Babylon 5 VCG Rules 1-pager (1.5 May 2020)

Set-up

- 10 Power tokens per person added to the Power Pool. Each player has 4 Influence and 0 Power.
- Treaties: Alliance and Free Trade Treaties for matching factions, 1 Neutrality Treaty per player..
- Place Babylon 5, Vorlon Space and Sleeping Z'Ha'Dum in the middle of the table.
- The One is chosen from Faction Leaders in the following order: Delenn, Jeffrey Sinclair, John Sheridan, random.
- 1 Faction card, 1 Agenda, 1 Faction Leader, Deck with a minimum 45 cards: 3 are chosen as your starting hand. 9 cards in your Conflict Pile. Max 3 copies per card in deck, max 2 copies of each conflict in pile.

Turn Framework (Reactions can be played/triggered at points marked with ↵.)

The Game Begins. Skip to Council Round↵

The Turn begins↵

1. ***Ready Round*** *(players act simultaneously)* - The Ready round begins↵
   1. **Restore phase**. Each player with less than 1/2 Influence of player with greatest Influence sets their Influence to 1/2 of player with greatest influence rounded up. Each player moves all Influence tokens from their spent pool to their unspent pool.↵
   2. **Ready phase**. Each player readies all rotated, un-neutralised cards then un-neutralizes (and rotates) all neutralized cards.↵

   The Ready Round ends.↵

2. ***Initiative Round*** *(players act simultaneously)* - The Initiative Round begins.↵
   1. **Who is the One? phase**. The player with the highest Influence becomes "The One." If there is a tie, the player who is currently The One chooses amongst the tied players (*including him or herself if part of the tie*).↵
   2. **Set Player Order phase**. The One sets Player Order for the rest of the turn.↵(To set player order, nominate the player who goes first each round and phase and the direction in which play progresses.)

   The Initiative Round ends.↵

3. ***Council Round*** *(players act in player order)* The Council Round begins. ↵
   1. **Declare Conflicts phase**. In player order, each player places a conflict card face-down in front of them or passes.↵
   2. **Play Conflicts Phase**. In player order, each player who has declared a conflict reveals their face down conflict card and plays it OR discards their face-down conflict card to their used conflict pile. (*It remains face-down*.) ↵

   The Council Round ends.↵

4. ***Development Round*** *(players act in player order)* - The Development Round begins.↵
   1. **Development Actions Phase**. Each player takes one Development **action** or **passes**.↵ The phase ends when all players pass consecutively. ("*Fast and Loose*." Players can act simultaneously if they all agree.)

   The Development Round ends.↵

5. ***Conflict Round***. *(players act in player order)* - The Conflict Round begins.↵

   The **first player** becomes the **active player**. If the active player has a conflict in play, that conflict is resolved in its own Conflict phase. Repeat in player order until there are no conflicts left in play. At that point, the conflict round ends.↵

   1. **Conflict Phase** begins.↵ Players act in player order with the conflict initiator being the first player for the duration of their conflict. This is referred to as **Conflict Player Order**.
      1. **Support step**. The **active player** supports the conflict. (*Rotate all the cards they wish to support the conflict*).↵
      2. **Participation step**. Each other player in **conflict player order** declares whether they are supporting or opposing the conflict (or abstaining) and adds participating cards to the conflict.↵ When all players have declared, the Participation step ends.↵

3. **Actions step**. Starting with the **active player**, each player in **conflict player order** may take an Action or Pass. When all players pass consecutively, the Actions Step ends.
4. **Resolution step**. The conflict's support and opposition is totalled and effects generated.
   1. **Aftermath step**. In Conflict player order each player may trigger any number of Aftermaths or pass. Once all players pass consecutively, the aftermath step ends.

The Conflict Phase ends.

6. *Power Round* - The Power Round begins.
   1. **Bid for Power phase**. All players simultaneously secretly bid any amount of influence from their **Unspent Pool** (*including 0*). The **single highest** bid gains 1 Power. If there is a tie for highest bid, no one gains Power. All players who did not gain Power return their bid to their Unspent Influence Pool. (*Influence tokens on cards cannot be used*.)

   The Power round ends.

7. *Resources Round* (players act simultaneously) - The Resources round begins.
   1. **Draw phase**. Each player draws 1 card. (If deck exhausted, no card can be drawn but there is no other effect.)
   2. **Purchase phase**. Each player may "buy" additional cards at a cost of 3 Influence per card.

   The resources Round ends.
   If there is no Power in the Power Pool, go to the Victory Round (8) otherwise The Turn Ends. A new turn begins.

8. **Victory Round** (players act in player order) **-** The Victory Round begins
   1. **Victory Check phase.** Players take actions in player order. When all players pass consecutively, the phase ends.

   The victor is determined. The game ends.

Actions

The following actions can be performed during the **Development Round**, a **Conflict Actions** step and the **Victory Round**.
- Play an event which is marked "**Action**:"
- Use an "**Action**:" printed on a card in play.
- Rotate your Faction leader to **dissolve a treaty** you are partner in.
- **Pass**. (Do nothing.)

Development actions (played only during the Development Round)
- **Sponsor** a card by paying its Influence Cost. (Characters, Fleets, Groups, Locations and Enhancements)
- **Build Influence**. Rotate a character (with a cost greater than your current Influence) and spend 3 Influence to gain 1 Influence.
- Play an Event which is marked "**Development Action**".
- Use a **Development Action** printed on a card in play.
- Rotate a damaged character to **Heal** all damage.
- Once per Turn. Rotate a damaged fleet to **Repair** all damage.

Conflict actions (Played only during the Conflict round)
- Rotate a card to Attack a character or fleet participating in the current conflict. (Cards can only attack cards of the same type.)
- Play an Event which is marked "**Conflict Action**"
- Use a **Conflict Action** printed on a card in play.

Victory Check Actions (Played only during the Victory round)
- Play an Event which is marked "**Victory Check**"
- Use a **Victory Check** printed on a card in play. Max once per card during the Victory Round.

Conflict results

Conflict support at resolution equals the total of **all attributes** for all cards supporting it that **match** the **Conflict's attributes**.

Opposition at resolution equals the total of **all attributes** for all cards opposing it that **match** the **Conflict's attributes**.
- WON: the conflict had support equal to or greater than opposition and had at least 1 Support. **Initiator wins ties.**
- OVERWHELM: a WON conflict with zero opposition.
- LOST: the conflict had more opposition than support.
- ABANDONED: A conflict in which there was zero support. (*0 support and 0 opposition is LOST and ABANDONED*.)

Attacks, Damage, Rescue & neutralization

Attacker chooses attacking attribute, defender chooses defending. Attributes must match one of the Conflict's attributes. Damage is applied simultaneously to all cards in the attack. The damage done is equal to the rating of the Attribute used plus modifiers. Characters can attack characters, Fleets can attack fleets. Place 1 **Damage counter** on the card per damage received.

A damaged card applies 1 less support and opposition to conflicts and inflicts 1 less damage per **Damage counter** on it. A character or fleet card that has Damage counters on it equal to or greater than their highest Attribute rating is **defeated**. A character or fleet card which becomes defeated is placed in its appropriate discard pile unless it is **rescued**. A unique card that has been defeated can be **rescued** as an interrupt by discarding a copy of the same card (or persona) from your hand.

Instead of being placed in the discard pile, the card is **NEUTRALISED**. If your **Faction Leader** is defeated it becomes neutralised instead of being discarded.

When a card becomes **neutralised,** place it face-down in the rotated position and remove all damage counters. A neutralised card is not ready or rotated. A neutralised card cannot be readied, rotated, support or oppose conflicts, attack or be attacked. Its Attributes and Abilities are **suppressed**: it loses them and cannot gain them while suppressed. It cannot be **Promoted** or targeted except by an effect that targets a neutralized card or unneutralizes a card. It retains its card type, subtypes, affiliations, marks, tokens and counters. Tokens on the card cannot be counted towards any kind of total or used to meet a requirement but remain present in your faction. (e.g. Power tokens on a neutralised card do NOT count towards your Power, Influence tokens on it cannot be spent, marks cannot be included as part of a requirement to play a card.)

Game End & Victory

If there is no Power in the pool when the turn ends then the game continues to the Victory Round instead of a new turn. After the Victory round, the player with the single highest Power wins.
1. If there are multiple players with the highest Power ("tied players") then the tied player with the single highest Influence wins.
2. If there are multiple tied players with the highest Influence then, if one of those players is The One, The One wins.
3. If the tie is still not broken, The One chooses a winner from the tied players with the highest Influence.

Reactions, Aftermaths and Interrupts
- Reactions occur after a trigger has resolved. Multiple reactions can be played to the same trigger. Each reaction is completely resolved before the next one can be triggered. **Each reaction to a trigger can only be played once per trigger**. If more than one player wants to play reactions then the first player can play as many times as they wish before passing and letting the next player do the same.
- Revealing an agenda is a reaction. Aftermaths are Reactions that are played during the Aftermath step.
- Interrupts can take place at any time they meet their trigger condition. Interrupts do not resolve until all players have had a chance to play them. They then resolve in reverse order: last played first resolved. They can cancel interrupts and other effects that have not yet resolved.