Relates to:** Surgeon of Darkness  
 2000/06/01 If you use Drakh Entire on Soldier of Darkness, he will gain +2 Military and +2 Leadership (because all Characters have Leadership even if it is 0).
- Rule/Card:** Drakh Rule #8 **Relates to:**  
 2000/05/02 This rule exists for two reasons: 1) Cards like Forging Alliances which have text saying "select one race". You cannot select the Drakh. 2) It removes all question about targeting the Drakh with Trade Pact, Alliance, etc. You can't target them for other reasons (you never have a tension with the Drakh Race, for example) but the designers wanted to make it clear that you can't single out a Drakh Narn faction, do a Trade Pact with the Narn and then do a Trade Pact with the Drakh. You can certainly target Drakh cards with effects like The Chosen Ones.
- Rule/Card:** Drakh/Vorlon Marks **Relates to:**  
 2000/06/02 If you have Drakh cards in play, you may play cards which picture Vorlon Marks as long as your faction (and card in your faction) does not gain a Vorlon Mark.
- Rule/Card:** Drazi Sunhawk **Relates to:**  
 2000/02/07 A Non-Aligned player pays the normal influence cost to sponsor, not double.
- Rule/Card:** Drigo **Relates to:**  
 2000/04/28 Drigo is not a Lord, even though he is referred to as a Lord in the TV show.
- Rule/Card:** Drone Fleet **Relates to:**  
 2000/05/09 Drone Fleet cannot copy a Drakh fleet. It can only copy fleets of your "host" race. Drone Fleet has whatever effect text is of the fleet it is copying, including the effect text "multiple". If you have 2 or more Drone Fleets, each with "Multiple", then that is legal. You may continue to play Drone Fleets as long as all Drone Fleets in play are Multiple and you are playing a new Drone Fleet that targets a Multiple fleet. If a Drone Fleet is currently in play, you may not play a new Drone Fleet that mimics a Limited fleet.
- Rule/Card:** Drone Fleet **Relates to:**  
 2000/04/28 Drone Fleet has whatever the effects text is of the fleet it is copying, including the effect text "multiple". You may have as many Drone Fleets in play as you like as long as each has "multiple" in its effects text. If there is a Drone Fleet in play mimicking a Limited Fleet, you may not play any more Drone Fleets. If there is a Multiple Drone Fleet in play, you may not play a new Drone Fleet that mimics a Limited Fleet.

- Rule/Card:** Duration Effects **Relates to:**  
 1999/02/16 Effects with a duration (or future "activation") are separated from their source. They will continue until their expiration/activation. Effects which last until the end of the turn do so even if their source is removed/blanked.
- Rule/Card:** Du'Rog **Relates to:**  
 1999/01/18 You may not use Du'Rog's effects text if you fail to successfully use a Changeling Net on another character to copy his text because the targetted character is removed from the game, not discarded.
- Rule/Card:** Du'Rog **Relates to:**  
 1998/07/01 If Du'Rog never enters play, you cannot use his effect text. So, discarding him from your hand does not allow you to use his effect text.
- Rule/Card:** Dust **Relates to:**  
 1999/12/07 Per the text on Dust, the Psi of a dusted mundane (someone who had no Psi when they were dusted) will go 0 (permanently) at the end of the turn, which will negate the usefulness of things like the Exercises of the Min aftermath.
- Rule/Card:** Dust **Relates to:** Telekinesis  
 1999/06/01 If you play Telekinesis on a Character who is dusted, the Character gains a Strife Mark permanently. The restriction on targeting does not have an effect on play once the card is played.
- Rule/Card:** Dust **Relates to:**  
 1999/02/10 Add the following sentence to the beginning of Dust's text: "Target a character you control." This is an errata
- Rule/Card:** Dust **Relates to:** G'kar  
 1999/01/13 If the following happens, G'Kar will gain permanent Psi: Player 1 plays Dust on Player 1's G'Kar, Player 2 plays Vorlon Enhancement on G'Kar, player 3 plays Not Meant To Be targetting Dust.
- Rule/Card:** Dust **Relates to:**  
 1999/01/06 Neutralized supporting cards are discarded as the very first step of the Draw Round. "End of Turn" effects occur after the Draw Round is over, so Dusted supporting characters will not be discarded the same turn.
- Rule/Card:** Dwindling Resources **Relates to:**  
 1999/10/21 This affects anything that refers to "repair" (including events with "repair" in their effects text). Note that the Drazi War Fleet is not affected because it does not have "repair" in it's text.
- Rule/Card:** Effect, Duration **Relates to:**  
 1999/02/16 Effects with a duration (or future "activation") are separated from their source. They will continue until their expiration/activation. Effects which last until the end of the turn do so even if their source is removed/blanked.
- Rule/Card:** Effect, Halve **Relates to:**  
 1999/01/13 Effects that halve something (i.e. damage) are not cumulative.
- Rule/Card:** Egyptian God of Frustration **Relates to:**  
 1999/11/23 "the card's controller" refers to the card targetted by the enhancement.
- Rule/Card:** Egyptian God of Frustration **Relates to:** Glitch  
 1999/11/23 Glitch can target the Egyptian God of Frustration, but not the enhancement targetted by Egyptian God of Frustration (unless Egyptian God of Frustration has been blanked).

- Rule/Card:** Egyptian God of Frustration      **Relates to:**  
 1999/03/24    You may play Egyptian God of Frustration on a conflict card.
- Rule/Card:** Egyptian God of Frustration      **Relates to:** Internal Opposition  
 1999/02/09    Since Internal Opposition targets a player, not an enhancement, Egyptian God of Frustration cannot prevent th  
 discarding of the enhancement.
- Rule/Card:** Elder Statesman      **Relates to:**  
 1999/01/07    Elder Statesman does not provide the Diplomacy increase when ISA votes pass.
- Rule/Card:** Elections      **Relates to:** We Cannot Allow That  
 1999/08/23    We Cannot Allow That will allow another faction to vote in this Conflict.
- Rule/Card:** Eliminate Threats      **Relates to:** Forced Impairment  
 2000/04/09    Eliminate Threats cannot be played on Forced Impairment. Forced Impairment has no cost, so it cannot be  
 targeted by cards that refer to the cost of the card.
- Rule/Card:** Elizabeth Trent      **Relates to:**  
 2001/02/26    You may use her ability multiple times in a turn. Any support generated via Elizabeth Trent is still applied at  
 resolution even if Elizabeth Trent is neutralized.
- Rule/Card:** Elric      **Relates to:**  
 2000/02/01    YOu do not have to discard Elric from your hand if the Shadow War Begins.
- Rule/Card:** Emperor      **Relates to:**  
 2000/06/23    There is no prohibition on having multiple Emperors in play. The only restriction is printed in Emperor  
 Cartagia's text ("Emperor Cartagia is discarded and cannot re-enter play...").
- Rule/Card:** Emperor Mollari II      **Relates to:** Prime Minister Mollari  
 2000/06/02    If Emperor Mollari II replaces a Prime Minister Mollari which had a bonus to Diplomacy due to purging Shadow  
 Marks, the Diplomacy bonus does not transfer.
- Rule/Card:** Emperor Mollari II      **Relates to:** Steal Babylon 4  
 2000/03/02    If you win a victory using Steal Babylon 4 and you have Emperor Mollari II, you win a Major Vicotry (and the  
 other player[s] still win their victory).
- Rule/Card:** Emperor Mollari II      **Relates to:**  
 2000/02/23    In order to use Emperor Mollari II's effect text to score a Major Victory, you must be able to score a Standard  
 Victory.
- Rule/Card:** Emperor Turhan      **Relates to:**  
 1999/09/08    In order to gain the discount for being sponsored by a Centauri Emperor, the Emperor in question must be able  
 to sponsor the character (i.e. be an Inner Circle character or have Luxuries of Homeworld played on them). A  
 Emperor may not simply sponsor an Imperial Teep (such as Isdrell) just because they are a Centauri Emperor.
- Rule/Card:** Emperor Turhan      **Relates to:** Emperor Cartagia  
 1999/01/20    If Emperor Turhan is supporting/opposing a conflict, and Emperor Cartagia enters play on the same turn,  
 Turhan's support/opposition is lost.

**Rule/Card:** Emperor Turhan **Relates to:**  
1998/07/01 "Rotate to alter any Centauri tension by 1" refers only to Centauri tension towards other races (not other race tensions toward the Centauri)

**Rule/Card:** Empire Builder **Relates to:** any Contingency or Aftermat  
1999/01/26 Contingencies played on a Military conflict are discarded when revealed. For Conflict Contingencies played on a military conflict targetable by Empire Builder, they go to the discard pile before the conflict does. Any aftermaths played on the military conflict are discarded simultaneously with the conflict and can be done in the order the owner chooses.

**Rule/Card:** Empire Builder **Relates to:**  
1999/01/13 If a conflict card had gone to the discard pile from the deck (such as with Ranger Operations), that conflict can be targeted with Empire Builder.

**Rule/Card:** Empire Builder **Relates to:** Show the Colors  
1998/01/01 Show the Colors is considered to have participation restrictions for the purposes of Empire Builder.

**Rule/Card:** Enhancement **Relates to:**  
1999/10/07 Restricted Enhancements with a specific Race listed as part of their card type may only be brought into play using a sponsoring character also of the same specified race, and must enhance a target of that race. This does not restrict the enhancement to a faction of that race (i.e. If the Narn controlled a Centauri character in the Inner Circle, they should sponsor the Eye onto that Centauri character)

**Rule/Card:** Enhancement **Relates to:**  
1999/09/17 Enhancement cards are not Limited unless it so states on the card. Any card may have more than one enhancement, however, no two copies of the same enhancement card may target the same card (or other game entity) at the same time. This is true for the game itself, so there can be only one of any given "global enhancement" in play at a time. (A global enhancement, or a Babylon 5 enhancement, is an enhancement that affects the entire game.)

**Rule/Card:** Enhancement **Relates to:** Babylon 5  
1999/08/24 Babylon 5 Enhancements can be treated as the equivalent of Global Enhancements. The difference, with the current sets of cards, is merely flavoursome.

**Rule/Card:** Enhancement, Fleet **Relates to:**  
1999/08/24 If you used Black Omega Squadron in conjunction with Valarius since you target all Centauri fleets of the faction, all Centauri fleets in your faction gain 2 Damage Resistance. This works the same way for all Squadron Fleet enhancements.

**Rule/Card:** Enhancements **Relates to:**  
1999/10/07 Restricted Enhancements with a specific Race listed as part of their card type may only be brought into play using a sponsoring character also of the same specified race, and must enhance a target of that race. This does not restrict the enhancement to a faction of that race (i.e. If the Narn controlled a Centauri character in the Inner Circle, they should sponsor the Eye onto that Centauri character)

**Rule/Card:** Enhancements **Relates to:**  
1999/02/10 The player who controls an enhancement is the one who sponsored the enhancement. For any cards which specify "Your enhancement" the enhancement must be one you sponsored. The exception to this is if an Enhancement says you/your ON IT, then that you/your applies to the player of the faction that card targets. However, it is still not YOUR enhancement, it is still controlled by the person who played it. It is still his enhancement.

**Rule/Card:** Enhancements**Relates to:**

1999/01/18 Enhancements do not continually check for legal placement. If a card becomes an invalid target for sponsorship of an Enhancement, the Enhancement is not discarded.

**Rule/Card:** Enhancements with Targeting**Relates to:**

1999/03/18 If you play an Enhancement with targeting restrictions on a card which falls within the restrictions, but later does not fulfill the restrictions, the effects of the Enhancement still affect the targeted card. An example: Susan Ivanova goes through Ranger Training, gains a Minbari Fighting Pike and Advanced Training, then is replaced with Commander Ivanova. The Enhancements transfer even though Commander Ivanova no longer has Ranger status and still give their bonuses. This does not affect Enhancements which have restrictions on the cards they effect (such as Latent Telepath).

**Rule/Card:** Entil'zha**Relates to:**

1999/11/24 If you have Jeffery Sinclair in your Inner Circle with Honored Position and Now He's Ready, when he is replaced with Entil'zha, Entil'zha remains in the Inner Circle, even though the aftermath is discarded.

**Rule/Card:** Entil'zha**Relates to:**

1999/11/20 If there is no Human faction playing with a Sheridan ambassador (implying that Sinclair has been replaced), you cannot bring Entil'zha into play. Entil'zha can only enter play if John Sheridan has replaced Jeffrey Sinclair. So you either need to do the actual replacement, do something that says that this has happened (like the new Captain Sheridan cards), or use another effect that specifically allows you to play Entil'zha (like Honored Position).

**Rule/Card:** Entil'zha**Relates to:**

1999/11/03 If you use Honored Position to play Jeffrey Sinclair, and you want to replace him with Entil'zha, you still have to have the 3 Vorlon Marks required for Entil'zha, even though Entil'zha says "Requires 3 Vorlon marks to sponsor."

**Rule/Card:** Entil'zha**Relates to:**

1999/08/24 Multiple discounts from the same card do not accumulate. Entil'zha gives -2 for Humans & Minbari, -4 for Rangers. He doesn't give -6 for a Minbari Ranger.

**Rule/Card:** Entil'zha Delenn**Relates to:**

1999/12/11 Entil'zha Delenn can pull Ranger Training using her ability.

**Rule/Card:** Entrap**Relates to:**

1999/01/17 Fleet 1 attacks Fleet 2. Fleet 2 reveals the Entrap contingency. Fleet 1 does damage equal to its printed Military minus any damage it might have before Fleet 2's damage is applied to it (no other sources of Military or damage increases are taken into account). Fleet 2 does normal damage to Fleet 1 using its Military before Fleet 1's damage is applied to it including any bonuses to Military or damage.

**Rule/Card:** Entrap**Relates to:**

1998/01/17 "Minus its damage" only applies to the damage the attacking Fleet has prior to the attack (when it rotated to attack).

**Rule/Card:** Euphrates Treaty**Relates to:**

2000/02/14 All conflict effects occur during resolution. So the tension change will not occur until the conflict resolves (and will not happen at all if the conflict is canceled and/or never resolves). Both tensions drop, not just one side.

**Rule/Card:** Euphrates Treaty**Relates to:**

1999/12/22 You can play the 'Euphrates Treaty' conflict on your self. You can play the 'Euphrates Treaty' conflict if only one of the races (Narn and Centauri) is in play.

- Rule/Card:** Events **Relates to:**  
 1999/11/15 Once the effect of an event expires, it is placed on the discard pile. This means that since the effects of many events don't expire until the end of the turn, those events are not placed in the discard pile until the end of the turn.
- Rule/Card:** Events **Relates to:**  
 1999/02/03 You can play events which give bonuses to abilities on characters who do not have a zero in that ability unless specifically prohibited by the event.
- Rule/Card:** Executive Aide **Relates to:**  
 1999/12/09 The Home faction of this race can rotate their ambassador's assistant to aid the Home ambassador even if the assistant character is in another faction.
- Rule/Card:** Expanded Network **Relates to:**  
 2000/04/09 You cannot alter the cost of the card (the character's printed cost) by any means, including Promixa III, etc.
- Rule/Card:** Expanded Network **Relates to:**  
 1999/12/10 You do not need to rotate an Inner Circle character to use Expanded Network.
- Rule/Card:** Expanded Network **Relates to:**  
 1999/08/25 Expanded Network can promote a rotated or neutralized character.
- Rule/Card:** Expeditionary Fleet **Relates to:**  
 2000/05/15 If the Expeditionary Fleet attacks another Faction's Fleet, Fleets in the attacked Faction which are restricted from participating in conflicts unless at war (such as Homeworld Fleets) may attack the Expeditionary Fleet in return (since they are not participating in a Conflict).
- Rule/Card:** Expendable **Relates to:**  
 1999/08/10 You cannot take any further actions with the healed character if he was neutralized this turn.
- Rule/Card:** Exploitation **Relates to:**  
 1999/10/21 Captured Locations do not count as a Location of your race if you have Exploitation in play. Locations do not lose their racial loyalties if they're Exploited. Also, controlling another race's homeworld does not mean that a faction has their homeworld in play for purposes such as Demonstrative Victory.
- Rule/Card:** Exploration **Relates to:**  
 2000/05/09 Exploration works strictly off \*printed\* Military. You pay 1 influence for every point of printed Military. You get influence for every 5 points of printed Military (rounded down). Example: You discard a fleet with printed Military of 7. You pay 7 influence and gain 1 influence.
- Rule/Card:** Exploration **Relates to:** Support Fleets  
 2000/02/02 Since Exploration's effects text works based on printed military only, any modifications from support fleets do not affect the influence gain from Exploration.
- Rule/Card:** Exploration **Relates to:**  
 2000/01/11 Exploration can be reversed by Not Meant To Be, but not by Taunts and Games. The discarded fleet is returned to play by Not Meant To Be's effect.
- Rule/Card:** Exploration **Relates to:**  
 1999/01/26 Exploration works based on the current printed military of the targeted fleet. Leadership and other bonuses do not apply.

- Rule/Card:** Exposed **Relates to:**  
 1999/08/12 If successful, the targeted agenda is discarded at the end of the resolution round of the turn two turns after the conflict resolves (before the victory check).
- Rule/Card:** Extermination **Relates to:**  
 1999/07/26 If the target character is neutralized, the character still takes severe damage (because it specifically says it adds severe damage).
- Rule/Card:** Extreme Sanction **Relates to:**  
 1999/03/03 If you are targeting a character of a different race than the faction that sponsored it (i.e. Justin) and are successful, you only need to pay the printed influence cost of that character to remove them.
- Rule/Card:** Extreme Sanction **Relates to:** Strike at the Heart  
 1999/01/27 If Player 1 initiates Strike at the Heart, Player 2 initiates Attacking Pawns or Extreme Sanction targeting Player 1's Ambassador's Assistant, Player 1 loses Strike at the Heart and Player 2 wins their conflict, Player 1's Assistant is the new Ambassador and stays in play. Player 2's conflicts succeed but have no effect.
- Rule/Card:** Eye of the Storm **Relates to:**  
 2000/07/05 Choosing to apply opposition using Eye of the Storm is done when the conflict is initiated.
- Rule/Card:** Eye of the Storm **Relates to:**  
 1999/11/03 Eye of the Storm allows a player to choose whether or not to apply automatic opposition/support to a conflict. This decision is made during resolution of the conflict, during the Resolution Round. If the agenda is not in play during resolution, then no automatic support or opposition from Eye of the Storm can be applied.
- Rule/Card:** Facing Oblivion **Relates to:**  
 1999/11/11 The penalty for Facing Oblivion is fixed when the card is played.
- Rule/Card:** Factional Inertia **Relates to:** Seizing Advantage  
 1999/08/23 The "agenda's power limit" in Factional Inertia does not affect Seizing Advantage, as the power becomes separate from the agenda as soon as it comes into existence.
- Rule/Card:** Factional Inertia **Relates to:**  
 1999/01/13 When Factional Inertia is in play: The turn on which an agenda is played/revealed the agenda can provide a maximum of 1 power. Whether it is currently providing power or not does not matter. The maximum it can provide goes up by 1 each turn that particular copy of the agenda is in play.
- Rule/Card:** Fashar **Relates to:** Dedicated Assistant  
 2000/11/28 If Fashar is targeted with Dedicated Assistant, he will grant +2 to all abilities when enhancing his ambassador
- Rule/Card:** Fast and Loose **Relates to:**  
 1999/09/28 Nobody should EVER play fast & loose in a tournament unless all players at the table agree at the start of that turn to do it. If somebody continues to play fast & loose they should be warned by the Ranger running the event, and if they do it again they should be disqualified. Fast & Loose only applies within a given round of a turn. For example: If the Action round is played Fast & Loose, no one may proceed to the Resolution (or any subsequent rounds) until all players have completed the Action round. Everyone should say what each action they are taking is. We're not going to spell out every single thing that a bad player might do. In a tournament situation where a player is taking actions without declaring them, complain to the Ranger running the tournament. If the Ranger running the tournament doesn't do anything, then you write to Precedence and complain about the Ranger.



- Rule/Card:** Fast Learner **Relates to:**  
 2000/01/20 The ability gain counts as printed. So, you can use the extra ability for effects like The Hive and Non-Aligned Aide.
- Rule/Card:** Fast Learner **Relates to:**  
 1999/12/09 Fast Learner can be used to boost leadership on the leader of a fleet that participated. Leadership was indeed "used in the conflict.
- Rule/Card:** Fast Learner **Relates to:**  
 1999/11/02 The cap of 5 is on each printed ability.
- Rule/Card:** Fast Learner **Relates to:**  
 1999/04/14 Fast Learner modifies the printed ability of the enhanced character. If Fast Learner is discarded or moved to another card, the changes to the old card remain and the new card can start gaining bonuses, but gains nothing when the move occurs.
- Rule/Card:** Fast Learner **Relates to:**  
 1999/04/09 If you play Fast Learner on a card, gain some bonuses, then replace the card, the bonuses from Fast Learner are removed.
- Rule/Card:** Fast Learner **Relates to:**  
 1999/01/26 If Fast Learner leaves play, the ability bonuses granted by it are still in effect.
- Rule/Card:** Fast Learner **Relates to:** Latent Telepath  
 1998/12/07 The first time you use the Psi of the Latent Telepath targeted by Fast Learner, the character's printed Psi ability goes to one (because of Fast Learner). At this point the Latent Telepath enhancement ceases to function and the character's Psi becomes 1.
- Rule/Card:** Fast Transport **Relates to:**  
 1999/01/13 If sponsored as a faction enhancement using the Valarius, Fast Transport may be used on any fleet in your faction. However, since it must be rotated to use its effect, it can only be used on one fleet per turn.
- Rule/Card:** Fate Favors **Relates to:**  
 1998/12/31 Fate Favors may be played on another player's conflict.
- Rule/Card:** Feast of Strife **Relates to:**  
 2000/04/24 Since you can only transfer Chaos Tokens to Drakh cards, you cannot move any Chaos Tokens to Feast of Strife from another card. You can move cards from Feast of Strife to a Drakh card.
- Rule/Card:** Feint **Relates to:**  
 1999/01/21 You may initiate the same conflict that you returned to your hand.
- Rule/Card:** Feint **Relates to:** John Sheridan  
 1998/12/21 If you have a ready Sheridan and enough influence, you must rotate him to play the conflict on your next action.
- Rule/Card:** Fifth Column **Relates to:**  
 2000/08/28 You can use Fifth Column to purge two marks from a character you control (or two marks on two different characters you control). You must have a target mark to get rid of, in addition to the first Mark (i.e. you can't purge a Mark without purging a second mark).

- Rule/Card:** Fifth Column **Relates to:**  
 1999/11/07 Purging of a mark is done as an action. If you sponsor this enhancement on another player's character, you may not purge marks from that character (as per the definition of "you" and "your" in the glossary).
- Rule/Card:** Fighter Base **Relates to:**  
 1998/12/21 The squadron transfers are allowed in both directions (to/from a fleet).
- Rule/Card:** Find Focus **Relates to:**  
 1999/04/23 Shuffle your deck after using this card.
- Rule/Card:** First/Second Third United Fleet **Relates to:**  
 1999/11/24 You cannot sponsor a fleet of another race unless using an effect which allows an exception (such as on the Babylon 5 fleets) - then only that exception can be used. The easiest ways (there are others) to get fleets of different races are: There are a few Non-Aligned Fleets that can be sponsored by any race (because they sponsor so on the card). The Non-Aligned can use two different species fleets. And anyone can sponsor Babylon 5 fleets, which count as being of a different race.
- Rule/Card:** First/Second Third United Fleet **Relates to:**  
 1999/11/23 The Non-Aligned fleets which do not have a species designation (such as Rag-Tag Fleet) count as the Non-Aligned race, so they would work with a Minbari fleet (for example). However, since they have no species, they will not work with just another Non-Aligned fleet (whether the other fleet has a species designation or not).
- Rule/Card:** First/Second Third United Fleet **Relates to:**  
 1999/03/21 You do not have to rotate an Inner Circle character to sponsor a United Fleet. Babylon 5, Shadow and Vorlon Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet.
- Rule/Card:** First/Second/Third United Fleet **Relates to:**  
 1999/01/25 When you bring out a United Fleet, you use the current military of the fleets being replaced. Leaders of the replaced fleets are not neutralized or put out of play. Support Fleets targeting the replaced fleets are not neutralized
- Rule/Card:** Fixed in Their Ways **Relates to:**  
 1999/05/07 Fixed in their Ways' Mark is only applied when it is sponsored - you don't get it back when you replace a character. Treat the Mark giving part of its effect like an event.
- Rule/Card:** Fleet of the Line **Relates to:**  
 1998/11/11 "You" includes your faction and all cards in your faction that you control.
- Rule/Card:** Fleet of the Line **Relates to:**  
 1998/11/08 If it receives 8 or more points of damage during a military conflict targeting you, the Fleet of the Line will become neutralized after the conflict resolves because its military bonus goes away. (same principle, different values, if the fleet is otherwise enhanced).
- Rule/Card:** Fleets **Relates to:**  
 2000/04/14 Fleets belonging to another race (like Shadow and Vorlon fleets) cannot be sponsored by another race for a cost unless the card specifically states otherwise. If the card does state otherwise, you must meet and follow conditions listed on the card.
- Rule/Card:** Fleets **Relates to:** Forced Evolution  
 2000/02/18 If a fleet is discarded directly, without being neutralized, its leader is unharmed.

- Rule/Card:** Fleets **Relates to:**  
 1999/10/05 As long as you follow the rules on Mark restrictions, it is legal to have the First, Second and Third United Fleet's White Star Fleet, Vorlon War and Strike Fleet and the Shadow War and Strike Fleet out in your faction all at once.
- Rule/Card:** Fleets **Relates to:**  
 1999/05/10 "Your fleets" are all the fleets that you control. This includes (but is not limited to) Vorlon, Shadow, United and Neutral fleets.
- Rule/Card:** Focus Your Efforts **Relates to:**  
 1999/11/16 Focus Your Efforts can be used to increase/decrease Psi. The rule is that nothing can raise Psi from Zero unless it specifically says it does so. However, if Psi is already above 0, any stat raising effect can be used on Psi.
- Rule/Card:** Focus Your Efforts **Relates to:**  
 1999/05/22 You must use this to decrease an ability which is 2 or more. If a character's ability is less than 2 (including damage effects) you may not decrease that ability to increase another.
- Rule/Card:** Focus Your Efforts **Relates to:**  
 1998/12/14 You may use Force Your Efforts on a boosted ability which may later go away. For example, character X targeted with +2 Diplomacy from Mars Colony can have that 2 Diplomacy converted to Intrigue with Focus Your Efforts. When Mars Colony is subsequently readied, the character will still have the 2 Intrigue gained from Focus Your Efforts.
- Rule/Card:** Foment Discord **Relates to:** "any player may be supported"  
 2000/05/10 Foment does not in any way generate opposition to Conflicts in which "any player may be supported".
- Rule/Card:** For My People **Relates to:**  
 2000/05/09 For My People requires that the ambassador rotate as part of the cost of playing the card. So if the ambassador is already rotated, you cannot play it.
- Rule/Card:** For the Good of All **Relates to:**  
 1999/06/03 This includes characters or fleets that are neutralized after this card is played during the same turn.
- Rule/Card:** Force Majeure **Relates to:**  
 1999/01/27 If you rotate a fleet to enhance another fleet's military, you may count its Military rating in addition to the bonus it gives to the enhanced fleet.
- Rule/Card:** Force Majeure **Relates to:**  
 1998/12/21 If you have 20 power because of your current agenda (prior to playing Force Majeure), but will have less than 20 if that agenda is discarded, you can replace the agenda with Force Majeure because at the time of sponsoring the agenda you do have at least 20 power.
- Rule/Card:** Force Them Back **Relates to:**  
 2000/03/13 If you were able to get B5's influence to 20 or more (but not before the Shadow War started) then won Force Them Back (thus making the Shadow War no longer in effect), whoever was eligible to win a Standard Victor would then win the game.
- Rule/Card:** Forced Evolution **Relates to:**  
 1999/07/30 You cannot target a United Fleet with Forced Evolution because the Fleet's influence cost is undefined.

- Rule/Card:** Forced Impairment **Relates to:** Conflicts  
 2001/02/27 Effects which last until the end of the turn do so even if their text is blanked. Force Impairing a conflict card has no effect.
- Rule/Card:** Forced Impairment **Relates to:**  
 2000/05/02 You can target a card you control with Forced Impairment.
- Rule/Card:** Forced Impairment **Relates to:**  
 1999/12/12 You cannot use Past Victories to discard a Forced Impairment. "Abilities" are defined as Diplomacy, Intrigue, Psi, Leadership, Military. "Effect Text" covers special abilities written under the card type.
- Rule/Card:** Forced Impairment **Relates to:**  
 1999/08/24 Forced Impairment does not affect Marks on a target character. Those Marks are separate from the text.
- Rule/Card:** Forced Impairment **Relates to:**  
 1999/04/14 Forced Impairment cannot remove bold faced text from a card.
- Rule/Card:** Forced Impairment **Relates to:** The White Star  
 1999/01/21 You cannot Forced Impair The White Star because this fleet may not be enhanced. If you target The White Star with Forced Impairment, the conflict may succeed for aftermath purposes, but will have no effect.
- Rule/Card:** Forced Impairment **Relates to:**  
 1999/01/13 Forced Impairment can target a neutralized card.
- Rule/Card:** Forced Impairment/Prime Mini **Relates to:**  
 1999/07/09 A version of Londo Mollari is enhanced by Forced Impairment and replaced with Prime Minister Mollari. When the Forced Impairment is transferred over, the effects text on Prime Minister Mollari is blanked and therefore no Shadow Marks are purged. If the Forced Impairment no longer affects Prime Minister Mollari, execute all text on Prime Minister Mollari.
- Rule/Card:** Forces Collide **Relates to:**  
 1999/07/30 You cannot use Forces Collide to discard Shadow Tech Upgrade, Recalled or Forced Impairment.
- Rule/Card:** Forell **Relates to:**  
 2001/02/27 If an effect is based on a race's influence and more than one faction of that race is in play, base the effect on the average influence of all factions of that race in play.
- Rule/Card:** Forell **Relates to:**  
 2000/06/02 If an effect is based on a race's influence and more than one faction of that race is in play, base the effect on the average influence of all factions of that race in play (see page 58 of the rulebook).
- Rule/Card:** Forging Alliances **Relates to:**  
 1999/04/19 Shadows and Vorlons are valid races to select.
- Rule/Card:** Forging Alliances **Relates to:**  
 1998/12/31 If the agenda is discarded/replaced, you do not keep the sponsoring discount or the power since they are attached to the agenda.

- Rule/Card:** Fray at the Edges **Relates to:** Disruption  
 1999/04/19 If Fray at the Edges is played during a turn while Disruption succeeds, any cards which can sustain must sustain. Disruption's effect applies during the ready round of the next turn. Since the round is skipped entirely there is no place for it to have its effect.
- Rule/Card:** Friendless and Forgotten **Relates to:**  
 2000/05/09 You can use Friendless and Forgotten to target a Drakh Agenda as long as you are not targeting an Agenda that says "cannot be blanked".
- Rule/Card:** From the Sidelines **Relates to:** Hour of the Wolf  
 1999/04/19 A character may use From the Sidelines in conjunction with Hour of the Wolf to apply their ability twice during resolution in a specific conflict.
- Rule/Card:** Fulcrum of Power **Relates to:** ISA votes  
 2000/03/28 Fulcrum of Power has no relevance or interaction with ISA votes whatsoever.
- Rule/Card:** Fulcrum of Power **Relates to:**  
 2000/01/11 The power bonus from Fulcrum of Power for breaking a tie vote is permanent (it remains even if the agenda is discarded).
- Rule/Card:** Fulcrum of Power **Relates to:**  
 1999/02/04 If you spend temporary influence from Fulcrum of Power, then replace Fulcrum of Power with another copy of Fulcrum of Power the temporary influence is refreshed (i.e. you may spend it again). This will only replenish the temporary influence, it will not give you additional temporary influence (if you had not spent any of the temporary before replacing the agenda)
- Rule/Card:** Fulcrum of Power/Our Own P **Relates to:**  
 1999/11/18 The additional Influence granted by Fulcrum of Power/Our Own People First is conferred immediately (i.e. when the Agenda is sponsored). For Fulcrum of Power, you also immediately gain influence following your promotion of a new species into your Inner Circle.
- Rule/Card:** Full Mobilization **Relates to:**  
 1999/07/30 Full Mobilization does not increase the cost to play cards with an undefined influence cost.
- Rule/Card:** Further Gains **Relates to:**  
 2000/09/04 You cannot play Further Gains on Conflicts which are not Card based (i.e. Psi Corps Intelligence, Infiltrate and Exploit, War conflicts, etc).
- Rule/Card:** Further Gains **Relates to:**  
 1999/11/23 If you successfully use Further Gains on a conflict that does not give you influence, you cannot rotate your homeworld to gain an additional influence since the influence came from the contingency, not the conflict.
- Rule/Card:** Further Gains **Relates to:**  
 1999/10/05 You cannot play Further Gains on a dual-conflict card (eg. Sleeper Personality).
- Rule/Card:** Further Gains **Relates to:**  
 1999/08/23 You may only play Further Gains on a conflict card that initiates a single conflict.
- Rule/Card:** Further Gains **Relates to:**  
 1999/07/26 You may play Further Gains on an "any player may be supported" conflict (such as Prey on the Weak).

- Rule/Card:** Galen **Relates to:**  
 2000/12/18 You must keep two separate piles of cards under Galen if you are using Contingencies. When discarding cards to give Galen an ability bonus, you do not discard Contingencies which are being used as Contingencies.
- Rule/Card:** Galen **Relates to:**  
 2000/11/28 You may ask another player how many cards are under their copy of Galen and they must answer you honestly.
- Rule/Card:** Gather Rebels **Relates to:**  
 1999/09/20 The "Disaffected sponsoring bonus" is the ability of a Disaffected Character to sponsor a Character loyal to a Race other than yours for the base Influence Cost of the Character. Gather Rebels allows you to Promote Characters for the base Influence Cost of the Character plus the number of Inner Circle Characters you have (instead of Double the Influence Cost plus the number of Inner Circle Characters, which is normal).
- Rule/Card:** Gather Rebels **Relates to:**  
 1999/09/20 Fleets sponsored using the effect of Gather Rebels stay in play even if Gather Rebels is blanked, discarded or otherwise leaves play. The "Disaffected sponsoring bonus" is the ability of a Disaffected Character to sponsor a Character loyal to a Race other than yours for the base Influence Cost of the Character. Gather Rebels allow you to Promote Characters for the base Influence Cost of the Character plus the number of Inner Circle Characters you have (instead of the normal Double the Influence Cost plus the number of Inner Circle Characters).
- Rule/Card:** Gear Up For War **Relates to:**  
 1999/08/23 If Gear Up For War is discarded and returns to play, it loses all its tokens.
- Rule/Card:** Gerontocracy **Relates to:**  
 2000/07/18 You can use Gerontocracy to give a character an ability they do not have.
- Rule/Card:** Gerontocracy **Relates to:** Chosen of God  
 2000/05/05 Chosen of God doubles printed abilities only. Gerontocracy does not increase printed ability. Therefore the bonus conferred by Gerontocracy is not doubled by Chosen of God.
- Rule/Card:** G'Kar **Relates to:**  
 1998/07/01 G'Kar's special ability only applies when he specifically is targeted. It does not count when his faction as a whole is targeted. G'kar gains the +2 boost until the end of the turn regardless of how he uses it. So, G'kar can use the +2 intrigue in other conflicts other than the one that targets him.
- Rule/Card:** G'kar (4 cards) **Relates to:**  
 1999/12/20 To replace another player's 4-card G'kar with Citizen G'kar, you must follow the usual requirements listed on Citizen G'kar. If you replace another player's 4-card G'kar, nobody has to discard 4 cards.
- Rule/Card:** G'kar (4 cards) **Relates to:**  
 1999/11/22 If you control G'Kar, you must discard 4 cards to replace him, or else you cannot replace him (if you don't have enough cards to discard, you can't replace him).
- Rule/Card:** G'Kar Enlightened **Relates to:**  
 2000/05/13 G'Kar Enlightened is not a Kha'Ri Character.
- Rule/Card:** G'Kar Forsaken **Relates to:** Justin  
 2000/01/11 If Justin is in another faction and G'Kar Forsaken attacks and neutralizes him, Justin will join G'Kar's faction, even if G'Kar Forsaken's Faction does not have enough Shadow Marks to sponsor Justin normally.

**Rule/Card:** G'Kar Forsaken **Relates to:**  
1999/12/04 You cannot use Temporary Aid to bring out G'Kar Forsaken. G'Kar Forsaken requires a Shadow Mark on G'Kar specifically. Temporary Aid does not create a mark on the character, so it does not fulfill the requirement.

**Rule/Card:** G'Kar Forsaken **Relates to:**  
1999/12/03 If you have G'kar Forsaken (without a Shadow mark) and a Ranger in your faction, if you attack and neutralize a character with Shadow Marks, the neutralized character immediately unneutralizes, but does not come into your faction.

**Rule/Card:** G'kar Forsaken **Relates to:** Thenta Makur  
1999/11/08 If Thenta Makur is in play and I replace G'Kar with G'Kar Forsaken, he will have 3 strife marks. Two that transfer, then the "new" character gets one from Thenta Makur.

**Rule/Card:** Glitch **Relates to:**  
1999/01/25 You may not play a second copy of an enhancement on the same target if the first enhancement is Glitched. The title is unchanged by the glitch as is the fact that it is an enhancement. The fact that they might have different text does not change that the enhancements both have the same title and cannot have the same target.

**Rule/Card:** Global Aftermaths and Enhancements **Relates to:** Commerce Raiding/We Are Not Impressed  
1999/08/28 Global Aftermaths and Enhancements are not in any faction, nor are they controlled by any faction. Therefore you cannot play Hidden Treasury on We Are Not Impressed, Commerce Raiding, etc. You cannot use Homeworld Fleets in Commerce Raiding or We Are Not Impressed Conflicts. You cannot use Internal Opposition to get rid of Commerce Raiding, We Are Not Impressed, etc. The influence bonus from Commerce Raiding goes to the player who sponsored it, even though he does not control it, and he loses that influence if something happens to Commerce Raiding. Babylon 5 Enhancements are treated exactly like Global Enhancements. Enhancements on Global Enhancements (i.e. Forced Impairment) are not considered as being in anyone's faction.

**Rule/Card:** Global Enhancements/Global **Relates to:**  
1999/08/28 Global Aftermaths and Enhancements are not in any faction, nor are they controlled by any faction. Therefore you cannot play Hidden Treasury on We Are Not Impressed, Commerce Raiding, etc. You cannot use Homeworld Fleets in Commerce Raiding or We Are Not Impressed Conflicts. You cannot use Internal Opposition to get rid of Commerce Raiding, We Are Not Impressed, etc. The influence bonus from Commerce Raiding goes to the player who sponsored it, even though he does not control it, and he loses that influence if something happens to Commerce Raiding. Babylon 5 Enhancements are treated exactly like Global Enhancements. Enhancements on Global Enhancements (i.e. Forced Impairment) are not considered as being in anyone's faction.

**Rule/Card:** Global Enhancements/Global **Relates to:**  
1999/01/25 Only one of each Global Enhancement or Aftermath may be in play at any given time.

**Rule/Card:** Glory **Relates to:**  
1999/11/17 You cannot play more than one Glory on the same Ambassador (even if you purge the Destiny Mark). Glory is not discarded after it is played.

**Rule/Card:** G'Neb **Relates to:**  
1999/02/10 G'Neb's text refers only to those Narns leading fleets. Using G'Neb in Leadership conflicts does not prevent the use of other Narns with Leadership in the Leadership conflict.

**Rule/Card:** Grassroots Support **Relates to:**  
1999/01/18 If you play this on one of your conquered locations, you do not need a second copy of the location to re-play immediately.

- Rule/Card:** Greed **Relates to:**  
 1999/11/26 If a Soul Hunter is targeted with Greed and brings another character into play as his Mercenary action, you do not get another action to use the character that was brought out. Also, if a character is promoted to the Inner Circle, the Mercenary text from Greed is removed when Greed is discarded.
- Rule/Card:** Grey Council Fleet **Relates to:**  
 1999/11/08 When the Grey Council Fleet is in the Inner Circle, it counts as an Inner Circle character for the purposes of promoting characters into the Inner Circle.
- Rule/Card:** Grey Council Fleet **Relates to:**  
 1999/02/01 The only Military conflicts you can initiate are ones that target a player you are at war with.
- Rule/Card:** Growth in Chaos **Relates to:**  
 2000/01/21 For the purposes of the Leadership bonus, count all the Shadow Marks in your faction.
- Rule/Card:** Growth in Chaos **Relates to:**  
 1999/12/21 The Leadership bonus from GiC can be sustained. The Leadership bonus will last until the end of the turn, even if the Agenda is blanked or discarded. You may use GiC multiple times in the same turn (by replacing GiC with another copy of GiC and rotating the new copy)
- Rule/Card:** Growth in Chaos **Relates to:**  
 1999/03/18 GiC refers to the cost of another card therefore it may not refer to cards without a printed cost such as Confusion in Chaos.
- Rule/Card:** Growth in Chaos **Relates to:**  
 1999/02/01 The cost reduction granted by GiC is useable to play events requiring Shadow Marks (such as Shadow Strike). The cost reduction is granted for every card requiring Shadow Marks played (i.e. it is not a bonus applied to the first card only).
- Rule/Card:** Growth in Chaos **Relates to:**  
 1998/12/16 "cards requiring Shadow Marks" includes cards which require the presence of Shadow Marks in play in order to be played (such as Z'ha'dum Awakened) but which do not explicitly use the term "requires".
- Rule/Card:** Guarded Resource **Relates to:** Glitch  
 1998/12/21 Glitch does not discard an Enhancement and therefore does not trigger Guarded Resource.
- Rule/Card:** Guarded Resources **Relates to:**  
 1999/01/21 When the target of an Enhancement leaves play, all attached cards must also leave play. Guarded Resource cannot prevent this.
- Rule/Card:** Guerillas **Relates to:**  
 1999/08/12 This card has an undefined cost for the purposes of targeting it with cards such as Eliminate Threats (i.e. any cards which refer to the cost of a targeted card cannot target Guerillas).
- Rule/Card:** Hand of Valen **Relates to:**  
 1998/12/14 Hand of Valen reduces the cost to sponsor Marcus by another 2 for Humans and Minbari.
- Rule/Card:** Hand of Valen **Relates to:**  
 1998/12/14 All Ranger characters will have a Leadership of at least 2 while Hand of Valen is in play (those with zero gain then add the +1 to all non-zero abilities).



- Rule/Card:** Handy Dandy Micro Helper                   **Relates to:**  
 2000/02/07    Any reference to influence rating, such as Handy Dandy Micro Helper, includes both spent and unspent influence.
- Rule/Card:** Harriman Gray                                   **Relates to:**  
 2000/01/20    When Harriman Gray uses his effect, he may be attacked with Psi.
- Rule/Card:** Harriman Gray                                   **Relates to:**  
 1999/08/27    Acting alone, Harriman Gray can make a war conflict contested, because he becomes a participant.
- Rule/Card:** Harriman Gray                                   **Relates to:**  
 1999/08/10    Harriman Gray cannot oppose a Border Raid. Border Raid restricts participants and, to oppose the Border Raid, Harriman Gray would have to become a participant.
- Rule/Card:** Healing   **Relates to:**  
 1999/10/27    A character cannot rotate to heal unless a) the character is damaged or b) the character is in the Inner Circle and is rotating to help heal a neutralized Ambassador.
- Rule/Card:** Hedronn   **Relates to:** Coplann  
 2000/05/03    Hedronn cannot (re-)enter play after someone has played Coplann. Hedronn is removed from the game. This effect occurs even if no copies of that card are currently in play.
- Rule/Card:** Hedronn   **Relates to:** Ulkesh Kosh  
 2000/04/12    When replacing Hedronn with Coplann while Ulkesh Kosh is in play, no marks are purged. As in all cases "cannot" overrides "must".
- Rule/Card:** Hello, Old Friend                               **Relates to:** The First One  
 2000/04/27    You may play The First One as long as you have the required Destiny Marks and regardless of whether you have Lorien in your deck. Hello, Old Friend allows you to get any Character card from your deck. It doesn't have to be a card you can sponsor. You may sponsor Lorien at half cost if you could normally play him and you retrieve him with Hello, Old Friend.
- Rule/Card:** Hello, Old Friend                               **Relates to:**  
 1999/12/09    If you use Hello, Old Friend on a character not of your race, the total cost to sponsor the character is his base influence cost (the cost is doubled, then halved giving you the original cost)
- Rule/Card:** Hello, Old Friend                               **Relates to:**  
 1999/12/08    If you have a copy of a Character in your hand, but not in your deck, you cannot use Hello, Old Friend to reduce the cost to sponsor the Character. You must take a copy of the Character into your hand from your deck in order to gain the cost reduction.
- Rule/Card:** Heralds of the Grey                               **Relates to:**  
 1999/01/26    Heralds of the Grey cannot sustain as it does not meet the requirements to sustain (it requires an additional card to rotate (namely the Grey Council Fleet))
- Rule/Card:** Hidden Agendas                                   **Relates to:** Major Victory  
 2000/04/03    A player may still win a standard victory if he has a Hidden Major Agenda on the table.
- Rule/Card:** Hidden Agendas                                   **Relates to:** Major Agendas  
 2000/04/03    A player may still win a Standard Victory if he has a Hidden Major Agenda on the table.

- Rule/Card:** Hidden Agendas **Relates to:**  
2000/03/30 You can't target a Hidden Agenda with anything that doesn't specifically refer to a Hidden Agenda.
- Rule/Card:** Hidden Agendas **Relates to:**  
2000/03/30 You cannot target a Hidden Agenda with anything that does not specifically refer to a Hidden Agenda.
- Rule/Card:** Hidden Agendas **Relates to:**  
1999/03/29 You must meet all restrictions to play a Hidden Agenda when you sponsor the agenda \*and\* when you reveal
- Rule/Card:** Hidden Agendas **Relates to:**  
1999/03/29 You must meet all restrictions to play a Hidden Agenda when you bring it into play as a Hidden Agenda, and when you reveal it.
- Rule/Card:** Hidden Hand/Say What They **Relates to:**  
2000/07/05 When Characters participate in a conflict with these cards and they are attacked, they only deal damage with half their Psi (since they're only using half their Psi to participate).
- Rule/Card:** Hidden Treasury **Relates to:**  
1999/07/19 You may not use Hidden Treasury if you are forced to discard Kha'Mak, Commerce Raiding or Defense in Depth because each of these cards (under their Deluxe wording) causes changes to your Influence Rating. Direct changes to your Influence Rating are not considered a gain or loss of influence. You may use Hidden Treasury if someone plays Not Meant to Be on a Short Term Goal you played.
- Rule/Card:** Hidden Treasury **Relates to:**  
1998/12/28 Since there are no restrictions on when contingencies can be revealed (other than those in the card's effect text), Hidden Treasury may be revealed during conflict resolution.
- Rule/Card:** High Level Connections **Relates to:** Power Play  
1999/01/15 High Level Connections prevents the increase in unrest for Power Play. Since the increase did not occur, the cost was not paid and no Shadow marks are gained.
- Rule/Card:** Higher Calling **Relates to:** Consumed By Shadows  
1999/11/05 If you play Higher Calling when somebody with 3-4 Shadow marks is losing a conflict they initiated, that play will count as having 6-8 Shadow marks and be a legal target for Consumed by Shadows (assuming the play does in fact lose the conflict).
- Rule/Card:** Higher Calling **Relates to:**  
1999/05/13 Higher Calling does not double your marks, you count your marks as double. If you purge a mark, it counts as if you lost two (i.e. you lose one mark which was counted double).
- Rule/Card:** Higher Calling **Relates to:** Prime Minister Mollari  
1999/02/23 If you are bringing Prime Minister Mollari into play and adding up the number of Shadow Marks to purge, you use the undoubled number of marks to determine the Diplomacy Bonus.
- Rule/Card:** Hole in Your Mind **Relates to:**  
2000/01/26 Treat Hole in Your Mind as a "Diplomatic Blunder" (for the appropriate ability) that never goes away. If the character later gains a bonus in the ability, it is added to their current ability (which has a base of 1).
- Rule/Card:** Hole In Your Mind **Relates to:**  
1999/11/17 A character targeted by this Aftermath has his current ability reduced to one. His ability can go up if new bonuses are received.

- Rule/Card:** Hole In Your Mind **Relates to:**  
 1999/08/12 Treat Hole In Your Mind as if the character had had Diplomatic Blunder (or the appropriate counterpart) played on them, only its effects do not expire at the end of the turn. You may raise the character's stats above 1.
- Rule/Card:** Hole In Your Mind **Relates to:**  
 1999/08/10 The ability reduction is applied to the base ability.
- Rule/Card:** Homeworlds **Relates to:**  
 2000/04/14 The Multiple Homeworlds (Cosmopolis, Barren Worlds, etc) can only replace Limited Homeworlds (Zhabar, Minbar, etc). They may not replace other Multiple Homeworlds.
- Rule/Card:** Homeworlds **Relates to:**  
 2000/04/14 While you cannot have more than one Racial Homeworld in play, you may have as many Species Homeworlds in play as you like. There is a clear distinction between Race and Species.
- Rule/Card:** Homeworlds **Relates to:**  
 2000/04/10 If your Limited Homeworld (Minbar, Earth, Centauri Prime, etc) is replaced by a Multiple Homeworld (Cosmopolis, Megalopolis, etc), it has been removed from the game and cannot return to play by any means. If the replacing Homeworld is discarded, you may sponsor another Multiple Homeworld. If a Multiple Homeworld is removed from play, you may sponsor another copy of that Multiple Homeworld into your faction. You may not have multiple different Multiple Homeworlds in play in your faction at the same time. Each faction may only have one Homeworld in play at one time.
- Rule/Card:** Homeworlds **Relates to:** Terra Firma  
 1999/05/25 A "species homeworld" such as Melat or Brakir is a homeworld so you cannot play Ranger Training on it and it does count as one of the "control at least 3 homeworlds" condition for Terra Firma. However, for Terra Firma you also must control "the homeworld of every faction in the game." The homeworld for all Non-Aligned factions is Zhabar. Therefore, Melat and Brakir do not fulfill the Faction Homeworld requirement for Terra Firma.
- Rule/Card:** Honored Position **Relates to:**  
 2000/04/26 Honored Position can only be used if Jeffrey Sinclair has never been in play and none of the "considered to have replaced Jeffrey Sinclair" Sheridan Characters have been used.
- Rule/Card:** Honored Position **Relates to:**  
 2000/04/09 If Sheridan has replaced sinclair then "Honored Position" cannot be played or even if successful you can't put Sinclair down.
- Rule/Card:** Honored Position **Relates to:**  
 2000/02/14 You can play Honored Position if the Human faction ambassador is Captain Sheridan.
- Rule/Card:** Honored Position **Relates to:** Jeffrey Sinclair  
 1999/12/28 You can replace Jeffrey Sinclair with Entil'zha or Captain Sinclair if you bring him into play with Honored Position (even as a supporting character). If you have Jeffrey Sinclair as a supporting character through some means other than Honored Position, you cannot replace him with Entil'zha.
- Rule/Card:** Honored Position **Relates to:**  
 1999/12/03 William Morgan Clark or Bester may play the Honored Position Conflict as long as the restrictions on Honored Position are met.

- Rule/Card:** Honored Position **Relates to:**  
 1999/11/03 If you use Honored Position to play Jeffrey Sinclair, and you want to replace him with Entil'zha, you still have to have the 3 Vorlon Marks required for Entil'zha, even though Entil'zha says "Requires 3 Vorlon Marks to sponsor."
- Rule/Card:** Hostile Reaction **Relates to:**  
 1999/02/15 You cannot use this to attack a character who is leading a fleet.
- Rule/Card:** Hour of the Wolf **Relates to:**  
 2000/02/07 If a character is leading a Fleet and is then readied by Hour of the Wolf, he is still leading the fleet. If the fleet is neutralized, the character is neutralized.
- Rule/Card:** Hour of the Wolf **Relates to:**  
 1999/02/25 You may use Hour of the Wolf to ready a character leading a fleet supporting a military conflict and the character may then rotate to lead another fleet. That other fleet may participate in a different military conflict.
- Rule/Card:** Hyach Matriarch **Relates to:**  
 1999/08/26 If the Hyach Matriarch's Psi (counting her enhancements, damage, etc) is higher than her target's highest ability (counting enhancements, damage, etc) at the time the Matriarch rotates, then the target is a valid target. Changes to the ability of either the Matriarch or the target later in the round do not unrotate the target.
- Rule/Card:** Hyach Matriarch **Relates to:**  
 1999/08/26 If the Hyach Matriarch's Psi (counting her enhancements, damage, etc) is higher than her target's highest ability (counting enhancements, damage, etc) at the time the Matriarch rotates, then the target is a valid target. Changes to the ability of either the Matriarch or the target later in the round do not unrotate the target.
- Rule/Card:** I'd Die First **Relates to:**  
 1999/08/19 If you play this card, the Neutral teep becomes your supporting character permanently. And, no, the influence cost is not a typo.
- Rule/Card:** Immortality Serum **Relates to:**  
 1998/11/17 If nobody was supported in the conflict, no one gets influence from it.
- Rule/Card:** Imperial Telepaths **Relates to:**  
 1999/09/08 In order to gain the discount for being sponsored by a Centauri Emperor, the Emperor in question must be able to sponsor the character (i.e. be an Inner Circle character or have Luxuries of Homeworld played on them). They may not simply sponsor an Imperial Teep because they are a Centauri Emperor.
- Rule/Card:** Imperial Telepaths **Relates to:** Sector 90  
 1999/08/23 Sector 90 will not cancel/reverse the drawing of cards from Imperial Telepaths since that is not an ongoing effect. Sector 90 will not cancel Imperial Telepaths' effect (and will allow you to use it a second time that turn)
- Rule/Card:** Imperial Telepaths **Relates to:**  
 1999/02/22 You can use Imperial Telepaths if you have less than two cards left in your reserve pile.
- Rule/Card:** Imperialism **Relates to:**  
 1998/12/07 If a location you control is neutralized and discarded, you do not lose influence (the location was not captured). If a location is neutralized while you are capturing it, you gain 2 influence and discard the location. If you capture an already neutralized location, if the effect that neutralized the location would normally keep it in play, you capture the location and it remains in play under your control. If Imperialism is discarded, no influence is lost, even if conquered locations are recaptured or neutralized.

- Rule/Card:** Important Visitor **Relates to:**  
 2000/04/21 You cannot use Important Visitor to sponsor a character which cannot be sponsored (such as a Starting Ambassador).
- Rule/Card:** Important Visitor **Relates to:**  
 2000/01/20 You must still meet all other requirements to sponsor the character.
- Rule/Card:** Important Visitor **Relates to:**  
 1999/05/17 If this card has Not Meant To Be played on it, the character sponsored is returned to your hand. Any player may sponsor that character at 3 less cost next turn.
- Rule/Card:** In Chaos Uncertainty **Relates to:** Justin  
 1999/02/15 What In Chaos, Uncertainty does is ignore the meaning of Won and Lost. They become irrelevant, but do not actually disappear. In Chaos, Uncertainty does not blank the type of the card. A Lost Aftermath is still a Lost Aftermath; the word Lost simply becomes meaningless. If you have Justin in play, he doesn't care what meaning Lost might have; he just prevents it from attaching to his faction.
- Rule/Card:** In Chaos, Uncertainty **Relates to:**  
 1998/12/17 The effect applies to all players. So, all players "Ignore Won and Lost requirements...".
- Rule/Card:** Inconclusive Strike **Relates to:**  
 2000/05/22 If your play Inconclusive Strike on a fleet, it can still be attacked. It just takes no damage.
- Rule/Card:** Inconclusive Strike **Relates to:**  
 1999/05/19 This card affects any attacks which take place after the event is played. It does not affect any attacks which occurred previously in the turn.
- Rule/Card:** Independent Support **Relates to:**  
 1999/06/15 Rounding applies to cards which invoke a fraction (i.e. 1/5 influence, 1/2 power). When rounding, always round up unless specifically stated otherwise on the card. Independent Support invokes a fraction, so you round up
- Rule/Card:** Infiltrate and Exploit **Relates to:**  
 1998/12/09 "Your target loses 1 influence" - only factions in play are legal targets for this and other such effects.
- Rule/Card:** Inflexible Plans **Relates to:** Not Meant To Be  
 1999/01/18 If you are targeted by Inflexible Plans, are forced to discard 2 Not Meant To Be from your hand, play the remaining Not Meant To Be, return the 2 Not Meant To Be to your hand, then your opponent Not Meant To Be your Not Meant To Be, you discard "all but one" Not Meant To Be leaving you with one remaining.
- Rule/Card:** Influence Rating **Relates to:**  
 2000/02/07 Any reference to Influence Rating includes both spent and unspent influence.
- Rule/Card:** Information Overload **Relates to:** Egyptian God of Frustration  
 1999/02/09 Since Information Overload targets a player, not an enhancement, Egyptian God of Frustration cannot prevent the discarding of the enhancement.

- Rule/Card:** Initiative **Relates to:**  
 1999/01/27 When determining initiative, you take into account damage to the ambassador for the purposes of comparing abilities. If two Ambassadors are neutralized (i.e. all abilities considered to be 0) you determine initiative randomly. Amount of severe damage does not matter for this determination. You can sustain with an Assista to increase the Ambassador's abilities for initiative determination, though you cannot do this to a neutralized Ambassador
- Rule/Card:** Insufficient Support **Relates to:**  
 1999/08/26 Since this causes there to be no influence gained from the conflict, effects like rotating a Homeworld to gain a additional influence cannot be used.
- Rule/Card:** Insufficient Support **Relates to:**  
 1999/08/20 You may target Border Raid with Insufficient Support.
- Rule/Card:** Insufficient Support **Relates to:**  
 1999/06/28 Neutralized participants are still considered participants.
- Rule/Card:** Insufficient Support/Internal Di **Relates to:**  
 1999/08/10 A fleet with a leader that is supporting a conflict counts as two participants.
- Rule/Card:** Insurrection **Relates to:**  
 1999/10/05 If a player with Unrest at 5 plays a Declaration of War to initiate a Civil War, the Unrest increase occurs during the player's action so they lose 2 influence. It doesn't matter that it's "his effect". If somebody revealed a contingency during his action that raised his unrest, he would lose double as well.
- Rule/Card:** Insurrection **Relates to:**  
 1999/01/30 You cannot play Twisting the Knife on a conflict which raises unrest (thereby causing a loss of influence whi Insurrection is in play) because the loss of influence was not from the conflict, but from Insurrection.
- Rule/Card:** Inteference **Relates to:**  
 2000/02/28 This prevents a Character from using the same ability in the same manner (i.e. attacking, supporting, opposing). You may use the character's ability in a different fashion and/or in a different conflict.
- Rule/Card:** Intelligence Gathering **Relates to:**  
 1998/12/21 This means that for every event you play for the rest of the turn, you have 4 extra influence that you can use play those events (basically, the amount of influence you have to apply for each event is reduced by 4).
- Rule/Card:** Interference **Relates to:** Lord Kiro  
 1999/10/05 If Lord Kiro's ability is used to retrieve The Eye, Interference cannot be used on it, since Kiro has been discarded from play, so he is no longer a legal target for an Interference.
- Rule/Card:** Internal Disruptions **Relates to:**  
 1999/02/09 A fleet with a leader that is supporting a conflict counts as two participants.
- Rule/Card:** Internal Opposition **Relates to:** Gobal Enhancements  
 2000/01/27 Global Enhancements are not controled by any player, so they cannot be affected by Internal Opposition.
- Rule/Card:** Internal Opposition **Relates to:** Egyptian God of Frustration  
 1999/02/09 Since Internal Opposition targets a player, not an enhancement, Egyptian God of Frustration cannot prevent Internal Opposition from discarding an enhancement Egyptian God of Frustration is protecting.

- Rule/Card:** Internecine Struggle **Relates to:**  
 2000/02/24 Members means participants not factions.
- Rule/Card:** Interstellar Alliance **Relates to:**  
 2000/02/24 If you become a Drakh Faction while you are already an ISA member, nothing happens to you. This mimics what happened to the Centauri on the TV show.
- Rule/Card:** Intervention Force **Relates to:**  
 1999/12/02 The Intervention Force cannot support a Border Raid or Limited Strike even if it's been opposed. The Intervention Force is unable to support any conflict that has any possibility of causing a target faction to lose influence.
- Rule/Card:** Into Their Own **Relates to:** Lennier/Ranger Lennier  
 2000/01/10 If you have Into Their Own targeting Lennier and replace him with Ranger Lennier, Into Their Own transfers to Ranger Lennier and he receives the +2 Diplomacy bonus.
- Rule/Card:** Intrigues Mature **Relates to:** Consolidated Position  
 2000/06/12 If you play Intrigues Mature on a Consolidated Position conflict, Diplomacy or Intrigue may be used by any character of the initiators race. However, other races still may not participate in the conflict.
- Rule/Card:** Ipsha Battleglobe **Relates to:**  
 1999/11/01 If Player A sponsors the Ipsha Battleglobe, then player B can apply 2 influence and steal it that same turn. The sponsor cost of the Battleglobe does not count as you being the first to "bribe" it that turn.
- Rule/Card:** Ipsha Battleglobe **Relates to:**  
 1999/11/01 If a player sponsors the Ipsha Battleglobe, another player may immediately apply 2 influence and control it that same turn. The sponsor cost of the Battleglobe does not count as you being the first to "bribe" it that turn.
- Rule/Card:** Ipsha Battleglobe **Relates to:**  
 1999/02/03 This card has not changed between the Premiere and Deluxe printings. When the Battleglobe is controlled by another player, it is still modified by faction enhancements of the original faction (i.e. the faction that sponsored it) and is not modified by faction enhancements of the faction that took control of it. Any effects (such as tens increases) which occur because of the Battleglobe attacking, supporting or opposing a conflict occur to the faction that currently controls it.
- Rule/Card:** Irrelevant **Relates to:**  
 1999/12/15 Irrelevant can be played on someone else's faction, so that only their characters that fulfil the requirements can participate in his own conflicts.
- Rule/Card:** Irrevocable **Relates to:**  
 1999/11/05 A card that is Irrevocable cannot be negated, cancelled, blanked nor can it have its effects reversed. It cannot be targeted by a card that would directly cause it to be discarded. Neither Ja'Doc nor Premonition will work on an Irrevocable event.
- Rule/Card:** Is That the Whole Truth? **Relates to:** Terror Tactics  
 2000/05/19 The text of Is That the Whole Truth prevents an additional influence transfer due to Terror Tactics.
- Rule/Card:** Is That the Whole Truth? **Relates to:** Terror Tactics  
 2000/05/14 You do not get an extra influence from Terror Tactics when I force another player to lose influence with Is That the Whole Truth? Is That the Whole Truth? says you cannot gain additional influence from the conflict in any way.

- Rule/Card:** ISA **Relates to:**  
2001/02/20 The player who initially played the ISA card can refused to join the ISA.
- Rule/Card:** ISA **Relates to:**  
2000/06/27 An ISA member may initiate a non-military conflict that could lower Babylon 5's influence. Any Military Conflict that could lower Babylon 5's influence is not allowed by an ISA member. This includes Limited Strike.
- Rule/Card:** ISA **Relates to:** Dogfight/Giant Fusion Bomb  
2000/06/02 An ISA member cannot normally initiate Dogfight or Giant Fusion Bomb since Dogfight could lead to a loss of B5 influence and Giant Fusion Bomb does lead to the loss of B5 influence.
- Rule/Card:** ISA **Relates to:**  
2000/05/09 While in effect, any play (including non-ISA players) may make use of the ability to grab cards from outside the game by forfeiting their next draw.
- Rule/Card:** ISA **Relates to:**  
2000/04/06 If the ISA has broken up and is not in effect, you may re-form the ISA.
- Rule/Card:** ISA **Relates to:** War By Popular Decree  
2000/03/27 If the ISA is formed and a player plays War By Popular Decree targetting two other ISA players forcing one to declare war on the other, the player declaring war would be expelled from the ISA. If a player plays War By Popular Decree forcing another ISA player to declare war on themselves, the player declaring war is expelled from the ISA and you would be expelled (because you entered a state of war with another ISA member due to an event you played).
- Rule/Card:** ISA **Relates to:** Drakh  
2000/02/24 If you become a Drakh Faction while you are already an ISA member, you remain an ISA member.
- Rule/Card:** ISA Cards **Relates to:**  
2000/04/02 Unless specifically stated on a card, nothing happens to ISA cards if the ISA is disbanded. The only restriction on ISA cards is that they cannot be played if the ISA does not exist.
- Rule/Card:** ISA Votes **Relates to:** Babylon 5 Vote Manipulator  
2000/03/27 Cards which allow you to manipulate Babylon 5 votes (Vorlon Proxy, Nay-Sayer, Call in a Marker) to not apply to ISA votes.
- Rule/Card:** Isabelle's Quest **Relates to:** We'll Take Over  
2000/12/10 You may use Isabelle's Quest to neutralize a supporting character, then use We'll Take Over to promote him.
- Rule/Card:** ISN **Relates to:**  
1998/12/16 "a tension change" means a single, individual tension change of one race/faction toward another (not a single event/conflict resulting in multiple simultaneous influence changes).
- Rule/Card:** Isolated **Relates to:**  
1998/11/29 If this enhancement is discarded, Babylon 5 does not lose the influence that was gained if the vote passed.
- Rule/Card:** Isolated **Relates to:**  
1998/03/19 Your Ambassador is the only card that can rotate to sponsor this enhancement (no other inner circle character may rotate to sponsor it).



**Rule/Card:** Isolated/Shunned/Censure **Relates to:**  
2000/08/23 The reduction in abilities for these cards fluctuates continuously as B5 influence changes.

**Rule/Card:** It Stops Here **Relates to:** Forced Impairment  
2000/12/28 If you play It Stops Here on a Forced Impairment, the following happens: It Stops Here goes on the initiator's Ambassador. Forced Impairment goes underneath It Stops Here. Forced Impairment is still targeting its original target and is blanking its text. So Forced Impairment is an enhancement on the card it is blanking (blanking its text) and it is an Aftermath Enhancement on It Stops Here, preventing the initiator from initiating another copy of Forced Impairment. If the target being blanked leaves play, Forced Impairment remains on It Stops Here. If It Stops Here leaves play, Forced Impairment remains on the card it was blanking. Similar procedures apply to any other conflict which It Stops Here grabs a hold of which also targets something.

**Rule/Card:** It Stops Here **Relates to:** Vorlon Planet Killer/Shadow  
2000/07/28 It Stops Here will stop Shadow Cloud/Vorlon Planet Killer and prevent it from being reinitiated.

**Rule/Card:** Ja'Doc **Relates to:** Change of Heart  
2000/08/19 If Player A sponsors Ja'doc, then Player B plays Change of Heart and sponsors Ja'doc and Player A discards Ja'doc to negate Change of Heart, then Player B loses his Ja'doc in the process.

**Rule/Card:** Ja'Doc **Relates to:**  
1999/11/05 Ja'Doc's effect will not work on an Irrevocable event. Irrevocable: A card that is Irrevocable cannot be negated, cancelled, blanked nor can it have its effects reversed. It cannot be targeted by a card that would directly cause it to be discarded.

**Rule/Card:** Ja'Doc **Relates to:** Unique  
1998/12/09 If Ja'Doc cancels a Unique event, the event can be played again since it was not successfully played (it didn't really "hit the table").

**Rule/Card:** Ja'Doc **Relates to:**  
1998/07/01 Ja'Doc's effect is applied at the same time the event is played, so it cannot be used later in the turn to affect a previously played event.

**Rule/Card:** Jason Ironheart **Relates to:**  
2000/02/14 He will be discarded during the resolution round (when his Psi is 20 or higher), even if there are no conflicts to resolve.

**Rule/Card:** Jason Ironheart **Relates to:**  
1998/01/01 Damage will not extend his time in the game. Only Forced Impairment can keep Ironheart in play for more than 5 turns. If Forced Impaired, Ironheart's psi drops back to 10.

**Rule/Card:** Jeffrey Sinclair **Relates to:** Honored Position/Captain Si  
1999/12/06 After being brought out by Honored Position, Jeffrey Sinclair can be replaced by either Captain Sinclair or Entil'zha. Captain Sinclair cannot replace Entil'zha. Entil'zha cannot replace Captain Sinclair.

**Rule/Card:** John Sheridan **Relates to:**  
2000/03/03 You can initiate as many additional conflicts using John Sheridan's ability as long as you have the influence available and a way to ready John Sheridan.

**Rule/Card:** John Sheridan **Relates to:**  
1999/02/03 If John Sheridan gains two marks (of a type he doesn't already have) of the same type at one time, he ends up with 3 marks (not 4).

- Rule/Card:** John Sheridan **Relates to:**  
 1999/02/03 If John Sheridan gain two marks at the same, he ends up with 3 marks (not 4).
- Rule/Card:** John Sheridan **Relates to:** Playing Both Sides  
 1999/01/13 John Sheridan will only gain 1 Vorlon/Shadow Mark if Playing Both Sides is sponsored into a faction with him as the Ambassador.
- Rule/Card:** John Sheridan **Relates to:**  
 1999/01/13 If one of John Sheridan's marks is converted to a type of mark he doesn't already have (such as with Dedicat Follower), he is not considered to have "gained" that mark - conversion is not considered a gain.
- Rule/Card:** John Sheridan **Relates to:**  
 1998/07/01 John Sheridan does not have to replace Sinclair to enter play - he may be sponsored as a normal character. Another player may replace Sinclair with John Sheridan from their hand, but the Human player would have control of Sheridan.
- Rule/Card:** John Sheridan/Captain Sherid **Relates to:** Jeffrey Sinclair/Captain Sinc  
 2000/04/27 John Sheridan may replace Jeffrey Sinclair because, and only because, his effects text specifically permits th John Sheridan may not replace Captain Sinclair, because "Jeffrey Sinclair" is mentioned in his effects text anc "Captain Sinclair" isn't. Captain Sheridan (either version) can't replace Jeffrey Sinclair (or any other card), because his effect text does not allow it.
- Rule/Card:** Join the Corps **Relates to:**  
 1999/01/28 This may be played on any Neutral character with Psi including those targeted by Latent Telepath. Neutral characters targeted by Join The Corps are treated as if they are Human characters and are no longer considered Neutral for any reason.
- Rule/Card:** Justin **Relates to:**  
 1999/10/31 Justin's ability to double Shadow Marks may only be used by the faction that sponsors him.
- Rule/Card:** Justin **Relates to:**  
 1998/12/11 You can not use the additional influence Mr. Morden provides to pay for Justin's special ability since you're no bringing a card into play with this effect.
- Rule/Card:** Kalain **Relates to:**  
 2000/02/19 If Kalain is leading a fleet and that fleet is neutralized by any means and at any time, discard Kalain. If Kalain is neutralized and the fleet he is leading is not neutralized, that fleet may still use Kalain's effect text to attack.
- Rule/Card:** Katz **Relates to:**  
 1999/08/10 If Katz targets a character, that character suffers no penalty from normal damage for the length of the turn (attacks and does full damage, applies his full ability at resolution, the character is not neutralized, etc). At the end of the turn, apply the results normally of all damage tokens on the target character (including neutralization if appropriate).
- Rule/Card:** Kha'Ri Characters **Relates to:**  
 1999/10/18 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".
- Rule/Card:** Know Your Enemy **Relates to:**  
 2000/01/31 Anything that appears before "Fleet" (or Character, etc.) in the card type box counts as a race type, with the exception of Neutral. The current list includes Centauri, Drakh, Human, Minbari, Nam, Vorlon, Shadow, Non-Aligned, Babylon 5, and United.

**Rule/Card:** Knowledge of Shadows **Relates to:**  
1999/01/13 A card which gives +1 to "all abilities" will count for Knowledge of Shadows, but a card which affects "all no zero abilities" will not.

**Rule/Card:** Knowledge, Then Action **Relates to:**  
2000/01/20 When using Knowledge, Then Action this is considered an action. If it is your first action of the round, this means you cannot use the extra actions granted by Knowledge, Then Action to play any other cards which specify they must be played as your first action.

**Rule/Card:** Knowledge, Then Action **Relates to:**  
1999/09/20 The actions granted by this card are granted to the faction, not the target of the Enhancement. The rotation of the character is part of the cost that allows you to take two actions of any type.

**Rule/Card:** Knowledge, Then Action **Relates to:**  
1999/02/01 The rotation of the character with Psi is a prerequisite for getting two actions. The rotated character may not participate in either of the two actions. You may rotate other characters during either or both of those actions

**Rule/Card:** Knowledge, Then Action **Relates to:**  
1999/01/30 As one of your bonus actions, you may use the effects of another Knowledge, Then Action for an extra two actions (giving you a total of 3 actions) or discard three Knowledge, Then Action in a row (giving you a total of 3 actions).

**Rule/Card:** Knowledge, Then Action **Relates to:**  
1999/01/28 When using this card, the character becomes rotated as part of the cost of using Knowledge, Then Action. The player is then allowed to take two actions.

**Rule/Card:** Ko'Dath **Relates to:**  
1998/07/01 Ko'Dath and Na'Toth can both be in play at the same time, if Na'Toth enters play normally instead of replacing Ko'Dath. If multiple assistant's for your faction's race are in play, you may apply the Assistant effects for each one of them in the same turn.

**Rule/Card:** Kosh Naranek **Relates to:**  
1999/08/23 If you use Unsung Hero to move a Vorlon Mark gained from Kosh Naranek on Character A to Character B, a Vorlon Mark is purged from the Character A if possible. Character B keeps the Vorlon Mark on them.

**Rule/Card:** Kosh Naranek **Relates to:**  
1999/08/23 If you use Unsung Hero to move a Vorlon Mark gained from Kosh Naranek on Character A to Character B, a Vorlon Mark is purged from the Character A if possible. Character B keeps the Vorlon Mark on them.

**Rule/Card:** Kosh Naranek **Relates to:**  
1999/07/30 Kosh Naranek's mark (like the Thenta Makur mark ) is a symbolic mark, indicating that this card is a source of marks. It does not provide any direct marks when played, but only as a result of its effect text. As the mark is symbolic, it doesn't really exist to be able to be purged. The marks purchased from Kosh Naranek may be purged.

**Rule/Card:** Kosh Naranek **Relates to:** Ulkesh Kosh  
1999/05/14 If you use Kosh Naranek's temporary mark ability, then play Ulkesh Kosh, the temporary marks from Kosh Naranek are not purged. Ulkesh Kosh's "cannot" takes precedence over Kosh Naranek's "purge text".

**Rule/Card:** Kosh Naranek **Relates to:**  
1999/01/13 Kosh Naranek pictures a Vorlon Mark to indicate that he is a potential source for Vorlon Marks. He does not provide any automatically. Any player can sponsor this group but a faction with shadow marks could not use his abilities.

- Rule/Card:** Kosh Naranek **Relates to:**  
 1999/01/13 Any player can sponsor this group but a faction with shadow marks could not use his abilities.
- Rule/Card:** Lack of Subtlety **Relates to:**  
 1998/01/01 Unless further modified later in the turn, the target character's Intrigue is 1 for the purpose of aftermaths.
- Rule/Card:** Lack of Subtlety **Relates to:** Secondary Experience  
 1998/01/01 If the target character participates in a conflict using that character's Intrigue, and the character has an ability (after modifications) that is greater than that character's Intrigue at resolution, then the aftermath Secondary Experience may be played for the character's Intrigue.
- Rule/Card:** Lashing Out **Relates to:** Not Meant To Be  
 1999/07/06 Player 1 plays Lashing Out on a character and rotates him to deal damage to a target character. Player 2 plays Not Meant To Be on the Lashing Out. Both characters are readied. Normal damage (but not neutralization or severe damage) is removed from both characters. The attacker may no longer be attacked via Lashing Out's card effects (though is open to attacks from other sources).
- Rule/Card:** Last Ditch Effort **Relates to:**  
 1999/09/17 Last Ditch Effort can be played as an action at any time during the action round.
- Rule/Card:** Latent Telepath **Relates to:** Vorlon Enhancement  
 2000/04/09 If a Character with Latent Telepath and Vorlon Enhancement has Latent Telepath Glitched, Vorlon Enhancement remains in play and in effect the entire time. The Latent Telepath was only required to play Vorlon Enhancement, but once it was played, Latent Telepath was no longer important.
- Rule/Card:** Latent Telepath **Relates to:** Fast Learner  
 2000/01/28 If a Character has a printed Psi of zero and is targeted by Latent Telepath and Fast Learner, they have a current Psi of 3. After the first application of Fast Learner, the character has a printed Psi of 1 and Latent Telepath stops providing any bonus (thus giving them a current Psi of 1 also). Fast Learner can be used to get the character to a printed Psi of 5.
- Rule/Card:** Latent Telepath **Relates to:**  
 1998/11/20 Latent Telepath doesn't change/affect a character's printed ability.
- Rule/Card:** Lavindra **Relates to:**  
 1999/08/17 Lavindra's effects should read "each Imperial Telepath and Centauri Emperor in play".
- Rule/Card:** Leadership **Relates to:**  
 1999/12/09 You may use any card (such as Fast Learner or Secondary Experience) to give a bonus to Leadership on a character that led a Fleet in a conflict as long as the card requires that the ability to be boosted be "used in" a conflict. If the card requires that the ability be used for Support or Opposition, then leading a Fleet will not count.
- Rule/Card:** Leading **Relates to:**  
 1999/12/09 There is no racial restriction on who can lead a fleet. Any character you control (regardless of their loyalty) who has leadership can lead any fleet you control (unless one of them says otherwise). You can lead a Fleet which has already supported or opposed a Conflict.
- Rule/Card:** Leading the Races **Relates to:**  
 1999/09/14 "Neutral" is not a race, despite what Leading the Races says, but Leading the Races still gives you power for because it says to on the card.

- Rule/Card:** League Spokesbeing **Relates to:** Plague  
 2000/05/31 If League Spokesbeing is moved to the Hyach ambassador during the round in which the Plague is played targeting the Hyach, if Plague is successful, it will still discard all Hyach. They were legal targets when the conflict was initiated, so none of them would be immune. When the conflict resolved, all Hyach (including your ambassador) would be discarded and you would be out of the game.
- Rule/Card:** League Spokesbeing **Relates to:**  
 2000/05/14 When transferred, League Spokesbeing has the same effect as when sponsored, i.e. is the target of this enhancement always your faction ambassador.
- Rule/Card:** League Spokesbeing **Relates to:** Drakh  
 2000/05/11 If you have League Spokesbeing targeting a Non-Aligned Character, then sponsor your first Drakh, League Spokesbeing remains on the Character and all effects remain in place except the target is not your Ambassador and cannot become your Ambassador because of Drakh Rule #3. The species Ambassadors in your Inner Circle are not eligible as new legal targets for League Spokesbeing. League Spokesbeing cannot be sponsored after you become Drakh as it is a Non-Aligned Character Enhancement and must target your Ambassador who is now Drakh.
- Rule/Card:** League Spokesbeing **Relates to:**  
 2000/03/27 You can use League Spokesbeing to make a neutralized Inner Circle with severe damage into your Ambassador and heal him in one turn.
- Rule/Card:** League Spokesbeing **Relates to:** Plague  
 2000/03/27 If someone targets one of your races with Plague, you move League Spokesbeing to one of your characters the targeted race and the Plague Conflict is successful, your League Spokesbeing suffers the effects of Plague is removed and you lose the game.
- Rule/Card:** Learn Their Weakness **Relates to:**  
 1999/02/09 This conflict does not count towards achieving a victory via Master of All because it is not one of the specific conflict types (It is a "Military and Psi Conflict", not a "Military Conflict" and "Psi Conflict"). This is different from other conflict cards (such as The Great Machine or Raid Shipping) which initiate two separate conflicts.
- Rule/Card:** Learn Their Weaknesses **Relates to:**  
 1999/08/23 More than one character with Psi may rotate to aid a fleet. The character is not considered a participant in the conflict for any purposes and may not be attacked. The character does not add to the Military of the fleet, it only gives damage resistance versus Shadow Fleets.
- Rule/Card:** Learn Their Weaknesses **Relates to:**  
 1999/02/09 This conflict does not count towards achieving a victory via Master of All because it is not one of the specific conflict types (It is a "Military and Psi Conflict", not a "Military Conflict" and "Psi Conflict"). This is different from other conflict cards (such as The Great Machine or Raid Shipping) which initiate two separate conflicts.
- Rule/Card:** Learn Their Weaknesses **Relates to:**  
 1999/01/13 A "Military and Psi Aftermath" can be played on any participant who meets the requirements on the aftermath this conflict. There currently are no "Military and Psi Aftermaths".
- Rule/Card:** Leaving the Past **Relates to:**  
 1999/07/26 For the purposes of this card, "removed from the game" is being used in a very limited sense. The only effect of this conflict is to prevent cards currently in the discard piles from affecting play any longer. It does not prevent other copies of those cards from entering play.
- Rule/Card:** Legacy of Power **Relates to:**  
 2001/02/27 Legacy of Power's support is determined at resolution.

- Rule/Card:** Legacy of Power **Relates to:** Babylon 4 Conflicts  
 2000/05/15 When you win a Babylon 4 Conflict it becomes a Won Aftermath targetting your faction. This does not count a "playing" an Aftermath. Aftermaths targetting your faction do not count as Aaftermaths which are on cards y control.
- Rule/Card:** Legacy of Power **Relates to:**  
 2000/05/02 If a conflict becomes an Aftermath on a Character when Won, it is only considered a Won Aftermath if it specifically states it does.
- Rule/Card:** Legacy/Crusade **Relates to:** Drakh  
 2000/11/07 There is nothing in the Legacy or Crusade traits which is "allergic" to Drakh like the Ranger trait is.
- Rule/Card:** Lemm Uh'Ekim **Relates to:** You Are Expendable  
 2001/03/02 If you have Lemm Uh'Ekim as your Ambassador, rotate him to gain +1 power and then target him with You Are Expendable, you will still lose two power at the end of the turn. Effects which last until the end of the turn do even if their source is removed/blanked. Also, if a game ends on time, not due to another player's victory, the player who rotated Lemm Uh'Ekim will lose 2 power and be scored appropriately.
- Rule/Card:** Lennan **Relates to:**  
 1998/12/21 Lennan's fleet repair ability is based on his current leadership.
- Rule/Card:** Lennier **Relates to:** Level the Playing Field  
 2000/01/19 Lennier cannot attack using Intrigue. If you play Level the Playing Field on Lennier, he can still only oppose an Intrigue Conflict (Level the Playing Field does not override Lennier's effect text).
- Rule/Card:** Lennier **Relates to:**  
 1998/07/01 If Lennier rotates to take damage in place of Delenn, it is still Delenn who deals damage in the attack - not Lennier.
- Rule/Card:** Let the Galaxy Burn **Relates to:**  
 2000/11/14 Drakh rule #4 states that "Drakh characters cannot sponsor any card that is loyal to a race other than the Drakh." Because of this, you cannot sponsor Locations loyal to a race into another faction with Drakh characters. Drakh characters can sponsor locations not loyal to a race. In order to sponsor racial locations, a Drakh player must use a non-Drakh character in their Inner Circle.
- Rule/Card:** Let the Galaxy Burn **Relates to:** Shadow Assault  
 2000/09/04 If you have Let the Galaxy Burn in play and win a Shadow Assault conflict, you can choose option 2 of Shad Assault, declare war, capture the Location and use Let the Galaxy Burn's ability to remove it from play.
- Rule/Card:** Let the Galaxy Burn **Relates to:** Multiple Homeworlds  
 2000/05/12 You cannot sponsor one of the Multiple Homeworlds into another faction using Let the Galaxy Burn because they do not become racial Locations until after they are actually sponsored.
- Rule/Card:** Let the Galaxy Burn **Relates to:**  
 1999/01/05 Let the Galaxy Burn can be replaced with a non-Drakh Agenda, which can then be discarded so that a new Drakh Agenda can be played.
- Rule/Card:** Let Them Fight **Relates to:**  
 2000/03/28 If a Let Them Fight is initiated by a player between two other races, the conflict is Lost for the initiating player since he cannot participate in it.

- Rule/Card:** Let Them Fight **Relates to:** Breaching Pod  
 1999/12/06 An attack through Breaching Pod does not count for Let Them Fight. The neutralization must have occurred by means of something that was done through participating in the conflict.
- Rule/Card:** Let Them Fight **Relates to:**  
 1999/12/06 An attack through Breaching Pod does not count for Let Them Fight. The neutralization must have occurred by means of something that was done through participating in the conflict.
- Rule/Card:** Let Them Fight **Relates to:**  
 1999/12/06 The Neutralization of a Character must have occurred by means of something that was done because the Character was participating in a Conflict. You may not use Breaching Pod to neutralize a Character in conjunction with Let Them Fight
- Rule/Card:** Let Them Fight **Relates to:**  
 1998/12/21 Other factions means not yours. So, you must target two or more qualifying factions other than your own. On those targets, if one gets the single highest support then it gains 1 influence and all the others lose 1. No card in your faction may participate in the conflict.
- Rule/Card:** Lethke Zum Bartrado **Relates to:**  
 1999/01/27 When using his special ability, you must place one of the cards you look at under him.
- Rule/Card:** Lethke Zum Bartrado **Relates to:** Consultants  
 1999/01/18 If you play LZB with Consultants and use his ability, the card under him is returned to its owner's deck when LZB returns to Consultants
- Rule/Card:** Lethke Zum Bartrado **Relates to:**  
 1999/01/02 There is not a way (other than neutralization) to allow LZB to discard/return a card he has hidden with his ability back to the top of the relevant pile. You may not use his ability to look at cards without placing one underneath him.
- Rule/Card:** Level the Playing Field **Relates to:**  
 2001/02/27 A character who does not have a single highest ability (meaning 1 or more abilities are tied) cannot take advantage of Level the Playing Field.
- Rule/Card:** Level the Playing Field **Relates to:**  
 2000/12/12 If you participate with your highest ability in a conflict using Level the Playing Field and later your ability is reduced via card effect, you are still using that ability in the conflict. Once you rotate to participate in a conflict you cannot change the ability you are participating with unless something specifically states otherwise. Typically this would require unrotating via an effect that cancels your initial participation and then "reparticipating" with a new ability.
- Rule/Card:** Level the Playing Field **Relates to:** Power Brokers  
 2000/07/05 Since you don't target a conflict when using Power Brokers, this means you don't have to announce which conflict (if any) the character may/will participate in. The Character's highest ability is determined when they rotate to participate in the Conflict.
- Rule/Card:** Level the Playing Field **Relates to:**  
 2000/01/27 Level the Playing Field does not allow you to use one ability as another ability, it allows you to use your highest ability instead of the ability that would normally be required in the conflict. So it will not allow you to use Diplomacy (for example) as Leadership to lead a fleet.

- Rule/Card:** Level the Playing Field **Relates to:**  
 1999/08/23 Level the Playing Field does not change one ability to another. Level the Playing Field does not allow you to use an ability other than Leadership to lead a fleet. Example: Level the Playing Field to use Diplomacy in a Military conflict. If the target character is attacked (after participating), he is attacked with DIPLOMACY. He gains no leadership or military ability. He is merely allowed to use his diplomacy to participate in the conflict, even though the normal ability for participating in the conflict is military.
- Rule/Card:** Level the Playing Field **Relates to:**  
 1999/05/12 Level the Playing Field may not be used if there is no conflict in play because the choice of which conflict is targeted is made when Level the Playing Field is played.
- Rule/Card:** Lhim/Drahm **Relates to:**  
 1999/05/25 You may use Lhim/Dram's ability if he is neutralised. It does require an action.
- Rule/Card:** Lhim/Dram **Relates to:**  
 1998/12/21 When using Lhim/Dram to play the top Event on someone's discard pile, you must meet the requirements to play the Event and pay whatever costs are necessary.
- Rule/Card:** Liberating Resources **Relates to:**  
 2000/02/21 If a player gains influence from multiple event/agenda sources he cannot be targeted by Liberating Resources that turn. This applies even if he gains it from two copies of the same source (eg. playing two Short Term Goal in a single turn). If a player gains influence more than once from the same source (eg. the same copy of Nobody Can Stop Us), then he can still be targeted by Liberating Resources for that Influence (unless he also gained influence from another event or agenda source that same turn).
- Rule/Card:** Liberating Resources **Relates to:**  
 2000/01/04 Liberating Resources may be played multiple times in a turn targetting a single influence gain. The target will lose the appropriate amount of influence each time and the players playing Liberating Resources will gain influence each time.
- Rule/Card:** Liberating Resources **Relates to:**  
 1999/10/20 You cannot use Liberating Resources to gain influence from someone who Unconditionally Surrenders since the influence does not come from either an event or an agenda.
- Rule/Card:** Light Shines/Shadows Fall **Relates to:**  
 1999/08/26 Light Shines/Shadows Fall requires a Vorlon/Shadow Mark for the purposes of Vorlon Space/Z'ha'dum Awakened.
- Rule/Card:** Light Shines/Shadows Fall **Relates to:**  
 1999/08/12 Light Shines requires that the person playing the card purge a Vorlon Mark (as a cost) but does not require th target to have a Shadow mark. Shadows Fall requires that the person playing the card purge a Shadow Mark (as a cost) but does not require the target to have a Vorlon mark. Also, if either of these is targeted by Not Meant To Be, it will only reverse any effects which actually occurred (i.e. it won't spontaneously generate a m if none was purged in the first place).
- Rule/Card:** Light Shines/Shadows Fall **Relates to:**  
 1999/02/12 These cards do not require that the target character have Shadow/Vorlon Marks, therefore they can target characters without Shadow/Vorlon Marks.
- Rule/Card:** Limited Strike/Border Raid **Relates to:**  
 1999/01/21 If a race is targeted that has multiple factions in play and is not in a state of Civil War, either of those factions may participate in the conflict (though, with Border Raid, only one ship from the race as a whole may participate).



- Rule/Card:** Lindstrom **Relates to:**  
 1999/08/12 You may use Lindstrom to get an event which gives a negative bonus to Psi.
- Rule/Card:** Lindstrom **Relates to:**  
 1999/08/10 Lindstrom may be used to get any event that gives a modifier that is specific to Psi.
- Rule/Card:** Local Supremacy **Relates to:**  
 1999/02/23 You may use the effects text on Local Supremacy multiple times during the same turn as an action each time.
- Rule/Card:** Locations **Relates to:**  
 1999/10/21 When a location is discarded, all Location enhancements on it are discarded.
- Rule/Card:** Locations **Relates to:**  
 1999/09/13 A Location with no racial loyalty (Sleeping Z'ha'dum, Sigma 957 and Military Outpost) should be considered a Neutral Location.
- Rule/Card:** Londo Mollari **Relates to:** Lord Mollari  
 1999/01/27 If you give Londo a weapon enhancement with a Strife Mark (say a Concealed Weapon) then replace him with Lord Mollari, Lord Mollari will now have 3 Strife Marks (one from the Lord Mollari and two that transfer from Londo).
- Rule/Card:** Londo Mollari **Relates to:**  
 1999/01/27 Londo only gains an additional Strife Mark if he does not already have a weapon. He does not lose the additional marks if he loses the weapon.
- Rule/Card:** Londo Mollari (Diplomat) **Relates to:**  
 1999/11/24 "Counts" is used to make it absolutely clear to everyone that he does not accumulate X amount of Diplomacy EACH TURN. It is a bonus which is recalculated every time B5 influence changes.
- Rule/Card:** Londo Mollari (Gambler) **Relates to:**  
 2000/05/12 The effects text regarding marks on Londo Mollari only occurs once for the first card with non-Shadow/Vorlo Marks. If the first card picturing marks contains more than one mark, Londo gets one of each.
- Rule/Card:** Londo's Wives **Relates to:**  
 2000/07/05 Each Wife of Londo gains +1 to each non-zero ability for each Wife of Londo in play. This means that if three Wives of Londo are in play, each Wife of Londo gains +3 to each of her non-zero abilities. The Wives of Londo do not need to be in the same faction to get the bonus.
- Rule/Card:** Lord Kiro **Relates to:** The Eye  
 1998/07/01 You may use Lord Kiro's ability to use The Eye if it is in your hand, but you still have to shuffle your deck and discard Lord Kiro.
- Rule/Card:** Lord Mollari **Relates to:**  
 2000/02/03 You can replace Londo Mollari with Lord Mollari even if Londo Mollari is not your ambassador (for example, if you are now Drakh) because Lord Mollari's text does not require it.
- Rule/Card:** Lord Refa **Relates to:**  
 1999/04/09 Centauri unrest is not lowered when Lord Refa is discarded. The change in unrest is an effect of Refa being sponsored, not of the card being in play.

- Rule/Card:** Lord Refa **Relates to:**  
 1998/07/01 If a non-Centauri player sponsors Lord Refa, Centauri unrest still increases.
- Rule/Card:** Lord Valo **Relates to:**  
 2000/04/09 It is possible to use Lord Valo to remove a Shadow Mark for instance from a Shadow Character so that they have no Shadow Marks and sponsoring somebody like Ulkesh Kosh who has Vorlon Marks? Yes.
- Rule/Card:** Lord Valo **Relates to:** Ulkesh Kosh  
 2000/02/25 Removing is the same as purging, so Ulkesh Kosh prevents you from removing a Vorlon Mark while Ulkesh Kosh is in play.
- Rule/Card:** Lorien **Relates to:**  
 2000/03/13 Lorien's card text prevents you from using other cards to make him participate in a conflict. Lorien's card text overridden by Playing Both Sides and Ulkesh Kosh ("cannot" overrides all other text).
- Rule/Card:** Lorien **Relates to:** Hello, Old Friend  
 2000/02/18 Lorien cannot be sponsored solely through the use of "Hello, Old Friend".
- Rule/Card:** Lorien **Relates to:** They're Killing Us  
 1999/11/23 It is not possible to sponsor Lorien by discarding a won aftermath copy of They're Killing Us. You must meet and pay all other requirements to sponsor Lorien. Lorien has other requirements that this does not meet.
- Rule/Card:** Lorien **Relates to:** Soul Hunter  
 1999/07/26 You may get Lorien into play via Soul Hunter. You may also use a Soul Hunted Lorien to Secret Strike a Beyond the Rim (bypassing Strike at the Heart).
- Rule/Card:** Lorien **Relates to:** Ulkesh  
 1999/01/13 A faction with Lorien and Ulkesh in play may not purge Vorlon Marks. Ulkesh's cannot supercedes Lorien's requirement.
- Rule/Card:** Lost/Won Aftermaths **Relates to:** Wounded  
 1999/09/03 The terms "Lost" and "Won" apply to all words following them in the card type box. So interpret Wounded (Lo: Intrigue or Military) to be playable on Lost Intrigue or Lost Military Conflicts.
- Rule/Card:** Lovell **Relates to:**  
 1998/11/11 Lovell can attack a human character as a normal character without being discarded if the conditions for a normal attack are met (e.g., the human character is participating in a conflict that Lovell can participate in).
- Rule/Card:** loyalty **Relates to:**  
 2000/01/11 If an assistant is made loyal to a race other than their own starting race (e.g., Vir is made a Shadow character by "Shadow Implants"), their assistant status is unchanged (e.g., for Vir, so long as he has that "Centauri Ambassador's Assistant" line on him, he can he still be used by Londo as Londo's assistant).
- Rule/Card:** loyalty **Relates to:**  
 1999/12/06 There is no difference between being loyal to your race and a character of your race. For example, a human faction sponsors Deep Agent. The Deep Agent becomes loyal to the Human race. The Deep Agent then qualifies for the Special Intelligence bonus for being a Human character with at least 2 Intrigue.
- Rule/Card:** loyalty **Relates to:**  
 1999/08/23 It is not possible for a card to have more than one racial loyalty. Shadow Implants takes precedence over a character's current racial loyalty, and Councilor Na'Far takes precedence over Shadow Implants, because he says to ignore all other loyalties.

- Rule/Card:** Luis Santiago **Relates to:**  
 2000/06/14 Luis Santiago can stop an unrest change to any Human faction (even if he is not controlled by that faction).
- Rule/Card:** Luis Santiago **Relates to:**  
 1999/01/25 You may use Luis Santiago to reverse the unrest change due to Power Play. The Shadow Marks conferred are not affected by this reversal to unrest.
- Rule/Card:** Luxuries of Homeworld **Relates to:** Surgeon of Darkness  
 2000/05/07 Irrevocable says "It cannot be targeted by a card that would directly cause it to be discarded." Being Irrevocable does not prevent built-in discarding mechanics from taking place. So, if Surgeon of Darkness sponsors Luxuries of Homeworld on a card making it Irrevocable, this does not prevent Luxuries of Homeworld from being discarded due to its built-in mechanic.
- Rule/Card:** Luxuries of Homeworld **Relates to:**  
 1999/01/29 Luxuries of Homeworld treats the enhanced character as an Inner Circle character "until they are neutralized" after which they heal as an Inner Circle Character. If a character is neutralized and Luxuries of Homeworld is played on them, they have missed the opportunity for Luxuries of Homeworld to do any good because they are already neutralized.
- Rule/Card:** Lyndisty **Relates to:** Damage Resistance  
 1999/12/06 Damage Resistance never protects against Lyndisty or other sources of damage that are not an attack. If Damage Resistance prevents any damage counters from actually being placed on a Narn character, Lyndisty's ability may not be used on that character.
- Rule/Card:** Lyndisty **Relates to:**  
 1999/11/10 When a Narn character leads a fleet and the fleet is damaged more than the fleet military but less than its total military, all damage applies to the fleet, not the leader. So, Lyndisty's effect cannot apply.
- Rule/Card:** Lyndisty **Relates to:**  
 1999/05/21 You must rotate Lyndisty to have her use her effects text. Also, the damage to the Narn character must have taken place earlier in the turn. Because of this, you cannot use Lyndisty to inflict an additional point of damage for damage which happens after the Action Round. The damage to the Narn character can be from any source.
- Rule/Card:** Lyta Empowered **Relates to:** Vorlon Enhancement  
 2000/03/14 If Lyta Empowered is targeted by Vorlon Enhancement her Psi can still be modified by applying influence.
- Rule/Card:** M. Garibaldi, C.E.O. **Relates to:** General Franklin  
 2000/11/09 General Franklin does not count as one of the three characters M. Garibaldi, C.E.O. can promote for free.
- Rule/Card:** Machiavellian Politics **Relates to:**  
 1998/12/23 To clarify, the forced abstaining is conditional upon the vote passing. If the vote does not pass, there is no effect.
- Rule/Card:** Maintain the Peace **Relates to:**  
 2000/11/17 Maintain the Peace conflicts cannot be opposed, or more specifically, opposition to them has no effect.
- Rule/Card:** Maintain the Peace **Relates to:** Show the Colors  
 2000/07/21 When resolving a Maintain the Peace conflict targeting Show the Colors, you must have more support for the Maintain the Peace conflict than the highest player's support in Show the Colors for it to be successful.

**Rule/Card:** Maintain the Peace **Relates to:**  
2000/03/26 The 20 Military required to sponsor Maintain the Peace can include temporary bonuses and leader bonuses.

**Rule/Card:** Maintain the Peace **Relates to:**  
2000/03/08 The token is placed on the agenda at the end of the resolution round, after it is confirmed that no Military conflicts resolved during the turn. The number of Military conflicts that were initiated during the turn is irrelevant. The only thing that matters is the number that resolve.

**Rule/Card:** Maintain the Peace **Relates to:**  
2000/03/05 If there are no Military Conflicts in play, you still put a counter on Maintain the Peace at the end of the turn.

**Rule/Card:** Maintain the Peace **Relates to:** Shadow Cloud/Vorlon Plane  
1999/01/26 A person with Maintain the Peace can use its ability to prevent Shadow Cloud/Vorlon Planet Killer from resolving. If Maintain the Peace does this Shadow Cloud/Vorlon Planet Killer is discarded at the end of the round that Shadow Cloud/Vorlon Planet Killer does not resolve

**Rule/Card:** Maintain the Peace **Relates to:**  
1998/11/18 If the Maintain the Peace conflict is successful, you cannot play aftermaths for either the Maintain the Peace conflict or the targetted conflict because neither of them resolves.

**Rule/Card:** Major Agendas **Relates to:**  
1999/11/23 Other than satisfying any mark requirements on the new Agenda and rotating an Inner Circle character, you do not have to do anything special to replace a Major Agenda with another Major Agenda.

**Rule/Card:** Major Krantz **Relates to:** Zathras  
1999/10/29 If Major Krantz rotates to cause an effect on a Zathras, Major Krantz's controller decides if the Zathras takes point of damage or returns to the owners hand.

**Rule/Card:** Major Victory **Relates to:**  
1999/07/14 For a player to win via any method except alternate victory conditions on a Major Agenda (such as Master of All) that player must have more power than any other player. If the player with the most power cannot win (because he does not have 10 more power than the next highest player and has a Major Agenda in play, is affected by Test of Merit, etc) the game continues. No other player is eligible to win.

**Rule/Card:** Major Victory **Relates to:**  
1999/01/02 If you win a game by 10+ power, you automatically win a Major Victory even if you are eligible to win a standard victory.

**Rule/Card:** Man for All Seasons **Relates to:**  
2000/07/05 Choosing to apply opposition using Man for All Seasons is done during the Conflict Round when Conflicts are initiated.

**Rule/Card:** Marata Fleet **Relates to:**  
2001/02/27 You can play more than one Marata Fleet on a conflict because it is not an Aftermath.

**Rule/Card:** Marata Fleet **Relates to:**  
2000/12/07 You may play multiple copies of Marata Fleet in response to the same conflict.

**Rule/Card:** Marcus Cole **Relates to:**  
2000/02/28 The cost for Human and Minbari players to promote Marcus Cole is 11 plus the number of Inner Circle Characters.

**Rule/Card:** Marcus Cole **Relates to:**  
1999/08/25 A Human or Minbari faction can reduce the cost to sponsor Marcus below 7 (eg. use Hand of Valen to sponsor him for 5)

**Rule/Card:** Mark **Relates to:** Shadow/Vorlon/Drakh/Rang  
2000/02/07 You cannot play any card that gives a Shadow mark if you already have a Vorlon mark, and vice versa. Examples: 1. If you have a Shadow Mark, you cannot play Contact with Vorlons (even if you have a Vorlon Mark, such as with Playing Both Sides). 2. If you have a Shadow Mark, you cannot play the Triluminary. This rule extends to other elements that are in opposition. For example, you cannot play a Drakh card if you have a Vorlon Mark. You cannot play a card that would give you a Vorlon Mark if you control a Drakh card. You cannot play a Ranger if you have a Shadow Mark. You cannot play a card that would give you a Shadow Mark if you control a Ranger.

**Rule/Card:** Mark **Relates to:** Enhancement  
1999/08/25 If Delenn is targeted with the Triluminary, has previously purged both her Destiny Marks and the Triluminary is blanked here's what happens: Since the effects text of the enhancement give Delenn her Destiny Marks, she tries to lose a Destiny Mark (but doesn't because she doesn't have any left). If the Triluminary is then unblanked, Delenn gains a Destiny Mark.

**Rule/Card:** Mark **Relates to:**  
1999/08/24 Force Impairment of a character does not remove marks that are currently on the character. Marks are not considered part of the effects text (even if the effects text was the avenue by which the character got the marks and are not removed if the effects text is blanked.

**Rule/Card:** Mark **Relates to:**  
1999/03/15 A card pictures a mark if there is a copy of that mark on the card. Note: Rise of the Republic does not picture the Doom Mark. Pictured marks cannot be used to meet cost requirements.

**Rule/Card:** Mark Requirements **Relates to:**  
2000/03/28 When deciding on whether a statement about marks is a "mark requirement", ask yourself, "Could I sponsor this if I didn't have the marks mentioned?" If the answer is no, it's a mark requirement.

**Rule/Card:** Mark Requirements **Relates to:**  
1999/10/03 Cards that require the purging of a mark count as cards that require marks.

**Rule/Card:** Mark, Purge **Relates to:**  
1999/09/07 It is impossible to purge a mark from an agenda, enhancement, or aftermath. Marks can only be purged from characters, fleets, or locations. You can purge the Destiny Mark from G'Kar that he acquired from the Book of G'Quan, but if the Book gets moved to a new character, it will provide them with a Destiny Mark, because the Destiny Mark on the enhancement is never purged.

**Rule/Card:** Marks **Relates to:**  
2000/05/09 If you sponsor an Agenda that gives you a Mark (eg. Servants Of Order), and you have no other sources of that specific Mark, you still only have one of that Mark total. The mark on the agenda is the mark that is given to your ambassador. If you replace your Agenda the mark is lost.

**Rule/Card:** Marks **Relates to:**  
1999/10/05 It is legal to have cards in your faction which require both Shadow and Vorlon Marks. You just cannot sponsor cards requiring one Mark while having any of the other. Once you purge your marks, you can sponsor cards which require Marks of the opposing type.

**Rule/Card:** Martial Law **Relates to:**  
1999/06/03 When a fleet enforcing martial law stop enforcing it (e.g., through readying) the lowering of unrest from that fleet ends - your unrest goes back up.

- Rule/Card:** Martyr **Relates to:**  
 2001/02/20 Change the text to: "Play on yourself. Discard any number of Inner Circle characters. For each character thus discarded, you may convert one of your Doom Marks into a Destiny Mark. (Discard this aftermath after play.)" This is an errata.
- Rule/Card:** Mass Drivers **Relates to:**  
 2000/07/05 As soon as you support a conflict, targeting a location, that fleet gains +10 military (because of the term 'while and is added to your military total if you are attacked by another fleet.
- Rule/Card:** Mass Drivers **Relates to:** Valarius  
 1999/03/01 If you use the Valarius to make Mass Drivers a faction enhancement, every fleet that uses the bonus causes increase in other players' tensions toward the fleets' controller.
- Rule/Card:** Mass Rioting **Relates to:**  
 1999/08/12 You may not pick and choose which players lose power and which lose influence. It's all one or all the other.
- Rule/Card:** Master Manipulator **Relates to:**  
 2000/04/27 When using the ability to rotate characters with Lost Aftermaths, you may purge a Conspiracy Mark from any character you control.
- Rule/Card:** Master of All **Relates to:**  
 2000/01/27 How it works: Step 1) Sponsor Master of All as your agenda (revealed, not hidden) Step 2) Initiate and win a Diplomacy, an Intrigue, a Military, and a Psi conflict. They can be performed in any order, at any time. You must generate them by normal means (i.e. conflict cards, groups, whatever). Step 3) Any time after completing step 2, you may initiate the final "all abilities" conflict. It is generated by the agenda. Step 4) If you succeed at step 3 you have won. If not, repeat step 3.
- Rule/Card:** Master Of All **Relates to:** The Great Machine  
 1999/12/22 The Great Machine conflict counts as two separate conflicts. So, it does count as the Diplomacy and Military conflicts for the Master Of All agenda.
- Rule/Card:** Master Of All **Relates to:**  
 1999/12/22 The final conflict, in which all abilities can be used, is initiated by the agenda.
- Rule/Card:** Master of All **Relates to:** Opportunity for Chaos  
 1999/11/14 The four ability conflicts can be done on the same turn (such as through Opportunity for Chaos).
- Rule/Card:** Master of All **Relates to:** Refusal to Yield  
 1999/04/13 Refusal to Yield works against the final MoA conflict. Winning the final MoA conflict does not automatically register a win. You must go through the "check for victory" phase at which time you win.
- Rule/Card:** Master of All **Relates to:**  
 1999/03/03 If you play Master of All as a hidden agenda, any conflicts initiated and won do not count as successful for the purposes of allowing you to initiate the final all abilities conflict.
- Rule/Card:** Master of All **Relates to:**  
 1999/03/02 If MoA's effects text is blanked for some reason, you may still initiate and win any of the four requisite conflicts. You may not initiate the final conflict until the agenda's text are unblanked.

- Rule/Card:** Master of All **Relates to:** Secret Strike/John Sheridan  
 1999/02/10 Secret Strike can be used to initiate the final all abilities conflict for Master of All. John Sheridan cannot (because John Sheridan's text specifies a "conflict card"). If you don't win your final Master of All conflict, you may re-initiate it during the next turn's Conflict Round (i.e. you don't have to win four more conflicts of the different ability types to try again).
- Rule/Card:** Master of All **Relates to:** To The Victor  
 1999/01/27 If you apply more support to a Master of All conflict (i.e. the final all abilities conflict) than the initiator and play To the Victor as an aftermath, you win a Major Victory.
- Rule/Card:** Master of All **Relates to:**  
 1999/01/05 The final conflict is a special "can I win the game please?" conflict generated from the agenda.
- Rule/Card:** Master of All **Relates to:**  
 1999/01/04 If this agenda is replaced, you must begin again in winning your conflicts. Any conflicts won prior to replacement do not count towards fulfilling the requirements for victory.
- Rule/Card:** Master of All **Relates to:**  
 1999/01/04 If you win a couple of the needed conflicts while Master of All is your agenda, and it is subsequently replaced with another copy of the Master of All agenda, you have to start over (the conflicts won with the previous copy do not count toward the new copy).
- Rule/Card:** Master of Deception **Relates to:**  
 2000/01/11 You may only use Master of Deception to ready somebody who participated in an intrigue conflict.
- Rule/Card:** Master Plan **Relates to:**  
 2000/01/19 A conflict which was cancelled counts as neither successful nor failed.
- Rule/Card:** Matthew Stoner **Relates to:** Body Armor/Damage Resist  
 1999/11/16 "A maximum of 1 point of damage" means that you reduce it to 1 after all other modifiers. This includes Body Armor and Damage Resistance.
- Rule/Card:** Max Eilerson **Relates to:**  
 2000/12/08 Max Eilerson is a neutral character but may sponsor "as if" he were a member of another race. This does not make him a member of that race.
- Rule/Card:** Max Eilerson **Relates to:**  
 2000/08/22 Max can sponsor a racial Enhancement on himself unless the card's effects text specifically states it must target a specific type of character (species, cast, etc).
- Rule/Card:** Media/Nightwatch **Relates to:**  
 2000/10/02 There are no restrictions on playing Media or Nightwatch cards.
- Rule/Card:** Medical Assistance **Relates to:** Leading the Races  
 2000/02/20 A character under the effects of Medical Assistance is treated as an Inner Circle character for such purpose as Leading the Races.
- Rule/Card:** Medical Assistance **Relates to:**  
 1999/03/22 MA prevents the character from being targeted by cards which could not target Inner Circle characters.

**Rule/Card:** Meeting of Minds **Relates to:**  
1999/02/28 You may not rotate another player's character with Psi. This is a cost and must be payed by the player playir the card.

**Rule/Card:** Meeting of Minds **Relates to:**  
1999/02/18 You may cascade the effects of Meeting of Minds (i.e. use it to enhance one Telepath, play another copy to enhance another telepath with the previously enhanced telepath, etc). The effect of this event is fixed at play the card and remains constant for the duration of the event.

**Rule/Card:** Melat/Brakir **Relates to:** Terra Firma  
1999/05/25 A "species homeworld" such as Melat or Brakir is a homeworld so you cannot play Ranger Training on it and i does count as one of the "control at least 3 homeworlds" condition for Terra Firma. However, for Terra Firma you also must control "the homeworld of every faction in the game." The homeworld for all Non-Aligned factions is Zhabar. Therefore, Melat and Brakir do not fulfill the Faction Homeworld requirement for Terra Firma.

**Rule/Card:** Mercenaries **Relates to:**  
1999/08/21 Mercenaries which are not specifically prohibited in their text may attack as their action. If noone bids on a Mercenary, nobody may use them.

**Rule/Card:** Mercenary **Relates to:**  
2000/05/09 A mercenary cannot be made to attack another Character in your own faction. Someone else can cause the mercenary to take that action, but you cannot.

**Rule/Card:** Mercenary **Relates to:**  
2000/03/20 All characters with Mercenary in their effect text require the payment of influence to control them.

**Rule/Card:** mercenary **Relates to:**  
1999/09/13 The player controlling a Mercenary gets the last action (even if bogged down). This happens in initiative order more than one Mercenary is involved.

**Rule/Card:** mercenary **Relates to:**  
1999/09/09 Mercenaries can become Inner Circle characters unless they specifically say they cannot.

**Rule/Card:** mercenary **Relates to:**  
1999/09/09 Mercenaries can perform any legal action that a normal character can. If they are an inner circle character, th can take any action an inner circle character can, (sponsor a character, replace an agenda, etc.) A Mercena: is normally treated as part of the same faction as the player who sponsored it.

**Rule/Card:** Mercenary **Relates to:**  
1998/12/21 Mercenaries act after the end of the action round, but before the beginning of the resolution round. In initiative order.

**Rule/Card:** Miagi Hidoshi **Relates to:**  
1998/07/01 If you boosted Hidoshi's Diplomacy to 10, and it was subsequently lowered (by an event or other effect), you may apply further influence to boost it again (to a maximum of 10) using his effect.

**Rule/Card:** Miagi Hidoshi **Relates to:**  
1998/07/01 You may still apply influence to increase Hidoshi's Diplomacy if he is already rotated.



- Rule/Card:** Michael Garibaldi **Relates to:**  
 1998/11/29 If Garibaldi gains a bonus to his Diplomacy, it is not cumulative with his Intrigue used as Diplomacy - you will have to choose whether to use his Diplomacy or to use his Intrigue as Diplomacy (not both together).
- Rule/Card:** Michael Garibaldi **Relates to:**  
 1998/07/01 All modifiers applied to Garibaldi's intrigue are affected by his intrigue doubling effect. (so a bonus of +1 intrigue will result in +2 intrigue when his intrigue is doubled)
- Rule/Card:** Michael Garibaldi **Relates to:**  
 1998/07/01 If Garibaldi is using his intrigue as diplomacy in a conflict, when he is attacked his intrigue will double resulting in defending with double diplomacy.
- Rule/Card:** Michael Garibaldi **Relates to:**  
 1998/07/01 When Garibaldi uses his intrigue as diplomacy in a conflict, diplomacy must be used when attacking him.
- Rule/Card:** Milashi Voktal **Relates to:**  
 2000/07/18 Milashi does not become a participant in a conflict when I use his special ability.
- Rule/Card:** Milashi Voktal **Relates to:**  
 1999/01/20 A character targeted by Milashi's effect remains a participant in the conflict.
- Rule/Card:** Military Outpost **Relates to:**  
 2000/01/05 When it rotates to oppose a conflict, it becomes a participant and may be attacked.
- Rule/Card:** Military Outpost **Relates to:**  
 1999/09/13 A Location with no racial loyalty (Sleeping Z'ha'dum, Sigma 957 and Military Outpost) should be considered a "Neutral Location".
- Rule/Card:** Military Outpost **Relates to:**  
 1999/04/05 You may use MO to oppose any conflict targetting your faction. You may use events such as Fleets on the Border to allow it to participate in a non-Military conflict.
- Rule/Card:** Military Outpost **Relates to:**  
 1998/12/21 Military Outpost cannot participate in Border Raid, but can participate in Limited Strike.
- Rule/Card:** Military Telepaths **Relates to:**  
 2000/05/14 Multiple Military Telepaths are not cumulative for the same teep.
- Rule/Card:** Minbari Fighting Pike **Relates to:**  
 1999/03/26 Minbari Fighting Pike has no race (even though it says "Minbari" in the title). So, it is not affected by cards like Conscription.
- Rule/Card:** Minbari Protectorate **Relates to:**  
 2000/06/05 If you have Minbari Protectorate in play, you may sponsor Vorlon Characters for 2 less cost (including Ambassador Kosh and Ulkesh Kosh).

- Rule/Card:** Minbari Telepath **Relates to:** Neutralization  
 1998/07/01 If a character has a highest stat of 2 or less, but no damage, and is targeted by the Minbari Telepath's ability reduction effect, the character will not be neutralized. A character must have at least 1 point of damage to be neutralized. If a character has normal damage leaving them with 2 or less as a highest ability, and is subsequently targeted by Minbari Telepath's ability reduction effect, the character will be neutralized.
- Rule/Card:** Mindwipe **Relates to:** Drakh  
 2000/06/27 If a Drakh Character is the target of a successful Mindwipe, he can only be replaced by a non-Drakh Character (Due to Drakh rule #4). If the target of a successful Mindwipe goes through his deck and can't find a "character he could play with the same or lower cost", nothing happens.
- Rule/Card:** Minister Durano **Relates to:**  
 1999/01/13 Minister Durano cannot have a strife mark, period. There is no way to give him any by any means.
- Rule/Card:** Minister Verano **Relates to:**  
 1998/12/21 Minister Verano cannot be attacked by any means - whether as a conflict participant or by a special ability such as Tu'Pari.
- Rule/Card:** Misdirected Force **Relates to:**  
 1998/01/01 If the target has, for example 2 destiny marks, 1 doom mark, 4 vorlon marks, and 3 strife marks, 1 of each is lost except for the doom mark.
- Rule/Card:** Misdirected Force **Relates to:**  
 1998/01/01 If a character has a strife mark from a weapon and a strife mark from an aftermath you cannot specify which one is purged. A character gains marks in various ways but if a source of marks is later discarded or negated they would lose a mark for each mark it provided (if no marks of that type are left to purge then the character would still be left with none - you cannot owe marks).
- Rule/Card:** Miss Constance **Relates to:**  
 1999/08/21 You may promote Miss Constance. Any player may then use her to sponsor cards, build influence or any other action that an Inner Circle character can do but they have to pay from their influence.
- Rule/Card:** Mister Allan **Relates to:**  
 2000/01/09 "who is not Human" includes Neutral characters.
- Rule/Card:** Momentum **Relates to:**  
 2000/03/20 You can initiate 2 conflicts from 2 conflict cards with "Momentum".
- Rule/Card:** Monitored Deal **Relates to:**  
 1999/08/22 You may use this card to make any legal deal. It does not allow you to do anything illegal.
- Rule/Card:** Moral Quandry **Relates to:**  
 1999/07/30 If someone plays Moral Quandry on a character with no cost (such as a starting Ambassador) you may not negate the effect for free. This is a ruling reversal of an old, Premier-era ruling. You may negate a Moral Quandry on a character which replaced another (i.e. Na'Toth or Commander Ivanova) by paying the influence cost in the bubble on the card.
- Rule/Card:** Morden **Relates to:** Mr. Morden  
 1999/04/12 You may purge all of Morden's shadow marks before you replace him with Mr. Morden.

- Rule/Card:** Morden **Relates to:**  
 1999/03/30 Morden's ability is used as an action. It has no target and affects all cards played for the rest of the turn for all players. It may not be used for promotion.
- Rule/Card:** Morden **Relates to:**  
 1999/02/26 Morden's ability to reduce the cost of all Shadows cards works for the rest of the turn for all valid cards.
- Rule/Card:** Morden **Relates to:**  
 1999/02/19 Rotating Morden to reduce cost is a separate action from sponsoring a card. So, if Morden sponsors a card h discount is not used.
- Rule/Card:** Morden/Growth in Chaos **Relates to:**  
 1999/03/01 If there is no other way to sponsor a card other than having Shadow Marks, you may use Morden/GiC's cost reducing benefits to play these cards.
- Rule/Card:** Mr. Adams **Relates to:**  
 1998/11/16 The "+2 to any ability" does not have to be applied to the ability being used in the conflict.
- Rule/Card:** Mr. Morden **Relates to:** Unexpected Return  
 1999/12/10 Mr. Morden cannot normally return to play after he is discarded (he can normally only enter play by replacing Morden who is removed from play in the process). The card Unexpected Return provides an effect that gets around this.
- Rule/Card:** Mr. Morden **Relates to:**  
 1999/08/23 You can use Mr. Morden's ability toward the influence applied for Confusion in Chaos (or Shadow Tech Upgrade, Puppeteer, Aiding the Shadows, or other events requiring Shadow Marks).
- Rule/Card:** Mr. Morden **Relates to:**  
 1999/04/09 Mr. Morden's ability to spend additional influence on cards which require shadow marks may be used on zero cost cards.
- Rule/Card:** Mr. Morden **Relates to:**  
 1998/12/16 Mr. Morden does not require the player to have any Shadow Marks to be played. (you could theoretically purg all marks from Morden and all other Shadow Marks in your faction before replacing Morden with Mr. Morden). The only condition for Mr. Morden to enter play is that he replace a Morden that is in play.
- Rule/Card:** Mr.Adams **Relates to:**  
 1999/11/23 Mr.Adams' ability is temporary (not permanent).
- Rule/Card:** Mr.Morden **Relates to:**  
 1999/11/17 Hole In Your Mind targetting Mr. Morden's Intrigue will reduce Mr.Morden's overall Intrigue to 1(including Mark bonuses) but he still gains +1 Intrigue for any Shadow Marks added after Hole In Your Mind is resolved. (current ability reduced to one, but can go up if new bonuses are received)

**Rule/Card: Multiple Homeworlds****Relates to:**

2000/02/24 The Multiple Homeworlds (Roam the Stars, Cosmopolis, etc) conform to all existing sponsor/replacement rules. The only new addition is that each race can only have one Homeworld loyal to that race in play. Non-Aligned Species are not races and the Drazi, Pak'ma'ra and Brakiri Homeworlds can all be in play at the same time, but only one Non-Aligned Homeworld can be in play at any time. Since only one Homeworld for each race can be in play at any time, if a Limited Homeworld (Earth, Minbar, Zhabar, etc) is in play than a Multiple Homeworld cannot be sponsored since it would immediately become the Racial Homeworld and this is not allowed. If the Limited Homeworld had previously been in play and was discarded (or even removed from play), then you could sponsor a Multiple Homeworld and it would gain the boldface text "<Racial> Homeworld". If a Limited Homeworld is in play, any player may replace it with a Multiple Homeworld. The Multiple Homeworld will gain the boldfaced text "<Racial> Homeworld". The Limited Homeworld has been removed from play and cannot re enter play. Although the Multiple Homeworlds are Multiple, each race may only have one Homeworld in play a a time. If a Multiple Homeworld is a "<Racial> Homeworld" (even if another player has conquered) then no cards can be played which are (or would become) the Homeworld of the same Race.

**Rule/Card: Multiple Neutral Nightwatch ch****Relates to:**

2000/06/13 The Multiple Neutral Nightwatch characters who become loyal to your race do so immediately after you spons them.

**Rule/Card: Must replace****Relates to:**

1999/11/23 Characters who have replaced previous versions of themselves and are then discarded may not return to pl (because their previous version was removed from the game) unless specifically allowed by another card (e: Day of the Dead, Unexpected Return).

**Rule/Card: Must replace****Relates to:**

1999/10/29 "Must replace" means that the only way this card can enter play is by replacement. It cannot be sponsored.

**Rule/Card: Mutual Defense****Relates to:**

2000/06/13 Mutual Defense does not allow you to use another ISA member's fleets to oppose a Border Raid, Limited Strike, etc.

**Rule/Card: Mutual Understanding****Relates to: From the Sidelines**

2000/05/05 You may use From the Sidelines, Non-Aligned Aide or any other source of suppor/opposition that does not create a participant after a successful Mutual Understanding vote.

**Rule/Card: Mutual Understanding****Relates to: Not Meant to Be**

2000/03/03 You can play Not Meant to Be on an event that requires a vote. For Mutual Understanding, nobody would get additional influence from it next turn, and the restriction on participation this turn would be removed for the res of the turn.

**Rule/Card: My Hands are Tied****Relates to: Taking Credit**

2000/02/28 A Conflict you initiated is considered part of your faction. So a conflict targeting a conflict you initiate is something you can participate in while targeted by My Hands Are Tied.

**Rule/Card: My Hands Are Tied****Relates to:**

2000/01/29 A player targetted by My Hands are Tied cannot use Level the Playing Field (or We Can't Allow That or Citizen G'Kar) to participate in conflicts that do not target his faction or a card in his faction.

**Rule/Card: Na'Kal****Relates to: General Na'Tok**

2000/04/11 Na'Kal and General Na'Tok are considered the same personality.

- Rule/Card:** Na'Kal **Relates to:**  
 1999/08/23 If a participant fleet in a Border Raid is attacked and you use Na'Kal to remove the fleet from the conflict, neither the first fleet nor the fleet which attacked it are considered participants (and so do not use up the one fleet per faction restriction).
- Rule/Card:** Na'Kal **Relates to:**  
 1999/08/23 Na'Kal rotates "as an instant" effect, not requiring an action.
- Rule/Card:** Nanotech Plague **Relates to:**  
 2000/12/04 If you win Nanotech Plague against a player, you may reinitiate it the next turn as an additional conflict. You may also initiate a second copy of Nanotech Plague against the same player (though you must apply the 11 influence for the second copy since you're initiating it for the first time). If you win both conflicts, that gives you a total of three Nanotech Plague wins against that player.
- Rule/Card:** Napar'ishu **Relates to:**  
 2000/03/30 You may only use Napar'ishu to assist your faction ambassador who is Drakh. You may not use Napar'ishu to assist a "Drakh Ambassador" who is not your faction ambassador.
- Rule/Card:** Narn Rabble **Relates to:**  
 1999/05/27 You may target a neutralized character with Narn Rabble.
- Rule/Card:** Narn Rabble **Relates to:**  
 1998/12/08 Narn Rabble cannot sustain. You can only sustain cards that increase abilities.
- Rule/Card:** Narn Warleader **Relates to:**  
 2000/04/20 There are no restrictions on the number of Narn Warleaders you can have in play at one time.
- Rule/Card:** Na'Toth **Relates to:**  
 1999/12/04 The normal ambassador assistant characters cannot normally be used as assistants for non-B5 faction (home Psi Corps) ambassadors. The Home factions can only get assistants using the race-specific character enhancements that turn characters into home faction ambassador assistants.
- Rule/Card:** Na'Toth **Relates to:**  
 1998/07/01 Ko'dath and Na'toth can both be in play at the same time, if Na'Toth is sponsored instead of replacing Ko'Dath.
- Rule/Card:** Na'Toth **Relates to:**  
 1998/07/01 If multiple assistant's for your faction's race are in play (e.g., both Ko'Dath and Na'Toth), you may apply both of their Assistant effects (you have 2 ambassador's assistants).
- Rule/Card:** Negotiated Surrender **Relates to:**  
 1999/03/10 Negotiated Surrender can be played on any war conflict. If the conflict was won, the initiator gains 2 influence. If it was lost, he loses 2 influence.
- Rule/Card:** Neutral Characters **Relates to:**  
 2001/02/27 Being Neutral is the absence of being loyal to any race. A character that is loyal to any race is, by definition, not neutral.
- Rule/Card:** Neutral Nightwatch Characters **Relates to:**  
 1999/01/04 When you are playing the Psi Corps faction, these characters do not require Conspiracy Marks, but use up Conspiracy Marks when sponsored.

- Rule/Card:** Neutralization **Relates to:**  
 1999/11/01 If a participant character which was neutralized is somehow healed, that character is still participating in the same conflict in the same way as before (i.e. supporting or opposing).
- Rule/Card:** Neutralization **Relates to:**  
 1999/10/31 A card cannot take any additional actions the turn it becomes neutralized.
- Rule/Card:** Neutralize **Relates to:**  
 2000/04/09 It is possible to play any cards on Neutralized Characters including Events, Enhancements and Aftermaths unless the card being played requires that you target a ready Character. Neutralized Characters are not considered Ready. Marks can be added to and purged from Neutralized Characters.
- Rule/Card:** Neutralize **Relates to:**  
 1999/11/01 If a ready character becomes neutralized, he is not rotated as well, however you cannot rotate to heal the same turn you become neutralized. And while you're neutralized you can't do anything but heal... so you're as good rotated anyway.
- Rule/Card:** neutralize **Relates to:**  
 1999/10/31 A card cannot take any additional actions the turn it becomes neutralized.
- Rule/Card:** Neutralize **Relates to:**  
 1999/02/15 If a character is neutralized, his effects text is still valid. For example, if Justin is neutralized, you can still not be targeted by Lost Aftermaths.
- Rule/Card:** Neutralize **Relates to:**  
 1999/01/14 "Neutralized in a conflict" means being neutralized during a turn in the action round in which an attack takes place where the attack was permitted because the target of the attack was a participant in said conflict.
- Rule/Card:** Neutralize **Relates to:**  
 1999/01/14 Things that must target a ready character cannot target a neutralized character.
- Rule/Card:** Never Again **Relates to:**  
 1999/09/03 The fleets do not have to be Narn fleets - all fleets you control count.
- Rule/Card:** New Priorities **Relates to:** Consultants  
 1999/11/15 When an event or some other card refers to cost, and you are not determining the cost in order to actually bring the card into play, always use the orange cost bubble. So when using New Priorities on a Character who was brought into play using Consultants, you will only get as much influence as their cost bubble specifies.
- Rule/Card:** New Priorities **Relates to:**  
 1999/04/21 If you name a type of card that you do not have in your deck or if you have no cards of that type that meet the cost requirement, you just discard the supporting card and shuffle the deck.
- Rule/Card:** New Priorities **Relates to:** Defense Treaty  
 1999/02/15 You cannot use New Priorities with the fleet of a faction with whom you have a Defense Treaty. Causing a fleet to "act as if they were under your control" is not literal control.
- Rule/Card:** New Priorities **Relates to:**  
 1999/01/20 "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle character and sufficient influence to sponsor the card are not required.

- Rule/Card:** New Priorities **Relates to:**  
 1998/12/07 A "ready supporting card" is just that, a non-inner circle card in your faction that is ready to take an action.
- Rule/Card:** New Priorities **Relates to:**  
 1998/12/07 You do not have to show the other players the cards you go through in your deck. "Anyone who doesn't trust you in a friendly game should go hang themselves." In a tournament, the other players may request that the Ranger (or another judge) confirm that you are actually pulling the first usable card from your deck.
- Rule/Card:** New Priorities **Relates to:**  
 1998/12/07 You cannot bring in a card of the same type as the card you discard. (e.g., if you discard a character, you have to bring in a non-character card using New Priorities)
- Rule/Card:** News of Galactic Import **Relates to:**  
 2000/01/20 It applies to conflicts from any source, including those that are initiated from a group or agenda. No conflicts whatsoever may be initiated on the following round.
- Rule/Card:** News of Galactic Import **Relates to:**  
 1999/02/03 Any conflicts which should be re-initiated (including Irrevocable conflicts and those affected by Prolonged Talks) are delayed for one turn in their re-initiation.
- Rule/Card:** N'Grath **Relates to:**  
 2000/11/14 The text on his card is merely a reminder. If he loses his "Mercenary" status, players can no longer bid on him
- Rule/Card:** Nhuk/Vrek **Relates to:**  
 1999/10/06 You may use Nhuk/Vrek's ability multiple times on multiple copies of Limited characters in your discard pile as long as they were discarded from play.
- Rule/Card:** Nhuk/Vrek **Relates to:**  
 1999/01/21 Nhuk/Vrek may use his ability multiple times in a single round because he does not Rotate to do his affect.
- Rule/Card:** Nightmares **Relates to:**  
 2000/05/08 The Nightmares Aftermath stays around even if the Doom Mark is later purged. Also, the same target cannot be targeted by multiple Nightmares.
- Rule/Card:** Nightwatch Agent **Relates to:**  
 2000/04/09 You can discard Nightwatch Agent as your first action to reverse a Human unrest change in the resolution round.
- Rule/Card:** Nightwatch Collaborators **Relates to:**  
 2000/04/25 If you sponsor a Character which already has Nightwatch in their effect text, they get no bonus from Nightwatch Collaborators. There is no way to give a Nightwatch Collaborators bonus to a Character who has Nightwatch printed on the card. You gain a bonus from Nightwatch Collaborators when you become Nightwatch through Our Own People First, Xenophobia or Newton's Third Law.
- Rule/Card:** Nightwatch Collaborators **Relates to:** Our Own People First/Repl  
 2000/04/06 When replacing a Nightwatch Ambassador with Our Own People First in play, any Conspiracy Marks granted from Nightwatch Collaborators will transfer and, when Our Own People First makes your replacement Nightwatch, he is eligible for another bonus from Nightwatch Collaborators. Note that when replacing Captain Sheridan with John Sheridan this means the original Conspiracy Mark transfers, John Sheridan gains an additional Conspiracy Mark because of his effects text, and you can give a third Conspiracy Mark from Nightwatch Collaborators.

- Rule/Card:** Nightwatch Collaborators **Relates to:**  
 2000/02/14 If you replace Zack Allen with Mr. Allen, Nightwatch Collaborators does not apply. Zack Allen does not become Nightwatch, as he gets removed from the game. And Mr. Allen was Nightwatch to begin with.
- Rule/Card:** Nightwatch Collaborators **Relates to:**  
 1999/12/17 If a character loses their Nightwatch designation after gaining a bonus from Nightwatch Collaborators, they would get to keep the bonus and would be eligible for another such bonus if they gained the Nightwatch designation again.
- Rule/Card:** Nightwatch Collaborators **Relates to:** Our Own People First  
 1999/11/08 When the agenda Our Own People First is played, your ambassador is considered to have become Nightwatch
- Rule/Card:** Nightwatch Enforcers **Relates to:**  
 1999/03/24 The increase in tension is an effect, not a cost. Therefore, you can use NE's ability even if your unrest is at 5.
- Rule/Card:** No Cost Cards **Relates to:**  
 1999/01/22 In general, if you are playing one card which refers to the influence cost of another card, it cannot target a card which has no influence cost. For example, you cannot use Forced Evolution to discard a United Fleet nor may you use Eliminate Threats to discard a Forced Impairment Enhancement.
- Rule/Card:** No Escape **Relates to:**  
 1999/06/04 If a fleet receives at least half its base Military ability in damage during the turn, but has its damage lowered to below half before the end of the turn (such as with a Fleet Support Base), it is still targetable by No Escape.
- Rule/Card:** No Mercy **Relates to:** Quality Leadership  
 2000/05/15 If you have Quality Leadership, you may play No Mercy on multiple characters for a cumulative effect (i.e. +3 Strife Marks).
- Rule/Card:** Nobody Can Stop Us **Relates to:**  
 1999/11/10 As long as this agenda is in play, all of your characters and fleets gain a strife mark. This includes those in play when the agenda is sponsored and any that come later.
- Rule/Card:** Non-Aligned **Relates to:**  
 2000/02/07 If the Non-Aligned are not being played, but you have sponsored a Non-Aligned ambassador character, you do not gain the ability to cast the non-aligned vote.
- Rule/Card:** Non-Aligned Agent **Relates to:**  
 1999/02/10 Since multiplicative bonuses come before additive bonuses, Chosen of God on the appropriate faction will still allow 4 uses of the ability. Fast Learner will still also work as well.
- Rule/Card:** Non-Aligned Aide **Relates to:** Chosen of God  
 2000/04/09 If a Non-Aligned Aide with printed Diplomacy 2 has Chosen of God applied, the character's printed ability is doubled to 4. If the character's effect text is used once then Chosen is blanked or discarded you start with the base of 2, then subtract 1, so your total is 1.
- Rule/Card:** Non-Aligned Aide **Relates to:**  
 2000/01/11 When a character with modified abilities (aftermaths, events, permanent changes to printed abilities, neutralized, etc.) is discarded, all modifications are lost. If that card subsequently reenters play (Civil Servant; Soul Hunter, etc.), it does so with no modifiers - use the original printed values.



- Rule/Card:** Non-Aligned Aide **Relates to:** Chosen of God  
 1999/04/09 If you use the Non-Aligned Aide to provide support for a conflict while you have Chosen of God in play with o participants of the Chose race, you will gain the bonus from winning the conflict as the Aide does not become participant. You may only use the Non-Aligned Aide's ability in a Diplomacy conflict (even those conflicts whi allow the use of Diplomacy).
- Rule/Card:** Non-Aligned Aide **Relates to:**  
 1999/04/09 If you use the Non-Aligned Aide to provide support for a conflict while you have Chosen of God in play with o participants of the Chose race, you will gain the bonus from winning the conflict as the Aide does not become participant. You may only use the Non-Aligned Aide's ability in a Diplomacy conflict (even those conflicts whic allow the use of Diplomacy).
- Rule/Card:** Non-Aligned Aide/Agent/Capt **Relates to:**  
 1999/02/10 Replace "permanently lose 1 XXX to" with "reduce this character's printed XXX by one to". Since multiplicative bonuses come before adddative bonuses, Chosen of God on the appropriate faction will still allow 4 uses of th ability. Fast Learner will still also work as well.
- Rule/Card:** Non-Aligned Ambassadors **Relates to:**  
 1999/07/19 You may choose your second starting Ambassador (i.e. the Ambassador who starts in your hand) which ha: the same species as your primary starting Ambassador (i.e. using Vizak as your primary starting Ambassado and Juphar Trkider as your secondary Ambassador).
- Rule/Card:** Non-Aligned Ambassadors **Relates to:**  
 1999/01/22 If a card says it can target your Ambassador only and you are playing Non-Aligned, it can only target your starting faction's Ambassador (unless the card states otherwise).
- Rule/Card:** Non-Aligned Ambassadors As **Relates to:**  
 2000/03/30 As specified on page 53 of the current rulebook, A Non-Aligned Assistant can aid anybody in the faction whc has "(Species) Ambassador" in their effects text. Also, a player cannot rotate a Non-Aligned Assistant in another faction to assist one of his Species Ambassadors.
- Rule/Card:** Non-aligned Captain **Relates to:** Hand of Valen/Ranger Traini  
 2000/02/17
- Rule/Card:** Non-Aligned Support **Relates to:**  
 1999/11/23 Non-Aligned Support lasts until another player wins the same conflict.
- Rule/Card:** Non-Player Influence **Relates to:**  
 1999/01/05 Babylon 5, the Shadows and the Vorlons can have their influence drop below 3 influence.
- Rule/Card:** Not Alone **Relates to:**  
 1999/01/30 You can use this to attack two targets in two seperate conflicts as long as they're both legal targets.
- Rule/Card:** Not Meant To Be **Relates to:**  
 2000/06/12 An action which removes a card from the game may not be reversed.
- Rule/Card:** Not Meant to Be **Relates to:** Chrysalis  
 2000/05/25 Chrysalis is not targetable by Not Meant To Be. Events which remove cards from the game cannot be reverse

- Rule/Card:** Not Meant To Be **Relates to:** Short Term Goals/Exploratio  
 2000/01/22 If you Not Meant To Be a Short Term Goals, the Destiny Mark is returned and the influence is given back. Same situation but with an Exploration, the fleet is returned and the influence is given back.
- Rule/Card:** Not Meant to Be **Relates to:** Coincidence  
 2000/01/14 Not Meant To Be will not affect effects that targetted the effect being reversed. For example: A plays Short Term Gains. B plays Coincidence targetting A's Short Term Gains. C plays Not Meant To Be targetting A's Short Term Gains. B's Coincidence is not affected by the reversal of A's Short Term Gains effect.
- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/10/06 If an event has Not Meant To Be played on it and the Not Meant To Be is played has another Not Meant To Be played on it, it is as if the original event ocured with no alteration.
- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/08/26 No card that shuffles a deck can be reversed.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1999/08/26 It means all influence the player paid during the action of playing the event.
- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/08/12 You may not target a card with Not Meant To Be which has effects which are irreversable. This means you may not target events whose effects are irreversable because of cards in play (i.e. Who Are You while Ulke: Kosh is in play).
- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/08/10 You may no longer do multiple reversals of events with Not Meant To Be. You may only reverse things that have actually happened and have not yet been reversed. If you Not Meant To Be a Not Meant To Be the effec of the targeted event is reinstated and can be reversed again, but only by playing Not Meant To Be (or using Ja'Doc) on the second Not Meant To Be.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1999/07/30 Not Meant To Be does not refer to "cost" and is not affected by the zero-cost ruling. You may Not Meant To E an event with no cost (such as Declaration of War or Short Term Goals). Also, when Not Meant To Be "Reverses the printed effect text" of a card, the influence cost (as denoted in the orange bubble in the lower, right-hand corner of the card) is not considered effect text. If someone Not Meant To Be's an event and you applied influence because the event had an influence cost in the orange bubble, you do not get your influence back. If someone Not Meant To Be's your event and you applied influence because the event's game text say to, you get the influence back. If Player A Not Meant To Be Player B's Not Meant To Be, Player B gets back the influence he applied for the Not Meant To Be because it's part of the effect text (and not an orange bubble cost).
- Rule/Card:** Not Meant to Be **Relates to:** Confusion in Chaos  
 1999/07/26 If Player A successfully plays Confusion in Chaos, Player B may not, as his first action, play Not Meant to Be on the Confusion in Chaos. The end of the turn falls into the category of an unreversible effect therefore Not Meant to Be may not be played on it.
- Rule/Card:** Not Meant To Be **Relates to:** Lashing Out  
 1999/07/06 Player 1 plays Lashing Out on a character and rotates him to deal damage to a target character. Player 2 plays Not Meant To Be on the Lashing Out. Both characters are readied. Normal damage (but not neutralization or severe damage) is removed from both characters. The attacker may no longer be attacked vi Lashing Out's card effects (though is open to attacks from other sources).

- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/03/01 Cards that have an effect that cannot be reversed cannot, as a whole, be reversed. They cannot, therefore, be targeted by Not Meant To Be.
- Rule/Card:** Not Meant To Be **Relates to:** Short Term Goals  
 1999/01/21 If you play Short Term Goals, gain an influence into your unspent pile and someone Not Meant To Be's your STG, you may lose the influence from your spent pile.
- Rule/Card:** Not Meant To Be **Relates to:** Inflexible Plans  
 1999/01/18 If you are targeted by Inflexible Plans, are forced to discard 2 Not Meant To Be from your hand, play the remaining Not Meant To Be, return the 2 Not Meant To Be to your hand, then your opponent Not Meant To Be your Not Meant To Be, you discard "all but one" Not Meant To Be leaving you with one remaining.
- Rule/Card:** Not Meant To Be **Relates to:**  
 1999/01/13 If the following happens, G'Kar will gain permanent Psi: Player 1 plays Dust on Player 1's G'Kar, Player 2 plays Vorlon Enhancement on G'Kar, player 3 plays Not Meant To Be targetting Dust.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1998/12/22 If the influence cost of a card is part of the effect text, not an influence number in the bottom right corner, Not Meant To Be will refund the spent influence.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1998/12/21 Mark purging is a part of the printed effect text of cards, and is not considered a cost for purposes of Not Meant To Be.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1998/12/09 A unique event targetted by Not Meant To Be can not be played again. Not Meant To Be reverses the effect of the card, not the fact that it was played.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1998/12/07 If a character receives damage from an event (e.g., accident) which causes that character to have enough damage to be neutralized, Not Meant To Be will not unneutralize the character. The neutralizing is a side effect of the printed effect of the card, it is not part of the printed effect.
- Rule/Card:** Not Meant to Be **Relates to:**  
 1998/12/07 You cannot target Not Meant To Be at an event that you, yourself, played.
- Rule/Card:** Not Without a Fight **Relates to:**  
 1999/11/23 Lost Aftermaths that have immediate affects, and are then discarded, are not considered "in play" for the purposes of Not Without a Fight.
- Rule/Card:** Now He's Ready **Relates to:**  
 1999/12/17 You calculate the influence to pay as an action which means it cannot be done until a subsequent turn. At that time, count the number of Inner Circle characters (including the target of Now He's Ready - and even those promoted after you played Now He's Ready) and calculate your cost.
- Rule/Card:** Now He's Ready **Relates to:**  
 1999/11/24 If you have Jeffery Sinclair in your Inner Circle with Honored Position and Now He's Ready, when he is replaced with Entil'zha, Entil'zha remains in the Inner Circle, even though the aftermath is discarded.

- Rule/Card:** Now He's Ready **Relates to:**  
 1999/11/23 You may play How He's Ready on a Jeffrey Sinclair after he has been played with Honored Position to promote him.
- Rule/Card:** Nowhere But Down **Relates to:**  
 1999/08/12 You may play cards which raise the abilities of a character, they just don't have any effect while 'Nowhere But Down' targets the character.
- Rule/Card:** Nowhere But Down **Relates to:**  
 1999/08/10 You may play aftermaths and enhancements on the targeted character, but they will have no effect.
- Rule/Card:** Nowhere to Hide **Relates to:**  
 2000/12/15 Even though this is a Faction Enhancement, its effect text affects all players.
- Rule/Card:** Nuclear Bluff/Psi Attack **Relates to:**  
 2000/03/27 If the first character to support the conflict is attacked and still neutralized during next turn's ready round, he cannot sustain his action.
- Rule/Card:** Nug/Ulg **Relates to:** Higher Calling  
 2000/07/05 Nug/Ulg will gain +4 to his abilities while participating in a Babylon 4 conflict, if you have Higher Calling, so long as you have an Inner Circle member with no Destiny Mark.
- Rule/Card:** Observation Post **Relates to:**  
 2001/02/27 If an Observation Post is opposing a conflict (which it does automatically if targeted), it can be attacked.
- Rule/Card:** Obstacles to Victory **Relates to:** Thought Police  
 2000/01/10 Obstacles to Victory does not affect power granted by Thought Police.
- Rule/Card:** Obstacles to Victory **Relates to:**  
 1999/01/27 Permanent power gained from fulfilling the requirements on Seizing Advantage is not affected by Obstacles to Victory. Obstacles to Victory affects continuous power bonuses, not instant power changes.
- Rule/Card:** Officer Exchange **Relates to:**  
 1999/09/17 You can target a faction you are already in a state of Officer Exchange with.
- Rule/Card:** Officer Exchange **Relates to:**  
 1999/03/24 You may not use another player's leader to lead a fleet in conflicts which limit participation of characters. Both players must be able to participate in the conflict for a fleet lead by another player's leader to be able to participate in a conflict
- Rule/Card:** Onslaught **Relates to:**  
 2000/11/21 Since Agendas are multiple unless otherwise noted, if a copy of Onslaught is removed from play, another copy can enter play later.
- Rule/Card:** Opportunism **Relates to:**  
 2000/05/24 If you don't initiate a conflict during the Conflict round, you can initiate Opportunism as your first action.
- Rule/Card:** Oqmrriktz **Relates to:**  
 1999/09/10 You cannot apply more damage to Oqmrriktz than it's current Military value. Consider this an errata.

- Rule/Card:** Oqmrriitz **Relates to:**  
 1999/08/27 You can only apply damage to Oqmrriitz up to its current Military.
- Rule/Card:** Order Above All **Relates to:** Seizing Advantage  
 2000/03/07 Order Above All can cancel a conflict that is initiated using Seizing Advantage because the conflict is still generated from a conflict card.
- Rule/Card:** Order Above All **Relates to:**  
 2000/02/09 Since you have to rotate Order Above All to make use of its conflict cancelling ability, you can only use it once per turn with a single copy of Order Above All. You can, however, replace your copy with another copy of Order Above All and rotate the second copy to cancel another conflict.
- Rule/Card:** Order Above All/You Are Not **Relates to:**  
 1999/12/13 A Unique Conflict that is negated or cancelled (by You Are Not Ready or Order Above All, for example), is still considered played for Uniqueness purposes.
- Rule/Card:** Order Maintained **Relates to:**  
 2000/02/20 Since only Vorlon and Shadow Fleets may participate in this conflict, this prevents characters from participating by any means (including Level the Playing Field and Megalopolis).
- Rule/Card:** Ostracized **Relates to:**  
 1999/12/28 Ostracized can be played on a (Won or Lost) Military Conflict or a Lost Intrigue Conflict. If you play this on a Won Military Conflict, it is not considered a Lost Aftermath.
- Rule/Card:** Our Last, Best Hope **Relates to:**  
 2000/01/26 If the vote is cancelled when Our Last Best Hope is played, the Enhancement stays in play but you can ignore the first half. Anybody can call a vote to discard the Our Last, Best Hope.
- Rule/Card:** Our Own People First **Relates to:**  
 2000/05/19 Our Own People First grants its automatic Nightwatch text to your Ambassador only when the Agenda is sponsored/revealed/enters play (whichever is appropriate) or when your Ambassador is replaced.
- Rule/Card:** Our Own People First **Relates to:**  
 2000/01/27 You can target a Nightwatch character with an Our Own People First conflict, but its only effect will be for the purposes of playing Aftermaths. If a character is Nightwatch, they cannot become Nightwatch again.
- Rule/Card:** Our Own People First **Relates to:**  
 2000/01/27 If you target a character that is already Nightwatch, the effect of the conflict will fizzle when it tries to add Nightwatch a second time. (so Nightwatch Collaborators will not take effect)
- Rule/Card:** Our Own People First **Relates to:**  
 2000/01/05 The conflict can be initiated targetting an otherwise valid character that already has the text Nightwatch.
- Rule/Card:** Our Own People First **Relates to:**  
 2000/01/05 While it can be an "additional" conflict, it can also be declared as your only conflict for the round. There is no "second round" of conflict declarations. When it is your turn to declare, you declare all conflicts you are initiating this turn.
- Rule/Card:** Outfoxed **Relates to:**  
 2001/02/27 You may target Kirrin with Outfoxed if your ambassador is Hyach. You may target a Drazi with Outfoxed if your ambassador is Juphar Trkider.

**Rule/Card:** Outfoxed **Relates to:** Search For A Home

2000/07/05 You may not use Outfoxed on Search For A Home.

**Rule/Card:** Outfoxed **Relates to:**

2000/06/13 You may target Kirrin with Outfoxed if your Ambassador is Hyach. You may target a Drazi with Outfoxed if your Ambassador is Juphar Trkider.

**Rule/Card:** Outfoxed **Relates to:**

2000/06/05 You may play Outfoxed more than once on the same character, but you may only reveal one copy of the Contingency per trigger. You may not use Outfoxed in response to Influence gained from a Conflict generated from a Non-Racial Agenda.

**Rule/Card:** Outfoxed **Relates to:** ISA

2000/05/19 The influence gain from the ISA comes from the Irrevocable Global Aftermath. Outfoxed cannot be used in reaction to this.

**Rule/Card:** Outfoxed **Relates to:** Defense in Depth

2000/03/28 If someone Outfoxes your Defense in Depth for X influence, when you discard Defense in Depth, you do not lose X influence.

**Rule/Card:** outside the game **Relates to:**

2000/02/17 In tournament play, cards that are taken "from outside the game" need to come from your sideboard.

**Rule/Card:** Oversight Committee **Relates to:**

1999/11/30 Senator Young is a Senator, so receives the bonuses from Oversight Committee.

**Rule/Card:** Overworked **Relates to:**

1998/12/21 Home faction ambassadors are legal targets for the enhancement.

**Rule/Card:** Pak'ma'ra Lurkers **Relates to:**

1999/11/15 Characters must be discarded from play in order to use Pak'ma'ra Lurkers on them.

**Rule/Card:** Pak'ma'ra Lurkers **Relates to:**

1999/08/26 Pak'ma'ra Lurkers aren't a Pak'ma'ra Group (they have no species).

**Rule/Card:** Pak'ma'ra Lurkers **Relates to:** Consultants

1999/07/21 A card which was a Consultant was neutralized and discarded may be targeted by Pak'ma'ra Lurkers.

**Rule/Card:** Paralyzing Injury **Relates to:**

1999/03/25 Example: Londo has a Shadow Mark. He is neutralized and targeted with Paralyzing Injury. Vir somehow gain a Vorlon Mark. Londo heals and becomes unneutralized. Normally he would re-gain his Shadow Mark, but because a character in his faction has a Vorlon Mark he cannot re-gain his Shadow Mark. This does not prevent Londo from healing and unneutralizing. Also, if a few turns later Vir loses his Vorlon Mark, Londo does not gain his Shadow Mark back (you only have the chance to gain back your mark when Paralyzing Injury is discarded, not after).

- Rule/Card:** Participant **Relates to:**  
 1999/08/31 Certain cards can be rotated to support or oppose a conflict, or attack, etc... as the rulebook. (e.g. fleets, characters, the odd location). Other cards can be rotated or played to \_apply\_ support or opposition to a conflict (e.g. Syria Planum, Saboteurs, Sortie). The first case causes the card to become a participant, the second does not. Which is why a successful War conflict with Government Hostility and Saboteurs providing opposition is considered uncontested. If a card mentions "apply", then it's not participating.
- Rule/Card:** Participant **Relates to:**  
 1999/02/25 "Participation Restrictions" are any restrictions (on a conflict, generally) that limit which cards may participate (limiting races or factions) or what manner of participation (support/oppose/attack) they may have. The conflict type is not considered a participation restriction in this sense. "Any side may participate" conflicts (which do not have opposition) are not considered restricted, either.
- Rule/Card:** Participant **Relates to:**  
 1999/02/23 Any conflict with participant restrictions (i.e. Border Raid) can have cards rotate to provide support or opposition for the conflict as long as the rotating cards do not become participants (eg. Support Fleets).
- Rule/Card:** participation, restriction **Relates to:**  
 1999/11/23 If a conflict says that any faction can be supported - the conflict is not opposable - that is not a participation restriction. However, the "cannot attack" clause of Show the Colors (for example) is a participation restriction.
- Rule/Card:** Partnership for Peace **Relates to:**  
 1999/12/07 No one "gains influence" from Partnership for Peace, so Toast to Victory cannot be played on it.
- Rule/Card:** Passing **Relates to:**  
 2000/04/09 Passing counts as an action. If you pass as your first action, you cannot play a card which specifies "play as your first action" on your subsequent action.
- Rule/Card:** Past Victories **Relates to:**  
 1999/12/12 You cannot use Past Victories to discard a Forced Impairment. "Abilities" are defined as Diplomacy, Intrigue, Psi, Leadership, Military. "Effect Text" covers special abilities written under the card type.
- Rule/Card:** Peace Dividend **Relates to:**  
 1998/12/31 If an attack did occur during the targeted conflict, Peace Dividend has no effect and is just discarded with the conflict when the conflict is resolved.
- Rule/Card:** Peaceful Unification **Relates to:**  
 1999/02/15 If a faction is not in play that you have mutual tensions of one towards, you may not count that as power.
- Rule/Card:** Peaceful Unification **Relates to:**  
 1999/01/15 If you have a neutral character who has 2 stats that are equal, he does not gain a +1 bonus because he does not have a single highest statistic.
- Rule/Card:** Personal Growth **Relates to:**  
 2000/01/05 It is not possible to target one character with two copies of the same Aftermath in response to one conflict (even if the aftermaths are discarded after play like Personal Growth). Only one copy of a given aftermath per target per conflict.
- Rule/Card:** Personal Growth **Relates to:**  
 1999/12/07 Doomed Expedition only works on cards that are retrieved as an action. It does not work on Personal Growth which is an aftermath.

- Rule/Card:** Personal Quest **Relates to:**  
 2000/05/17 If the target of Personal Quest participates in an Intrigue Conflict the turn after Personal Quest is sponsored, the attacker can specify that they are attacking via the text of Personal Quest, in which case they do not become conflict participants and cannot be attacked in return.
- Rule/Card:** Picket Duty **Relates to:**  
 2000/05/22 Picket Duty prevents attacks of all of your other fleets which are participating now, or join later.
- Rule/Card:** Picket Duty **Relates to:** Tactical Error  
 2000/05/22 If you have two supporting fleets with Picket Duty in a conflict that has Tactical Error on it, if one of your fleets is attacked, and the conflict is then opposed, your other fleets in the conflict can still be attacked. It makes no difference what order the contingencies are triggered in. As soon as Tactical Error is triggered, Picket Duty becomes irrelevant.
- Rule/Card:** Picket Duty **Relates to:** Confrontation  
 2000/05/22 If you have a single supporting fleet with Picket Duty on it, Confrontation on a conflict, no other fleets have participated in the conflict, your fleet gets attacked, and both contingencies come into effect, if your fleet was not neutralized, it can still be attacked.
- Rule/Card:** Pieces of the Puzzle **Relates to:**  
 2000/11/08 You can still discard 3 copies of Pieces of the Puzzle to gain an influence as long as one of the 3 copies does not have its effect text blanked.
- Rule/Card:** Pierce Macabee **Relates to:**  
 2000/02/29 Pierce Macabee's effect text kicks in with the following cards: Our Own People First, Information Control and any Nightwatch card that initiates, on its own, a self-contained conflict (such as Sebastian or King Arthur).
- Rule/Card:** Plague **Relates to:**  
 1999/09/08 You can target the Ipsha if the Ipsha Battleglobe is in play, even if it is in your faction. You cannot target a species that has no cards in play, or a species that has no cards in the game (Yolu, Grome, etc.)
- Rule/Card:** Plague **Relates to:** Anarchy  
 1999/09/07 Example: Anarchy successfully resolves when targetting a faction with only 2 League ambassador character in the Inner Circle. The non-Ambassador character is targetted by Plague which successfully resolves after Anarchy resolves. Result: Anarchy swaps the League ambassadors, so that the character targetted by Plague is now the Faction Ambassador. Then the new Faction Ambassador is removed by Plague - leaving the faction with no Ambassador.
- Rule/Card:** Plague **Relates to:**  
 1999/02/03 You can play Plague even if you have cards of the target race in your faction.
- Rule/Card:** Plague **Relates to:**  
 1999/02/03 If you draw a card of a species which was affected by Plague, you cannot immediately discard it and draw a new card. You must wait until the discard action (which occurs before the draw action) to discard the card of the Plagued species.
- Rule/Card:** Plague **Relates to:**  
 1999/01/27 If the Non-Aligned player initiates Strike at the Heart, another player plays Plague targeting the NA player's Ambassador's Assistant's race (Markab), the Strike at the Heart conflict fails and the Plague conflict succeeds, the new Ambassador stays around. No other cards of that race may (re)enter play.
- Rule/Card:** Plague **Relates to:**  
 1999/01/22 There must be a card of the target species in play in order for that species to be targettable by Plague.



**Rule/Card:** Plans Revealed  
2000/05/19

**Relates to:** Hidden Drakh Agendas

**Rule/Card:** Plans Revealed  
1999/01/14

You can play this on your own hidden agenda.

**Relates to:**

**Rule/Card:** play for free

2000/01/20 "Play for free" means you do not have to pay the influence cost of the card (and don't even have enough to do so in the first place), nor do you have to rotate an Inner Circle character to sponsor it. You must meet all other requirements on the card, however.

**Relates to:**

**Rule/Card:** Playing Both Sides

2000/03/18 Using G'Kar Forsaken's ability, you will not be able to gain control of the character because you cannot gain additional Shadow marks.

**Relates to:** G'Kar Forsaken

**Rule/Card:** Playing Both Sides

2000/01/27 If Playing Both Sides is blanked (e.g., Disarray, Forced Impairment) you may gain Shadow or Vorlon marks (since the marks from Playing Both Sides are blanked away). If Playing Both Sides is subsequently unblanked you keep any additional Shadow or Vorlon marks you gained while it was blanked, as well as the 1 Shadow & 1 Vorlon Mark from the agenda.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/10/05 You can be targeted by both Shadow Cloud and Vorlon Planet Killer.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/10/05 You cannot sponsor cards that would give you Shadow or Vorlon Marks (such as Shadow Contact or Ulkesh Kosh)

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/04/22 You can use the marks on Playing Both Sides to fulfill the mark requirements to bring out a new agenda

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/04/14 If you have Playing Both Sides in play, you can still rotate Vorlon Space when playing Contact with Vorlons or Who Are You to push up Vorlon Influence. Someone else cannot sponsor Ulkesh Kosh into your faction if you have Playing Both Sides as your agenda.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/04/09 You may play Contact with Shadows/Vorlons and raise the influence of the appropriate group while not gaining a mark.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/01/22 If you discard or replace Playing Both Sides while Ulkesh is in play, you will lose the Shadow Mark and keep the Vorlon Mark.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/01/15 Because Playing Both Sides states "These Marks cannot be purged", effects such as Lorien's which require purging of Shadow/Vorlon Marks are ignored. The term "cannot" takes precedence.

**Relates to:**

**Rule/Card:** Playing Both Sides

1999/01/13 Sheridan will only gain 1 Vorlon/Shadow Mark if Playing Both Sides is sponsored (or replaces the current agenda) into a faction with him as the Ambassador.

**Relates to:**

- Rule/Card:** Playing Both Sides **Relates to:** John Sheridan  
 1999/01/13 Sheridan will only gain 1 Vorlon/Shadow Mark if Playing Both Sides is sponsored into a faction with him as the Ambassador.
- Rule/Card:** Power Block **Relates to:**  
 2000/04/16 You can use Power block if the Homeworld it refers to is neutralized. Note, however, that when the neutralized Homeworld is discarded (during the Draw round), you must also discard Power Block.
- Rule/Card:** Power Brokers **Relates to:**  
 1999/03/12 Power Brokers may be used if there is no conflict in play. Since the decision about what conflict to target is made later, the fact there is no conflict in play does not prevent Power Brokers from targeting a player in the first place.
- Rule/Card:** Power in Consensus **Relates to:**  
 1999/10/21 If you gain influence from Power in Consensus on a conflict which did not generate influence, you may not use your homeworld, Twisting the Knife, Further Gains, etc. to gain additional influence.
- Rule/Card:** Power Play **Relates to:**  
 1999/08/26 If your unrest (before the play of that card) was one, and you move your unrest to 5, you would gain 4 Marks (1=4). If it had been 5, you would gain zero (5-5=0).
- Rule/Card:** Power Play **Relates to:**  
 1999/02/17 When used with John Sheridan (when he doesn't have any Shadow Marks), Sheridan gains 1 extra Shadow Mark regardless of how many marks were gained via Power Play.
- Rule/Card:** Power Play **Relates to:** Luis Santiago  
 1999/01/25 You may use Luis Santiago to reverse the tension change due to Power Play. The Shadow Marks conferred are not affected by this reversal to unrest.
- Rule/Card:** Power Play **Relates to:** High Level Connections  
 1999/01/15 If you use High Level Connections to prevent the increase in unrest for Power Play, the increase did not occur so the cost was not paid and no Shadow marks are gained.
- Rule/Card:** Power Politics **Relates to:**  
 1999/09/03 If there is a tie for most support, nobody gains influence from the conflict.
- Rule/Card:** Power Posturing **Relates to:** Covert Allies  
 1999/07/21 There are versions of Power Posturing which have the game text of Covert Allies. Please consider this a printing error. If a player is using such an aberrant card, they should make it clear before they begin whether they want to use the correct text of Power Posturing or to consider the title to be Covert Allies. Either way, they still need to maintain the three card limit for whichever card they are using.
- Rule/Card:** Power Supreme **Relates to:** ISA  
 2000/05/08 To determine the necessary Power Victory requirements for Power Supreme while the ISA is in effect, you double the next highest player's Influence, then add on the ISA penalty.
- Rule/Card:** Power Supreme **Relates to:**  
 2000/02/29 This card does not count as a Drakh Ambassador.

- Rule/Card:** Power, Negative **Relates to:**  
 1999/12/04 p. 63 of the Psi Corps rulebook: "Any card that refers to only counting influence as power cannot affect any player whose power is lower than his influence." So, if the only power you have (beyond your influence) comes from negative sources it still counts. If you have both positive and negative power (and more positive than negative), the negative is ignored also.
- Rule/Card:** Predestination **Relates to:** Black Rose Killer  
 2000/06/30 If Black Rose Killer is already in play and in a later round you use Predestination on someone to participate in a conflict of yours, you may discard Black Rose Killer to inflict 5 damage on the participant. Although Predestination says "No Aftermaths may be played on the target this turn" you are not actually playing Black Rose Killer on him.
- Rule/Card:** Preeminence **Relates to:**  
 1999/05/11 This card can be played on a Major Agenda.
- Rule/Card:** Premonition **Relates to:** Irrevocable  
 1999/11/05 A card that is irrevocable cannot be negated, cancelled, blanked nor can it have its effects reversed. It cannot be targeted by a card that would directly cause it to be discarded. Premonition will not work on an Irrevocable event.
- Rule/Card:** Premonition **Relates to:**  
 1999/03/17 This card allows only one event card to be played under it. The event card must be played when the enhancement is sponsored.
- Rule/Card:** President Sheridan **Relates to:**  
 2000/05/15 President Sheridan can sponsor any racial card including Fleets, Homeworlds, Enhancements, etc.
- Rule/Card:** President Sheridan **Relates to:**  
 2000/05/04 President Sheridan can only sponsor Character Enhancements onto valid targets. President Sheridan is not a valid target for non-Human Racial Character Enhancements.
- Rule/Card:** President Sheridan **Relates to:** Cult of Personality  
 1999/12/03 Cult of Personality on President Sheridan can sponsor cards loyal to other races, just as if Sheridan was sponsoring the card himself.
- Rule/Card:** President Sheridan **Relates to:** John Sheridan/Sheridan Re  
 1999/12/03 If President Sheridan replaces John Sheridan, consider him to have this additional text: "Whenever President Sheridan gains a mark of a type he does not have, he gains an additional mark of that type. Rotate President Sheridan as an action and play a conflict card. You must apply 3 influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional conflict." If President Sheridan replaces Sheridan Reborn, consider him to have this additional text: "President Sheridan gains Diplomacy and Leadership equal to his Destiny Marks. Rotate President Sheridan as an action and play a conflict card. You must apply 3 additional influence (in addition to any other requirements) for each prior action you have had this turn to initiate this additional conflict."
- Rule/Card:** Presidential Coup **Relates to:**  
 2000/01/20 It is possible to bring Luis Santiago back into play for one round with the help of Day of the Dead after Presidential Coup has been played.
- Rule/Card:** Prey on the Weak **Relates to:**  
 2000/02/11 If the initiator gains influence from the conflict, and does not lose influence from it, then it is a Won conflict. Otherwise, it is considered Lost.

- Rule/Card:** Prey on the Weak **Relates to:**  
 1999/09/17 If everyone has identical scores for a Prey on the Weak, everyone gains +1 influence, then loses +1 influence. You can rotate your homeworld to gain an additional +1 influence in this situation. If someone targeted the Prey on the Weak with Taking Credit, they would gain all influence generated from the conflict for each faction.
- Rule/Card:** Prey on the Weak **Relates to:**  
 1998/12/11 If you have no support in this conflict, your faction's total is zero, so you have the lowest total (as will anyone else with zero).
- Rule/Card:** Prime Minister **Relates to:**  
 1999/10/28 You may have more than one Prime Minister in play.
- Rule/Card:** Prime Minister Mollari **Relates to:** Emperor Mollari  
 2000/06/15 The restriction against gaining Shadow marks only lasts as long as Prime Minister Mollari is in play. As soon as he is replaced by Emperor Mollari, the Centauri faction can again gain Shadow marks.
- Rule/Card:** Prime Minister Mollari **Relates to:**  
 2000/03/28 Prime Minister Mollari's "Your faction cannot gain any Shadow Marks." is not in effect if Prime Minister Mollari is replaced or blanked.
- Rule/Card:** Prime Minister Mollari **Relates to:** Drakh  
 2000/03/27 You cannot play a Drakh Ambassador if you have Prime Minister Mollari in play. If Prime Minister Mollari is replaced or his effects text blanked, you are then able to play a Drakh Ambassador.
- Rule/Card:** Prime Minister Mollari **Relates to:** Prime Minister Refa  
 1999/12/04 Mollari and Refa can simultaneously be Prime Minister for two different Centauri faction each controlled by different players - since Refa is a Home Faction ambassador and Londo is a B5 faction ambassador.
- Rule/Card:** Prime Minister Mollari **Relates to:**  
 1999/11/08 In general, you can replace characters in other people's factions. However, because Prime Minister Mollari says "replace your" you can only replace Londo if he is your ambassador.
- Rule/Card:** Prime Minister Mollari **Relates to:** Forced Impairment  
 1999/07/09 A version of Londo Mollari is enhanced by Forced Impairment and replaced with Prime Minister Mollari. When the Forced Impairment is transferred over, the effects text on Prime Minister Mollari is blanked and therefore no Shadow Marks are purged. If the Forced Impairment no longer affects Prime Minister Mollari, execute all text on Prime Minister Mollari.
- Rule/Card:** Prime Minister Mollari **Relates to:**  
 1999/04/12 This card should read "Remove from play all cards you control which picture or require Shadow Marks." Because of this, if you play Prime Minister Mollari, you must discard any characters with Shadow Marks picture on them (such as Senator Young or Shadow Contact). This is a clarification of an earlier ruling.
- Rule/Card:** Prime Minister Mollari **Relates to:**  
 1999/02/10 If you are not the Centauri Faction with Londo Mollari or Lord Mollari as your faction ambassador, you may not play Prime Minister Mollari (even if you replaced Londo Mollari with Lord Mollari). You do not control the Mollari character being replaced, therefore he is not yours.
- Rule/Card:** Prime Minister Mollari **Relates to:**  
 1999/01/06 The Great War version of the card specifies "replace your Londo or Lord Mollari". The promotional version of this card says "replace a Londo or Lord Mollari". The Great War version takes precedence.

- Rule/Card:** Prime Minister Refa **Relates to:**  
 2000/06/13 Prime Minister Refa's "for each mark type transferred" refers to any mark he acquired during replacement, even if Lord Refa had no marks of that type. It does not apply to Prime Minister Refa's printed Destiny mark.
- Rule/Card:** Prime Minister Refa **Relates to:** Drakh  
 2000/05/02 If you are a Drakh Faction you cannot upgrade Lord Refa to Prime Minister Refa because he is no longer your Ambassador.
- Rule/Card:** Prime Minister Refa **Relates to:**  
 2000/02/03 Prime Minister Refa cannot replace Lord Refa if he is not currently the faction ambassador (such as if you are playing Drakh).
- Rule/Card:** Prime Minister Refa **Relates to:**  
 1999/12/21 Ambassadors are actually designated by their position in the faction, not by the card text. Note that none of the Home Faction ambassador replacement cards say anything about being ambassadors. However, when they replace your ambassador, they become your ambassador.
- Rule/Card:** Prolonged Talks **Relates to:** Taking Credit  
 2000/06/02 Because Taking Credit says it \*must\* resolve first, Prolonged Talks has no effect on it and it will resolve normally \*this\* round.
- Rule/Card:** promote **Relates to:**  
 1999/11/08 A non-Neutral character of a race other than your own costs double influence to promote into the Inner Circle
- Rule/Card:** Promoting Ambassadors **Relates to:**  
 1999/02/10 If Faction 1 surrenders to Faction 2 and Faction 1's ambassador becomes a supporting character for Faction 2, Faction 2 cannot promote Faction 1's former ambassador unless it has a printed cost (i.e. John Sheridan or an assistant who had replaced their ambassador after Strike At The Heart)
- Rule/Card:** Propaganda **Relates to:**  
 1999/09/16 Propaganda can target a faction of your race if you are in a state of Civil War. This would allow (and require!) you to draw a card every time a Fleet of your race attacked another Fleet of your race (whichever factions the fleets are in).
- Rule/Card:** Prove Your Worth **Relates to:**  
 1999/07/23 You may not use your Homeworld to gain Influence while Prove Your Worth is in play.
- Rule/Card:** Prove Your Worth **Relates to:**  
 1999/01/20 An increase in an influence rating is not the same as gaining influence. So, cards like Kha'Mak and Defense in Depth, as well as rotating inner-circle characters to build influence, can still work in this situation
- Rule/Card:** Psi **Relates to:**  
 1999/11/16 Nothing can raise Psi \*from Zero\* unless it specifically says it does so. However, if Psi is already above 0, an stat raising effect can be used on Psi.
- Rule/Card:** Psi Attack **Relates to:**  
 1999/12/07 If a character which is sustaining for Psi Attack gets attacked and is neutralized, they can no longer sustain the Psi Attack because a neutralized character cannot sustain. Also, when healed, the character will not be able to resume sustaining (because the Psi Attack goes away when the sustaining is interrupted).
- Rule/Card:** Psi Corps **Relates to:** Multiple Homeworlds  
 2000/06/08 A Psi Corps faction can sponsor the homeworlds without needing extra Conspiracy Marks.

- Rule/Card:** Psi Corps **Relates to:** Drakh  
 2000/04/27 A Psi Corps Drakh Human Faction will need Conspiracy Marks to sponsor Drakh cards, just as they need them to sponsor all non Psi Corps cards loyal to a race.
- Rule/Card:** Psi Corps **Relates to:**  
 1999/08/15 If you're a non-Psi Corps Human faction, and have more Psi Corps cards than Conspiracy Marks (or equal numbers), then you cannot sponsor additional Psi Corps cards. However, you do not have to discard any "surplus" Psi Corps cards if your number of Conspiracy Marks drops below the point where you cannot sponsor any more.
- Rule/Card:** Psi Corps **Relates to:**  
 1999/08/12 Non-Human factions may sponsor Psi Corps cards if they have the required amount of Conspiracy Marks and fulfill all other requirements (i.e. pay double for characters, use Secondary Control for groups, etc)
- Rule/Card:** Psi Corps Intelligence **Relates to:**  
 2000/01/28 The ability to look at a number of cards from the top of a deck (e.g., Psi Corps Intelligence) does not by default allow you to determine the order in which the cards are replaced.
- Rule/Card:** Psi Corps Intelligence **Relates to:**  
 1999/08/29 You do not have to initiate a different conflict in order to be able to initiate the additional psi conflict from Psi Corp Intelligence.
- Rule/Card:** Psi Corps Intelligence **Relates to:**  
 1999/08/23 Sector 90 does not cancel a conflict initiated by Psi Corps Intelligence.
- Rule/Card:** Psi Corps Intelligence/Talia Wi **Relates to:**  
 2000/02/08 You may sponsor Talia Winters or Psi Corps Intelligence as if they were not a Psi Corps card, meaning that you may do so even if you do not have the requisite Conspiracy Marks. However, once in play, Talia Winters and Psi Corps Intelligence ARE Psi Corps cards. If you have one Conspiracy Mark and Talia Winters, you cannot sponsor any additional Psi Corps cards, except for cards that say they may be sponsored as if they were not Psi Corps cards. You may sponsor both Talia Winters and Psi Corps Intelligence without having any Conspiracy Marks. But if you control both and want to sponsor another Psi Corps card afterwards, you will have to have 3 (or more) Conspiracy Marks.
- Rule/Card:** Psi World **Relates to:**  
 2000/09/25 You cannot play Psi World if Alfred Bester has been removed from the game somehow. You may still play Psi World if Bester had been removed from the game somehow.
- Rule/Card:** Psi World **Relates to:** Drakh  
 2000/04/06 If you switch to Drakh and then play Psi World, you will be removed from the game as soon as your Drakh Ambassador was replaced.
- Rule/Card:** Psi World **Relates to:**  
 1999/12/10 If the non-ambassador version of Bester is in play, the Humans cannot play Psi World. If Bester is removed from the game by a means other than replacement, Alfred Bester cannot enter play by sponsoring, however, Alfred Bester \*can\* enter play using Psi World.
- Rule/Card:** Psi World **Relates to:**  
 1999/12/04 Any marks (such as the Vorlon Mark from Disciple of Light) or special text (such as "Nightwatch" from Our O People First) provided to the Ambassador by an agenda already in play, are provided to Alfred Bester when he comes in using Psi World.

- Rule/Card:** Psi World **Relates to:**  
 1999/11/03 The Babylon 5 (Sinclair/Sheridan) faction does not get to keep the B5 vote when it becomes the Psi Corps faction.
- Rule/Card:** Psi-Corp conspiracy marks **Relates to:**  
 2000/04/05 Conspiracy Mark requirements do not apply to Aftermaths. For Agendas and Enhancements, it only applies if the Agenda/Enhancement has a racial loyalty (Human Agenda, Minbari Character Enhancement, etc). If they are not loyal to any specific race, they do not require the marks.
- Rule/Card:** Psychic Trauma **Relates to:** Steal Skills  
 2000/04/04 You cannot reveal Psychic Trauma immediately after revealing Steal Skills. You must reveal Psychic Trauma when you take the action of opposing. Opposing a conflict is something you do as an action. When you reveal Steal Skills, you are not opposing the conflict, you are merely changing the ability that you are using to oppose. The action of opposing the conflict has already happened, and you did not oppose using Psi.
- Rule/Card:** Puppeteer **Relates to:**  
 1998/11/25 A Puppeteered character does not count as a card in your faction.
- Rule/Card:** Purple Files **Relates to:**  
 1998/12/31 The "4 or more Intrigue" is only required at the time the contingency is played on the character. That requirement does not need to be met when the contingency is revealed.
- Rule/Card:** Put on the Squeeze **Relates to:**  
 2000/06/02 The target of Put on the Squeeze gets to determine which action is take (if it is successful)
- Rule/Card:** Put on the Squeeze **Relates to:**  
 1999/10/05 We Are Not Impressed cannot be targeted with Put on the Squeeze. It is not in another faction.
- Rule/Card:** Quality Leadership **Relates to:** Bread and Circuses  
 2000/06/13 You cannot use Quality Leadership to play a card (like Bread and Circuses) which has additional targeting requirements beyond "an ambassador", "your ambassador" or "target ambassador".
- Rule/Card:** Quality Leadership **Relates to:** Rise to Power  
 1999/09/16 Quality Leadership can not be used to play Rise to Power on a non-ambassador character. Quality Leadership allows you to change the target of an Aftermath. Rise to Power does not target a character.
- Rule/Card:** Quartermaster **Relates to:**  
 1999/12/09 The Home faction of this race can rotate their ambassador's assistant to aid the Home ambassador even if the assistant character is in another faction.
- Rule/Card:** Race **Relates to:**  
 1999/10/07 With the exception of characters and enhancements, you cannot sponsor a card loyal to another race unless something specifically permits you to do so \*and\* you meet all of the requirements specified by that exception
- Rule/Card:** Race **Relates to:**  
 1999/01/14 Anything that does not specify "Neutral" (or is blank, e.g. "Groups") counts as being a part of a "race" for game purposes.
- Rule/Card:** Racial Characters **Relates to:**  
 1999/12/28 A character loyal to a race other than your faction's race can do everything a character of your race can do sponsor Racial Enhancements for your race on characters of your race. However, he may sponsor Racial Enhancements of his race on Characters of his race (including himself).

- Rule/Card:** Racial Hatred **Relates to:** Drakh  
 2000/04/24 If a Drakh faction is targeted by Racial Hatred, the faction discards all characters in play not loyal to your Ambassador's race (which is now Drakh).
- Rule/Card:** Racial Hatred **Relates to:**  
 1999/12/08 Racial Hatred does not affect Ambassador Kosh. He stays in play.
- Rule/Card:** Racial loyalty **Relates to:**  
 1999/08/23 It is not possible for a card to have more than one racial loyalty. Shadow Implants takes precedence over a character's current racial loyalty.
- Rule/Card:** Raising the Stakes **Relates to:** Higher Calling  
 1998/12/14 If you play Raising the Stakes on a conflict, the +4 bonus from the Higher Calling agenda (+4 for a conflict which will give you a destiny mark) will be usable.
- Rule/Card:** Rally the People **Relates to:** Drakh  
 2000/03/06 If you have a Drakh Ambassador in play, Characters of your original race are the only characters which can participate in Rally the People (Drakh Rule #3).
- Rule/Card:** Rampage **Relates to:**  
 1998/01/01 Rampage takes one of your characters who has attacked (and who is now rotated from the process) and all that character to attack one other character who is a participant in the conflict.
- Rule/Card:** Ranger **Relates to:**  
 2000/06/21 The "Ranger" designation is considered bold faced text in the cards text box. It does not override the card type which would specify the card's race.
- Rule/Card:** Ranger Lennier **Relates to:**  
 2000/02/24 To "return" something to your hand, it must have previously been there. If you wish to use Ranger Lennier's effect text to return a conflict owned by another player to your hand, than that conflict must have previously been in your hand by some other means.
- Rule/Card:** Ranger Lennier **Relates to:**  
 2000/01/10 If Lennier has the "Into Their Own" aftermath, it transfers to Ranger Lennier when he replaces Lennier. Ranger Lennier receives the +2 Diplomacy bonus.
- Rule/Card:** Ranger One **Relates to:**  
 2000/01/04 If Ranger One loses his/her/its Ranger One text, he/she/it is not a Ranger any longer.
- Rule/Card:** Ranger One **Relates to:**  
 1999/12/07 The glossary of the Psi Corps rulebook specifies that you cannot have two "Ranger One" characters in play at the same time. So, for example, you cannot sponsor Entil'zha when Entil'zha Delenn is in play.
- Rule/Card:** Ranger Operations **Relates to:**  
 2000/06/15 If a character comes into play via Ranger Operations it is considered in all senses to have been sponsored.
- Rule/Card:** Ranger Operations **Relates to:** Drakh  
 2000/05/26 If a Drakh Character who could be sponsored (meaning that the player has already played his Drakh Ambassador) is revealed using Ranger Operations, it goes back on top of the deck.



- Rule/Card:** Ranger Operations **Relates to:**  
 1999/08/26 Replace-only characters or starting ambassadors are not put into play by Ranger Operations.
- Rule/Card:** Ranger Operations **Relates to:**  
 1999/08/26 If Ranger Operations turns over a card which says 'Irrevocable', that card can be discarded (as it has not entered play and it's text, including the Irrevocable part, hasn't taken effect yet). Also, if you turn over a character for which you do not have the appropriate marks or which you do not fulfill all the requirements for sponsoring, you may not put that card into play and must discard it.
- Rule/Card:** Ranger Operations **Relates to:**  
 1999/02/02 You cannot use this to move Babylon 5's influence above 20 by combining it with another effect unless the Shadow War has begun.
- Rule/Card:** Ranger Training **Relates to:**  
 2000/01/26 Due to the new ruling on inferring traits from titles, Ranger Training is a Ranger card.
- Rule/Card:** Ranger Training **Relates to:**  
 1999/11/30 If a character who has received Ranger Training is replaced (e.g., Draal with Ranger trait replaced by Draal the Caretaker), the Ranger trait is lost.
- Rule/Card:** Rangers/Shadow Marks **Relates to:**  
 2000/06/02 If you have Ranger cards in play, you may play cards which picture Shadow Marks as long as your faction (if no card in your faction) does not gain a Shadow Mark.
- Rule/Card:** Rare 1 Characters **Relates to:**  
 2001/02/20 You may only have three of any Characters who have multiple cards different pictures (such as Captain Gideon, Galen, etc.) If a card has the same name as another, it is considered the same card for the purposes of deck construction (even if the pictures and flavor text are different)
- Rule/Card:** Rathenn **Relates to:**  
 2000/01/04 When there are multiple Minbari factions, Rathenn cannot alter the tension between those factions unless they are in a state of civil war.
- Rule/Card:** Recalled **Relates to:**  
 1999/09/02 Recalled does not become a Global Enhancement - it remains a Fleet Enhancement.
- Rule/Card:** Recalled **Relates to:**  
 1999/09/02 Any leader, support fleet, or other readable card targetting the targetted fleet is not affected by Recalled, so can ready as normal.
- Rule/Card:** Reducing Risk **Relates to:**  
 1999/03/19 If you apply enough influence to have the target of Reducing Risk discard more event cards than they have, the target must discard those cards and show you their hand. This also applies to Stripped Bare and similar card
- Rule/Card:** Reeling From The Blows **Relates to:**  
 2000/03/30 If you transfer influence because of a conflict, you are affected by Reeling From The Blows.
- Rule/Card:** Reign of Terror **Relates to:**  
 2000/10/18 Reign of Terror does not immediately make you an ISA member. It just gets rid of an Expelled Aftermath which keeps you from becoming an ISA member again.

**Rule/Card:** Religious Festival**Relates to:**

1999/12/15 Cards like Pak'ma'ra Lurkers (which has a species name in the title, but not in the effects text) are affected by Religious Festival. Titles and designations in the title of a card are equivalent to those in the effects text. So Senator Young is a "Senator" and Pak'ma'ra Lurkers is a "Pak'ma'ra." EXCEPTION: The Disaffected cards do \*not\* count as Centauri, Human, Minbari, or Narn. For all game purposes they are considered "Neutral" characters. Cards cannot have two racial affiliations unless the card specifically states otherwise and these not.

**Rule/Card:** Religious Festival**Relates to:**

1999/09/24 Fleets, Locations and Groups which have a species designation are considered members of a species.

**Rule/Card:** Religious Festival**Relates to:**

1999/09/13 Parenthetical remarks on cards contain bits of information that SHOULDN'T be necessary to understand the card, but are included to remind people who need reminding. In this case, it is a reminder that the word "species" only applies to Non-Aligned. If we wished to refer to Narn, Human, etc., the word used would be "races."

**Rule/Card:** Reparations**Relates to:**

1999/09/02 The player must have targeted you this turn. Reparations is played as an aftermath on the conflict that targeted you.

**Rule/Card:** Reparations**Relates to:**

1999/09/02 The target faction may only be targeted by one copy of Reparations at a time. You can play one on each other player - up to 3 from your deck, of course.

**Rule/Card:** Replace**Relates to:**

2000/01/31 A neutralized character can be replaced. This does not "heal" the character per se, but damage does NOT transfer unless a card transfers that inflicts damage (e.g. Permanent Wound). Severe damage also does not transfer.

**Rule/Card:** Replace**Relates to:**

2000/01/20 Example: Your character (e.g., Na'Far) attacks a participant character in a conflict. You subsequently replace your character with another version of your character (e.g., with Councilor Na'Far). The new character (Councilor Na'Far) is not a participant in the conflict, and is not restricted from participating (including attacking

**Rule/Card:** Replace**Relates to:**

1999/12/09 Marks printed on a character get transferred when the character is replaced if the replacement effect says to transfer marks - otherwise marks are not transferred.

**Rule/Card:** Replace**Relates to:**

1999/12/09 When a character targeted by a conflict is replaced, the conflict does not "change targets" to the new character - even if the replacing character is the same personality as the replaced character.

**Rule/Card:** Replace**Relates to:**

1999/12/09 If a character targeted by a conflict is replaced, the conflict does not change targets to the new character (even if it's the same personality - e.g., Susan Ivanova replaced by Commander Ivanova).

**Rule/Card:** Replace**Relates to:**

1999/11/23 Replacement is an action performed from your hand. Take the new character and put it in the same situation (inner circle vs supporting) as the old character. You do not have to pay the influence cost of the new character or rotate a character to sponsor this action. The old character is removed from the game and cannot be returned to play by any means. Unless the card states otherwise, the new character comes into play Ready. Also, unless the card states otherwise, nothing transfers from the old character to the new character. Replacement is optional. You can sponsor the characters normally if you choose.

**Rule/Card:** Replace **Relates to:**  
1999/08/16 Replacement is free unless the card specifically says otherwise (e.g. Prime Minister Mollari). You do not pay the influence cost (if there is one) in the influence bubble printed on the card. The new version of the character always comes into play fully healed and ready.

**Rule/Card:** Replace **Relates to:**  
1999/07/06 You may replace other player's characters, with exceptions as printed on the cards. You do not have to pay to replace a card unless the card specifically states so. The player whose card is replaced gains control of the card replacing it.

**Rule/Card:** Replace **Relates to:**  
1999/04/22 Here is an example to show a general rule: If you have Support of the Mighty providing you enough power to have greater than 20 power, you may replace Support of the Mighty with Vorlon Universe (which requires 20 power to sponsor). The general rule is this: If you are replacing Card A with Card B and Card A is helping full requirements necessary to sponsor Card B, you may sponsor Card B even if you will not satisfy the requirements once Card B is in place. There is no lull time where Card A is out of play before Card B is in play where requirements are checked. Also, if Card A has a non-text prohibition on being replaced by Card B (i.e. Card A has a Vorlon Mark and Card B has a Shadow Mark), this does not prevent the replacement. Though there is no lull, there is no overlap either.

**Rule/Card:** Replace **Relates to:**  
1999/01/21 When replacing a character, contingencies do not transfer from the replaced character to the replacing character (unless specifically stated to in effect text).

**Rule/Card:** Replace **Relates to:**  
1999/01/18 If you Day of the Dead a replaceable character then replace them the replaced character stays in play at the end of the turn.

**Rule/Card:** replace, agenda **Relates to:**  
2000/01/05 Replaced agendas are removed from the game. However, unless the agenda states otherwise (like Telepath Colony) all agendas are "multiple" not "Limited." When a multiple card is removed from the game, that particular copy of the card can never return to play, but other copies of the same card may. So other copies of non-Limited agenda may enter play after another copy is replaced. Additionally, you may replace an Agenda (normal or Major) with a copy of the same Agenda.

**Rule/Card:** Replacement **Relates to:** Thug  
2000/02/29 If you give a character Strife Marks with a Thug, then replace the character (and the marks transfer), the Strife Marks remain on the replacing character.

**Rule/Card:** Replacement **Relates to:** Kosh Naranek  
2000/02/29 Since Kosh Naranek specifies the Ambassador must purge Vorlon Marks at the end of the turn, it doesn't matter if you replace your Ambassador with another card, that card must purge the same number of Vorlon Marks as gained, if possible.

**Rule/Card:** Replacement and Marks **Relates to:**  
2000/05/11 When replacing a character, take each source of marks, one by one, and remove the marks from the old character and reapply to the new. This is the only time that you ever look at a specific source of marks. It is impossible to purge a mark "from" a specific source instead of another specific source. Agendas, Enhancements, etc. do not have marks. Characters, Fleets and Locations have marks. Cards like Ulkesh Kosh have NO impact on replacement because purging is not considered involved. No effects can interrupt this process, including revealing Contingencies and using an effect like Unsung Hero. If a card attached to a character does not transfer, and that card was providing a mark, then the card is discarded and the mark is purged.

- Rule/Card:** Reprogramming Team **Relates to:**  
 1999/08/21 You use this card's ability during the action round as an action.
- Rule/Card:** Requiring Marks **Relates to:**  
 1999/10/03 Any card which requires the purging of a marks counts as a card which requires a mark.
- Rule/Card:** Research Station **Relates to:**  
 1999/02/05 Multiple Research Stations grant cumulative benefits (i.e. you gain a discount of 1 for one RS in play, a discount of 4 for two RSs in play and a discount of 9 for three RSs in play) toward all enhancements.
- Rule/Card:** Reservations **Relates to:**  
 1999/01/20 "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle character and sufficient influence to sponsor the card are not required.
- Rule/Card:** Resolution Order **Relates to:**  
 2000/12/26 Conflicts do not necessarily resolve in the order in which they are initiated. If a conflict is initiated during the action round, it does not necessarily resolve after all conflicts initiated during the conflict round. Unless otherwise directed by the Conflict's effect text, it resolves during the resolution period for the initiating player (the time of which is determined by the player's Initiative".
- Rule/Card:** Return to Ideals **Relates to:**  
 1999/02/01 You must meet all mark requirements to sponsor an agenda from your discard pile.
- Rule/Card:** return to play **Relates to:**  
 1999/09/07 Cards do not "remember" what they were like when they were in play before. They re-enter play exactly as printed on the card, as if you had just pulled the card from a booster pack. This means: 1. The character's printed ability is exactly as printed on the card. 2. If the character had Fast Learner giving him bonuses to printed ability, they're gone. 3. If the character had any marks not printed on him, they're gone. 4. If the character had extra text added like "Ranger" or "Nightwatch", it's gone. 5. If the character had any enhancements/aftermaths attached to him, they're gone. etc.
- Rule/Card:** Reveal **Relates to:**  
 2001/04/27 Note that "reveal" means "reveal to ALL players" unless it states a specific someone to reveal the card(s) to.
- Rule/Card:** Revenge **Relates to:**  
 2000/05/17 If a Narn Fleet with 6 printed Military + 2 Mil from Revenge attacks a Centauri Fleet with 7 Military here's what happens: During the attack, the fleet has 8 Military. Immediately after the attack is completed, the +2 Military expires and the fleet will be neutralized because it has 7 damage.
- Rule/Card:** Revenge **Relates to:**  
 2000/02/11 If the Narn are being played but the Centauri are not, then the Narn still have a tension toward the Centauri and can play Revenge and get power from it. Also, Narn tension toward the Centauri can be changed. But a race not in play (in this case, the Centauri) cannot have its tensions towards other races changed.
- Rule/Card:** Reverse Engineering **Relates to:** Shadow Tech Upgrade  
 2000/11/14 If you successfully play Reverse Engineering and target Shadow-Tech Upgrade, during the resolution round you do not have to purge a shadow mark.
- Rule/Card:** Reverse Engineering **Relates to:** Destiny Fulfilled  
 2000/04/10 If you target Destiny Fulfilled with a successful Reverse Engineering, the Reverse Engineering grants a bonus based on the current number of Destiny Marks on the new target.



- Rule/Card:** Rule By The Masses **Relates to:** Taunts and Games  
 2000/05/19 If Rule By The Masses is targetted by Taunts and Games, it cannot be returned to play via Not Meant To Be. The only defense for Rule By The Masses against Taunts and Games is to sponsor it as a hidden agenda.
- Rule/Card:** Rumor Mongers **Relates to:**  
 1999/11/22 "copy of that character" refers only to the specific version of that personality (not replacing or replaced personalities, and not alternate versions). So, placing Jeffrey Sinclair on Rumor Mongers would not affect Captain Sinclair or Entil'zha. Placing the Premier/Deluxe Londo Mollari would affect the "diplomat" or "gambler" cards named "Londo Mollari". They are not different personality versions.
- Rule/Card:** Rumor Mongers **Relates to:**  
 1999/10/27 You can play characters under it that you could not normally sponsor. Such as a Psi Corps faction playing Byron under the Rumor Mongers.
- Rule/Card:** Rumor Mongers **Relates to:**  
 1999/03/24 You may have copies of other player's Ambassadors in your deck to use on Rumor Mongers.
- Rule/Card:** Saboteurs **Relates to:**  
 2000/04/08 Saboteurs does not become a participant and does not make a conflict contested.
- Rule/Card:** Saboteurs **Relates to:**  
 1999/11/11 If multiple different factions have copies of Saboteurs, they can all target the same conflict.
- Rule/Card:** Saboteurs **Relates to:**  
 1999/10/20 Saboteurs can be used to oppose Rally the People. The group does not become a participant and thus does not violate the restriction.
- Rule/Card:** Saboteurs **Relates to:**  
 1999/10/06 You may use Saboteurs to apply opposition to a conflict which has participation restrictions (even if those restrictions would otherwise prevent you from applying opposition).
- Rule/Card:** Salvage Yard **Relates to:**  
 1997/10/07 It's a triggered response type of action. Normally, you use it during the Draw round when the neutralized fleet to be discarded. It could also be used during the Action round in response to a card like Shadow Strike or Forced Evolution that discard one of your fleets. It would be done immediately when the discard occurs, durin (well, just after) the other player's action.
- Rule/Card:** Sarah **Relates to:**  
 1999/08/30 With multiple Human factions Sarah's cost to sponsor is determined using the Unrest of the faction sponsoring Sarah.
- Rule/Card:** Scapegoats **Relates to:**  
 1999/09/27 An ambassador targetted by Scapegoats will be "rotated, healed and unneutralized" but is not demoted.
- Rule/Card:** Scapegoats **Relates to:**  
 1999/09/27 "Healing" is equivalent to "remove all normal damage" (i.e. it doesn't remove severe damage). If this card has Not Meant To Be played on it, you must reapply any damage which was healed.

**Rule/Card:** Search For A Home**Relates to:**

2000/06/16 Change the second sentence to "Rotate this agenda, target a Homeworld in play, and remove Chaos Tokens from this agenda equal to the Homeworld's printed Military..." This is an errata. The current text of Search for Home is as follows: "Cannot be blanked or discarded. If you control no locations you conquered using Search For a Home, rotate this agenda, target a Homeworld in play, and discard Chaos Tokens equal to the Homeworld's printed Military: you conquer the location, and while you control it, even if this agenda leaves pla each turn you may apply (X - 10) additional influence, where X is the location's printed Military at the time you conquered it. If you control a Homeworld loyal to another race, and no other players control any locations, you score a Major Victory this turn."

**Rule/Card:** Search for a Home**Relates to:**

2000/06/13 You may use Search for a Home on a homeworld you control, such as the homeworld of your race. Note that by conquering a location you are still blanking its effect text and reducing its current Military to Zero (page 47 the rulebook), even if you sponsored the location in the first place. Also note that using Search for a Homewo on your race's homeworld provides nothing toward this agenda's victory condition.

**Rule/Card:** Search For A Home**Relates to:**

2000/05/14 If you use Search for a Home on your own homeworld, you conquer it and thus effectively blank it's effects t and can not use it's effects text. There is no "Drakh" homeworld. The homeworld you conquered belongs to your host race, and therefore is not your race.

**Rule/Card:** Search for a Home**Relates to:** Chosen of God

2000/05/02 If you use Search for a Home to grab Zhabar from a Chosen of God deck with Drazi as the chose species, yc must use 30 Chaos Tokens and your Influence Rating increases to 15.

**Rule/Card:** Sebastian**Relates to:** Changeling Net

1999/02/05 You can initiate a Diplomacy conflict against someone with no Destiny Marks for no effect (primarily for Aftermath purposes). If you duplicate Sebastian's text with Changeling Net you will not be able to rotate the enhanced character to initiate the conflict because "Rotate Sebastian" is a cost that you cannot pay. Even though your character has Sebastian's text, it is not Sebastian. You cannot rotate another faction's copy of Sebastian to pay this cost.

**Rule/Card:** Second United Fleet**Relates to:**

1999/11/24 You cannot sponsor a fleet of another race unless using an effect which allows an exception (such as on th Babylon 5 fleets) - then only that exception can be used. The easiest ways (there are others) to get fleets of different races are: There are a few Non-Aligned Fleets that can be sponsored by any race (because they s; so on the card). The Non-Aligned can use two different species fleets. And anyone can sponsor Babylon 5 fleets, which count as being of a different race.

**Rule/Card:** Second United Fleet**Relates to:**

1999/11/24 The Non-Aligned fleets which do not have a species designation (such as Rag-Tag Fleet) count as the Non-Aligned race, so they would work with a Minbari fleet (for example). However, since they have no species, tl will not work with just another Non-Aligned fleet (whether the other fleet has a species designation or not).

**Rule/Card:** Second United Fleet**Relates to:**

1999/09/03 B5, Shadow and Vorlon fleets all count as different races. But do remember the prohibition on having Shadov or Vorlon Marks.

**Rule/Card:** Second United Fleet**Relates to:**

1999/03/21 You do not have to rotate an Inner Circle character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet.

- Rule/Card:** Second United Fleet **Relates to:**  
 1999/01/25 When you bring out a United Fleet, you use the current military of the fleets being replaced. Leaders of the replaced fleets are not neutralized or put out of play. Support Fleets targeting the replaced fleets are not neutralized
- Rule/Card:** Second United Fleet **Relates to:**  
 1999/01/21 Since Combined Fleet has no species, you must discard a fleet of another race or two fleets of different species in order to use it to bring a United Fleet into play.
- Rule/Card:** Secondary Experience **Relates to:**  
 1999/12/09 Secondary Experience can be used to boost leadership on the leader of a fleet that participated. Leadership was indeed "used in the conflict."
- Rule/Card:** Secondary Experience **Relates to:**  
 1999/01/13 You cannot have multiple "Secondary Experience"s targetting the same character. You cannot have more than one copy of an identical aftermath on a single target at the same time. (and Secondary Experience stays with the character when played)
- Rule/Card:** Secret Police **Relates to:**  
 2000/02/07 The bonus applies to a character's intrigue even if they have zero intrigue.
- Rule/Card:** Secret Strike **Relates to:**  
 1999/11/30 If you initiated any conflict this turn (including an "additional conflict"), you will not be able to play Secret Strike
- Rule/Card:** Secret Strike **Relates to:** Directing Events  
 1999/11/01 If someone plays Directing Events and Secret Strike is played afterwards, the conflicts are resolved as follows: All conflicts that were affected by Directing Events resolve in order; Afterwards, resolve the Secret Strike conflict.
- Rule/Card:** Secret Strike **Relates to:**  
 1999/09/16 Secret Strike will not work as a mercenary action.
- Rule/Card:** Secret Vorlon Aid **Relates to:**  
 1999/03/19 Because Secret Vorlon Aid supports or opposes a conflict, not a player it may not be used in conflicts where "any player may be supported"
- Rule/Card:** Sector 90 **Relates to:** Psi Corps Intelligence  
 1999/08/23 If you rotate Psi Corps Intelligence for the Psi conflict and it is later targeted by Sector 90, the Psi Conflict is unaffected.
- Rule/Card:** Sector 90 **Relates to:** Imperial Telepaths  
 1999/08/23 Sector 90 will not cancel/reverse the drawing of cards from Imperial Telepaths since that is not an ongoing effect. Sector 90 will not cancel Imperial Telepaths' effect (and will allow you to use it a second time that turn)
- Rule/Card:** Secure the Home Front / Secure the Home Front **Relates to:**  
 2000/03/30 While your race is in civil war, you accrue no power bonus from Secure the Home Front. You may play Secure the Home Front during civil war, since they require "at least two \_\_\_\_\_ factions in the game," not "two factions of your race". Power Block is discarded if your race is in civil war, since it is impossible for your homeworld to be controlled by another faction of "your race" during Civil War.



- Rule/Card:** Security Training **Relates to:**  
 1999/05/20 If a character with Security Training has been neutralized and Brother Theo rotates to affect him, he cannot take damage through Security Training because Security Training's effects text has nothing to do with the character taking an action.
- Rule/Card:** Seductive Arguments **Relates to:**  
 1999/12/22 Seductive Arguments can be targetted by Not Meant to Be.
- Rule/Card:** Seductive Arguments **Relates to:**  
 1999/12/22 Seductive Arguments is played as the same action in which you sponsor or promote the character.
- Rule/Card:** Seductive Arguments **Relates to:**  
 1999/11/28 You don't need to rotate an Inner Circle character to use this card.
- Rule/Card:** Seeds of Anarchy **Relates to:**  
 2000/09/20 If no player has the single highest support in a Seeds of Anarchy conflict, all players lose 2 influence.
- Rule/Card:** Seeds of Destruction **Relates to:**  
 2001/02/28 You cannot use Seeds of Destruction to gain +1 influence if another faction gained a doom mark some time other than during the Action Round.
- Rule/Card:** Seeds of Destruction **Relates to:** Unity  
 2000/06/07 If you have Seeds of Destruction as your Agenda, Unity as a Contingency in play and someone targets you w an event which attempts to increase your Unrest the following happens: When he plays the event it is his action. When you reveal the Unity Contingency it is still his action. Unity cancels the Unrest increase against you and increases the other guy's Unrest by one. Because it is his action and his Unrest increased, you gain influence (from Seeds of Destruction). Also, when it is your turn, you may rotate Seeds of Destruction to increase his Unrest by 1. His Unrest increased since your last action.
- Rule/Card:** Seizing Advantage **Relates to:**  
 1999/08/24 You must have the same copy of the agenda in play both for when you neutralize a character and when the character is discarded in order to gain power from this agenda.
- Rule/Card:** Seizing Advantage **Relates to:** Factional Inertia  
 1999/08/23 The "agenda's power limit" in Factional Inertia does not affect Seizing Advantage, as the power becomes separate from the agenda as soon as it comes into existence.
- Rule/Card:** Seizing Advantage **Relates to:**  
 1999/08/12 Any cards which limit the power of a faction affect Seizing Advantage. The permanent gain of power only means that the power sticks around if the agenda is discarded or replaced. Note: Cards which directly affect the agenda do not affect the power gained from Seizing Advantage as the power is seperate from the agend
- Rule/Card:** Seizing Advantage **Relates to:**  
 1999/03/22 When you discard a conflict card used with Seizing Advantage, you discard back to the discard pile of the player who owns the card.
- Rule/Card:** Seizing Advantage **Relates to:** Obstacles to Victory  
 1999/01/25 Permanent power gained from fulfilling the requirements on Seizing Advantage is not affected by Obstacles to Victory. OtV affects continuous power bonuses, not instant power changes.

- Rule/Card:** Seizing Advantage **Relates to:**  
 1998/11/25 A Soul Hunted character is a card in your faction, so meets the requirement for Seizing Advantage. A Puppeteered character is not a card in your faction, so does not meet the requirement.
- Rule/Card:** Seizing Advantage **Relates to:**  
 1998/11/20 Seizing Advantage, on its own, does not allow you to initiate a conflict. However, any time that you can initiate a conflict through other means (i.e. during the conflict round, using John Sheridan, Secret Strike, etc.), you can use the Seizing Advantage ability to select that conflict from another player's discard pile instead of from your hand. If you use the Seizing Advantage ability, you must pay for it, in addition to any costs to initiate a conflict in the first place.
- Rule/Card:** Senator Young **Relates to:**  
 1999/11/30 Senator Young is a Senator, so receives the bonuses from Oversight Committee.
- Rule/Card:** Servants of Order **Relates to:**  
 2000/01/05 The Minbari player can use Servants of Order to purge more Vorlon marks than he actually has cards giving c requiring Vorlon marks in his deck.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 2000/07/27 When Shadow Cloud/Vorlon Planet Killer re-initiates itself, it does not initiate unless its original play requirements are met. If there are no legal targets, it does not re-initiate. If the Shadow War is not in effect, it does not re-initiate.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:** ISA  
 2000/05/14 An ISA member can initiate the Shadow Cloud/Vorlon Planet Killer conflict. When the ISA member initiates Shadow Cloud/Vorlon Planet Killer, the conflict does not specifically target another ISA member, so it can be initiated.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 2000/04/17 If Shadow Cloud/Vorlon Planet Killer has no valid targets left, it does not re-initiate. This does not mean that it was unsuccessful and that the Shadows/Vorlons lose 1/4 of their influence. A conflict is unsuccessful only if opposition is greater than or equal to the support at resolution.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 1999/08/26 After the first turn these conflicts re-initiate themselves and cannot have Aftermaths played on them that are participant Aftermaths. Non-Aggression Pacts will not prevent this conflict from targeting races in a state of Non-Aggression. The first turn they are played they are treated as normal conflicts.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 1999/01/26 A person with Maintain the Peace can use its ability to prevent Shadow Cloud/Vorlon Planet Killer from resolving. If it does this, the Shadow Cloud/Vorlon Planet Killer is discarded at the end of the round that it does not resolve.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 1998/12/29 If there are no locations that meet the targeting requirements for the Shadow Cloud/Vorlon Planet Killer, the conflict does not reinitiate - it is discarded.
- Rule/Card:** Shadow Cloud/Vorlon Planet **Relates to:**  
 1998/12/29 A successful Beyond the Rim ends the Shadow War, which means during the next conflict round, Shadow Cloud/Vorlon Planet Killer will no longer meet the necessary requirements to be reinitiated and will then be discarded.

- Rule/Card:** Shadow Fleet/Vorlon Fleet                   **Relates to:**  
 2000/12/04    Shadow and Vorlon Fleets can be targeted by event and contingency cards just like any other cards (even though they have restrictions on leadership and enhancements).
- Rule/Card:** Shadow Implants                               **Relates to:**  
 1999/11/28    It is not possible for a card to have more than one racial loyalty. Shadow Implants takes precedence over a character's current racial loyalty, and Councilor Na'Far takes precedence over Shadow Implants, because he says to ignore all other loyalties.
- Rule/Card:** Shadow Implants                               **Relates to:**  
 1999/03/12    This card changes the loyalty of the card to "Shadows" (i.e. treat the card as if it said "Shadow Character"). Shadow Implants is removed, the card's loyalty reverts to its printed race.
- Rule/Card:** Shadow Implants                               **Relates to:**  
 1999/01/24    If you play this on your Ambassador, you do not gain control of the Shadow Faction - your faction's race does not change. Any character enhanced by this card loses their original racial designation (if any) and becomes Shadow character.
- Rule/Card:** Shadow Implants                               **Relates to:**  
 1998/12/29    This means the character becomes a "Shadow Character". The character can then lead Shadow Fleets that can be led (note that Shadow Ship cannot be led).
- Rule/Card:** Shadow Medallion                               **Relates to:**  
 1998/12/16    "card which requires Shadow Marks" includes cards which require the presence of Shadow Marks in play in order to be played (such as Z'ha'dum Awakened) but which do not explicitly use the term "requires".
- Rule/Card:** Shadow of a Shadow                           **Relates to:**  
 2000/04/27    If using Shadow of a Shadow to initiate a Conflict you remove the Chaos Tokens when you reveal the Conflict you are initiating.
- Rule/Card:** Shadow of a Shadow                           **Relates to:**  
 2000/04/17    If playing a card which requires an Inner Circle character to sponsor, you must still rotate an Inner Circle character to sponsor the card. This is considered part of "pay[ing] all other requirements and costs".
- Rule/Card:** Shadow Ship                                       **Relates to:**  
 1998/01/01    Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target the Shadow Ship are counted (the Shadow Ship would gain the +1 military).
- Rule/Card:** Shadow Ship                                       **Relates to:**  
 1998/01/01    The Shadow Ship can not be led at all. Additionally, it can only be targeted for enhancement with Shadow Fleet Enhancements.
- Rule/Card:** Shadow Tech Upgrade                       **Relates to:** Shadow Ship  
 2000/09/25    You cannot target a Shadow Ship with Shadow Tech Upgrade.
- Rule/Card:** Shadow Tech Upgrade                       **Relates to:** Growth in Chaos/Morden  
 2000/08/31    The cost reduction from Growth in Chaos and Morden cannot be used on Shadow Tech Upgrade. The zero cost ruling prevents this.
- Rule/Card:** Shadow Tech Upgrade                       **Relates to:**  
 1999/01/22    Since United Fleets don't have an influence cost, Shadow Tech Upgrade cannot be used on them.

- Rule/Card:** Shadow Tech Upgrade **Relates to:**  
 1999/01/04 Having to purge a Shadow Mark in order to play a card counts as a Shadow Mark requirement. So, Shadow Tech Upgrade requires Shadow Marks for purposes of cards which use that requirement.
- Rule/Card:** Shadow Tech Upgrade **Relates to:** Valarius  
 1998/12/28 Since the cost for Shadow Tech Upgrade is undefined (i.e. there is no influence cost bubble in the bottom right corner), you cannot double it for purposes of the Valarius (Centauri Fleet Enhancement).
- Rule/Card:** Shadow War **Relates to:**  
 1999/12/09 Nothing ends the Shadow War unless it specifically states that it does.
- Rule/Card:** Shadow War Fleet **Relates to:**  
 2000/07/03 The Shadow War Fleet can attack any legal target participating in any conflict which doesn't specifically limit the participants. Shadow War Fleet does not need the conflict to require Vorlon/Shadow Marks for it to participate by attacking.
- Rule/Card:** Shadow War Fleet **Relates to:**  
 1999/08/26 It can attack in any conflict, including those that do not require Shadow Marks.
- Rule/Card:** Shadow War Fleet **Relates to:**  
 1999/08/26 The Shadow War Fleet cannot support a conflict.
- Rule/Card:** Shadow/Vorlon Characters **Relates to:**  
 2000/03/22 Unless stated otherwise, Shadow and Vorlon Characters cost double to sponsor.
- Rule/Card:** Shadow/Vorlon Characters **Relates to:**  
 1999/05/13 If you have a Shadow/Vorlon character in play and you purge their Shadow/Vorlon Marks, you may then play Vorlon/Shadow characters (and can even give Vorlon/Shadow Marks to your Shadow/Vorlon Characters).
- Rule/Card:** Shadows Fall **Relates to:**  
 1999/08/26 Shadows Fall requires a Shadow Mark for the purposes of Z'ha'dum Awakened.
- Rule/Card:** Shadows Fall **Relates to:**  
 1999/08/12 Shadows Fall requires that the person playing the card purge a Shadow Mark (as a cost) but does not require the target to have a Vorlon mark. Also, if targeted by Not Meant To Be, it will only reverse any effects which actually occurred (i.e. it won't spontaneously generate a mark if none was purged in the first place).
- Rule/Card:** Shadowwatch **Relates to:**  
 1999/08/26 If you sponsor a character with Shadow Marks, the Marks are applied to your faction total. Characters who sponsor with printed marks do not "gain" their marks when sponsored.
- Rule/Card:** Shady Dealings **Relates to:**  
 2000/12/19 For the purposes of this Contingency, a card in your hand is not considered to be "a card you control".
- Rule/Card:** Shai Alyt Neroon **Relates to:** Warleader Shakiri  
 2000/06/23 There is no restriction on having multiple Minbari Warleaders in play.
- Rule/Card:** Shai Alyt Neroon **Relates to:** Thug  
 2000/05/05 You may use the temporary Strife Marks that a Nightwatched Thug gives you to purge from Shai Alyt Neroon order to recycle fleets.

- Rule/Card:** Shai Alyt Neroon **Relates to:**  
 2000/03/12 If Alyt Neroon has Shadow marks, you cannot replace him with Shai Alyt Neroon until you remove those mark
- Rule/Card:** Shal Mayan **Relates to:**  
 1998/12/14 If a character has the aftermath Crisis of Self, which makes you pay double the influence cost to ready the character, the aftermath takes priority so Shal Mayan cannot ready the character.
- Rule/Card:** Shal Mayan **Relates to:**  
 1998/07/01 A character who participated in a conflict still has their ability supporting/opposing the conflict after being readied by Shal Mayan.
- Rule/Card:** Shal Mayan **Relates to:**  
 1998/07/01 Shal Mayan can ready an Inner Circle character who has rotated to heal severe damage so that they can rotate to heal a second time.
- Rule/Card:** She'lah **Relates to:**  
 1999/12/23 The amount of the penalty is fixed when She'lah rotates to apply it. Changes to She'lah's ability after that time will have no effect.
- Rule/Card:** She'lah **Relates to:**  
 1999/12/22 If readied (such as through Hour of the Wolf) She'lah's effect can be used on different characters, but it will not be cumulative on a single character. This is the same way Secret Police/et al work.
- Rule/Card:** Sheridan Reborn **Relates to:**  
 1999/02/10 The fourth sentence should begin "Rotate Sheridan Reborn..."
- Rule/Card:** Sheridan Reborn **Relates to:**  
 1998/12/18 Sheridan Reborn's bonuses will constantly change as the number of his Destiny Marks changes.
- Rule/Card:** Shiv'kala **Relates to:**  
 2000/06/13 You cannot rotate Shiv'kala to reduce your unrest if your unrest is 1.
- Rule/Card:** Short Term Goals **Relates to:**  
 1999/01/21 If you play Short Term Goals, gain an influence into your unspent pile and someone Not Meant To Be's your STG, you may lose the influence from your spent pile.
- Rule/Card:** Short Term Investment **Relates to:**  
 1999/07/28 The extra influence you get for Short Term Investment affects your initiative during the ready round.
- Rule/Card:** Show the Colors **Relates to:**  
 2000/05/08 If an event is played which allows the use of a non-Military Ability in Show the Colors, attacks still may not occur unless the attack is done with that ability, the attack is done by a fleet, and the attacking faction is at war with the faction using the non-Military participant card.
- Rule/Card:** Show the Colors **Relates to:**  
 1999/03/27 Show the Colors is considered to have participation restrictions and cannot be used in conjunction with Empir Builder or Further Gains. However, it can be used for Master of All.
- Rule/Card:** Showing cards **Relates to:**  
 2000/03/26 You can show people your cards. There are no rules or rulings against it.

- Rule/Card:** Sh'Sak **Relates to:**  
 2000/02/18 If you played multiple Aftermaths that were not discarded after play, Sh'Sak lets you retrieve one copy of each of those Aftermaths even if Sh'Sak is neutralized. Character's effects text still applies even when they are neutralized.
- Rule/Card:** Sh'Sak **Relates to:**  
 2000/02/18 If you played multiple aftermaths that were not discarded after play, Sh'Sak lets you retrieve one copy of each of those aftermaths.
- Rule/Card:** Shunned **Relates to:**  
 1998/11/29 If this enhancement is discarded, Babylon 5 does not lose the influence that was gained if the vote passed.
- Rule/Card:** Shunned **Relates to:**  
 1998/03/19 Your Ambassador is the only card that can rotate to sponsor this enhancement (no other inner circle character may rotate to sponsor it).
- Rule/Card:** Sideboarding **Relates to:**  
 1999/07/05 You may change your Starting Ambassador in a tournament if you have an acceptable alternate ambassador in your sideboard which would not change your race.
- Rule/Card:** Seizing Advantage **Relates to:** Blue Narn  
 2000/03/16 When Seizing Advantage is used to play another person's conflict, the Conflict card leaves the discard pile and enters play on the table. It can be hit by You Are Not Ready/Order Above All. When the conflict returns to the owner's discard pile, it returns to the top of the discard pile, not to its original position. You never shuffle a discard pile unless instructed.
- Rule/Card:** Sigma 957 **Relates to:**  
 1999/09/13 A Location with no racial loyalty (Sleeping Z'ha'dum, Sigma 957 and Military Outpost) should be considered a "Neutral Location".
- Rule/Card:** Signed Cards **Relates to:**  
 2000/12/23 When a signed card's text is different from the "normal" card version (as with Prime Minister Mollari, Galen and Dureena Nafeel) always use the "normal" card version's text.
- Rule/Card:** Signs and Portents **Relates to:**  
 2000/03/26 "Card type" is defined on page 6 of the current rulebook and includes the following: Character, Group, Fleet, Location, Enhancement, Event, Agenda, Conflict, Aftermath, Contingency. "Signs and Portents" could therefore retrieve 1 character, 1 fleet, and 1 enhancement (for example), but not 2 characters and a fleet.
- Rule/Card:** Since your last action **Relates to:**  
 1999/09/11 You may use any card which says "since your last action" as your first action of the game.
- Rule/Card:** Sleeper Personality **Relates to:**  
 2000/05/14 If the target of a Sleeper Personality conflict is neutralized, the target is discarded when it becomes a supporting card for the winner of the conflict. If the target of Sleeper Personality is successfully transferred to another faction, all attached Enhancements and Aftermaths also transfer.
- Rule/Card:** Sleeper Personality **Relates to:**  
 1999/10/05 If you fulfill the conditions on Sleeper Personality to acquire a character from another faction, they come to your faction in the same condition they were (i.e. all attached cards, marks, damage and textual additions).

- Rule/Card:** Sleeping Z'ha'dum **Relates to:**  
 1999/09/13 A Location with no racial loyalty (Sleeping Z'ha'dum, Sigma 957 and Military Outpost) should be considered a "Neutral Location".
- Rule/Card:** Sneak Attack **Relates to:**  
 1999/10/23 Because United Fleets have an undefined influence cost, they cannot be targeted by Sneak Attack.
- Rule/Card:** Soldier of Darkness **Relates to:**  
 2000/08/19 You can use any card which allows a generic ability increase to increase Soldier of Darkness' Military Ability.
- Rule/Card:** Soldier of Darkness **Relates to:** Military Participant Aftermat  
 2000/05/08 You may play any Military Participant Aftermaths on participant Soldier of Darkness characters in Military Conflicts.
- Rule/Card:** Soldier of Darkness **Relates to:**  
 2000/04/28 Soldier of Darkness cannot participate in a border raid. Border Raid only allows 1 fleet and any leaders on the fleet per side. A character that is not leading a fleet is not an allowed participant.
- Rule/Card:** Soul Hunter **Relates to:**  
 2000/03/19 A Soul Hunter may return a character to play that has special sponsoring requirements. A Soul Hunter may not target a character who "must replace" another character.
- Rule/Card:** Soul Hunter **Relates to:**  
 2000/01/11 When a character with modified abilities (aftermaths, events, permanent changes to printed abilities, neutralized, etc.) is discarded, all modifications are lost. If that card subsequently reenters play (Civil Servant; Soul Hunter, etc.), it does so with no modifiers - use the original printed values.
- Rule/Card:** Soul Hunter **Relates to:**  
 1999/11/16 You can Soul Hunt a Character in a discard pile no matter how they got there.
- Rule/Card:** Soul Hunter **Relates to:**  
 1999/11/08 You can use the Soul Hunted character's special abilities (eg., Na'Mel).
- Rule/Card:** Soul Hunter **Relates to:**  
 1999/10/13 If you Soul Hunt a character, you cannot attack the Soul Hunted character with anyone in your faction, nor can your characters be attacked by the Soul Hunted character. However, it is perfectly legal for the Soul Hunted character to attack (or be attacked by) characters in another faction (given a normally legal opportunity to attack).
- Rule/Card:** Soul Hunter **Relates to:** Lorien  
 1999/07/26 You may get Lorien into play via Soul Hunter. You may then use Secret Strike to play Beyond the Rim (bypassing Strike at the Heart).
- Rule/Card:** Soul Hunter **Relates to:**  
 1998/11/25 A Soul Hunted character counts as a card in your faction until the end of the turn when it is discarded.
- Rule/Card:** Soul Hunter/Day of the Dead/ **Relates to:**  
 1999/01/14 You may use Day of the Dead or a Soul Hunter to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements.

**Rule/Card:** Species **Relates to:**  
1999/09/07 The term "species" applies only to Non-Aligned cards and has absolutely no applications to any other race. Ps Corps is not a species.

**Rule/Card:** Species Ambassadors **Relates to:**  
2000/04/16 You can have two different characters in play who are the Species Ambassador for the same Species (eg. Hyach Patriarch and Miziri Tal).

**Rule/Card:** Species Ambassadors **Relates to:**  
2000/03/28 Being a faction ambassador does not count as being a species ambassador.

**Rule/Card:** Species Ambassadors **Relates to:**  
1999/06/19 When playing Non-Aligned, you may choose your second starting Ambassador (i.e. the Ambassador who starts in your hand) which has the same species as your primary starting Ambassador (i.e. using Vizak as your primary starting Ambassador and Juphar Trkider as your secondary Ambassador).

**Rule/Card:** Species Ambassadors **Relates to:**  
1999/01/22 If a card specifies it can target your Ambassador only, it can target your faction Ambassador only. It cannot target a Species Ambassador.

**Rule/Card:** Sponsor **Relates to:**  
1999/11/12 Nothing that allows sponsoring without rotating a character gets any benefits of a specific character doing the sponsoring (such as an assisted ambassador) unless the effect specifies a character that would be doing the sponsoring (but doesn't have to rotate because of the special effect).

**Rule/Card:** Sponsor **Relates to:**  
1999/10/07 With the exception of characters and enhancements, you cannot sponsor a card loyal to another race unless something specifically permits you to do so \*and\* you meet all of the requirements specified by that exception.

**Rule/Card:** Sponsor **Relates to:**  
1999/04/23 You may not sponsor any restricted cards (groups, fleets or locations) unless you are the race named on the card unless specifically allowed by the card or another card in play. If no race is listed, then the card is Neutral and may be played by anyone at normal cost.

**Rule/Card:** Sponsor **Relates to:**  
1999/04/16 There is no minimum cost for sponsoring cards. In other words, you may have modifiers which reduce the cost for sponsoring a card which reduce it to zero. You must still rotate an Inner Circle character.

**Rule/Card:** Sponsor **Relates to:**  
1999/04/12 Cards which have the have an effect which occurs "when sponsored" are not the source of the effect. The act of sponsoring the card is the source of the effect. Blanking the card or getting rid of it will not change the effect of the card's sponsorship.

**Rule/Card:** Sponsor **Relates to:**  
1999/01/20 "Able to sponsor" means that the card is not a limited card already in play, is not a limited card that has been removed from the game or otherwise prohibited from entering play, is not a card that can only come in via replacement, and all mark and other printed requirements are met. A Ready Inner Circle character and sufficient influence to sponsor the card are not required.



- Rule/Card:** Sponsor **Relates to:**  
 1999/01/18 If a card states that its effects depend on whether or not another card could be sponsored (i.e. Consultants, Conscription, Ranger Operations, Reservations, etc) you must be able to satisfy all state and mark requirements but do not need to have a ready Inner Circle character or the necessary influence to actually sponsor the card.
- Rule/Card:** Sponsoring **Relates to:** Shadow/Vorlon Marks  
 2000/10/20 If your faction has a Vorlon Mark it cannot play a card which has or provides Shadow Marks (and vice versa) does not matter if the act of playing your card would remove that opposing mark or not.
- Rule/Card:** Sponsoring cards **Relates to:**  
 2000/09/28 You cannot sponsor cards into another player's faction unless something tells you otherwise.
- Rule/Card:** Spread Unrest **Relates to:**  
 1999/12/09 Spread Unrest overrides the normal rounding rule (you normally always round up) because the card explicitly states the method of rounding to be applied.
- Rule/Card:** Spread Unrest **Relates to:**  
 1999/12/09 The general rounding rule is that you always round up unless a card states otherwise. Spread Unrest states otherwise: 0.5 and greater round up, 0.49 and lower rounds down.
- Rule/Card:** Squadron Fleet Enhancement **Relates to:**  
 1999/08/24 If you used Black Omega Squadron in conjunction with Valarius since you target all Centauri fleets of the faction, all Centauri fleets in your faction gain 2 damage resistance. This works the same way for all Squadrc Fleet enhancements.
- Rule/Card:** Stagnation **Relates to:**  
 1999/05/05 If you must draw more than one free card per turn because of some outside effect (i.e. Bester) treat Stagnati as if it said "free cards". In other words, you must discard all free cards you draw.
- Rule/Card:** Starfire Wheel **Relates to:**  
 2000/07/11 Your Unrest is reduced at resolution.
- Rule/Card:** Starfire Wheel **Relates to:**  
 2000/05/14 Only Minbari Factions can play Starfire Wheel.
- Rule/Card:** Starfire Wheel **Relates to:**  
 2000/03/13 If a character who had his abilities raised by Starfire Wheel is replaced, the increased stat bonuses do not transfer unless the replacing version specifically says so. Starfire Wheel does not have participation restrictions. Minbari Characters participating in Starfire Wheel cannot be attacked by non-Minbari using Diplomacy. Minbari Characters participating in Starfire Wheel can attack non-Minbari participants using Intrigue; this then allows other non-Minbari to attack that Minbari (also using Intrigue).
- Rule/Card:** Stasis **Relates to:**  
 2000/02/15 If Stasis is glitched, the factions with Vorlon marks do not have their influence spent due to Stasis returned.
- Rule/Card:** Statement of Position **Relates to:**  
 1999/08/23 If this conflict succeeds, the owner of the targetted agenda decides if the agenda is discarded or if it become an Aftermath.

- Rule/Card:** Statement of Position **Relates to:**  
 1998/11/23 Statement of Position does not allow a Major Agenda to be discarded. It is useless to target a Major Agenda with it.
- Rule/Card:** Steal Babylon 4 **Relates to:**  
 1999/12/23 You only rotate Steal Babylon 4 to search your deck for B4 conflicts. It has no application to the victory check. Steal Babylon 4 has no effect on the player who is declaring victory. It only affects the controller of the Steal Agenda. If you have enough B4 in aftermaths in play, you will get to claim a shared victory with the person claiming victory. Your victory (regular or major) is based on your "victory discount" and the winning player's power. Example: If you have 16 power (and are the second highest player) and the winner has 26 power. If you have 0-10 B4 Aftermaths, you do not win; If you have 11-19 B4 Aftermaths, you win a regular victory; If you have 20+ B4 Aftermaths, you win a Major victory.
- Rule/Card:** Steal Babylon 4 **Relates to:**  
 1999/12/07 If someone claims a Major Victory from an agenda granting a victory not based on power (Master of All, Force Majeure), you can claim a Standard Victory if you have enough combined power and B4 aftermaths to give you enough power to win a Standard Victory.
- Rule/Card:** Steal Babylon 4 **Relates to:**  
 1999/11/16 If you are able to win using Steal Babylon 4 while another player wins, you both win the game (and share the victory in tournament play).
- Rule/Card:** Steal Babylon 4 **Relates to:**  
 1999/10/18 If a card reduces the amount of power you need to win, 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 then 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.
- Rule/Card:** Steal Skills **Relates to:**  
 1999/08/20 In order to use Steal Skills, you have to be able to participate in a conflict in the first place. Only cards with no zero abilities of the appropriate type may rotate to support or oppose a conflict.
- Rule/Card:** Stolen Spoils **Relates to:**  
 1999/07/12 You may not steal Influence gained from sources other than the conflict (i.e. Further Gains, Homeworld or Chosen of God).
- Rule/Card:** Strange Bedfellows **Relates to:**  
 1999/11/08 Always round up. For example, if successful and the tension is at 3, reduce the tension to 2.
- Rule/Card:** Strange Happenings **Relates to:**  
 2000/06/15 If a Conflict is targeted with Strange Happenings, you can only play Aftermaths that meet the requirements of the new type of conflict.
- Rule/Card:** Strength in Adversity **Relates to:**  
 1999/11/23 Strength in Adversity does not cause a conflict to be contested. For a conflict to be contested, it requires a participant that opposed or attacked. However, a conflict must be won before it has a chance to be uncontested.
- Rule/Card:** Strength In Adversity **Relates to:**  
 1999/03/29 You cannot use Strength in Adversity to oppose a conflict in which sides may only be supported.

- Rule/Card:** Strife Marks **Relates to:**  
 2000/08/24 If a Character is a Conflict Participant and has their Ability reduced to zero (through damage or card effect), when that card is attacked, the Character does two damage for each Strife Mark attached to him. Note that you cannot attack using an ability that is zero and neutralized characters cannot be attacked.
- Rule/Card:** Strike at the Heart **Relates to:**  
 1999/10/05 If your Ambassador's Assistant has Psi (such as through Latent Telepath and Vorlon Enhancement) when you lose a Strike at the Heart, the character will retain their Psi ability.
- Rule/Card:** Strike at the Heart **Relates to:**  
 1999/01/27 If your faction loses Strike at the Heart and another player has your Assistant in play, your faction is eliminated. Interpret the phrase "your assistant" to mean "the ambassador's assistant for your ambassador who is in your faction." If you do not control your assistant, they will not lead your faction.
- Rule/Card:** Strike at the Heart **Relates to:**  
 1999/01/27 If the Non-Aligned player initiates Strike at the Heart, another player plays Plague targeting the NA player's Ambassador's Assistant's race (Markab), the Strike at the Heart conflict fails and the Plague conflict succeeds, the new Ambassador stays around. No other cards of that race may (re)enter play.
- Rule/Card:** Strike at the Heart **Relates to:**  
 1999/01/27 If Player 1 initiates Strike at the Heart, Player 2 initiates Attacking Pawns or Extreme Sanction targeting Player 1's Ambassador's Assistant, Player 1 loses Strike at the Heart and Player 2 wins their conflict, Player 1's Assistant is the new Ambassador and stays in play. Player 2's conflicts succeed but have no effect.
- Rule/Card:** Strike at the Heart **Relates to:** Attacking Pawns/Extreme S  
 1999/01/27 If Player 1 initiates Strike at the Heart, Player 2 initiates AP or ES targeting Player 1's Ambassador's Assistant, Player 1 loses Strike at the Heart and Player 2 wins their conflict, Player 1's Assistant is the new Ambassador and stays in play. Player 2's conflicts succeed but have no effect.
- Rule/Card:** Strike Back **Relates to:**  
 1999/08/23 You may play Strike Back with less than 3 rotated characters, but if you have 3 (or more) you must ready 3.
- Rule/Card:** Suarez Cil'Tlakh **Relates to:**  
 2000/03/19 Suarez Cil'Tlakh may target a group that is already rotated.
- Rule/Card:** Suarez Cil'tlakh **Relates to:**  
 1999/11/27 Suarez Cil'tlakh can target a rotated group. However, this will have no effect on a conflict started by the group. Once the conflict is initiated, removing the source of the conflict does not negate it.
- Rule/Card:** Suarez Cil'tlakh **Relates to:**  
 1999/04/14 If Suarez targets a group which has generated a conflict, the blanking of the group does not affect the conflict. Suarez may blank the text of groups which have already been rotated.
- Rule/Card:** Suarez Cil'tlakh **Relates to:**  
 1999/02/15 Suarez Cil'tlakh may not sustain.
- Rule/Card:** Suicide Run **Relates to:**  
 2000/01/11 You have to discard a number of characters equal to half of the target's cost (the costs of those characters is irrelevant).
- Rule/Card:** Suicide Run **Relates to:**  
 1999/11/02 The phrase "supporting character" always refers to a Character in The Supporting Row.

- Rule/Card:** Supply Convoy **Relates to:**  
 2000/03/17 If you have 2 Supply Fleets in the same conflict, your Non-Aligned Fleets now have 2 damage resistance.
- Rule/Card:** Support Fleet (Centauri) **Relates to:**  
 1998/01/01 All the other Support Fleets say they are Multiple but not the Centauri. This is not a typo. All differences between the various support fleets, are intentional.
- Rule/Card:** Support Fleets **Relates to:** Border Raid  
 1999/12/15 The Support Fleet can be used in the conflict "Border Raid", as long as it is used to boost another fleet and not used directly to support or oppose.
- Rule/Card:** Support Fleets **Relates to:**  
 1998/12/22 When a Support Fleet uses it's effect text to enhance another fleet, it does not become a participant in any conflict, even if the targeted fleet is a participant.
- Rule/Card:** Support of the Mighty **Relates to:**  
 1999/03/08 Support of the Mighty counts current ability including any bonuses given by groups, assistants, etc. or any penalties due to damage, aftermaths, etc.
- Rule/Card:** Supporting **Relates to:**  
 2000/02/16 A character who led a fleet which supported/opposed a conflict does not count as supporting/opposing that conflict.
- Rule/Card:** Surgeon of Darkness **Relates to:**  
 2000/05/15 Irrevocable does not prevent discard effects which are internal to the card itself.
- Rule/Card:** Susan Ivanova **Relates to:**  
 1999/12/04 The normal ambassador assistant characters cannot normally be used as assistants for non-B5 faction (hom Psi Corps) ambassadors. The Home factions can only get assistants using the race-specific character enhancements that turn characters into home faction ambassador assistants.
- Rule/Card:** Sustain **Relates to:**  
 1999/03/09 A sustainable effect is automatically sustained if the character/group cannot ready.
- Rule/Card:** Sworn to Shadows **Relates to:**  
 1999/07/12 If you play Sworn to Shadows on another player's Inner Circle character and you have the most Shadow Mark you may use that character to sponsor cards into your faction (as if he were your Inner Circle character).
- Rule/Card:** Syncophant **Relates to:**  
 1999/12/06 If a Syncophant has a Vorlon/Shadow Mark and the player with the highest influence has a Shadow/Vorlon Mark, the Syncophant stays in the same faction it was for the previous round.
- Rule/Card:** Syria Planum **Relates to:** Border Raid  
 2000/04/18 Syria Planum can oppose a Border Raid. Its special ability allows it to oppose without becoming a participant.
- Rule/Card:** Syria Planum **Relates to:**  
 2000/02/15 Putting a leader on it will not permit it to behave like a fleet. However, it will increase the Location's Military which can then be used with Syria Planum's other special ability.

- Rule/Card:** Syria Planum **Relates to:**  
 1999/10/20 A Psi Corps player can put Syria Planum into a Border Raid, in addition to a fleet.
- Rule/Card:** Syria Planum **Relates to:**  
 1999/08/27 If Syria Planum is the sole provider of opposition to a successful conflict, the conflict is uncontested, because Syria Planum is not a participant. Being led does not cause Syria Planum (or the leader) to become a participant.
- Rule/Card:** Syria Planum **Relates to:**  
 1999/08/27 If a conflict targets Syria Planum specifically (eg. a War conflict) and Syria Planum rotates to oppose the conflict (not using its game text), then Syria Planum and its leader (if any) become participants in the conflict.
- Rule/Card:** Syria Planum **Relates to:**  
 1999/08/10 Syria Planum and Saboteurs may be used to oppose a Border Raid because neither card produces a new participant. If a character leads Syria Planum, that character does not become a participant.
- Rule/Card:** Tactical Error **Relates to:**  
 2000/05/22 If you play Tactical Error on your opponent's conflict and you are the first to oppose the conflict with my fleet, your fleet is neutralized, it is true that the conflict still has 5 opposition from Tactical Error.
- Rule/Card:** Tactical Error **Relates to:** Border Raid  
 2000/02/27 Tactical Error will not allow more than one fleet per participant in the Border Raid.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/12/07 Taking Credit will always resolve first (eg. you can't alter it's time of resolution with Directing Events). In the case of multiple Taking Credit conflicts, you resolve them in initiative order.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/11/30 You cannot initiate Taking Credit if you have initiated any normal conflicts this turn. If you initiated an "additional" conflict during the conflict round (like with Psi Corps Intelligence), you can then initiate Taking Credit as your first action? As long as you had not initiated a normal, only one allowed per turn, conflict, then you could initiate Taking Credit. To summarize, as long as the conflict(s) you initiated during the Conflict Round is an "additional conflict", then you can initiate another, regular conflict that same turn.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/11/23 For conflicts that say "Play as your first action..." you can NOT play them during the conflict round.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/11/23 For conflicts that say "Play as your first action..." you can NOT use effects such as Sheridan's, Secret Strike, Feint or some similar card which allows declaration of conflicts during the action round to play these Conflicts other than as your first action.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/07/26 If Taking Credit is successful, you only gain the influence generated from the Conflict. You do not gain influence from Further Gains, Chosen of God, Homeworlds, etc.
- Rule/Card:** Taking Credit **Relates to:**  
 1999/07/21 If multiple Taking Credits are in play during a round, they are resolved in initiative order.

- Rule/Card:** Taking Credit **Relates to:**  
 1999/03/30 The 'usual player faction' is the faction who would otherwise have gained the influence. It will not work if a n player faction (i.e. B5, the Vorlons or the Shadows) would gain influence. You may not use Taking Credit wit The Great Machine (as there are two seperate conflicts generated, both of which are required for the influen gain).
- Rule/Card:** Taking Credit **Relates to:**  
 1999/02/15 You cannot play Taking Credit as a second conflict unless you have a method of initiating a second conflict fo the turn (John Sheridan, Opportunity for Chaos, etc).
- Rule/Card:** Taking Credit **Relates to:**  
 1998/11/13 Prolonged Talks has no effect if played on Taking Credit.
- Rule/Card:** Talia Winters **Relates to:**  
 2000/02/08 You may sponsor Talia Winters or Psi Corps Intelligence as if they were not a Psi Corps card, meaning that you may do so even if you do not have the requisite Conspiracy Marks. However, once in play, Talia Winters and Psi Corps Intelligence ARE Psi Corps cards. If you have one Conspiracy Mark and Talia Winters, you cannot sponsor any additional Psi Corps cards, except for cards that say they may be sponsored as if they were no Psi Corps cards. You may sponsor both Talia Winters and Psi Corps Intelligence without having any Conspiracy Marks. But if you control both and want to sponsor another Psi Corps card afterwards, you will h to have 3 (or more) Conspiracy Marks.
- Rule/Card:** Talia Winters **Relates to:**  
 1999/11/01 You can sponsor Dark Talia without Talia Winters ever having entered play in the first place.
- Rule/Card:** Talia Winters/Psi Corps Intelli **Relates to:** Conscription  
 1999/01/10 If you are playing a Human faction, have as many Psi Corps cards in play as you have Conspiracy Marks, play Conscription and come upon Psi Corps Intelligence as your first card, you must play PCI as it is a card in your faction that you are able to sponsor
- Rule/Card:** Talia Winters/Psi Corps Intelli **Relates to:**  
 1999/01/10 You may sponsor these cards as a non-Psi Corps faction if you do not have enough Conspiracy Marks. However, if you have more Conspiracy Marks than Psi Corps cards in play, these cards will use up Conspirac Marks.
- Rule/Card:** Taralenn II **Relates to:**  
 1998/11/30 Taralenn II will not allow a Minbari character to get permanent Psi via Fast Learner because they do not actually have Psi. They are using another ability as Psi, but they do not have Psi. The same will apply to Vorlon Enhancement. Specifically, because they do not have Psi > 0, they cannot be enhanced.
- Rule/Card:** Taralenn II **Relates to:**  
 1998/11/30 "Acts as if" is not the same as actually having. Delenn's Psi is zero but she may act as if it were the same as her diplomacy.
- Rule/Card:** Taralenn II **Relates to:**  
 1998/11/30 For the purpose of attacks, the ability that the Minbari character's ability is acting as (e.g., Psi for a Religious Caste character) is what is used in the attack.
- Rule/Card:** Target **Relates to:**  
 1999/01/28 All cards that require a target require a target in play. For example, you cannot target a species with Plague unless a card of that species is in play. You cannot target the Centauri with Euphrates Treaty if the Centauri faction is not in play.

- Rule/Card:** Targetless Conflicts **Relates to:**  
 1999/03/08 As long as a conflict has more support than opposition and is not canceled by some other means, it is a Won Conflict regardless of whether or not the target is there during resolution.
- Rule/Card:** Taunts and Games **Relates to:**  
 2000/09/25 You can play Taunts and Games as your first action of the game.
- Rule/Card:** Taunts And Games **Relates to:**  
 2000/01/22 If you Taunts And Games a Unique card (such as Upgraded Defences) the Unique card cannot be brought out again next turn.
- Rule/Card:** Taunts and Games **Relates to:**  
 2000/01/11 Taunts and Games cannot target events, since they are not sponsored.
- Rule/Card:** Taunts and Games **Relates to:**  
 1999/12/23 Taunts and Games can be targetted by Not Meant to Be.
- Rule/Card:** Taunts and Games **Relates to:** Conscription  
 1999/12/06 If a card that has been Conscripted is targeted with Taunts and Games, it goes into the Conscripting player's hand.
- Rule/Card:** Taunts and Games **Relates to:**  
 1999/07/30 Taunts and Games does not refer to "cost" and is not affected by the zero-cost ruling. You may Taunts and Games an agenda that is sponsored, but not an agenda that replaces another agenda. You may use Taunts and Games on a United Fleet (the United Fleet is returned to its owner's hand and the fleets that were discarded to play the United Fleet are not returned to play). You may play Taunts and Games on a card that was Conscripted (the Conscripted card is returned to the owner's hand and the power penalty and Unrest increase remain in effect).
- Rule/Card:** Taunts and Games **Relates to:**  
 1999/06/01 Taunts and Games cannot target We Are Not Impressed.
- Rule/Card:** Techno-mages **Relates to:**  
 2000/12/23 Cards which are Techno-mage cards, but do not explicitly have the Legacy boldface text are not considered Legacy cards and cannot be put in a Crusade pile.
- Rule/Card:** Techno-mages **Relates to:**  
 2000/11/12 Unless specifically restricted by effect text, Techno-mages do not have restrictions on being in a faction with either Vorlon or Shadow Marks.
- Rule/Card:** Telekinesis **Relates to:**  
 1999/06/01 If you play Telekinesis on a Character who is dusted, the Character gains a Strife Mark permanently. The restriction on targeting does not have an effect on play once the card is played.
- Rule/Card:** Telepath Colony **Relates to:**  
 2000/09/14 If you replace Telepath Colony it is removed from the game. Since it's a Limited card, this means no other copies of this card may enter play.
- Rule/Card:** Telepath Colony **Relates to:**  
 1999/12/15 Assuming you capture a location using Telepath Colony. - You keep the location if Telepath Colony leaves play. - You can still use the location if Telepath Colony leaves play. - You get to use the location if Telepath Colony is replaced by another Telepath Colony (or is discarded and a new one sponsored).

**Rule/Card:** Telepath Colony **Relates to:**  
1999/12/15 You cannot use another race's location if it was captured some way aside from Telepath Colony. If you have captured a location using Telepath Colony and Telepath Colony leaves play you keep the location if and you can still use the location's effects text. You can do this even if Telepath Colony is replaced with another Telepath Colony (or is discarded and a new one is sponsored)

**Rule/Card:** Telepath Colony **Relates to:**  
1999/08/12 If you have multiple homeworlds under your control and you win influence from another conflict, you may rotate all of the homeworlds under your control for +1 influence.

**Rule/Card:** Telepath Recruit **Relates to:**  
2000/07/05 The Telepath Recruit must be in play when you initiate a Psi Conflict to give it the automatic support.

**Rule/Card:** Telepath Recruit **Relates to:**  
1999/01/26 The telepath recruit has no species and does not count for the purposes of Fulcrum of Power.

**Rule/Card:** Temporary Aid **Relates to:**  
1998/01/01 If you gain a Shadow or Vorlon mark during the turn, you are no longer entitled to pay to ignore marks.

**Rule/Card:** Temporary Aid **Relates to:**  
1998/01/01 For the rest of the turn in which you play Temporary Aid, you may play a card requiring Shadow or Vorlon marks by applying influence equal to the total number of Shadow or Vorlon marks required to play the card. This can only be done for cards where the number of marks required does not exceed the number of marks in play which are of the particular type of mark required. This is in addition to the normal influence costs of the card being played. You may play multiple cards in this fashion during the turn in which Temporary Aid was played, provided you can meet the requirements.

**Rule/Card:** Temporary Aid **Relates to:**  
1998/01/01 If cards are played during the round that increase the number of marks in play, then the maximum number of marks you can pay to ignore increases as well.

**Rule/Card:** tension **Relates to:**  
2000/02/11 If the Narn are being played but the Centauri are not, then the Narn still have a tension toward the Centauri and can play Revenge and get power from it. Also, Narn tension toward the Centauri can be changed. But a race not in play (in this case, the Centauri) cannot have its tensions towards other races changed.

**Rule/Card:** Tension/Unrest **Relates to:**  
1999/07/06 You may sponsor any card which would raise your unrest (i.e. Lord Refa, William Morgan Clark) if your unrest is at 5. Likewise, you may play any card which would raise a tension above 5 (i.e. Border Raid) even if your tensions are at 5 already.

**Rule/Card:** Terror Tactics **Relates to:**  
2000/07/05 "Your opposing participants" refers to the agenda owner's characters who are opposing the specific conflict which was targeted when he rotated the agenda. "Whenever you lose influence..." applies to any time you lose influence. If you lose influence multiple times, you lose another influence each time. "If another player loses influence from a conflict you [owner of the agenda] initiated that targeted him, that player must also transfer 1 influence to you" means any time a player is targeted by any conflict which targets either the faction in general or any card in the faction and they lose influence. This transfer of influence is in addition to the original loss of influence.

**Rule/Card:** Terror Tactics **Relates to:**  
2000/05/02 Since a transfer is considered a gain and a loss, if you play and win a conflict which forces the target to transfer influence to you, they must transfer an additional influence to you.



- Rule/Card:** Terrorist Bombings **Relates to:**  
 1999/05/20 If your Ambassador is neutralized and you are one of the factions with the lowest support, your Ambassador does not gain additional severe damage tokens because Terrorist Bombings specifically refers to "damage" which is conceptually different than "severe damage". When you are neutralized, you may not take any more "damage" (though you could gain further "severe damage" if there were a way to deal that specifically).
- Rule/Card:** The Badge & The Gloves **Relates to:** Cyborg Reconstruction  
 1999/08/23 Damage resistance only applies to attacks, not to Cyborg Reconstruction, Accident, etc. page 65: "Damage Resistance - A card with "damage resistance" deducts the specified amount from the total damage it suffers from each attack."
- Rule/Card:** The Conspiracy Deepens **Relates to:**  
 1999/12/04 This allows the sponsoring of cards like Human Fanatic and Security Fleet which can normally only be sponsored if there are multiple factions of the same race.
- Rule/Card:** The Corps is Father **Relates to:**  
 2000/06/12 You cannot use The Corps is Father to put an Agenda into play from your hand. You must put an Agenda of some sort into play when you discard The Corps is Father.
- Rule/Card:** The Corps is Father **Relates to:** Drakh  
 2000/05/02 You cannot use The Corps is Father to put a Drakh Agenda into play. Drakh cards which can be sponsored cannot enter play by any other means.
- Rule/Card:** The Corps Is Mother **Relates to:**  
 1999/12/08 The Corps is Mother is not in play when The Corps is Mother is sponsored, so it does not see a Psi Corps card come into play. By the time it is in play, it does not see a Psi Corps card being sponsored. Therefore, you cannot rotate 'The Corps Is Mother' when you sponsor it to gain +1 influence.
- Rule/Card:** The Dreaming **Relates to:**  
 1999/09/13 "Dreaming counters" are non-specific counters which are only relative to the actions of this card,. They measure the 'force' of the card which you are accumulating.
- Rule/Card:** The Great Machine **Relates to:** Grey Council Fleet  
 2000/08/02 A Minbari player may not initiate The Great Machine if they have the Grey Council Fleet in play.
- Rule/Card:** The Great Machine **Relates to:** Master of All  
 1999/12/22 The Great Machine conflict counts as two separate conflicts. So, it does count as the Diplomacy and Military conflicts for the Master Of All agenda.
- Rule/Card:** The Hive **Relates to:**  
 2000/01/20 If you have Chosen of God targeting Gaim, a character that becomes an enhancement through The Hive will add his doubled abilities to the target character. However, the bonus provided is not a bonus to the printed abilities, so it will not be doubled again on the target.
- Rule/Card:** The Hive **Relates to:** Hand of Valen  
 1999/11/17 If you had Hand of Valen out and your Gaim was a Ranger and then Hived into another Gaim, the Gaim with the Ranger Gaim enhancement gets 1 leadership.
- Rule/Card:** The Hive **Relates to:**  
 1999/11/16 When a Non-Aligned Aide that is a character enhancement through The Hive gets discarded, it is not considered a character so it cannot be retrieved with Civil Servants.

**Rule/Card:** The Hive

**Relates to:**

1999/11/15 The Hive can target a Character not in your faction. Limited cards which are made into Enhancements do not prevent sponsorship of another copy of the same Limited card as a Character (though you cannot use The Hive to make that card into another Enhancement on the same Character). If the Character becoming the Enhancement has a bonus to his abilities (eg. Fast Learner) the increased statistic is used. Character Enhancements on Characters who have been turned into an Enhancement do not confer their effects onto the Character Enhanced by the target of The Hive.

**Rule/Card:** The Hive

**Relates to:**

1999/11/15 Enhancements targetting the character (e.g., PPG Rifle on Venlesh) that becomes an enhancement on another character (e.g., Shelah) do not affect the character (e.g., Shelah does not get the effects of the PPG rifle that on Venlesh). The enhancement stays with the original character that is now an enhancement.

**Rule/Card:** The Hive

**Relates to:**

1999/11/15 The character that becomes a character enhancement (e.g., Venlesh as enhancement) is a different card than the character (Venlesh as character). So, after converting a copy of Venlesh to an enhancement, another Venlesh character can be sponsored. In story terms, the Gaim have grafted Venlesh's essence into the other character, then bio-engineered a new Venlesh to take his place.

**Rule/Card:** The Hive

**Relates to:** Non-Aligned Aide

1999/11/15 As an enhancement, the Non-Aligned Aide can't participate in any Conflicts, so you can't use its printed ability

**Rule/Card:** The Hive

**Relates to:**

1999/11/15 Any Character Enhancements targeting a character who has had The Hive played on it have no effect on the character, nor on the character that The Hive'd character now enhances.

**Rule/Card:** The Hive

**Relates to:**

1999/11/14 Whatever bubble is printed on the character is considered to be the enhancement cost.

**Rule/Card:** The Hive

**Relates to:**

1999/11/14 This is not a Non-Aligned Group.

**Rule/Card:** The Hive

**Relates to:**

1999/11/14 The characters that become enhancements are not considered removed from play. They can be sponsored again.

**Rule/Card:** The Hive

**Relates to:**

1999/11/14 The same character cannot be made an enhancement more than once for the same target. Only one copy of the same Enhancement/Aftermath can be on the same target at once. You can have more than one Gaim characters as enhancements on the same target, as long as they are different characters.

**Rule/Card:** The Hive

**Relates to:**

1999/11/14 The bonus is 'fixed' at the time the enhancement is placed on the character. A Non-Aligned Aide which lowers his printed Diplomacy by 1 and then becomes a Character Enhancement has a printed Diplomacy of 1 and adds +1 to the target's Diplomacy. A Non-Aligned Aide with a printed Diplomacy of 2 which becomes a Character Enhancement is not a Character and does not have his Diplomacy doubled by Chosen of God. A Non-Aligned Aide which uses Fast Learner to increase his printed Diplomacy to 5 would have a printed Diplomacy of 5 and add +5 to the target after becoming a Character Enhancement.

**Rule/Card:** The Long Night

**Relates to:**

1999/03/22 The Long Night is a Won Aftermath that says "Target one of \*your\* characters who...". Since Won Aftermath can only be played on the player who initiated the conflict, this means The Long Night is restricted to being played by the initiator of the conflict.

- Rule/Card:** The Messiah Effect **Relates to:**  
 2000/05/09 The Messiah Effect does not affect the factions supporting characters, which sponsored the card. It only affects the supporting characters of the Faction whose ambassador was targeted by the card. When a card is played into another player's faction, any reference to "you" refers to the player who it was played on.
- Rule/Card:** The Path of Conquest **Relates to:**  
 1999/12/15 In order to trigger the unconditional surrender clause, you must drive the target down to 4 influence with the War conflict that turn. The Influence loss must come from the War conflict. Influence losses from other source (eg. Vital Interests) do not count.
- Rule/Card:** The Path to Peace **Relates to:**  
 1999/12/04 This allows the sponsoring of cards like Narn Fanatic and Security Fleet which can normally only be sponsored if there are multiple factions of the same race.
- Rule/Card:** The Price of Fame **Relates to:**  
 2000/05/08 If this targets a character with no Destiny Marks, you will be unable to purge the necessary Destiny Marks to discard The Price of Fame.
- Rule/Card:** The Rangers **Relates to:** Shai Alyt Neroon/Intervention  
 2000/05/09 If The Rangers enhancement is in play, an ISA member used it to bring out Intervention Force and The Rangers was blanked or the ISA was desolved, Intervention Force will stay in play. Once Intervention Force is out, it is unaffected by The Rangers. If The Rangers is in play, Shai Alyt Neroon gains ISA in his Boldface text.
- Rule/Card:** The Rangers **Relates to:**  
 2000/03/03 If you are a non-ISA member and The Rangers is in play you must hand over your Babylon 5 Fleets to an ISA member of your choice. It goes into their faction. If discarded it goes to the owner's discard pile.
- Rule/Card:** The Regent **Relates to:** Minister Verano  
 2000/04/04 The Regent is the same personality as Minister Verano.
- Rule/Card:** The Regent **Relates to:** Emperor Refa/Emperor Moll  
 2000/04/04 You may play Emperor Refa/Emperor Mollari as a replacement character while The Regent is in play. The Regent only prevents sponsoring a Centauri Emperor.
- Rule/Card:** The Regent **Relates to:**  
 2000/04/04 You may play Emperor Refa / Emperor Mollari as a replacement character while The Regent is in play. The Regent only prevents sponsoring a Centauri Emperor.
- Rule/Card:** The Secret Masters **Relates to:**  
 2000/04/24 If you replace The Secret Masters with another agenda, you are still able to control previously acquired Pawn
- Rule/Card:** The White Star **Relates to:**  
 1999/01/21 You cannot Force Impairment The White Star because this fleet may not be targeted by enhancements. If you target The White Star with Forced Impairment, the conflict may succeed for aftermath purposes, but will have no effect.
- Rule/Card:** The White Star **Relates to:**  
 1998/01/01 Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target The White Star are counted (The White Star would gain the +1 military).

- Rule/Card:** The White Star **Relates to:**  
 1998/01/01 When adding The White Star's military to another fleet, any enhancements to The White Star (including leadership from a leader) are included.
- Rule/Card:** Thenta Makur **Relates to:**  
 2000/05/26 If you purge a Mark from Thenta Makur using Wushmeshkeshlep Fo, Fifth Column or any other source, the mark is gone and doesn't come back. Thenta Makur gives each Narn Character a Strife Mark when Thenta Makur is played and, after Thenta Makur is played, when each subsequent Narn Character is played.
- Rule/Card:** Thenta Makur **Relates to:**  
 2000/02/07 Thenta Makur only gives Narn Characters a Strife Mark. (not fleets or locations)
- Rule/Card:** Thenta Makur **Relates to:** G'Kar Forsaken  
 1999/11/08 If Thenta Makur is in play and you replace G'Kar with G'Kar Forsaken, he will have three Strife Marks. Two that transfer, then the "new" character gets one from Thenta Makur.
- Rule/Card:** They're Killing Us **Relates to:**  
 1999/11/23 It is not possible to sponsor Lorien after discarding a won aftermath copy of They're Killing Us. You must mee and pay all other requirements to sponsor that card." Lorien had other requirements that this does not meet.
- Rule/Card:** Third Battle Fleet (Centauri) **Relates to:**  
 1999/03/16 The Third Battle Fleet cannot support a conflict unless some other fleet is supporting the conflict. The Third Battle Fleet cannot oppose a conflict unless some other fleet is opposing the conflict.
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/11/24 The Non-Aligned fleets which do not have a species designation (such as Rag-Tag Fleet) count as the Non-Aligned race, so they would work with a Minbari fleet (for example). However, since they have no species, tl will not work with just another Non-Aligned fleet (whether the other fleet has a species designation or not).
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/09/03 Babylon 5 Fleets, Shadow Fleets and Vorlon Fleets count as another race or species to bring United Fleet into play.
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/09/03 B5, Shadow and Vorlon fleets all count as different races. But do remember the prohibition on having Shadov or Vorlon Marks.
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/03/21 You do not have to rotate an Inner Circle character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet.
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/01/25 When you bring out a United Fleet, you use the current military of the fleets being replaced. Leaders of the replaced fleets are not neutralized or put out of play. Support Fleets targeting the replaced fleets are not neutralized
- Rule/Card:** Third United Fleet **Relates to:**  
 1999/01/21 Since Combined Fleet has no species, you must discard a fleet of another race or two fleets of different spec in order to use it to bring a United Fleet into play.

- Rule/Card:** Thirdspace **Relates to:**  
 2001/03/06 This conflict does not count towards fulfilling the requirements of Master of All. Also, you cannot play Intrigue Aftermaths or Military Aftermaths on this card (you can only play "Intrigue and Military Aftermaths" of which there are none).
- Rule/Card:** Thought Police **Relates to:**  
 1999/12/12 If you use Capatain Sinclair's effect text to provide opposition, then you are considered to have "supplied" opposition for purposes of Thought Police.
- Rule/Card:** Thought Police **Relates to:**  
 1999/08/12 When determining total opposition, you may include any non-participant opposition generated by your faction.
- Rule/Card:** Thought Police **Relates to:**  
 1999/06/09 In order to trigger the agenda's effect, your faction must have provided at least 1 point of opposition. If the final support-opposition on the conflict is 0-0, you do not gain the +1 power.
- Rule/Card:** Thought Police **Relates to:**  
 1999/06/03 You keep the power even if Thought Police is discarded/replaced. We Are Not Impressed can cause this power to be ignored, though.
- Rule/Card:** Thought Police **Relates to:**  
 1999/06/03 There are no restrictions on who can sponsor this agenda. No conspiracy marks are required.
- Rule/Card:** Ties To The Mighty **Relates to:**  
 1999/09/20 This card can be played on Ambassadors who have requested asylum in another faction unless the Ambassador has an undefined cost (i.e. John Sheridan and Alfred Bester).
- Rule/Card:** Time Jump **Relates to:**  
 2000/02/14 If you initiate and win Time Jump and you already have a Time Jump aftermath targetting you, the second portion of the card still takes effect
- Rule/Card:** Time of Decision **Relates to:**  
 1999/09/02 This converts one mark - either a Destiny mark becomes a Doom mark, or the reverse. It makes no difference what number of marks the target has (as long as the targetting requirement is met).
- Rule/Card:** Time of Decision **Relates to:**  
 1999/09/02 This converts only one and only one Mark.
- Rule/Card:** Titles **Relates to:**  
 1999/12/15 Titles and designations in the title of a card are equivalent to those in the effects text (eg. Senator Young is a "Senator"). The exception to this are the Disaffected Characters who are considered Neutral characters. Cards cannot have two racial affiliations unless the card specifically states otherwise and the Disaffected Characters do not.
- Rule/Card:** To Stand Alone **Relates to:**  
 2000/04/01 The player targeted by To Stand Alone can apply the discarding cost at any time (even during the resolution round).
- Rule/Card:** To The Victor **Relates to:** Master of All  
 1999/04/22 If you give more support for a Master of All final conflict than the initiator, you may target the conflict with this aftermath. You will win a Major Victory. The initiator of the conflict does not win.

- Rule/Card:** Toast to Victory **Relates to:** Partnership for Peace  
 1999/12/07 No one "gains influence" from Partnership for Peace, so Toast to Victory cannot be played on it.
- Rule/Card:** Toast to Victory **Relates to:**  
 1999/12/03 You cannot play Toast to Victory on a conflict which generates temporary influence or allows you to "apply influence".
- Rule/Card:** token **Relates to:**  
 1999/08/23 Any card which has tokens or any attached cards on it, somehow leaves play, then comes back has no token on it and no cards attached to it. It also does not retain any game text it had, like "Ranger" or "Nightwatch".
- Rule/Card:** Tokens **Relates to:** Replacement  
 2000/06/05 Tokens on cards do not transfer unless the replacing card says to transfer tokens. Unless specifically stated, tokens on replaced cards are discarded.
- Rule/Card:** Tokens and attached cards **Relates to:**  
 1999/08/23 Any card which has tokens or any attached cards on it, somehow leaves play, then comes back has no token on it and no cards attached to it. It also does not retain any game text it had, like "Ranger" or "Nightwatch".
- Rule/Card:** Tolonius VII **Relates to:** Valarius  
 1999/03/01 The effect of having both Tolonius VII and the Valarius in play is that you may sponsor fleet enhancements as faction enhancements for the printed cost of the enhancement.
- Rule/Card:** Total War **Relates to:**  
 2000/11/02 Total War's influence gain is only for contested war conflicts. If a conflict is uncontested, Total War does not give an influence gain to you and force your target to lose an influence (though this happens normally for war conflicts).
- Rule/Card:** Total War **Relates to:**  
 1999/12/09 Total War does not have to be in play when you initiate a war conflict to gain the benefits. It just has to be in play when you win the conflict.
- Rule/Card:** Total War **Relates to:**  
 1999/09/22 If you win an opposed War conflict with Total War as your agenda and your homeworld in play, you may not rotate your homeworld to gain an additional influence. The influence gain is from your agenda, not the conflict.
- Rule/Card:** Trade Pact **Relates to:**  
 1999/12/06 All factions of the targeted races gain the influence from the state of Free Trade generated by Trade Pact. "If state exists between two races, at least one of which is a dual race, the state benefits all factions of those races. If the state provides a benefit to one race, then each faction receives the benefit as if they were the other faction of that race." - page 58
- Rule/Card:** Trade Windfall **Relates to:**  
 1999/01/26 Only the faction playing the card gains the benefit from Trade Windfall (not any other factions of the same race).
- Rule/Card:** Trakis **Relates to:** Snoop  
 1999/10/22 Using Trakis and Snoop to target the same Contingency is perfectly legal.
- Rule/Card:** Transfer **Relates to:**  
 2000/04/06 A transfer (of a mark or influence) is considered a gain and a loss. Anything triggered by gaining or losing a mark or influence can be used in response to a transfer.

- Rule/Card:** Treachery **Relates to:**  
 2000/06/14 This reduces the total support from all of your participants to zero, not just those participants targeted by Treachery.
- Rule/Card:** Triluminary **Relates to:**  
 2000/01/20 Triluminary can be played on Neroon if he is the ambassador.
- Rule/Card:** Triluminary **Relates to:**  
 2000/01/14 If the Minbari tension toward the Humans is at 5 when Triluminary enters play, the tension does not drop to 4. However, if it is somehow lowered from 5, it cannot subsequently return to 5 while Triluminary's effect is in p
- Rule/Card:** Triluminary **Relates to:**  
 1999/08/26 If you had Delenn with the Triluminary and purged both destiny marks she had then blanked the Triluminary (such as with Forced Impairment), she would she gain a destiny mark if the Triluminary was unblanked.
- Rule/Card:** Tualakh Vit'Lokh **Relates to:**  
 1999/02/10 In the first sentence, replace "sponsored" with "put into play". Replace second sentence with "Tualakh Vit'lokl other printed abilities become zero." This is an errata.
- Rule/Card:** Tu'pari **Relates to:**  
 2000/01/05 When Tu'pari uses his effect to attack someone, he can only be attacked back using the same ability.
- Rule/Card:** Tu'Pari **Relates to:**  
 1999/04/29 If a player has a character has two equal abilities as his highest abilities, the player may nominate either ability to be the character's "highest" for the purposes of Tu'Pari attacking him. If Tu'Pari does not have the ability, Tu'Pari cannot attack that character. Since you cannot apply influence for an action you cannot legally take, you have to take a different action that turn and the influence is assumed to not have been spent for Tu'Pari's attack.
- Rule/Card:** Tu'Pari **Relates to:**  
 1998/12/08 As long as Tu'Pari has a non-zero rating in the highest ability of the target, he can attack any target (exception like Ambassador Kosh excepted), no matter what they are doing. This is IF he pays the influence cost of his ability, of course.
- Rule/Card:** Tu'Pari/Attacking Character **Relates to:**  
 1999/01/22 If Tu'Pari (or any attacking character) has enough damage to reduce an ability to 0 he cannot use that ability to attack.
- Rule/Card:** Twisting the Knife **Relates to:**  
 1999/10/27 You may not use a Homeworld influence gain on the influence gained from Twisting the Knife.
- Rule/Card:** Twisting the Knife **Relates to:** Undermine Trust  
 1998/11/30 Undermine Trust does officially target B5 (for a variety of effects) and this targetting is sufficient for the use of Twisting the Knife.
- Rule/Card:** Twisting the Knife **Relates to:**  
 1998/11/25 Twisting the Knife may be played only once by each player for a given conflict.
- Rule/Card:** Tyranny Enthroned **Relates to:**  
 2001/02/20 Change the text on the eighth line to: "no other ISA member can rotate your fleets for any reason." You may still rotate your own fleets.

- Rule/Card:** Tyranny Enthroned **Relates to:**  
 2000/05/11 You cast every ISA member's vote for them. This does not reduce the number of total votes.
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 2000/01/20 Ulkesh Kosh does not prevent the transferring of Marks via Unsung hero. Unsung Hero does not require the purging of marks. It causes the original mark gain to occur to a different target.
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/05/14 If you use Kosh NaraneK's temporary mark ability, then play Ulkesh Kosh, the temporary marks from Kosh NaraneK are not purged. Ulkesh Kosh's "cannot" takes precedence over Kosh NaraneK's "purge text".
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/02/03 If you bring Ulkesh Kosh into play as a Consultant with Kosh NaraneK in play the following happens: Since you return Ulkesh Kosh to the Consultants after you purge marks, if you get temporary Vorlon Marks from Kosh NaraneK, they become permanent.
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/02/02 You can use New Priorities and Attacking Pawns to get rid of Ulkesh Kosh. If brought into play with Consultants, his sponsoring effects do not occur (Kosh NaraneK and Ambassador Kosh are not removed from play and Babylon 5 loses no influence). If Ulkesh Kosh is neutralized while a consultant, he will remain in play permanently (unless someone can do something else which will cause him to be discarded).
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/01/22 If you discard or replace Playing Both Sides while Ulkesh is in play, you will lose the Shadow Mark and keep the Vorlon Mark.
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/01/22 If you have Ulkesh Kosh in your faction, you cannot play cards or use effects which requires you to "Purge a Vorlon Mark to...".
- Rule/Card:** Ulkesh Kosh **Relates to:**  
 1999/01/20 Kosh NaraneK and Ambassador Kosh cannot ever enter play once Ulkesh Kosh has entered play - even if they were not ever in play prior to Ulkesh entering play.
- Rule/Card:** Ulkesh Kosh **Relates to:** Lorien  
 1999/01/13 A faction with Lorien and Ulkesh in play may not purge Vorlon Marks. Ulkesh's cannot supercedes Lorien's requirement.
- Rule/Card:** Undefined Cost **Relates to:**  
 1999/09/20 A card that does not have an orange bubble with a number in it 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. An enhancement with an undefined cost will say in its game text how it enters play.
- Rule/Card:** Undercover Investigation **Relates to:**  
 2000/12/04 The targetted race must be in play.
- Rule/Card:** Underground Telepath **Relates to:**  
 2000/01/20 When Underground Telepath uses his ability he has both 6 Psi and 3 Intrigue (unless other modifiers are affecting his abilities).



**Rule/Card:** Underground Telepath **Relates to:**  
2000/01/20 If the Underground Telepath participates in a conflict using his Psi as Intrigue, he must be attacked with Intrigue.

**Rule/Card:** Underground Telepath **Relates to:** Hidden Hand/Psi Bodyguard  
1999/08/18 Hidden Hand does not increase the total amount of opposition the Underground Telepath can bring to an Intrigue conflict. Similarly, Secret Police does not offer any increase to the total beyond the Underground Telepath's effect. Psi Bodyguard's effect is a subset of his own ability - so offers no benefit.

**Rule/Card:** Underground Telepath **Relates to:**  
1999/08/18 You can use a card that increases his Intrigue, but then you have to decide whether he uses Intrigue or Psi when participating in Intrigue conflicts. For example, if you give him a Learning experience he has I1 P6. He can then use the I1 directly, or half of his P6 through his ability. On the other hand, if you boost his ability to P6 with Psi Academy, he can then provide 4 support or opposition to an intrigue conflict.

**Rule/Card:** Undermine Trust **Relates to:**  
1998/12/09 Conflicts that are specified to return to your hand if successful must always be returned. There is not any so choice involved. If the success of a conflict defines an effect, that effect must happen. If it said "and you may return this conflict to your hand" then it would be voluntary.

**Rule/Card:** Undermine Trust **Relates to:**  
1998/11/30 Undermine Trust does officially target B5 (for a variety of effects) and this targetting is sufficient for the use of Twisting the Knife.

**Rule/Card:** Unexpected Return **Relates to:**  
1999/01/14 You may use Day of the Dead or a Soul Hunter to bring a character from the discard pile even if you do not satisfy the mark requirements to do so. If this character is only able to enter play via replacement (ala Mr. Morden) you may bring the character into play even if you still do not satisfy the mark requirements.

**Rule/Card:** Unfounded Rumors **Relates to:** It Stops Here  
2000/06/15 Unfounded Rumors can discard It Stops Here as it targets a conflict.

**Rule/Card:** Unfounded Rumors **Relates to:**  
1999/08/26 This card can target Conflicts that become Aftermaths. The triggering condition is when the Conflict turns into an Aftermath (and therefore targets the Character).

**Rule/Card:** Unique **Relates to:**  
1999/12/13 A Unique Conflict that is negated or cancelled (by You Are Not Ready or Order Above All, for example), is still considered played for Uniqueness purposes.

**Rule/Card:** Unique **Relates to:**  
1999/10/05 Unique means the card can only enter play once per game.

**Rule/Card:** United Fleets **Relates to:**  
1999/12/06 Babylon 5, Shadow and United count as races for United Fleet replacement purposes. Neutral Fleets do not count as races for replacement purposes.

**Rule/Card:** United Fleets **Relates to:**  
1999/09/03 Babylon 5 Fleets, Shadow Fleets and Vorlon Fleets count as another race or species to bring United Fleet into play.

- Rule/Card:** United Fleets **Relates to:**  
 1999/03/21 You do not have to rotate an Inner Circle character to sponsor a United Fleet. Babylon 5 Fleets may be used to sponsor a United Fleet. Taunts and Games may be used against a United Fleet.
- Rule/Card:** United Front **Relates to:**  
 1999/12/06 This conflict does not target your ambassador, it targets your faction.
- Rule/Card:** United Front **Relates to:**  
 1999/08/21 This Aftermath targets a faction, not a character.
- Rule/Card:** United We Stand **Relates to:** "any player may be supported  
 2000/06/06 If you play United We Stand on a conflict you initiated in which any player may be supported and win the conflict, you get Unity Tokens for the other factions which support themselves.
- Rule/Card:** University Complex **Relates to:** Captain Pierce  
 2000/03/02 Captain Sheridan and Captain Sinclair do not gain a bonus from University Complex since it refers to a (single) ability and Captain Sinclair/Sheridan have more than 1 ability. Since Captain Pierce has only one ability, he will gain a bonus from University Complex.
- Rule/Card:** University Complex **Relates to:**  
 1999/01/14 The bonus from University Complex does not apply to the Ambitious Captain
- Rule/Card:** Unrecognized Data **Relates to:**  
 1999/01/15 A fleet targeted by this event cannot be attacked. However, if it attacks it will still take damage as a consequence of that attack.
- Rule/Card:** Unrelenting Pressure **Relates to:** Replaceable Characters  
 2000/06/05 If a Character is targeted with Unrelenting Pressure, they are replaced and the Enhancement transfers, the replacing character comes into play ready but will not be able to ready once he rotates until his controller applies the necessary amount of Influence.
- Rule/Card:** Unrelenting Pressure **Relates to:**  
 2000/02/17 The built-in discarding mechanism for Unrelenting Pressure can be used at any time. Make a note of how much influence you pump into the card when you sponsor it; anybody can remove it by later applying X+1 influence
- Rule/Card:** Unstuck In Time **Relates to:**  
 2000/03/10 If you play Unstuck In Time targeting a Fleet, any Leaders or Support Fleets that are rotating to Lead/Support that Fleet remain rotated for the turn, but will ready as normal during the Ready Round.
- Rule/Card:** Unstuck In Time **Relates to:**  
 1999/10/27 If your character has extra marks of some sort, the character does not have those marks when it re-enters play (Unstuck In Time transfers cards, not marks).
- Rule/Card:** Unsung Hero **Relates to:** Ulkesh Kosh  
 2000/01/20 Ulkesh Kosh does not prevent the transferring of Marks via Unsung hero. Unsung Hero does not require the purging of marks. It causes the original mark gain to occur to a different target.
- Rule/Card:** Unsung Hero **Relates to:**  
 1999/10/28 You may apply influence to move a mark for marks which are applied outside the Action Round (i.e. from Aftermaths, Conflicts, etc).

- Rule/Card:** **Unsung Hero** **Relates to:**  
 1999/08/23 If the temporary Mark from Kosh is moved to another character (such as with Unsung Hero) it becomes a permanent Mark for that character. In that case your ambassador still must purge one Vorlon Mark (unless your ambassador has no Vorlon Marks left). You do not track and distinguish marks by their source.
- Rule/Card:** **Unsung Hero** **Relates to:**  
 1999/07/05 If you have a Vorlon/Shadow Mark in your faction, you may not try to gain a Shadow/Vorlon Mark and use Unsung Hero to move it to another faction. You must be eligible to gain the mark in the first place.
- Rule/Card:** **Unsung Hero** **Relates to:**  
 1999/04/27 You may use this card to move marks to characters of another player's faction.
- Rule/Card:** **Upgraded Defenses** **Relates to:** Merchandising Babylon 5  
 2000/03/14 If you play Merchandising Babylon 5, then play Glitch on Upgraded Defenses, this does not prevent Babylon 5 influence from being reduced during the turn since the drop and recovery of Babylon 5's influence is not a loss or a gain. This is a change in Influence Rating since it is tied to a card that stays in play.
- Rule/Card:** **use as** **Relates to:**  
 2000/01/20 When a character participates in a conflag using an ability as another ability (e.g., use Psi as Intrigue), they may only normally be attacked with the ability they use in the conflict (e.g., Intrigue) - not the original ability.
- Rule/Card:** **Use one ability as another** **Relates to:**  
 2001/02/20 When a card allows you to use one ability 'as' another, this may only be done for the purposes of participating in conflicts, attacking or (when using an ability as Leadership) for leading a fleet. Example: Michael Garibaldi uses his Intrigue of 3 'as Diplomacy' to support a Diplomacy conflict. He can only be attacked using Diplomacy and the amount of damage he deals in return would be based on his Intrigue value (and it would double due to his game text). If Popular Support is played on Garibaldi, increasing his Diplomacy by +2, he would still only be supporting the conflict for 3 because his Intrigue is 3. If Underworld Connections was used to give him +2 Intrigue, however, he would then be supporting the conflict for 5.
- Rule/Card:** **Use X as Y** **Relates to:**  
 2000/12/27 When a card allows you to use one ability as another this may only be done for the purposes of participating in conflicts or (when using an ability as Leadership) for leading a fleet. Example: Michael Garibaldi uses his Intrigue of 3 'as Diplomacy' to support a Diplomacy conflict. He can only be attacked using Diplomacy, and the amount of damage he deals in return would be based on his Intrigue value (and it would double due to his game text, so if Delenn attacked using her Diplomacy of 6, she would do 6 damage to Garibaldi, and he would do 6 damage to her). If Popular Support is played on Garibaldi, increasing his Diplomacy by +2, he would still only be supporting the conflict for 3 because his Intrigue is 3. If Underworld Connections was used to give him +2 Intrigue, however, he would then be supporting the conflict for 5.
- Rule/Card:** **Va'Kal** **Relates to:** Pushing Limits  
 2000/05/13 Va'Kal only gains intrigue when he has a permanent increase in his diplomacy. Since Pushing Limits' effects are temporary they do not affect Va'Kal's Intrigue.
- Rule/Card:** **Va'Kal** **Relates to:**  
 1999/04/12 If you use Quality Leadership to allow playing of United Front on Va'Kal, Va'Kal would gain no Intrigue. Va'Kal text of "equal permanent increase to his Intrigue" is going to be interpreted as "as much permanent increase to Intrigue as he had permanent increase to his Diplomacy". Since the increase is not permanent, there is no corresponding increase for Intrigue.
- Rule/Card:** **Valarius** **Relates to:** Black Omega Squadron  
 2000/03/14 You can use Black Omega Squadron in combination with Valarius as long as you have a Conspiracy Mark to sponsor Black Omega Squadron.

- Rule/Card:** Valarius **Relates to:**  
 1999/11/23 If you have a copy of a Fleet Enhancement acting as a Faction Enhancement targeting all Fleets, and a copy targeting a specific fleet, both Enhancements' effects text apply.
- Rule/Card:** Valarius **Relates to:** Black Omega Squadron  
 1999/08/24 If you use Valarius to sponsor Black Omega Squadron as a faction enhancement, it will target all of your fleet. If you rotate Black Omega Squadron for damage resistance, all of your fleets now have 2 points of damage resistance.
- Rule/Card:** Valarius **Relates to:** Tolonius VII  
 1999/03/01 The effect of having both of these cards in play is that you may sponsor fleet enhancements as faction enhancements for the printed cost of the enhancement.
- Rule/Card:** Valarius **Relates to:** Tolonius VII  
 1999/03/01 The effect of having both the Valarius and Tolonius VII in play is that you may sponsor fleet enhancements as faction enhancements for the printed cost of the enhancement.
- Rule/Card:** Valarius **Relates to:** Mass Drivers  
 1999/03/01 If you use the Valarius to make Mass Drivers a faction enhancement, every fleet that uses the bonus causes increase in other players' tensions toward the fleets' controller.
- Rule/Card:** Valarius **Relates to:** Fast Transport  
 1999/01/27 If sponsored as a faction enhancement using the Valarius, Fast Transport may be used on any fleet in your faction. However, since it must be rotated to use its effect, it can only be used on one fleet per turn.
- Rule/Card:** Valarius **Relates to:**  
 1999/01/27 If the Valarius leaves play, all faction enhancements sponsored through the use of the Valarius stay in play.
- Rule/Card:** Valarius **Relates to:**  
 1998/12/31 You cannot sponsor multiple copies of the same enhancement as a Faction Enhancement using Valarius. Only one copy of an enhancement may target a given target (in this case, your faction is the target).
- Rule/Card:** Valarius **Relates to:**  
 1998/12/28 Enhancements which do not have a standard cost (such as Shadow Tech Upgrade and Recalled) cannot be used with Valarius.
- Rule/Card:** Valen's War **Relates to:**  
 2000/03/01 Valen's War does not have to be discarded on the same turn it is played, although it may be discarded at that time if you wish.
- Rule/Card:** Victory **Relates to:**  
 1999/12/09 If players achieve a simultaneous victory, they both share the victory. In the case of a tournament, the points 1st and 2nd place are added together, then split evenly between the players.
- Rule/Card:** Victory Conditions **Relates to:**  
 1999/02/15 No step in the turn sequence is Voluntary. Therefore you cannot voluntarily skip the Victory Check so you can try to win a Major Victory by getting 10 or more power than another player.

**Rule/Card:** Victory, Major **Relates to:**  
1999/07/14 For a player to win via any method except alternate victory conditions on a Major Agenda (such as Master of All) that player must have more power than any other player. If the player with the most power cannot win (because he does not have 10 more power than the next highest player and has a Major Agenda in play, is affected by Test of Merit, etc) the game continues. No other player is eligible to win.

**Rule/Card:** Victory, Major **Relates to:**  
1999/01/22 If every player fulfills the requirements for a Major Victory on the same turn, every player scores a Major Victory. For tournament scoring purposes, you total the points for the first X places in the tournament (where X is the number of players scoring a Major Victory) and divide the total by the number of players who scored th Major Victory. For awarding bonus points, you split them up as evenly as possible and have each of the winners award the points. When the number of points is not evenly divisible by the number of winners, both players must agree on whom to give the odd point.

**Rule/Card:** Victory, Major **Relates to:**  
1999/01/02 If you win a game by 10+ power, you automatically win a Major Victory even if you are eligible to win a stand victory.

**Rule/Card:** VIP Involvement **Relates to:**  
2000/05/09 Ladies do not count as Lords.

**Rule/Card:** VIP Involvement **Relates to:**  
2000/01/05 Prime Ministers count. The exclusion of Ladies, the Earth Alliance President and Earth Alliance Vice President was intentional.

**Rule/Card:** VIP Involvement **Relates to:**  
1999/12/10 You may play this multiple times during the same round to give unneutralized VIPs +5 support at resolution for each time the card is played.

**Rule/Card:** Vir Cotto **Relates to:**  
1999/12/04 The normal ambassador assistant characters cannot normally be used as assistants for non-B5 faction (hom Psi Corps) ambassadors. The Home factions can only get assistants using the race-specific character enhancements that turn characters into home faction ambassador assistants.

**Rule/Card:** Visions in Time **Relates to:** Participation Restrictions  
2000/06/23 Visions in Time does not have participation restrictions.

**Rule/Card:** Vizak **Relates to:**  
1999/01/21 Leading a fleet does not count as supporting or opposing a conflict.

**Rule/Card:** Vorlon Allies **Relates to:**  
1998/12/21 The Military bonuses from Vorlon Allies are cumulative. While targeted by a conflict which requires Shadow Marks to initiate, the bonuses from Vorlon Allies would total to +15.

**Rule/Card:** Vorlon Characters **Relates to:**  
2000/04/06 In order to sponsor vorlon characters, you have to apply double the influence stated on their card in order to sponsor them.

**Rule/Card:** Vorlon Cruiser **Relates to:**  
1998/01/01 The Vorlon Cruiser can not be led at all. Additionally, it can only be targetted for enhancement with Vorlon Flex Enhancements.

- Rule/Card:** Vorlon Cruiser **Relates to:**  
 1998/01/01 Global effects (such as a card giving all of a faction's fleets +1 military) which do not specifically target the Vorlon Cruiser are counted (the Vorlon Cruiser would gain the +1 military).
- Rule/Card:** Vorlon Enhancement **Relates to:** Exercises of the Mind  
 2000/04/09 If you play Exercises of the Mind on a Vorlon Enhanced character it increases your Psi from 15 to 17.
- Rule/Card:** Vorlon Enhancement **Relates to:**  
 1999/12/17 Vorlon Enhancement does not change the printed Psi, just their current Psi. Other effects (unless they work c printed ability) could be used to raise (or lower) the Psi further.
- Rule/Card:** Vorlon Enhancement **Relates to:** Lethke Zum Batrado/Chose  
 1999/01/27 Vorlon Enhancement does not alter a character's printed Psi. Therefore, a Vorlon Enhanced Lethke Zum Batrado with Chosen of God targeting the Brakiri has a total Psi of 15 (his printed Psi doubles to 4 which Vorl Enhancement raises to 15).
- Rule/Card:** Vorlon Protection **Relates to:** Search For A Home  
 2000/05/24 If you have a Homeworld targeted by Vorlon Protection and Ulkesh Kosh is in play, Search For A Home may not be used to capture the Homeworld. Even though all Enhancements are discarded when the location is captured, Ulkesh Kosh prevents the Vorlon Mark from being purged. Unless the Drakh faction has purged its Shadow Marks, it cannot capture the Location because it cannot control a card with Vorlon Marks.
- Rule/Card:** Vorlon Renegade **Relates to:** Secret Police/Commercial T  
 2000/07/05 The Vorlon Renegade does not gain a bonus to an Ability they use in a conflict. They participate with that Ability at half the amount of their Psi. If the Vorlon Renegade for some reason already had a non-zero non-Psi ability, he would still participate with half his Psi. If a Vorlon Renegade participates using half his Psi in a conflict (with an Ability of 8) and gains an bonus from the appropriate Psi Group, then takes 2 damage, his Ability is now 14. If the Vorlon Renegade participates using half his Psi (with an Ability of 8), then takes 2 damage (Ability of 6, Psi of 14), then uses the appropriate Psi Group, his Ability goes up +7 to 13.
- Rule/Card:** Vorlon Renegade **Relates to:**  
 2000/06/01 When the Vorlon Renegade uses his ability to use half his Psi as another ability, you calculate the new ability when you use his effect text. You don't recompute his new ability throughout the turn using his special ability. However, damage and cards can reduce his new ability as normal.
- Rule/Card:** Vorlon Renegade **Relates to:** Secret Police/Commercial T  
 2000/05/13 If the Vorlon Renegade uses half his Psi as Intrigue/Diplomacy/Leadership, you can then use Secret Police/Commercial Telepaths/Military Telepaths to boost it by 8. You cannot do it the other way around. If you use one of the groups to boost the Vorlon Renegade's Psi from 0 to 8, then rotate him to use half his Psi as another Ability, his Ability is still 8. The only way to get the additional bonus is to use Secret Police after the Vorlon Renegade is already participating (and thus has his effects text kick in).
- Rule/Card:** Vorlon Renegade **Relates to:**  
 2000/03/13 If Vorlon Renegade is using its Psi as Military, and is eligible to be attacked (participating in a conflict in which i can be attacked, etc.), it can be attacked by a fleet using Military.
- Rule/Card:** Vorlon Rescue **Relates to:** Permanent Wound  
 2000/05/22 Vorlon Rescue will discard Permanent Wound. The last phrase of Permanent Wound would cause damage if an effect removed all damage without healing.
- Rule/Card:** Vorlon Space **Relates to:**  
 1998/12/29 If a card that states "Purge a Vorlon Mark" is played, it will only trigger Vorlon Space if the card will not work i the Vorlon Mark is not available.

- Rule/Card:** Vorlon Strike Fleet **Relates to:** Exploration  
 2000/05/22 If you have Vorlon Strike Fleet in play, 18 Influence, and Exploration in my hand you cannot use Exploration on Vorlon Strike Fleet.
- Rule/Card:** Vorlon Strike Fleet **Relates to:**  
 1999/03/04 This (and any other card which cannot be played without the appropriate mark) is considered to require that mark.
- Rule/Card:** Vorlon Strike Fleet **Relates to:**  
 1999/02/20 The Vorlon Strike Fleet can never support a conflict that does not require Vorlon Marks. The Vorlon Strike Fleet can attack. However, if a Military conflict is in play that requires Vorlon Marks, supporting that conflict will be the fleet's first priority.
- Rule/Card:** Vree Scouts **Relates to:** Alexander  
 2000/02/14 When Vree Scouts go up against an Alexander-enhanced fleet, they deal damage to each other simultaneously.
- Rule/Card:** War **Relates to:** Drakh  
 2000/05/22 If you are at war with a Drakh faction, you target the original race with your War Conflicts. The Drakh can participate.
- Rule/Card:** War **Relates to:**  
 2000/01/20 If player A initiates a standard War conflict against player B and player A fails to support it and player B does, player A (the initiator) - not player B - will get influence from the conflict (if there was no opposition). Only the initiator can gain influence from a War conflict (unless you use something like Taking Credit or Stolen Spoils).
- Rule/Card:** War **Relates to:**  
 1999/08/26 A war conflict is also contested if a faction other than the target faction brings in a fleet to oppose, or to attack supporting fleet - even if the faction targeted by the war conflict doesn't participate.
- Rule/Card:** War **Relates to:**  
 1999/01/25 When two factions go to war, any other factions of those races are at war as well.
- Rule/Card:** War By Popular Decree **Relates to:** ISA/Not Meant to Be  
 2000/04/10 If a player is expelled from the ISA by the effects of a War By Popular Decree which is later targeted with Not Meant to Be, the player does not rejoin the ISA because the expelling is not a direct effect printed on the card.
- Rule/Card:** War Conflict Declaration **Relates to:**  
 1999/03/24 Assume Player 1 is at war with Player 2 and Player 3. During the Declare Conflicts Step, Player 1 must announce the source of his conflict, if he is going to declare one. The source of the conflict would be his war with Player 2, his war with Player 3, a card or some other source. Player 1 cannot simply say "I declare a war conflict." During Reveal and Initiate Conflicts Step, Player 1 announces which type of war conflict it will be as if it is targeting a location, which location it is targeting.
- Rule/Card:** War Footing **Relates to:** Warleader's Fleet  
 1999/12/09 If you have two Warleader Fleets (using War Footing), they do not affect each other. (note that the text specifically excludes "the Warleader's Fleet" from the participation restriction)
- Rule/Card:** War Footing **Relates to:**  
 1999/11/23 If you have War Footing in play and you replace it with another War Footing for whatever reason, you have to pick up all doubled fleets. You may choose which fleets to pick up (including damaged or neutralized fleets).

- Rule/Card:** War Footing **Relates to:**  
 1999/01/13 If another faction has a copy of one of your limited fleets in play you may not sponsor a second copy of it into play. War Footing says you can sponsor a second copy of limited fleets which you have in play (not which another player has in play).
- Rule/Card:** War Footing **Relates to:**  
 1998/12/30 Nothing happens to a leader of a fleet that is returned to your hand. He will remain rotated until readied for the remainder of the turn (unless an effect that readies the character is used).
- Rule/Card:** War Footing **Relates to:**  
 1998/12/30 If you have this agenda in play, and during a turn end up with a number of your limited fleets neutralized, you can discard the War Footing agenda during that turn to return any neutralized 'second copies' of the damaged/neutralized fleets back to your hand.
- Rule/Card:** War Footing **Relates to:**  
 1998/12/21 The fleets go back into your hand immediately.
- Rule/Card:** War Footing **Relates to:**  
 1998/12/21 If War Footing is discarded or blanked, the fleets that are returned to hand are chosen by the controller.
- Rule/Card:** War, Civil **Relates to:**  
 1999/08/31 1. Declarations of War between factions of the same race happen just like other methods of declaring war against other races. 2. You can only declare war if you have a card that lets you declare war. 3. You must obey all normal restrictions on play of those cards. For example, a Declaration of War or Act of War event would have to be played during the Action Round.
- Rule/Card:** War, Conflict **Relates to:**  
 1999/08/26 If any faction opposes or makes an attack in a War conflict it is considered contested. The opposition does not need to come from the target of the war conflict.
- Rule/Card:** War, Conflict Targeting Locati **Relates to:**  
 1999/03/24 If two players declare a war conflict targeting the same location and both players are successful, it is resolved as follows: As each conflict resolves (successfully), the winner takes the location into his control, from where it might currently be, so long as it is still in play.
- Rule/Card:** Warriors Council **Relates to:**  
 1999/12/04 This allows the sponsoring of cards like Minbari Fanatic and Security Fleet which can normally only be sponsored if there are multiple factions of the same race.
- Rule/Card:** Wastelands **Relates to:**  
 1999/12/15 The second sentence should now read: "All characters you control influence additional damage equal to their number of Conspiracy marks during attacks." This is official errata.
- Rule/Card:** We Are Both Damned **Relates to:**  
 1999/12/28 We Are Both Damned may be played on a Won Intrigue Conflict or a Won Military Conflict.
- Rule/Card:** We Are Not Impressed **Relates to:** Covering Weaknesses  
 2000/02/11 You cannot use Covering Weaknesses to move an Enhancement (like Forced Impairment) to a Global Enhancement (like We Are Not Impressed).



- Rule/Card:** We Are Not Impressed                      **Relates to:**  
 2000/01/20    Global Enhancements are not controlled by anybody, even the person that sponsored it. Therefore We Are Not Impressed cannot be removed with Internal Opposition.
- Rule/Card:** We Are Not Impressed                      **Relates to:**  
 1999/11/24    To get rid of We Are Not Impressed, you initiate a special conflict, of any ability type you select, during the conflict round. The conflict is generated by the card text of We Are Not Impressed and does not require a separate conflict card from your hand. If that conflict succeeds, We Are Not Impressed is discarded.
- Rule/Card:** We Are Not Impressed                      **Relates to:**  
 1999/01/14    A player may initiate a Leadership conflict to get rid of We Are Not Impressed.
- Rule/Card:** We Are Not Impressed                      **Relates to:**  
 1999/01/05    As long as We Are Not Impressed is active, no source of power - other than influence - counts. So, power generated from cards like Long Term Investment, Fulcrum of Power, and Eyes and Ears, are ignored.
- Rule/Card:** We Are One                                      **Relates to:** Shadow of a Shadow  
 2000/05/02    You cannot play Shadow of a Shadow on We Are One because Shadow of a Shadow targets a specific race (which a Drakh player can get around because he may play cards as if he were the Drakh race).
- Rule/Card:** We Are One                                      **Relates to:** To Stand Alone  
 2000/04/10    If To Stand Alone is played on We Are One, any ISA member may discard To Stand Alone by applying five times their own unrest. If any of the targetted ISA members discards To Stand Alone, it is discarded from We Are One and the "phantom" copies targetting all other members are also eliminated.
- Rule/Card:** We Can't Allow That                      **Relates to:**  
 2000/05/26    We Can't Allow That allows you the person playing it to participate in a conflict with the same restrictions as the original participants.
- Rule/Card:** We Can't Allow That                      **Relates to:** Border Raid  
 1999/10/31    Border Raid allows the following participants: One fleet (with optional leader) for the initiator One fleet (with optional leader) for the target. We Can't Allow That (and Citizen G'Kar) allows a third party to participate with the exact same restrictions: One fleet (with optional leader) for the person playing WCAT. The only restriction really being lifted is the restriction on who can participate. The new participant otherwise has the same restrictions as the old participants.
- Rule/Card:** We Can't Allow That                      **Relates to:**  
 1999/10/05    You may play this card on a Rally the People conflict (or any conflict with racial restrictions).
- Rule/Card:** We Can't Allow That                      **Relates to:**  
 1999/02/08    You can use We Can't Allow That to participate in a conflict that normally excludes you (eg. Let Them Fight)
- Rule/Card:** We Have Always Been Here                      **Relates to:** Over the Brink  
 2000/05/02    You may not use We Have Always Been Here in conjunction with Over the Brink to start the Shadow War. Over the Brink only affects actual Vorlon/Shadow Influence. We Have Always Been Here only allows you to play cards as if Vorlon Influence was the same as the number of Vorlon Marks you have. It does not actually increase Vorlon Influence.
- Rule/Card:** We Have Always Been Here                      **Relates to:**  
 2000/03/08    This card allows you to treat Vorlon Influence as if it were the same as the number of Vorlon Marks you have. It does not allow you to do the reverse (act as if you have as many Vorlon Marks as the amount of Vorlon Influence). You can use this card to act as if Vorlon Influence was greater or less than its actual amount.

- Rule/Card:** We Say It's Over **Relates to:** Shadow Implants  
 2000/04/28 If someone had played shadow implants on their ambassador prior to a successful We Say It's Over, the Ambassador will not be discarded. The ambassador is still protected by his status and is not discarded.
- Rule/Card:** We Say It's Over **Relates to:**  
 2000/03/18 Provided that card effects allow you, you may still sponsor Shadow/Vorlon Fleets after successfully winning Say It's Over. We Say It's Over does not require the Shadow War to be in effect, so you may play We Say It's Over after winning Beyond the Rim. You may still sponsor Lorien after successfully winning We Say It's Over
- Rule/Card:** We Think Alike **Relates to:**  
 1999/11/14 If you target an Agenda with We Think Alike that is discarded during the action round, the conflict still resolves and the copy is still made.
- Rule/Card:** We Think Alike **Relates to:**  
 1999/08/12 Since you can only target an agenda that you could sponsor or replace your current agenda with, you may not use this conflict to replace a Major Agenda with a non-Major Agenda.
- Rule/Card:** We Think Alike **Relates to:**  
 1999/08/12 The new version of the agenda does not keep track of any changes in the copied agenda. In other words, the new agenda is acts just like the other agenda did at the time of resolution for the conflict.
- Rule/Card:** Well of Forever **Relates to:** Citizen G'Kar, We Can't Allow  
 2001/02/27 Citizen G'kar, We Can't Allow That and other cards which allow you to participate regardless of race/faction restrictions do not allow you to participate in Well of Forever because Crusade and Legacy are not race/faction elements.
- Rule/Card:** We'll Take Over **Relates to:**  
 2000/12/10 You may use We'll Take Over to promote a neutralized Techno-mage.
- Rule/Card:** What Do You Want **Relates to:**  
 1999/01/26 Non-Aligned characters with 'Species Ambassador' in their effects cannot rotate to gain a Shadow mark unless they are the faction ambassador
- Rule/Card:** What Were You Thinking? **Relates to:**  
 1999/08/23 You may play this card whether or not the initiator gained influence from the conflict.
- Rule/Card:** Wheel of Fire **Relates to:**  
 2000/05/09 The weird wording on Wheel of Fire mean that, practically, characters will be participating in it with all of their abilities.
- Rule/Card:** White Star Fleet **Relates to:**  
 1999/02/20 This fleet can attack if the Shadow War is in effect.
- Rule/Card:** White Star Fleet/Intervention **Relates to:**  
 2000/04/08 The restrictions on these Fleets mean that if you cannot meet those requirements, you cannot sponsor the fleet at all.
- Rule/Card:** Who Are You **Relates to:**  
 1999/01/26 Non-Aligned characters with 'Species Ambassador' in their effects cannot rotate to gain a Vorlon mark unless they are the faction ambassador

- Rule/Card:** Who Do You Serve? **Relates to:** Vorlon Space/Z'ha'dum Awa  
 2000/05/09 Who Do You Serve? leaves Z'ha'dum Awakened and Vorlon Space in play. Since Vorlon/Shadow Influence cannot increase, though, Vorlon Space is useless and Z'ha'dum Awakened is only useful for its Shadow Ship ability.
- Rule/Card:** Who Do You Serve? **Relates to:** We Say It's Over/Beyond th  
 2000/04/01 You may play Who Do You Serve? after We Say It's Over or Beyond the Rim.
- Rule/Card:** Who's Your Little Pak'ma'ra **Relates to:** Captain Ivanova  
 2000/12/27 If your Ambassador is targeted by Who's Your Little Pak'ma'ra, and you bring Captain Ivanova into play, Captain Ivanova is not discarded.
- Rule/Card:** Why Are You Hitting Me? **Relates to:**  
 2000/04/24 The Character who is attacked does not have to be the Character on whom the Contingency is played.
- Rule/Card:** William Edgars **Relates to:** Puppeteer  
 2000/04/06 If you have William Edgars and teeps in your faction, initiate a Psi Conflict, participate with one of your teeps and another play uses Puppeteer to have William Edgars attack the participating teep, all of your teeps will get neutralized.
- Rule/Card:** William Edgars **Relates to:**  
 1999/11/16 When William Edgars uses his ability to attack participant teeps using Intrigue, he becomes a participant in same conflict as the attacked teep.
- Rule/Card:** William Edgars **Relates to:**  
 1999/09/07 You may apply the 4 Influence towards a Mercenary even if your current bid is zero. William Edgars attacks a teep using his Intrigue vs the teep's Intrigue. It doesn't matter which ability the teep uses to become a participant.
- Rule/Card:** William Morgan Clark **Relates to:**  
 1999/12/02 The non-ambassador version of William Morgan Clark does not have a Conspiracy Mark. The Ambassador version of William Morgan Clark has a Conspiracy Mark. If you're not using the Ambassador version, you don't get the Conspiracy Mark.
- Rule/Card:** Win-Win Schemes **Relates to:** Glitch  
 2000/03/19 If Win-Win Schemes is targeted by Glitch, any Chaos Tokens remain on the Enhancement, but no new ones can be added until Glitch wears off.
- Rule/Card:** With a Sacrifice **Relates to:**  
 1999/01/19 The target character does not have to be ready to be promoted by With a Sacrifice.
- Rule/Card:** With A Sacrifice **Relates to:**  
 1998/11/30 Only characters with Lord or Lady in their title are eligible for this effect.
- Rule/Card:** Won/Lost Aftermaths **Relates to:**  
 1999/03/29 If you have a won/lost aftermath that isn't a participant character aftermath but mentions participants in its game text, you may only play the card on a participant of the faction that played the conflict and either won or lost.
- Rule/Card:** Work of the Wicked **Relates to:** Participation Restriction  
 2000/04/27 Ability type is not a restriction.

- Rule/Card:** Wounded **Relates to:**  
 1999/09/03 The terms "Lost" and "Won" apply to all words following them in the card type box. So interpret Wounded, for example, to be playable on Lost Intrigue or Lost Military conflicts.
- Rule/Card:** You Are Expendable **Relates to:**  
 2000/12/18 You cannot play You Are Expendable if your Ambassador has a Vorlon Mark.
- Rule/Card:** You are not Ready **Relates to:**  
 1999/11/23 You are not Ready cannot discard conflicts initiated by an Agenda or group (no card to discard).
- Rule/Card:** You Didn't Mean That **Relates to:**  
 1999/09/22 In general, conflicts which you initiate do not target you, they only target the other player. Therefore you could not use You Didn't Mean That on an Alliance conflict you initiated.
- Rule/Card:** You Do Not Understand **Relates to:**  
 1999/08/27 You cannot Not Meant To Be You Do Not Understand. No card that shuffles a deck can be reversed.
- Rule/Card:** You Have No Power Here **Relates to:**  
 2000/04/14 If two players are tied for power, but otherwise eligible for a victory and play You Have No Power Here target each other, they both win the game.
- Rule/Card:** You Three are One **Relates to:**  
 2000/02/01 You Three Are One allows you to move damage tokens to other targetted characters. It does not allow you to cause another character to become the focus (target) of the attack.
- Rule/Card:** Zathras **Relates to:**  
 2000/02/09 All Zathri are treated like Multiple characters in many respects, but they are technically not multiple. There can be more than 1 copy of a Zathras in play at the same time, up to a limit of 12 Zathri total of all spellings. A replaced Zathras may return to play, as stated on each Zathras card. However, if a card says 'Target a multi-character' it cannot target a Zathras.
- Rule/Card:** Zathras **Relates to:**  
 1999/10/20 There may be a total of 12 Zathras characters in play at one time. There may be any number of Zathras characters in a single faction as long as the total number of Zathras characters in play does not exceed 12. The versions of the Zathras characters do not matter (they could all be "Zathr'as") as long as normal deck constructions rules weren't broken and there are no more than 12 Zathras characters in play at the same time.
- Rule/Card:** Zathras' **Relates to:**  
 2000/07/05 Zathras' effect does not work on a targeted player that has applied 3 influence and rotated to build influence. Building influence is a protected action, a direct change in influence rating which cannot be stolen.
- Rule/Card:** Zathras' **Relates to:**  
 1999/01/20 If you play an event which causes you to lose/transfer an influence for some effect (such as For the Common Good), and that event is subsequently targetted by Not Meant To Be, you are considered to have gained an influence and are subject to the effect of a Zathras' targetting you. The same for when you take an action like Rebirth Ceremony to discard Associate Revealed.
- Rule/Card:** Zathras' **Relates to:**  
 1998/01/01 Zathras' cannot sustain. (he is not increasing an ability)

**Rule/Card: Zathras'****Relates to:**

1998/01/01 If multiple players are using Zathras' targetting each other you use initiative order to resolve the order. Any time a faction gains influence during the conflict round, go around the table in initiative order. Activate all the rotated and targeted Zathras' effects from each player (mostly for no effect). This has two effects: the character who goes first is safe from Zathras' (for the first action). The character with the most initiative, if he has enough Zathras' in play to target everyone who has him targetted with a Zathras', is safe from the Zathras' effect.

**Rule/Card: Zathras Who Was****Relates to: ISA**

2000/10/02 Zathras Who Was has no effect on ISA rule #2 (forfeiting your draw to get an ISA card from outside the game)

**Rule/Card: Zero Cost Cards****Relates to:**

1999/07/30 A card that does not have an orange bubble with a number in it 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.

**Rule/Card: Zero-cost cards****Relates to:**

1999/02/15 If a card refers to the cost of another card, it may not be played-on/target/refer-to a card with no printed cost