

# GALACTIC FIRE

MAGAZINE



## Feature Article...

Gayle Steven and Interviews  
Alexander Siddig of SFDS9

Free  
Promo  
Card

Inside:  
E6 Black Market

## Inside...

Tournament Rules  
Scorpend SSDs  
Global Rating Service  
Indirigan Tribe Profiles

## Card Lists:

Universe Edition  
Advanced Technologies  
Piracy  
Promo Cards

... and much, much more.

ISSN: 1-887909-50-8  
\$4.95 U.S., \$5.95 Canada

# Pentacle™

Pentacle (2nd Ed.) - Coming in June 1996  
from Companion Games Inc.

Summon powerful minions to conduct combat against your foes, but beware the demons summoned by your opponents or you might lose your sanity.

Planning Star Games' classic card game of wizardly combat. Originally released in 1990, the game receives rave reviews in Dragon magazine. The second edition polishes the rules and brings the quality of the game to the pinnacle of industry standards. Pentacle features basic decks playable by up to six players. Basic Deck: 121 Cards.

<u>Product</u>	<u>Description</u>	<u>Retail</u>	<u>ISBN</u>
CGE200	Basic Deck Display 8 Decks per Display	\$103.60	1-887909-40-0
CGE2001	Basic Deck	\$ 12.95	1-887909-41-9



## IN THIS ISSUE

Welcome to the first issue of *Galactic Fire Magazine*. This issue features an interview with Alexander Siddig of Deep Space Nine®, the 1996 tournament rules, long-awaited card lists for Universe Edition, Advanced Technologies, Piracy, and all promotional cards to date, plus much more.

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### ABOUT THIS ISSUE:

**Cover Art:** Two game supply ships, detached from their squadron, encounter a habitat ring left behind by the ancients. This massive structure appears to form an intergalactic zoo. Each segment of the ring contains the approximate surface area of a small continent. The illustration was created by C. Henry Schulte.

**Interview:** Alexander Siddig is interviewed by Gayle Stever P.H.D. Gayle teaches psychology at Arizona State University and writes many articles and interviews for sci-fi fans. She is married with two children and lives in Scottsdale, Arizona.

**Scorpead SSDs:** The Scorpead rules and SSDs were developed by Eric Johnson (NJ). He is currently working on future SFB expansion material for the Far Side.

## ABOUT NEXT ISSUE

Our next issue, *Galactic Fire #2*, will contain a special entity card! Answers to frequently asked questions (FAQ) about Galactic Empires will appear in an article clarifying various rules and cards. A set of Vektreen SSDs is presented for our Star Fleet Battles™ (SFB) support along with expanded Vektreen history.

## PUBLISHER'S NOTE:

As most of you know this issue hallmarks the transition from publication of two small newsletters to one magazine. This transition took longer than expected. However, now that it is complete we feel it was worth the wait. *Galactic Fire Magazine* is designed to be a source of vast amounts of information directly related to Companion Games' products. This issue covers the basics (card lists, SSDs,

Tournaments, etc.). Subsequent issues will delve into fiction (both short stories and empire histories), game variants, tactics and FAQ. Every issue includes a special Galactic Empires promo card found only in *Galactic Fire Magazine* (next issue contains an 'entity' card!).

Your comments and submissions are always welcomed, so please don't hesitate to contact us.

- C. Henry Schulte

## EDITOR'S NOTE:

This publication is four times the size (32 pages) as our newsletters (8 pages each). The subscription price will have to increase to cover the added cost. However, the price will not quadruple (as did the volume). It will, in fact, be less than twice the cost. A six-issue subscription of *Galactic Fire Magazine* will be \$19.95. This is actually less than what it would have cost to subscribe to both of our previous publications.

The amount of pages dedicated to the various topics will be based on what our readers want to see. I will attempt to make certain that a minimum of 6 pages are dedicated to the fans of our SFB products. Not counting the title page and order form, this is what appeared in In-Coming Fire. What appears beyond those 6 pages will be based on received submissions. Note also that fiction and history actually support both Galactic Empires and SFB.

## ARTIST CORRECTIONS

The following cards credited an incorrect artist. This list is correct.

25	Tutor Sector HQ	LE	Randy "Tankas" Hoar
25	Vektreen Sector HQ	UE	Mark Maxwell
R/A4	Mind Guard	PEM (corrected in UE)	Rush Peckham Jr.
CE	Alien Technology Expen.	AT	John Holans
C2	Nuclear Mine	PE (corrected in UE)	Acc Keeling
E0	Hyperspace Delonator Ref.	AT	Michael Kellner
E6	Super Computer	PE (corrected in UE)	Clint A. Sargentaler
O2	Mining Expedition	AT	Michael Carroll
R/O2	Offensive/Defensive Electronic Warfare	PC (corrected in UE)	Ben Peck
R/OE	Destructor Cannon Failure	AT	Darryl Elford
R/O6	Time Discrepancy	TG (corrected in UE)	Pat McRassey
S5	Emergency Rescue Ship	NE (corrected in UE)	Darryl Elford
T/30	Vektreen Asteroid Station (Generic Bkg.)	AT (corrected in Piracy)	Douglas Chaffee

Several cards in Advanced Tech. done by Michael Kellner were erroneously credited to Mark Kellner. During July of last year, Companion Games posted several art images to the Internet. These images inadvertently failed to have the proper copyright notifications. Our sincerest apologies to the artist involved. Please note that these images still have copyrights placed there by the artists themselves and as such the images are not in the public domain.

## BOX COVER ART CREDITS

Primary Edition	Douglas Chaffee
New Empires	Douglas Chaffee
Powers of the Mind	Edward F. Seara Jr. & Ron Rousselet II
Time Games	Lisianne Lake
Universe Edition	Ted Beargeon, Randy "Tankas" Hoar & Tim Adams
Advanced Technologies	Tim Adams
Piracy	C. Henry Schulte & Jim Pavelec

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## NEW PRODUCTS

### (May 1996)

#### GALACTIC EMPIRES:

The invasion begins on the fourth of July!

Effective July 1st, all Universe Retailer Displays shipping from Companion Games Inc. will contain starter decks for 6 more empires (16 total). This precursor to the galactic invasion will send your galactic empires game into a state of total conflict.

#### Universe Edition half-sized Retailer

**Display:** This is a display containing 3 starter decks (out of the 16 available) and 18 booster packs. It is designed with the small store in mind.

**Universe Edition Retailer Display:** This is a display containing 6 starter decks and 36 booster packs. At least half of the starter decks will contain Galactic Invaders empires.

**Piracy:** Piracy introduces 3 new empires and a new way for pirates to plunder the galaxy (resource theft). This set contains 205 cards sold in 6-card booster packs. Awesome 3D display box.

**Galactic Empires Play Mat:** This 17" by 24" play mat is designed to protect cards from rough surfaces. Laid out exclusively for Galactic Empires play, this mat includes play aids and outstanding graphics. Additionally, it comes with a Galactic Empires card found nowhere else.

**Galactic Empires: The Board Game:** Galactic Empires takes board game form in this hex-based starship combat strategy game. This product contains 124 Universe Edition cards and 1 exclusive promo card (R/O4 Strategic Deployment) found only in the board game. It will also contain a map, rules, counters, and dice. The Board Game will ship the summer of 1996.

**Primary Tactics Audio:** Come visit a battle on the Far Side of the galaxy. Awesome acting, featuring Alexander Siddig (*Star Trek: Deep Space Nines* Star).

#### GALACTIC FIRE MAGAZINE:

The Companion Games' bimonthly magazine. Galactic Intercom and In-Coming Fire have been combined into this new 32-page, color cover, bi-monthly, dual format magazine. Issues owed of either newsletter will be honored with issues of *Galactic Fire Magazine*. Expect to see *Galactic Fire Magazine* on a regular basis. Each issue will feature an exclusive promo card found only in that issue.

#### PENTACLE:

**PENTACLE (2nd Ed.):** Morning Star Games' classic card game of wizardly combat. Originally released in 1990, the game received rave reviews in *Dragon magazine*. The second edition polishes the rules and brings the quality of the game in line with current industry standards. The game will feature a standard deck playable by up to six players. For several reasons, Pentacle has been delayed until summer.

## UPCOMING PRODUCTS FOR GALACTIC EMPIRES™

**The Comedy Club on the Far Side of the Galaxy:** A combination of out-takes and other outrageously funny cards compiled over the last two years of designing Galactic Empires. Mimes and space penguins defend their Sector HQ with comedy clubs and lobster boats.

**Persona:** Legendary individuals (some quite monstrous) and famous ships join the fray, in the non-stop battle for the Far Side of the galaxy. Rich in history, this set expands the depth of the Far Side immensely.

**Galactic Invaders (Nov. 1996):** Total cards: 205. The Far Side is invaded by empires from outside the Milky Way. 4 all-new empires bring new and hostile weapons in their quest to conquer the Far Side. Starter decks for the Galactic Invaders will be available in the Universe Edition Plus starter display.

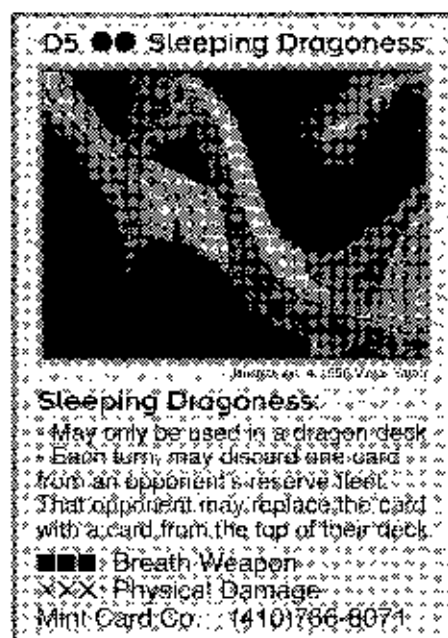
**Cyberspace (Feb. 1997):** Total cards: 205. The Far Side experiences the most unique (and possible most dangerous) assault. The source: A growing power inside the galactic network. Explore the world of cyberspace and encounter the first cyber empire.

**Galactic Empires Deck Case:** This accessory case will be able to hold multiple decks in addition to dice, glass beads, small candy-coated snacks, etc. Movable dividers will accommodate decks of various sizes. More information on this and other products will be available in future issues.



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## AN INTERVIEW WITH ALEXANDER SIDDIG

(Dr. Julian Bashir<sup>®</sup> on  
Star Trek: Deep Space Nine<sup>®</sup>)

by Gayle Stever P.H.D.

Some might attribute it to Fate or Destiny. Others are just as likely to put it all down to plain old good luck. But whatever force it was at work on that night in 1992 when *Star Trek* producer Rick Berman sat down to watch a PBS special movie on the life of T. E. Lawrence, it seemed to be working to change and shape the life of a young actor in England.

As Berman watched *Lawrence After Arabia: A Dangerous Man* it wasn't future Oscar Nominee Ralph Fiennes who caught his eye. Instead, it was the other co-star, Siddig El Fadil.

His first attempt at serious drama for television, *A Dangerous Man*, was the perfect vehicle for El Fadil, showcasing his talent for using subtleties of face, voice and inflection to convey a broad range of contrasting emotions. Berman saw the performance and thought he had finally found his Commander Sisko for the new show they were trying to cast, *Star Trek: Deep Space Nine*.

Berman asked the casting directors to find El Fadil in England. They did, but were dismayed to discover that he was much younger than the character he had portrayed in *A Dangerous Man*. While Lawrence's friend, Emir Feisel, was in his 30's, El Fadil was only 26, and a youthful 26 at that. When they went back and reported to Berman that the actor was too young to portray the commander, plan B was put into effect, and El Fadil was called in to read for another part, the naive and exuberant Dr. Julian Bashir.

That this was a big break for Siddig El Fadil (who now uses the stage moniker, Alexander Siddig), is the height of understatement. A fairly recent graduate of the London Academy for Music and the Dramatic Arts (LAMDA), Siddig had spent most of his time doing small acting parts, or directing in a theater for no money at all. None of that provided much security and so a succession of odd jobs, including selling clothing in a men's store and a short stint selling insurance, served to fill in the gaps. Siddig recounts that he took the acting job in "A Dangerous Man" and a subsequent part in a mini-series for the BBC (Big Battalions) because the jobs paid well. His first love had been directing, and it was there that he really wanted to concentrate his efforts. But acting paid better and ultimately pragmatism caused Siddig to focus more and more of his attention on that instead.

So our conversation with Siddig begins with his account of what it was like to audition for the biggest franchise in American Television:

**Gayle:** When they first called you to audition for *Star Trek*, what was the process you had to go through?

**Sid:** England is where it started. I walked into a room in Soho, this famous place where everyone goes and auditions, and sat down and was given the 'Bible' for the show containing a description of the characters. I quickly looked for Bashir because I was told he was the character I'd be playing. He came at the end after every other character after a blank page, almost as if he were a reoccurring character or a guest star and not a regular character. At that point, I had no idea he was going to be a regular because he only had two or three lines next to his name and the other characters had half a page. I was certain he was a guest character, but I thought it would be great

fun anyway. It was something along the lines of "Bashir is a young Starfleet cadet-type who is arrogant, naive..." and that was sort of it. So then I went downstairs and they'd hired a casting director to do the auditions, and a cameraman. Nobody knew what was going on or what it was for or anything, so I couldn't ask any questions. They just said, "We want you to read these lines and we're going to film it and that'll be it, thanks." So I read the lines and they said, "Well that sounds OK but can you do it again?" I read about six times by the time they were satisfied. They then sent the tape to America. It was only two or three lines. It wasn't very long at all.

**Gayle:** How many people were there to audition there in England?

**Sid:** I understand there were about 25 people from Europe, but from different countries in Europe, from France and Holland and England.

**Gayle:** However, you had been singled out and they already had an interest in you.

**Sid:** Yes.

**Gayle:** But you didn't know that.

**Sid:** No, I had no idea. Most of these 25 people weren't auditioning for Bashir. They were auditioning for other parts. This was the European cachement of auditions.

**Gayle:** Did you know that at the time?

**Sid:** No, I had no idea. I didn't know anything about it at all. For me it was just another Tuesday morning audition.

**Gayle:** When did you become aware that Berman had actually looked for you?

**Sid:** Way into the show, after the show had started. And I first became aware that I'd actually gotten the job in America at the end of my audition here. Someone came and said "We look forward to having you work with us". I was completely surprised because it was such a huge deal for a young actor who really had never done anything. By that time I knew it was a regular part. I had read this phenomenally long contract and showed it to all my friends, saying "Look how long this contract is! It's got to be a good job".

**Gayle:** And you went home to England with about two days to pack everything and come back.

**Sid:** From that moment on it was a whirlwind. After that first audition I had about a week of not knowing what was going on. You just do an audition and you forget about it. Then they sent the contract to me and invited me for another audition. You have to sign the contract before you do the audition, so that you can't decide when they've decided they want you to ask for more money. Before you know if they like you or not, you have to agree to their terms. I remember spending some time in the country with my parents going "Well should I do this or shouldn't I?" and "I think I probably should, looking at the figures on this contract!" From the moment I actually agreed to sign the contract, one day later I came to America to audition, came back to London for two days and then went back to L.A. to start.

So Siddig came to America and spent the first few months walking around Hollywood like a tourist, a bit in awe of the fact that he was here where so many famous movies had been made, and marveling at things that the

locals took completely for granted.



Alexander Siddig and Gayle Stever  
"hangout" between takes at Paramount

He was here for five months before the show began to air and so he had that time of complete anonymity to get over the initial shock of being in a new country for the first time and being part of the huge cultural myth that is *Star Trek*.

After *Star Trek: Deep Space Nine* had successfully aired, Siddig was soon sought after to appear as a guest at numerous *Star Trek* conventions all over America and Europe. Initially his character generated some controversy for being very naive, inexperienced and occasionally very annoying. Sid recalled that "they started him out a bit wobbly at first," knowing that the plan was to show an officer fresh out of the Academy who had absolutely no field experience whatsoever. This young officer was out of his element and made his share of mistakes in the first two years of the show. But as the hard core audience of *Trek* fans saw the character begin to grow and mature, they came to appreciate not only Dr. Bashir but the actor who portrays him. With one of the largest fan clubs in *Trek* fandom and a long list of featured performances in episodes behind him, Julian Bashir is recognized as one of the most popular characters on *Deep Space Nine*, now that the show is in its fourth season.

Accordingly, Companion Games was delighted to approach Siddig with the idea of a character for "Galactic Empires" that he could portray on an audio tape being marketed to promote the game. So on a warm sunny day in September, Companion Games' representative, Jeffery Yarter, and I set off for a meeting with Sid to tell him about Galactic Empires, talk to him about the audio cassette, and teach him how to play the game. Actually, Jeff was doing all the teaching as I had not yet played the game either. We spent a pleasant afternoon in the company of the Krebiz, the Argonians, and the Corporation, discovering that this game was not only easy to learn, but a lot of fun to play. Later I asked Sid to tell us about the kind of games he had enjoyed playing as a child:

**Sid:** Well, when I was a kid I was definitely a straight Monopoly-type of player. And Risk...I loved family games...games that the family played every blue moon. And mine was the sort of family that played games, literally, every blue moon. Maybe every second or third Christmas we'd sit down and play a game. I loved anything like that. And my mother was a dreadful cheat! (laughs) I got used to that very early on.

**Gayle:** Are you sure? Because my kids sometimes say I'm cheating, and I'm not...

**Sid:** Well, that could be a problem that we as children have (laughing again), we lose, so mother cheated.

**Gayle:** There was the role-playing/fantasy game craze that hit maybe 10 years ago or so with "Dungeons and Dragons" or "Tunnels and Trolls." Did you ever play those games?

**Sid:** No, I missed all of that...bypassed it completely. I just wasn't in the loop when that came out. I was at college or whatever and never saw it.

**Gayle:** So when did you first play any kind of role playing game?

**Sid:** I think the first time I did that was when I got a computer. That was about five years ago. And there was something on it called "The Bard's Tale." I played that and it was a lot of fun. It was just me against the computer. But it took such a huge amount of time out of my life that I didn't play many more after that. Since then, I've ended up playing "Magic." That, I'm sure, everybody knows about. I only started playing that this summer for the first time.

**Gayle:** How did that come about?

**Sid:** A friend of mine in England was mad about it, and I couldn't go around to his house without him being in the middle of a game. So, eventually I had to learn how to play just to be able to socialize. I play that about once a fortnight now, quite regularly.

**Gayle:** And you've played Galactic Empires the one time when Jeff taught us how to play.

**Sid:** Just played it the one time, but would love to play it more. But,

I have to teach someone and that's a big deal. It's a great game and I enjoyed it and it was quite easy to learn. I was surprised by that. We all caught on quite well, I thought.

**Gayle:** So, you haven't tried to build a deck yet?

**Sid:** Oh no. I've only just gotten confident enough to try to build one in "Magic," and I've been playing that for months.

**Gayle:** Did someone else build decks for you?

**Sid:** No. We just played with all the cards in a big pile and whatever came out...a most inefficient way to play!

**Gayle:** But now you are building decks. What kind have you built?

**Sid:** I ended up building several. And it's kind of sad (laughs) but they all have little names because I can't remember what they are unless I name them. And one of them is a blue-artifact deck called "Artful Counter." One is red with some black and that's just a purely damaging deck...a nasty but effective deck. One of them is green and white and that's called the "herbal deck". That's it, really.

**Gayle:** Why did you start building decks?

**Sid:** Well, the other guys started building decks and then I could never win. They'd just wipe me out before I even got a chance to build up any mana.

**Gayle:** If you were building a deck in Galactic Empires, which empire would you build?

**Sid:** My favorite one was the Krebiz, the one Jeff was playing, where they build on each other. I love the idea of anything with combinations.

**Gayle:** Tell us something about your character in the game, the part that you read on the audio cassette.

**Sid:** They needed someone who was going to give battle commands...someone who had that sort of air about him. There were several hundred battle commands that we needed to give all around the universe. He's sort of busy. What I based him on when I read the part, actually, was a 1940's newsreel reader and that "On the front, we're at war with the Germans..." kind of sound.

**Gayle:** So, now that you've had this experience, it seems like a good question to ask if it's more fun to be an action figure (Playmates has a couple of different Julian Bashir action figures for *Star Trek: Deep Space Nine*) or a playing card?

**Sid:** Oh, that's one of those deep philosophical kinds of questions (laughs). I probably have to go with the playing card because that appeals to me more. Action figures appeal more to people who want to have the physical thing to deal with, but a playing card is a "mind person's" thing because you can do nothing with it but intellectualize it.

*Editor's Note: Siddig's playing card for the Galactic Empires game is randomly packed in the Primary Tactics audio guide (cassettes and CDs) recently released. If you're lucky you may just end up with one in your deck!*

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## INDIRIGAN TRIBE RULES

Historically, the different Indirigan tribes were more concerned with competition amongst their own kind than with the affairs of others. With the advent of multiple Indirigan Tribes within Galactic Empires, Indirigan play mechanics has undergone a slight revision.

**Indirigan Tribe Rule:** All Indirigan ships from other Indirigan tribes (even within the same fleet) must be destroyed before an Indirigan ship may fire on bases or non-Indirigan ships. Indirigan ships must obey any rules printed on the card, in addition to this rule.

**Indirigans as a main empire:** Any Indirigan tribe may be used as the main empire of a deck. Main empire Indirigan ships are exempt from any weapons fire restrictions regarding other Indirigan ships. However, the ships of other tribes and ships of the same tribe in other fleets must still obey the rules, even with regard to the main empire Indirigan ships.

**Indirigan Nomad Tribes:** The following are all the Indirigan tribes published to date: Grand Chieftain's Touring Fleet (all Primary & Universe Edition Indirigans), Nagiridni, Vacaters of Bolaar V, Invincible Loner, Vicious Six, Lone Wolf's Tribe (in Persona) etc.

**Deck Stocking:** Note that multiple Indirigan tribes are allowed in a single deck. However, if 2 different tribe ships are in play at one time their weapons fire will be restricted. Also, note that, although Indirigan ships only count as 1/2 a ship toward the amount of minor empire ships allowed in a deck, 4 main empire ships are actually required for every 1 minor empire ship (or 2 Indirigan ships). Two main empire ships do not support 1 Indirigan ship.

## PIRACY: STEALING POINTS

**Stealing points:** When a card 'steals' points from an opponent, the player gains these points during the Allocation Phase. The opponent will lose the 'stolen' points on their next Allocation Phase. If the points are stolen from a specific source (usually terrain), that source will not produce the (stolen) points.

## PIRATE EMPIRES

The following empires are considered pirate empires: Bolaar Pirates, Corporate Pirates, Nagiridni Pirate Tribe, and the Vicious Six. Ships of those tribes, plus any ship with the word 'pirate' in its name are considered pirate ships.

## EMPIRE HISTORIES

**Bolaar Pirates:** Originally the inhabitants of a star system located where the Bolaar Stronghold is now, the native Bolaar were ravaged by the then-terrestrial Indirigans and finally occupied as a colony. When the Indirigans abandoned their occupied planets, they left control of those worlds to their inhabitants.

**Corporate Pirates:** The second branch of the Corporate Aggressors was the 'Enforcement Division', commonly called the Corporate Pirates. This pirate group was essentially a paramilitary agency run by the Corporation. They are a minor empire, leasing their onns to those who are willing to pay for the service. They have access to all corporate technology, abilities, etc.

**Leopan Conquistadors:** The Leopans are a feline race originating from a pocket of dark matter just beyond the galactic rim. Originally in constant war with the Zedan, the Leopans developed small maneuverable craft, using armor systems as their defense. First encountered within the galactic rim by the F. O. T. and the Argonians, the Leopans have claimed an area adjacent to the Free Trade Zone as Leopan Conquered Space. The Leopans are a major empire.

### INDIRIGAN TRIBES:

**The Vacaters of Bolaar V:** The Vacaters consisted primarily of the Indirigans who were occupying Bolaar V when the 'calling' came to abandon terrestrial life within Indirigan Space. This tribe conducted trade in Indirigan Space for some time before it went through a wormhole in the Homecloud Nebula in Y158, causing all kinds of trouble on the near side (earth side) of the galaxy.

**Vicious Six:** One of the most aggressive Indirigan tribes, the Vicious Six, would ruthlessly ravage any planet in their path. After departing Indirigan Space, this tribe chose a spiraling path, starting in Glycon territory, to strike every major race on the Far Side before entering unexplored space near the Mochad Holdfast.

**The Invincible Loner:** This tribe consisted of only one ship. Noaha, the captain, often engaged in unnecessary combat just for the challenge of doing so.

**The Grand Chieftain's Touring Fleet:** Grand Chieftain Marchias was the leader of the terrestrial Indirigans and led the first tribe into space. His tribe simply toured the galaxy, collecting taxes from the other tribes whenever they were encountered.

**Nagiridni Pirate Tribe:** This tribe was one of the few tribes to actively take up piracy. Through dealings with the Corporate Pirates, specialized weapon mounts were installed on Nagiridni ships. The Nagiridni tribe established a stationary home port on Nagir XII, in the Free Trade Zone near Argonian territory.



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## UNIVERSE EDITION TOURNAMENT RULES

The Universe Edition rules (see the Universe Edition rulebook) are used with the added conditions listed below. These rules may be revised in the future and/or may be modified by the judge running the tournament. Please be sure to check in early so as to familiarize yourself with any changes. The following general rules are used for all tournaments. Additionally, each tournament type has its own special rules.

### GENERAL RULES:

**IMPORTANT:** No published card is barred from tournament play. Cards (promo cards for example) are not legal for tournament play until 15 days after they have been shipped. Expansion sets premiering at a convention are tournament legal at that convention.

**RULES CHANGES:** All cards will be used as published in their most recent form. However, misprints and omissions will be corrected. Clarifications and explanations of interactions will be defined in *Galactic Fire Magazine*. See page 23 for a list of card corrections.

**TOURNAMENT DECK CONSTRUCTION:** All players will play with their own decks and must stock their decks by the rules given in the Universe Edition Rulebook, or tournament variant in which they are playing.

**EMPIRE:** Players may stock their decks with only one main empire. A player may elect to use only generic ships, thus representing no empire whatsoever. The empire you represent is announced to all the other players before deck stocking is finalized for that round. When you sign in, be prepared to tell the judge which empire you will represent. Players will represent the same empire for the entire tournament but may change the cards in their decks between rounds.

**FINAL STOCKING STAGE:** Players will have 1/2 hour to complete the stocking of their decks after learning the empire of each opponent. It is required that players have their decks ready beforehand. This period is for stocking adjustments only. Players should complete this stage by selecting their reserve fleets, shuffling their decks, and placing both unexposed on the table in front of them.

**NUMBER OF CARDS:** There is no longer a restriction on the number of cards that may be used in a deck. The only restriction that affects deck size is that you must have a minimum of 5 cards in each of 8 categories. Any categories in excess of eight may have less than 5 cards. Elimination of the maximum deck size is a change from the Universe Edition rulebook.

### STOCKING RULES:

The following restrictions apply:

- Only 1 strength 10 card for every 25 cards in the deck (each must be a different card). Example: In 100 card deck, 4 of the cards may have a strength of 10. This is a change from the Universe Edition rulebook.
- No more than 2 exactly identical cards of strength 9 or 8.
- No more than 3 exactly identical cards of strength 7 or 6.
- No more than 4 exactly identical cards of strength 5 or 4.
- No more than 8 exactly identical cards of strength 3, 2 or 1.
- For purposes of stocking a deck, two cards are defined as being exactly identical if they have the same card type, card strength and card name (both above and below the artwork). Additionally, Vektrean asteroid bases are considered exactly identical whether they have a T or T/B. Different language versions of the same card are considered exactly identical to each other. The pictured image and precise text is not necessarily the same for exactly identical cards, due to possible changes between print runs and editions of the game.

- For purposes of counting strength points (used in certain variants) and for sequence requirements of deck stocking rules, cards with two strengths use only the first of the two printed strength values

**MAJOR EMPIRES:** The following are considered major empires: Argonian, Krediz, Corporate Aggressor, Mochad, Scorpead, P.O.T., Tutor, Clydon, Visonic, Psycanti, Filarian, Leopan, and CCN.

**MINOR EMPIRES:** The following are considered minor empires: Bolaar, Corporate Pirate, Dragon, Indrigan (all tribes), Tranoran and Vektrean. Minor empires may be used as the main empire in a tournament deck. Players may not use any major empire ships in a minor empire tournament deck, but may still use other minor empires as support.

**OTHER EMPIRES:** Empires not yet released (and therefore not on the above list) will be either major or minor. This information will be detailed in future products. If you are uncertain about a specific empire, contact the tournament judge.

**RESERVE FLEET RESTRICTIONS:** (Reprinted from the Universe rulebook for convenience) Cards with the word 'reserve' in the title cannot be placed into the reserve fleet at the start of a game. Cards which are restricted to one copy per deck (by whatever game rules are being used) cannot be placed into the reserve fleet.

### RESTRICTED CARDS:

The only cards restricted in Galactic Empires tournaments (right now) are:

- R/C1 Bar Tender: For obvious reasons it cannot use its second function in a tournament.

- R/C1 Pizza Delivery Alien: For obvious reasons it cannot use its second function in a tournament.

**ANTE:** Ante will not be kept by the winner. Ante will be drawn to determine the order of play. The ante card will become the first card in each player's Discard Pile. Judges should record the order of play at this time.

**TARDINESS:** A player who is more than five minutes late for the start of a scheduled round will lose 1 card (drawn from the deck after it has been cut) per minute after five minutes. After fifteen minutes (ten lost cards), the player is disqualified. In this case, the player will be considered to have not been part of the game, for purposes of command limits only. Reserve fleets will not be reselected and the number of advancing players will not change.

**START UP:** The following starting procedure will be used:

- announce empires
- final stocking stage
  - stock decks
  - select reserve fleet cards
  - shuffle decks
- player's option to shuffle opponents' decks
- opponent to the left cuts the deck
- ante
- players position themselves according to ante strength
- draw 9 cards
- begin play

### TIME LIMITS:

**ROUND TIME LIMIT:** All rounds, except the final round, have a three-and-one-half-hour time limit (starting when play begins). The final round has no time limit. When the time limit is called, finish that complete turn and play one more complete turn. Play will stop at the end of the last complete turn. If no one has won by that time, the player with the least amount of damage to his Sector HQ wins. If that results in a tie, tally the total unmodified strength points of any engaged cards which currently protect the Sector HQ or Psy Network (as appropriate) in the active fleet of each player involved in the first place tie - - - the highest total wins. Ties are resolved by die roll. Judges should be consistent and timely in calling time limits so as not to hold up players who may have other event commitments.

**PLAYER TURN TIME LIMIT:** To complete his turn, each player has a maximum of one minute times the number of players currently in the game. When this time limit expires, the player ceases his turn but is allowed to draw cards from his deck. This will only be enforced in cases of obvious stalling.

**REACTION TIME LIMIT:** After a player has been fired upon or has been affected by a card play or card action, all players have 5 seconds to state whether they wish to consider playing a reaction card and 15 additional seconds to make the reaction card play or decline to play a reaction. This will only be enforced in cases of obvious stalling.

#### **ETIQUETTE:**

**TIME LIMIT:** Please do not expect to sit with a chess clock or other timing device and have each time limit strictly enforced at every step in the game. It is acceptable to occasionally need an extra few seconds to think and polite to give someone an extra few seconds now and then.

**READING OPPONENT CARDS:** Do not ask to read a card of a player who is playing, unless it is currently affecting you. Once that player's turn is complete, you may ask to read the card.

**EXPEDITE YOUR TURN:** Conversely, when playing your turn, expedite whenever possible. Do not engage in unnecessary conversation. Verbally state each card play, card action and all weapons fire. Be clear and concise when doing this.

**ANSWERING QUESTIONS:** Please answer all questions asked by the player currently playing if those questions could be answered by that player himself if he got up and walked over to your side of the table and looked at your fleet. This includes the number of points needed to destroy a card or stack, what types of damage are necessary, strengths of cards, locations of specific cards on complicated stacks, etc.

**ASKING QUESTIONS:** Be quick and concise when asking questions; do not repeatedly ask the same questions over and over again. Pay attention to what is going on in the game.

**THE CARDS:** Players must keep their cards on or above the playing surface (table) at all times. Anybody can look at any other player's Discard Pile (care should be used not to disturb the order).

**TACTICAL DISCUSSION:** Playing advice, strategy, suggestions and other such discussions are not allowed. Any comments about the player who is currently playing, his cards, tactics he should use, current weaknesses of opponents, etc. is not allowed (even to another player or bystander). Violations of this nature are penalized as follows: violating player discards one card from his hand and then discards the top card on the deck, placing both at the bottom of the Discard Pile. Judges will enforce this rule if necessary. Players who have had this rule enforced three times in one round are disqualified and removed from play by withdrawal. Threats, diplomacy and the like will be allowed. At any point in a game, one or more players may call for a cease of discussion.

**FORFEITURE:** A violation of these rules or any applicable standard rules shall, at the discretion of the judge, be considered a forfeiture. Forfeiting players (whether the forfeit was voluntary or involuntary) shall not be allowed reentry into the tournament.

- Unsportsmanlike conduct will not be tolerated. Players who are excessively belligerent, argumentative, or unsportsmanlike will be disqualified.

- Players may not give or receive assistance from any source within or outside a game round.

**PLAYER WITHDRAWAL:** Withdrawals should be rare. Courteous players will withdraw at the end of a complete turn without prior announcement. Players who withdraw may be allowed to reenter the tournament at the judge's discretion. A judge must be called when a player withdraws.

**Withdrawal by Weapons Fire:** If a player withdraws immediately after he has fired all of his weapons at the other players and that damage consists of 10 or more points of damage, each player fired at with 10 or more damage points is allowed to immediately draw 1 card from his own deck for every 10 points of damage sustained (rounded down).

**BETWEEN EACH ROUND:** Between rounds, a player may change any or all of the cards in his deck. He may not, however, change the empire he represents. Players who are eliminated in the first round may reenter the tournament (with the same or different empire) only if all the slots are not taken. Players who have been disqualified may not reenter the tournament. Players are reminded to have their decks ready to go by the starting time of their next round.

**PROXY CARDS:** Players may not use proxy cards in Galactic Empires tournaments.

**DAMAGED CARDS, PROTECTORS, ETC:** Players may use cards of any condition. However, a judge can rule out any cards which seem excessively marked, creased or damaged. Plastic card protectors may be used as long as each one is identical in style and condition. Protectors may be marked only on the face side of the card. A judge can rule out any or all protectors at his discretion.

**CARD MARKERS:** Players may have colored beads, stickers or other markers (pennies, etc.) to use on the cards they place against another player's fleet. This ensures that cards are returned to their owners and that a winner is not disqualified because someone else's card was mistakenly mixed into the winner's deck. Card protectors with color stickers on the face side of the cards are also acceptable.

**SECTOR HQ MARKER:** Dice must be used to keep track of Sector HQ or Psy Network damage. A written record must also be used.

**MARKER DICE:** Dice on cards will always represent points sustained, not points remaining. The two exceptions to this rule are EMF, where dice are used to show how many points the field has left before being destroyed, and the Leopan armor system, where dice are used to show the current strength of the armor system. This is a revision to the Universe rulebook.

**JUDGES:** The judge is the sole person in charge. What he says goes. We encourage judges to stick with these guidelines (at least at first), but a judge may modify any or all of these rules. A judge may look through any player's hand, Discard Pile and/or deck before, during (care should be used not to disturb the order of the cards) or at the end of any game. All winning decks will be completely checked by the judge to ensure that the decks were in fact legal decks. Do not remove your deck from the table at the end of the game.

**WINNING PLAYERS:** Judges and players of Companion Games sanctioned tournaments give Companion Games the authorization to reprint, by standard or electronic means, their names, deck structures, tactics, and other facts and information regarding themselves and the tournament in which they played.

### **MASTERS' EVENT TOURNAMENT RULES:**

#### **(Multi-player, Designed decks)**

The general rules are used with the following additions:

- 1- In the first and subsequent rounds, each game will consist of three to six players. The last surviving player will go on to the next round.
- 2- Reentry is allowed in any first round event.
- 3- Winners of regional events are given a bye into the semi-finals. Such a bye may only be used once.
- 4- Semi-final rounds will consist of four to six players. Only one player from each game will go on to the final round.
- 5- The final round consists of from three to six finalists. Play continues until only one player remains.

**DUELING TOURNAMENT RULES:****(2-player, Designed decks)**

The general rules are used with the following additions:

- 1- In the first and subsequent rounds, each game will consist of two players. The winner of each pairing will move forward to play other advancing players.
- 2- Each round will have a 45-minute time limit.
- 3- This is a single elimination event.

**SEALED DECK TOURNAMENT RULES:****(Multi-player or Dueling)**

The general rules are used with the following additions:

Note that a Sealed Deck tournament can be a multi-player tournament, a dueling tournament or (feasibly) any other variant tournament. This should be pre-announced.

1- Each player's Sector HQ (or Psy Network) will be 15 points, instead of the normal 25 points.

2- Players will choose their empire by selecting a sealed starter deck from those available. Playing decks are then constructed using those cards, combined with several sealed booster packs (We recommend 4 booster packs from any expansion sets available with 6-card booster packs counting as 1/2 of a booster pack each). Cards may not be traded. Those cards are used to form the playing deck as follows:

3- The following construction rules will be used:

A. Ships from major empires (excluding the player's main empire) must be removed from the playing deck. Only ships from the selected empire or minor empires may be used.

B. Cards that state they may only be placed into a deck of another empire must be removed from the playing deck.

C. Cards that are foreign or exclusive technology (or are required to be played on card stacks of another empire) may be removed from the playing deck. Removal of these cards is allowed and may create a void as described in rule 3E.

D. There must be eight different card types in the deck and five cards in each of those types. 'R' is never considered a card type.

E. A 'void' is a naturally occurring gap (no card of that particular strength found). Voids are allowed and do not prevent the use of higher strength cards for that card type. Any card may be removed from the playing deck as long as removal of that card does not create a void in the sequence of strengths for that card type. The sequence of strengths runs from 1 to the highest strength card used for that card type. Cards with two strengths should use the first for the purpose of this rule.

F. Players will have 30 minutes to construct their decks.

G. Decks will be turned in to the judge each round. Players at each table will police each other regarding the decks. Obviously, a player who have been eliminated will not need to turn in their deck.

**Note:** These are the only construction rules used for sealed deck tournaments. The Universe Edition construction rules are not used in sealed deck tournaments. There are no restrictions on the number of duplicates of exactly identical cards, limits for use of minor empire ships, time knights, strength 10 cards, etc.

**Speed Deck Tournament Rules:****(Multi-player or Dueling)**

The general rules are used with the following additions:

Note that a Speed Deck tournament can be a multi-player tournament, a dueling tournament or (feasibly) any other variant tournament. This should be pre-announced.

1- For each player, on that player's turn #3, strength 1 cards cannot

protect that player's Sector HQ (or Psy Network). On each player's turn #4, strength 2 cards cannot protect that player's Sector HQ (or Psy Network), and so on.

2- On turn #12, no cards may protect the Sector HQ (or Psy Network)

**CIRCLE OF DEATH EVENT RULES:**

This fast-paced variant game is designed for a large number of players (minimum of 10).

1- **BORDERS ONLY.** Players can only attack or defend against players to their immediate left or right. This applies to both weapons fire, card play and card actions.

2- **RESERVE FLEET:** The reserve fleet may consist of up to 5 cards.

3- **FREE COMMAND POINTS:** Only 3 free command points are generated for each player, as if it were only a 3-player game.

4- **ACTIVE PLAYERS:** For every 5 players in the game, one player will be taking a turn. This means more than one player will be playing at the same time. These players are as far apart as possible at the start of the game. Example: There are 15 players. Players #1, #6, #11 will all start playing their first turn simultaneously. These are the players with the three highest strength ante cards. Remaining players would be positioned as players #2, #7, #12, #3, #8, etc., based on strength of their ante.

5- **LOST TURN:** If you are playing a turn, and the player to your right begins his next turn, your current turn ceases immediately (except for the Draw Cards Phase). Your current turn is not passed on to the opponent to your left, but is instead eliminated. Additionally, when the player to your right is finished, you are skipped, and the opponent to your left begins his next turn. A judge may reactivate a turn with any player if too many turns become eliminated too quickly.

6- **ANY FLEET:** If all turns but one are eliminated, players are no longer restricted to attacking only the player to the left or right. Players may attack any fleet at that point. Before proceeding, you should check with a judge to see if a turn will be reactivated, if 6 or more players still remain.

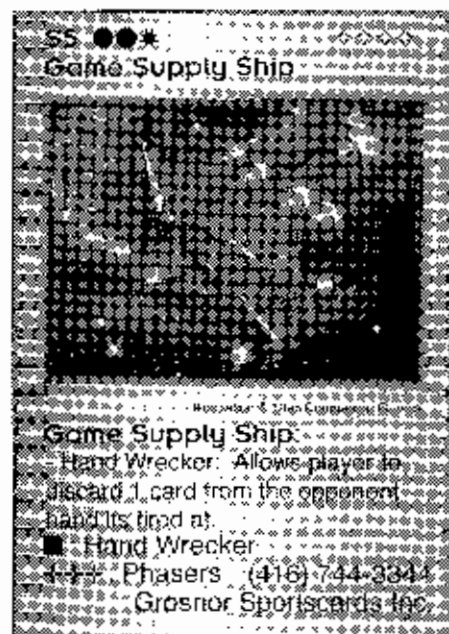
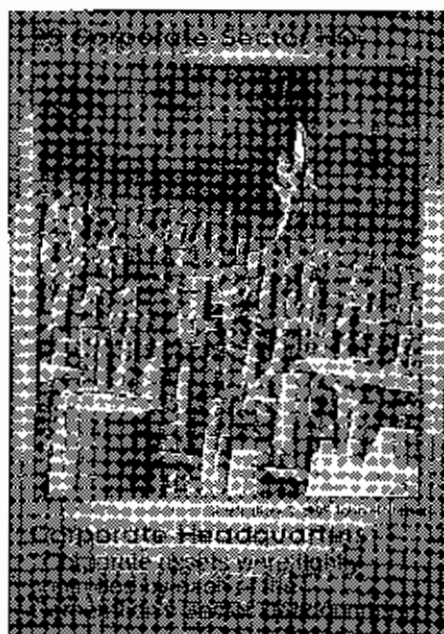
## Top 10 things to do with extra Point Symbols cards

10. Use them as bird cage lining.
9. Place underneath a wobbly table leg.
8. Advanced origami paper.
7. Tastes great with squeeze cheese.
6. Wallpaper your room.
5. Scoop popcorn out of someone's cleavage.
4. Place them in your binder behind really good cards to impress your friends.
3. They work great at removing bits of food from those hard-to-reach spots.
2. Use them in your deck to foil those pesky hand wreckers.
1. Trade them to unwitting new players for other out-of-print cards.



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## GALACTIC EMPIRES™

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Contact Desmond at ext. 231



## 1996 NATIONAL CHAMPIONSHIPS

Two national championship competitions will be conducted in 1996, one at GEN CON and one at ORIGINS. Regional event winners will get a bye into the semi-finals at either of the national events.

### 1996 NATIONAL CHAMPIONSHIP LOCATIONS:

#### Companion Games Open House (Tactical Retreat) (June 7-9)

Contact: Companion Games [Phone #: (607) 652-9038]  
 Location: Stamford, New York  
 Events: Master's Event, Dueling, Sealed Deck (multi-player), Sealed Deck (dueling), Speed Deck  
 Judge: Companion Games  
 Note: RSVP by Tuesday, June 4th, please.

#### Origins 96 (July 4-7)

Contact: Andon Unlimited [Phone #: (206) 204-5815]  
 Location: Columbus, Ohio  
 Events: Master's Event, Dueling, Sealed Deck (multi-player), Sealed Deck (dueling), Speed Deck  
 Judge: Companion Games

#### GenCon 96 (August 8-11)

Contact: TSR, Inc. [Phone #: (414) 248-3625]  
 Location: Milwaukee, Wisconsin  
 Events: Master's Event, Dueling, Sealed Deck (multi-player), Sealed Deck (dueling), Speed Deck  
 Judge: Companion Games

We are currently looking for a site for the Canadian nationals. More details next issue.

### 1996 NATIONAL CHAMPIONSHIP PRIZES:

#### Master's Event: Winners will receive the following prizes:

FIRST PRIZE: C10 War Veteran card, C4 War Veteran card, the Galactic Cup (trophy), and a complete set of all entity cards ever published.

FINAL ROUND PLAYERS: All other players who make the final round will receive a set of entities from any one expansion set available.

#### Dueling & Sealed Deck (dueling) Events: Winners will receive the following prizes:

FIRST PRIZE: C10 War Veteran card, C4 War Veteran card, the Galactic Cup (trophy), and a complete set of Universe Edition cards.  
 SECOND PRIZE: One Universe Edition Booster Display.

#### Sealed Deck (multi-player) & Speed Deck (multi-player) Events:

Winners will receive the following prizes:  
 FIRST PRIZE: C10 War Veteran card, C4 War Veteran card, the Galactic Cup (trophy), and a complete set of Universe Edition cards.  
 FINAL ROUND PLAYERS: All other players who make the final round will receive one Universe Edition Booster Display.

## TOURNAMENT INFORMATION

#### Neutral Ground (Every Monday night at 7:30PM)

Contact: Brian David-Marshall [Phone #: (212) 633-1288]  
 Location: Neutral Ground; Manhattan, New York  
 Event: Master's Event  
 Judge: Jeremy Handler

#### WarDogs (Florida Regional) (June 1, 1996)

Contact: Richard Peterson [Phone #: (904) 399-1975]  
 Location: 2580 Atlantic Boulevard; Jacksonville, Florida  
 Event: Master's Event  
 Judge: Richard Peterson

#### Card-Con (Illinois Regional) (June 1-2, 1996)

Contact: Companion Games [Phone #: (607) 652-9038]  
 Location: Prairie Capital Convention Center; Springfield, IL  
 Events: Master's Event, Sealed Deck (Beginners, multi-player)  
 Judge: Companion Games

#### Connecticut Game Club (Connecticut Regional) (June 8, 1996)

Contact: Harold Henning [Phone #: (203) 775-4383]  
 Location: Ramada Inn; Norwalk, Connecticut  
 Event: Sealed Deck (multi-player, 1:00 PM)  
 Judge: Harold Henning

#### DragonCon (Georgia Regional) (June 21-22, 1996)

Contact: Jacob Kovel  
 Location: Atlanta's Hilton, Westin Peachtree Plaza; Atlanta, GA  
 Events: Master's Event, Sealed Deck (multi-player)  
 Judge: Jacob Kovel

#### Manifest 96 (California Regional) (June 21-23, 1996)

Contact: Anthony Medici [Phone #: (201) 882-1714]  
 Location: Cathedral Hill Hotel; San Francisco, California  
 Events: Master's Event, Dueling, Sealed Deck (multi-player), Sealed Deck (dueling).  
 Judge: Anthony Medici

#### North Eastern Regional (June 22, 1996)

Contact: Gray Matter [Phone #: (212) 633-1288] (Brian)  
 Location: New Yorker Hotel; Manhattan, New York  
 Event: Master's Event  
 Judge: Jeremy Handler

#### Grapevine Comics (California Regional) (June 29, 1996)

Contact: Scott Nelson [Phone #: (209) 952-2342]  
 Location: Grapevine Comics; Stockton, California  
 Events: Master's Event (1:00 PM)  
 Judge: Scott Nelson

#### Dexcon 5 (July 10-14, 1996)

Contact: Double Exposure [Phone #: (718) 881-4575]  
 Location: Doubletree Inn; Somerville, New Jersey  
 Events: Master's Event, Dueling, Sealed Deck (multi-player), Sealed Deck (dueling), Sealed Deck (Marathon), Speed Deck  
 Judge: Vincent Bieksha

#### RuneCon (Connecticut Regional) (July 19-21, 1996)

Contact: Chris Hooper [Phone #: (203) 686-0864]  
 Location: Meridan, Connecticut; Days Inn  
 Event: Master's Event  
 Judge: Harold Henning

#### Shorecon 96 (Central New Jersey Regional) (Sept. 26-29, 1996)

Contact: Multigenre, Inc. [Phone #: (908) 262-9249]  
 Location: Berkeley Cartaret Hotel; Asbury Park, New Jersey  
 Events: Master's Event, Dueling, Sealed Deck (Multi-player), Sealed Deck (dueling), Sealed Deck (Marathon), Speed Deck  
 Judge: Vincent Bieksha/Companion Games

#### Raritan Center (Approximately once each month)

Contact: Vincent Bieksha [Phone #: (908) 276-5764]  
 Location: Raritan Inn, Raritan Center; Edison, New Jersey  
 Judge: Vincent Bieksha

## A BRIEF MESSAGE FROM THE GLOBAL RATING SERVICE

The GRS is a service for the Collectible Card Game (CCG) Industry. For players, we provide player ranking and rating services, post tournament results and announcements. For tournament organizers, we provide free-of-charge materials on how to setup, run and rate CCG events. (We key any events we receive using our materials!) In future, we will also offer rewards and incentives to Judges. (A thankless job at best!)

We are very pleased to be able to rate Galactic Empires for the fans. We will be doing a number of special things for Galactic Empires. One is the rating system. We will be posting two different mathematical rating models, and we'll let the fans decide which one they prefer. We will also be listing which empires win, and how often.

The best way to reach the GRS is through the World Wide Web on the Internet: URL: <http://www.savanti.com>

## WHAT IS THE GRS?

The results of all sponsored Tournaments will be sent to the GRS, but anyone may send information on local tournaments or even casual games. The information sent should even include players who are not currently members of the GRS (this allows for an accurate ranking system). However, only GRS members will have access to their ratings.

We hope to be able to provide a variety of ranking. In addition to ranking all players, each empire can have its own list. We can also rank the empires themselves, so players know which empires to look out for in tournaments.

Players who join the GRS will have a membership which lasts for 1 year, or two rated events, whichever comes last. This allows players to join at any time, without the concern that their membership may expire after one event.

We encourage local groups to join and send regular reports. Each person who joins will receive a unique Galactic Empires promo card (T5 Paradise Planet, only obtainable by becoming a member).

Photocopies: Players may make copies of the GRS forms for their own personal use. Nothing in this product may be reproduced for resale or distribution of any kind.

# GALACTIC EMPIRES™

The Science Fiction Trading Card Game!

## EVENT INFORMATION FORM

<b>EVENT NAME:</b>	<b>ROUND:</b> <small>Pickup Prelim Semi Finals</small> ○ ○ ○ ○
<b>LOCATION:</b>	<b>DATE:</b>

**Definition of Rounds:**  
 Pickup: Any game held outside of a tournament.  
 Preliminary (Prelim): Any round of a tournament that occurs before the semi-finals or finals (all entry level rounds are preliminary rounds).  
 Semi-finals (Semi): The round of a tournament preceding the finals (unless the round is an entry level round).  
 Finals: The final round of a tournament.

Two forms may be used for games of more than 6 players.

PLAYER NAME (Please Print)	GRS NUMBER	EMPIRE PLAYED	Finishing Position						
			1	2	3	4	5	6	

# GRS™

GLOBAL RATING SERVICE

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**GALACTIC EMPIRES™**

The Science Fiction Trading Card Game!  
Type Of Entry (Check One):

- NEW PLAYER  
 CHANGE OF INFORMATION  
 RENEWAL

**PLAYER INFORMATION FORM**

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**GRS™**

GLOBAL RATING SERVICE

**OUR MEMBERSHIP POLICY**

Membership in the GRS is \$10.00 U.S. Membership is good for one year, or two rated events, whichever comes last. Members will always have their rating, title, and exploits listed, either in *Galactic Fire Magazine* or on the World Wide Web. Members will receive a laminated membership card which is good for all rated GRS Galactic Empires events.

**PLAYER RANKS**

The rating model will use five classes. Players will be ranked as shown on the right. New ranks may be added with time. We hope to eventually have ranking within each empire.

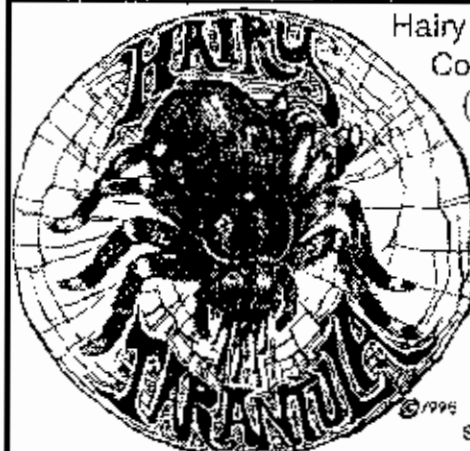
0-1599: Ensign  
1600-1799: Lieutenant  
1800-1999: Captain  
2000-2199: Admiral  
2200+ War Veteran

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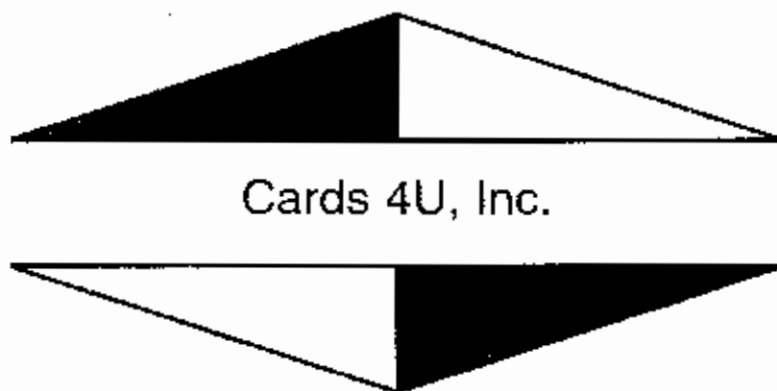
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# UNIVERSE EDITION™ CARD LIST

# GALACTIC FIRE #1

E2	Phaser Rifle	NP	Common	Gary A. Kalin	R61	Lucky Crew Action	Common	Susan Van Camp
R62	Topulsion Beam (Vakman)	NP	Very Rare	Gary A. Kalin	R62	Phaser Malfunction	Uncommon	Mark Poole
R62	Traicor Beam	NP	Rare	Gary A. Kalin	L2	Warp Engine Breach	Rare	Michael Trapp
E2	Tran Heif (Mechad)	NP	Common	Douglas Chaffee	L3	Aurora Effect	Very Rare	Nathl Peckha Jr.
R62	Transporter	P	Common	Gary A. Kalin	L3	Pirate's Cache	Uncommon	Douglas Shuler
R63	Emergency Power	P	Rare	Ted Beargeon	R63	Repair Malfunction	Rare	Ron Roussele I
E3	Heavy Shield Hold	P	Rare	Gary A. Kalin	R63	Transporter Malfunction	Uncommon	Douglas Shuler
E3	Heavy Weapon Rifle	NP	Uncommon	Ted Beargeon	R63	Unlucky Targeting	Rare	Michael Trapp
E3	Krabie Armor (Kreby)	P	Rare	Gary A. Kalin	L4	Course Alter Artifact	Uncommon	Randy Tarkas Hour
E3	Reserve Power	P	Rare	Lawrence Allen Williams	L4	Lucky Shield Repair	Rare	Lawrence Allen Williams
R63	Shieldbolt	P	Common	Gary A. Kalin	R64	Mass Communications	Very Rare	Douglas Shuler
R63	Shield Fighter	P	Uncommon	Randy Tarkas Hour	R64	Monster Healing (Monster/Dragon)	Rare	Susan Van Camp
R63	Temporal Transporter	P	Uncommon	Ben Peck	R64	Yensler Overdrive (Monster/Dragon)	Very Rare	Lawrence Allen Williams
L4	Heavy Phaser Rifle	NP	Uncommon	Gary A. Kalin	L4	Navigational Error	Very Rare	Paul Thof Heiben
R64	Heavy Shieldbolt	P	Uncommon	Gary A. Kalin	L4	Self-licatory Enhanced Tactonic Hair Structure (Aspirin, no P)	Uncommon	Randy Asplund-Holt
R64	Hull Protection (Argonian)	P	Very Rare	Gary A. Kalin	R64	Shuttle Malfunction	Uncommon	Ted Beargeon
E4	Shield Bomb	P	Uncommon	Paul Peckha Jr.	R64	Unconscioed Minesweeping (Revised)	Uncommon	Mark Poole
E4	Shield Mine	P	Very Rare	Mark Poole	R65	Debris on Orbital	Rare	Gary A. Kalin
E4	Survey Shuttle	NP	Uncommon	Mark Maxwell	R65	Heavy Weapons Backfire	Rare	Michael Trapp
E4	Tam Refit (Mechad)	NP	Uncommon	Douglas Chaffee	L5	Artifact - Krone Monolith (Kroner)	Very Rare	N. Taylor Harrison
R64	Transporter Mine	NP	Uncommon	Nivaid	R65	Distress Beacon	Rare	Mark Poole
E5	Anti-matter Mine	NP	Very Rare	Melissa Benson	R65	Lucky Maneuver	Very Rare	Ben Peck
E5	Natessa Grid (Mechad)	NP	Very Rare	Randy Asplund-Holt	L7	Alter Artifact	Rare	Christina Walt
E5	Distribution Nodes (Vakman)	NP	Uncommon	C. Henry Schurz	R66	Emergency Portal	Very Rare	Ben Peck
R67	Trip Mine	P	Rare	Gary A. Kalin	R67	Explosive Knowledge	Very Rare	Michael Trapp
P1	Temporary Transporter	P	Common	Mark Poole	R67	Temporal Corruption	Rare	Margaret Organ-Kahn
R67	Smelter Generator	P	Uncommon	Mitchell Davidson Bentley	R67	Advanced Preparedness	Very Rare	Ron Roussele II
R67	Heavy Weapon Rifle	P	Rare	Ted Beargeon	L8	Artifact - Galactic Phase	Very Rare	Ted Beargeon
R67	Smart Reconner (Kreby)	NP	Very Rare	Gary A. Kalin	R68	Design Division	Very Rare	Mark Poole
E6	Slas Vane (Difer)	NP	Very Rare	Alan Krating	L8	Fraye Time Spindle	Very Rare	Mark Poole
E6	Super Computer (Mechad)	NP	Rare	Cline A. Siegenthaler	L8	Modified Time-line	Very Rare	Lawrence Allen Williams
R68	Tactical Fighter	P	Very Rare	Tandy Asplund-Holt	R68	Tangoring Error	Very Rare	Ralph Peckha Jr.
E6	Warp Field Destabilization Gun (Corparat)	NP	Very Rare	Michael Trapp	R68	Warp of Fate	Very Rare	Susan Van Camp
R67	Argonian Struce (Argonian)	NP	Very Rare	Gary A. Kalin	L9	Accelerated Timeline	Very Rare	Paul Thof Heiben
R67	Tactical Fighter	P	Very Rare	Gary A. Kalin	L9	Lost Heat	Very Rare	Ted Beargeon
R67	Mine Back	NP	Very Rare	Ron Roussele I	R69	Suspended Animation	Very Rare	Michael Trapp
R67	Phaser Magazine Rifle (Scorpaad)	NP	Very Rare	Doug Savage	L10	Galactic Armageddon	Entity	John Holand
R67	Temporal Shuttle	P	Uncommon	Christina Walt	M1	Research Dilem	Rare	Paul Thof Heiben
R68	Assault Fighter	NP	Very Rare	Daryl Miller	R69	Slovakian War Crawlers	Common	Randy Asplund-Holt
E8	Energy Flux Modulator (Argonian)	NP	Very Rare	Gary A. Kalin	M1	Small Phaser Ee	Common	Gary A. Kalin
E8	Mechad Network Interface (Mechad)	NP	Very Rare	Christina Walt	M2	Planet Gauge	Common	Gary A. Kalin
E8	Distribution Nodes (Vakman)	NP	Very Rare	C. Henry Schurz	M2	Grave Mines	Common	April Lee
R69	Hutgahn (Klyden)	NP	Very Rare	Douglas Chaffee	M3	Alien Parasites	Uncommon	Doug Savage
E10	Hydrocube	NP	Entity	John Holand	M3	Levann Guardian	Common	Melissa Benson
G1	Time Manipulation		Common	Ben Peck	M3	Phase Gate	Common	Paul Thof Heiben
G2	Survey Mission		Common	Yusuf Carol	M3	Stardig Bomb	Uncommon	Alan Krating
G3	Ransom Attempt		Very Common	Mark Maxwell	M3	Shadow	Uncommon	Robert A. Kraus
G4	Solitude		Common	Jacob Hughes	M3	Shield Field	Very Common	Gary A. Kalin
H1	Disappearance of Pry (Anti-pyl)		Uncommon	Douglas Chaffee	R69	Space Velocity Inverters	Common	Ben Peck
H1	Disruptor Anomaly		Common	Michael Trapp	M4	Space Dragon	Very Rare	Melissa Benson
H1	Dust Cloud		Common	Mitchell Davidson Bentley	M4	Space Tazer	Uncommon	Ryan Gabe
H1	Time Warp		Very Rare	Gary A. Kalin	M4	Spacelocator	Rare	Mark Poole
H2	Gravity Wave		Common	Mark Poole	R69	Time Keeper	Uncommon	Steve Jensen
H2	Ion Storm		Common	Josephine Haveman	M4	Vortexed Matter	Uncommon	Lawrence Allen Williams
H2	Meteor Shower		Uncommon	Douglas Shuler	M5	Astromoron	Rare	Douglas Shuler
H2	Supernova Flux		Common	Ben Peck	M5	Obolus	Rare	Lawrence Allen Williams
H3	Cyber Disturbance		Uncommon	Randy Tarkas Hour	M5	Srip Mine	Very Rare	Nathl Peckha Jr.
H3	Falzar		Very Common	Gary A. Kalin	M6	Turbine Bowler	Uncommon	Paul Thof Heiben
H3	Glossar		Rare	Michael Trapp	M6	Zarri	Rare	April Lee
H3	Reactive Dust Cloud		Uncommon	Douglas Shuler	M6	Mind Control Beast	Very Rare	Edward P. Beare Jr.
H3	Small Mine Field		Uncommon	Ron Roussele II	M6	Sneakiness	Rare	April Lee
H4	Cosmic Rays		Rare	Mark Poole	M6	Time Thief	Rare	Lucy
H4	Gravity Pocket		Uncommon	Christina Walt	M6	Vaski's Eye	Rare	Lawrence Allen Williams
H4	Warp Engine		Uncommon	Gary A. Kalin	M6	Void Angel	Rare	NeNe Tina A. Thomas
H5	EM Burst		Uncommon	Mitchell Davidson Bentley	M7	Cyber Mines	Rare	Doug Savage
H5	Ion Storm		Rare	Josephine Haveman	M7	Juggernaut	Very Rare	Ron Roussele I
H6	Alber Wave		Rare	Nivaid	M7	T-Hats & Lederhosen	Very Rare	Edward P. Beare Jr.
H6	Coma System		Very Rare	Mitchell Davidson Bentley	M8	Tedgalon	Very Rare	Ted Beargeon
H6	Open Portal		Rare	Mitchell Davidson Bentley	M8	Ship Collector	Very Rare	Dubs LA Kraus
H6	Large Mine Field		Rare	Alan Krating	M8	Large Mine Collector	Very Rare	Sean Syme
H6	Type I Jump Drive		Very Rare	Gary A. Kalin	M8	Shaker	Very Rare	Ben Peck
H7	Madman Harem		Very Rare	Michael Trapp	R69	Time Domain	Very Rare	April Lee
R69	Implosion Beam		Rare	NeNe Tina A. Thomas	M9	Time Keeper	Entity	Debbie Hugel
H7	Psalm		Very Rare	Douglas Shuler	G1	Illness	Common	NeNe Tina A. Thomas
H7	Time Portal		Rare	Douglas Chaffee	R69	Implosion Beam	Uncommon	Douglas Chaffee
R69	Time Typhoon		Very Rare	Robert A. Kraus	R69	Sun Spot	Uncommon	NeNe Tina A. Thomas
H7	Gravity Pocket		Very Rare	Christina Walt	G2	Comet Head	Rare	Douglas Shuler
H7	Quark		Very Rare	Michael Trapp	G2	Gold Mine	Common	Susan Van Camp
H7	Dimensional Portal		Very Rare	Christina Walt	G2	Notus Disease	Uncommon	Susan Van Camp
H7	Time Inflation		Very Rare	Mark Poole	G2	Sensational Beach	Rare	April Lee
H7	Time Warp		Very Rare	Doug Savage	R69	Shrimp Delays (part 2 of 10)	Rare	Susan Van Camp
H8	Location Dead Zone		Very Rare	Douglas Shuler	G3	Surveillance	Uncommon	Ben Peck
H8	Time Warp		Entity	John Holand	R69	Orkney Timeline	Uncommon	Douglas Chaffee
					R69	Yensler - Electronic Warfare	Uncommon	Nivaid

R03	Illness - Adibak Allment	Uncommon	John J. Mason	H/S1	Cygan Mine Craft	Uncommon	Douglas Chaffee
R03	Instant Reaction	Uncommon	John J. Mason	R/S1	Cygan Science Craft	Rare	Douglas Chaffee
R03	Offense vs Electronic Warfare	Common	Hon Rousseau II	H/S1	Cygan War Craft	Rare	Douglas Chaffee
R03	Offense vs/Defensive - Electronic Warfare	Uncommon	Hon Rousseau II	R/S2	Cygan Battle Craft	Very Rare	Douglas Chaffee
R03	Wandering Debris (Anti-Trangor)	Rare	Randy Talkas Jr	H/S2	Cygan Carrier Craft	Uncommon	Douglas Chaffee
R04	Entertaining Pastime	Rare	Handy Asplund-Faith	R02	Cygan Ultra-light Cruiser	Uncommon	Douglas Chaffee
R04	Galax Distress Call	Uncommon	Hau "Hot" Herbert	R03	Cygan Light Star Cruiser	Rare	Douglas Chaffee
R04	Flood	Common	Hope A. Kraus	R04	Cygan Medium Star Cruiser	Very Rare	Douglas Chaffee
R04	Forced Retreat	Uncommon	Gary A. Kalin	R05	Cydon Heavy Star Cruiser	Very Rare	Douglas Chaffee
R04	Information Leak	Uncommon	Hon Rousseau I	R06	Cydon War Cruiser	Rare	Douglas Chaffee
R04	Repair Delivery	Very Rare	Gary A. Kalin	R07	Ulydes War-Cruiser	Very Rare	Douglas Chaffee
R05	Evasive Manuevers	Rare	Melissa Benson	R08	Corvuna Escort	Uncommon	Gregg Glynn
R05	Insanity	Rare	Robert A. Kraus	R09	Corvuna Frigate	Uncommon	Gregg Glynn
R05	Portals Upheava	Very Rare	Robert A. Kraus	R10	Corporate Destroyer	Uncommon	Gregg Glynn
R05	Tactical Retreat	Rare	Paul "Hot" Herbert	R11	Corporate Light Cruiser	Rare	Gregg Glynn
R05	Territoriality	Very Rare	Hon Jack	R12	Corporate Minesweeper	Rare	Gregg Glynn
R05	Volatile Terrain	Very Common	Mark Peole	R13	Corporate Scout Cruiser	Rare	Gregg Glynn
R06	Accelerated Aging	Rare	Douglas Chaffee	R14	Corporate Heavy Cruiser	Very Rare	Gregg Glynn
R06	Breached City	Rare	Pat Monessey	R15	Corporate Battleship	Very Rare	Gregg Glynn
R06	Broken Supply Lines	Rare	Hon Rousseau II	R16	Corporate Command Cruiser	Very Rare	Gregg Glynn
R06	Labour Strikes	Very Rare	Lawrence Allen Williams	R17	Corporate Dreadnought	Very Rare	Gregg Glynn
R06	Political Clout	Rare	Nicard	R18	Corporate Battleship	Very Rare	Gregg Glynn
R06	Capital Revitalization	Very Rare	Paul "Hot" Herbert	R19	Indigar Destroyer	Uncommon	Gary A. Kalin
R06	False Intelligence Report	Rare	Mark Peole	R20	Indigar Light Cruiser	Rare	Gary A. Kalin
R06	Interplanetary Conflict	Very Rare	Lawrence Allen Williams	R21	Krebz Escort Ship (Carrier / Escort Capsule)	Rare	Christina Wald
R06	Out of Season (Anti-Dragon)	Uncommon	Handy "Tankas" Hoar	R22	Krebz Mine Sweeper (Carrier / Minesweeper Cap)	Rare	Christina Wald
R06	Quarantine Occurrence	Rare	Nicard	R23	Krebz Light Carrier (Miner / Light Carrier Capsule)	Uncommon	Christina Wald
R06	Scientific Breakthrough	Very Rare	Gregg Glynn	R24	Krebz Scout Ship (Fighter / Scout Capsule)	Uncommon	Christina Wald
R06	Surprise Attack	Very Rare	Gary A. Kalin	R25	Krebz Command Ship (Mandible / Com. Cap)	Rare	Christina Wald
R08	Alien Love Interest	Rare	Nicard	R26	Krebz Heavy Cruiser (Mandible / Heavy Capsule)	Very Rare	Christina Wald
R08	Computer Virus	Very Rare	Noel Tina A. Thomas	R27	Krebz Battleship (Crew / Battle Capsule)	Very Rare	Christina Wald
R08	Economic Crisis	Very Rare	Aria M. Media Inc.	R28	Krebz Heavy Carrier (Kraken / Carrier Capsule)	Very Rare	Christina Wald
R08	Emergency Damage Control	Very Rare	Pat "Prof" Turner	R29	Krebz Battleship (Kraken / Dreadnought Cap.)	Very Rare	Christina Wald
R08	Mind Tuning (Anti-Psy)	Very Rare	Ralph Peckham Jr	R30	Mechad Escort	Rare	Mark Peole
R08	Plagues	Very Rare	Hon Rousseau II	R31	Mechad Destroyer	Uncommon	Mark Peole
R08	Planetary Tectonics	Very Rare	Had Haargann	R32	Mechad Medium Cruiser	Rare	Mark Peole
R08	Self Destruction	Very Rare	April Lee	R33	Mechad Scout Cruiser	Rare	Mark Peole
R08	Structural Degeneration	Very Rare	Ervin Wackwitz	R34	Mechad Heavy Cruiser	Rare	Mark Peole
R08	Terrayn Effect	Rare	Alec Keating	R35	Mechad Minesweeper	Rare	Mark Peole
R08	Technological Breakthrough	Very Rare	Christina Wald	R36	Mechad Battleship	Very Rare	Mark Peole
R08	Time Discrepancy	Uncommon	Pat "Von" Vossy	R37	Mechad Command Cruiser	Very Rare	Mark Peole
R09	Alliance Treaty	Very Rare	Melissa Benson	R38	Mechad Dreadnought	Very Rare	Mark Peole
R09	Discovery of Discoveries	Very Rare	Douglas Chaffee	R39	Mechad Battleship	Very Rare	Mark Peole
R09	Illness	Very Rare	Melissa Benson	R40	P.O.T. Escort	Rare	Randy Asplund-Faith
R09	Insanity	Very Rare	Robert A. Kraus	R41	P.O.T. Frigate	Uncommon	Randy Asplund-Faith
R09	Ship Collision	Rare	Hon Rousseau II	R42	P.O.T. Science Craft	Rare	Randy Asplund-Faith
R10	Toxic Waste Spill	Rare	Heben A. Kraus	R43	P.O.T. Destroyer	Uncommon	Randy Asplund-Faith
R41	Fast Freighter	Common	Gary A. Kalin	R44	P.O.T. Minesweeper	Rare	Randy Asplund-Faith
R41	Ship from the Future	Uncommon	Bruce Johnson	R45	P.O.T. Heavy Cruiser	Very Rare	Randy Asplund-Faith
R42	Heat Tug	Rare	Gary A. Kalin	R46	P.O.T. Light Cruiser	Very Rare	Randy Asplund-Faith
R42	Independent Freighter	Uncommon	Michael Trapp	R47	P.O.T. Scout Cruiser	Rare	Randy Asplund-Faith
R42	Hollican Cutter	Uncommon	Ben Peck	R48	P.O.T. Fighter Carrier	Very Rare	Randy Asplund-Faith
R42	Space Yacht	Uncommon	Christina Wald	R49	P.O.T. Battlecruiser	Very Rare	Randy Asplund-Faith
R42	Independent Tug	Very Rare	Douglas Chaffee	R50	P.O.T. Dreadnought	Very Rare	Randy Asplund-Faith
R42	Independent Patrol Ship	Rare	Randy Talkas Hoar	R51	P.O.T. Battleship	Very Rare	Randy Asplund-Faith
R42	Local Police Ship	Rare	Lawrence Allen Williams	R52	Scorpaen Escort	Uncommon	Mark Peole
R42	Raider	Rare	Yvonne Trapp	R53	Scorpaen Destroyer	Uncommon	Mark Peole
R42	Emergency Rescue Ship	Rare	Dary Elliot	R54	Scorpaen Minesweeper	Rare	Mark Peole
R42	Oil Carrier	Rare	Lawrence Allen Williams	R55	Scorpaen Science Ship	Uncommon	Mark Peole
R42	Carriage Scoop	Uncommon	Hon Rousseau II	R56	Scorpaen Light Cruiser	Rare	Mark Peole
R42	Luxury liner	Very Rare	Lawrence Allen Williams	R57	Scorpaen Scout Cruiser	Rare	Mark Peole
R42	Explosive Ore Carrier	Insanity	Mark Maxwell	R58	Scorpaen Command Cruiser	Very Rare	Mark Peole
R42	Argonian Escort - Water Probe	Rare	Gary A. Kalin	R59	Scorpaen Heavy Cruiser	Very Rare	Mark Peole
R42	Argonian Frigate - Sunseeker	Uncommon	Gary A. Kalin	R60	Scorpaen Battleship	Very Rare	Mark Peole
R42	Argonian Assault Carrier - Galactorn	Rare	Gary A. Kalin	R61	Scorpaen Dreadnought	Very Rare	Mark Peole
R42	Argonian Scout Cruiser - Curiauramithus	Rare	Gary A. Kalin	R62	Sourdead Battleship	Very Rare	Mark Peole
R42	Argonian Destroyer - Pizzaro	Rare	Gary A. Kalin	R63	Tufur Escort	Rare	Randy Talkas Hoar
R42	Argonian Minesweeper - Blesst	Very Rare	Gary A. Kalin	R64	Tufur Cutter	Uncommon	Randy Talkas Hoar
R42	Argonian Heavy Cruiser - Typozon	Very Rare	Gary A. Kalin	R65	Tufur Light Fighter Carrier	Rare	Randy Talkas Hoar
R42	Argonian Light Cruiser - Whitwind	Rare	Gary A. Kalin	R66	Tufur Destroyer	Rare	Randy Talkas Hoar
R42	Argonian Command Cruiser - Tornado	Very Rare	Gary A. Kalin	R67	Tufur Light Cruiser	Rare	Randy Talkas Hoar
R42	Argonian Battleship - Hurricane	Very Rare	Gary A. Kalin	R68	Tufur Heavy Cruiser	Very Rare	Randy Talkas Hoar
R42	Argonian Heavy Carrier - Consham	Very Rare	Gary A. Kalin	R69	Tufur Command Launch	Very Rare	Randy Talkas Hoar
R42	Argonian Dreadnought - Nova	Very Rare	Gary A. Kalin	R70	Tufur Light Cruiser	Very Rare	Randy Talkas Hoar
R42	Argonian Battleship - Star Cruiser	Very Rare	Gary A. Kalin	R71	Tufur Heavy Cruiser	Very Rare	Randy Talkas Hoar
R42				R72	Tufur Mine Cruiser	Very Rare	Randy Talkas Hoar
R42				R73	Tufur War Cruiser	Very Rare	Randy Talkas Hoar
R42				R74	Tufur Dreadnought	Very Rare	Randy Talkas Hoar
R42				R75	Tufur Battleship	Very Rare	Randy Talkas Hoar



52	Vektrean Mercenaries Fligate	Common	Gary A. Kahn
53	Vektrean Mercenaries Destroyer	Uncommon	Gary A. Kahn
54	Vektrean Mercenaries Light Cruiser	Uncommon	Gary A. Kahn
55	Vektrean Mercenaries Heavy Cruiser	Uncommon	Gary A. Kahn
56	Vektrean Mercenaries Battleship	Very Rare	Gary A. Kahn
56	Vektrean Mercenaries Spy Cruiser	Rare	Gary A. Kahn
57	Vektrean Mercenaries Disruptor	Very Rare	Gary A. Kahn
1	Ancient Body	Very Common	Michael Carroll
1	Captured Satellite	Common	Gary A. Kahn
1	Large Asteroid	Common	Gary A. Kahn
T	Planetary Storm	Uncommon	Aris Vulliamis Inc.
T	Small Moon	Common	ST&A
T2	Artificial Satellite	Uncommon	Tim Adams
T/B	Ancient Shield	Rare	Ne'Nid Tina A. Thomas
12	Comet - Brinks	Very Common	Josephine Haveman
12	Ice Field Particle Field	Common	Mark Maxwell
12	Dark Cloud	Uncommon	Michael Carroll
T/H2	Plasma Field	Common	Josephine Haveman
T2	Populated Moon	Common	Michael Carroll
T2	Armory Moon	Very Common	Josephine Haveman
13	Asteroid Belt - Isotopes	Common	Gary A. Kahn
13	Energy Field	Uncommon	Tim Adams
13	Crestal Planet	Common	Michael Carroll
T3	Dragon Egg	Common	Tim Adams
T3	Energy Star	Uncommon	Lawrence Allen Williams
13	Ice Moon	Common	Mark Maxwell
13	Moon	Common	Aris Vulliamis Inc.
T3	Parabolic Comet - Home's	Common	Hardy Aspund-Fair
T3	Planet - Squid	Uncommon	Gary A. Kahn
T3	Protostar	Common	Michael Carroll
T3	Rainy Moon	Common	Aris Vulliamis Inc.
T3	Vacuum Planet - Embassy	Rare	Christina Wood
14	Distant Sun	Common	Michael Carroll
14	Forming System	Common	Michael Carroll
14	Gas Planet	Rare	Tim Adams
T4	Planet - Podunkian Prime	Common	Mark Maxwell
T1	Small Moon - Aldabra Munitions Plant	Rare	ST&A
T4	Small Planet - Dolar V	Uncommon	Josephine Haveman
14	Small System - Rabbit Lashoe	Common	Scott Fay
T4	Supernova Remnant	Uncommon	Flint McMassa
T5	Geocentric World	Rare	Ne'Nid Tina A. Thomas
15	Dragon Cave	Rare	Lawrence Allen Williams
15	Napole - Homeport	Very Rare	Gary A. Kahn
15	Planet System	Rare	Mitchell Davidson Bentley
T5	Planet - Cardou I	Uncommon	Josephine Haveman
T5	Planet - Vektrean Prime	Rare	Josephine Haveman
T5	Planet - Zambiar	Uncommon	Hardy Aspund-Fair
15	Ring System	Rare	Michael Carroll
15	Small System - Grammerak	Uncommon	ST&A
15	Small System - Houser-Drahor	Very Common	Mitchell Davidson Bentley
15	Star	Rare	Mitchell Davidson Bentley
15	System - Henter	Rare	Hardy Aspund-Fair
15	Twin Planets - Verhous I & II	Rare	Mitchell Davidson Bentley
T/B5	Vektrean Asteroid Outpost (Hexed)	Rare	Ted Bourque
T6	Asteroid Field	Rare	Gary A. Kahn
T6	Black Hole	Rare	Josephine Haveman
T6	Comet - Success	Rare	Gary A. Kahn
T6	Globular Cluster	Rare	Tim Adams
16	Planet - Vorn Ringed Gas Giant	Very Rare	Gary A. Kahn
16	System - Computer System	Very Rare	Josephine Haveman
17	Comet - Scorpead Love	Very Rare	Hardy Aspund-Fair
T7	Planet - Kriebler	Very Rare	Mitchell Davidson Bentley
T7	Planet - Sensor	Very Rare	Ne'Nid Tina A. Thomas
T7	Quasar - Black Hole	Very Common	Michael Carroll
T7	System - Argo	Very Rare	Josephine Haveman
T7	Undiscovered System	Very Rare	Sean Smith
T8	Dragon Lair	Very Rare	Robert A. Kraus
16	Flammable Nebula	Very Rare	Mitchell Davidson Bentley
T8	System - Michael System	Very Rare	Mitchell Davidson Bentley
T8	System - Scardly	Very Rare	Josephine Haveman
T8	Dragon Lair	Very Rare	Robert A. Kraus
14	Gas Giant	Very Rare	Mitchell Davidson Bentley
11	Planet - Composite HomeWorld	Very Rare	Mitchell Davidson Bentley
T/B8	Vektrean Asteroid Starbase (Hexed)	Very Rare	Hardy Aspund-Fair
110	Intergalactic Void	Rare	Mark Maxwell

## CARD COMMENTARIES

- The T/B Vektrean asteroid base cards in the Universe Edition void the earlier "T only" versions. The earlier versions may be used but function according to the Universe Edition version of the card. Both the T and the T/B versions are considered identical versions of the same card for the purpose of deck stocking.

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- L4 Scientifically Enhanced Tectonic Plate Structure has been misprinted in Universe. It is reactionary and should be treated as if it were an R/L4 as it appeared in Now Empires.

- The Scorpead Sector HQ erroneously had the name Mechad Sector HQ listed under the art.

## DID YOU KNOW THAT...

- All 10 Sector HQ cards found in Universe Edition have hologram special effects.

- All 10 Universe Edition entities and 45 of the very rare cards have special black light ink effects which only appear when the card is viewed under a black light.

- The S3 Tufor Light Fighter Carrier lost its fighters. It is alleged that the fighters were stolen by pirates.

- The Confidential First Chief Executive Deputy Assistant to the... got promoted to Confidential Coordinating First Chief Executive Deputy Assistant to the...

- The Neutrino Dragoness comes in various sizes

- The Kriebiz fleet finally got its act together. The Kriebiz ships are now combined into combinations before being deployed in a Kriebiz plot to conquer the galaxy.

- The M8 Ship Collector became a persona.

- The persona rules are in the Universe Edition rule book. For those wishing to obtain a copy, simply purchase a Universe Edition starter deck.



A3	Arma (Clydon (Clydon)	Uncommon	Douglas Craffee	R06	Hot Taps	Rare	Lacey
A1	Executive Reaction (Corporate)	Uncommon	Lacey	R06	Shore Wall/Jumper (Anti-Argonian)	Rare	Mark Maxwell
A4	Mechanization (Mechan)	Uncommon	Tim Adams	T07	Shield Penetration Failure (Anti-P.O.T.)	Rare	Michael Kellner
PA1	Thick Shelled Crab (Krebitz)	Uncommon	Darryl Elliot	T08	Variable Plasma Overload (Anti-Corporate)	Very Rare	Gregg Glymph
A5	Blood Clydon (Clydon)	Rare	Douglas Craffee	R09	Impulse Malfunction	Very Rare	Mark Maxwell
A6	UP Cars Saber	Rare	Darryl Elliot	R1	Interplanetary Jumper	Patrona	Paul Thiel-Horner
A6	Vektreen Leadership (Vektreen)	Rare	Lacey	R01	Jump Reclamation Tug	Uncommon	Christina Wald
A7	Automator	Very Rare	Darryl Elliot	R1	Paro Ship	Uncommon	Mark Maxwell
A7	Boleat Negotiator (Boleat)	Very Rare	Lacey	R2	Mineral Processing Ship	Uncommon	Mark Maxwell
A7	Imperial Clydon (Clydon)	Very Rare	Douglas Craffee	R2	Recon Tug	Rare	Randy Tarkas' Hoar
PA7	Improved Automator	Rare	Mark Maxwell	R3	Farm Ship Tender	Uncommon	Mark Maxwell
A8	Vektreen Loyalty (Vektreen)	Very Rare	Lacey	R4	Ship of the Ancients	Rare	Mark Poole
R1	Art Starcraft	Rare	Mark Maxwell	R4	Salvage Ship	Rare	Darryl Elliot
R2	Yonder Post	Rare	Douglas Craffee	R7	Paro Ship Destroyer	Very Rare	Mark Maxwell
R2	Fighter Station	Uncommon	Darryl Elliot	R1	Argonian Patrol Ship	Uncommon	Gary A. Kalin
R20	Light Battle Ship	Uncommon	Douglas Craffee	R2	Argonian Troop Ship	Uncommon	Gary A. Kalin
R3	Army Ship Support Base	Uncommon	Mark Maxwell	R3	Argonian Spy Ship	Rare	Gary A. Kalin
R34	Battle Ship	Rare	Douglas Craffee	R10	Argonian Flagship	Entity	Gary A. Kalin & Tim Adams
R4	Border Station	Very Rare	Douglas Craffee	R1	Boleat Patrol Ship	Uncommon	Gary A. Kalin
R4	Espionage Satellite	Uncommon	Michael Garul	R4	Boleat Boarding Cruiser	Rare	Gary A. Kalin
R4	Heavy Weapons Platform	Rare	Mark Maxwell	R4	Boleat Spy Boat	Uncommon	Gary A. Kalin
R6	Armory Base	Very Rare	Mark Maxwell	R01	Clydon Bay Warship	Uncommon	Douglas Craffee
R8	Power Generation Complex	Rare	Mark Maxwell	R01	Clydon Troop Warship	Uncommon	Douglas Craffee
R01	Landing Signal Officer	Uncommon	Lacey	R02	Clydon Boarding Warship	Rare	Douglas Craffee
R01	Tech Guide	Common	Debbie Hughes	R1	Corporate Patrol Scout	Uncommon	Gregg Glymph
R4	Deck Crew	Rare	Jed	R1	Corporate Patrol Ship	Rare	Gregg Glymph
R5	Alien Technology Exam	Uncommon	John Holland	R2	Corporate Troop Ship	Uncommon	Gregg Glymph
R7	Military Police	Very Rare	Lacey	R3	Corporate Carrier	Uncommon	Gregg Glymph
R8	Intergalactic Grave Robbers	Very Rare	Lacey	R10	Corporate Spy Ship	Rare	Gregg Glymph
R1	Arma System Refit (Leopard)	R	Uncommon	S10	Corporate Flagship	Entity	Randy Tarkas' Hoar
R01	Formation Lights	R	Rare	S10	Indigian Supercarrier (Invincible Lunar Orb)	Entity	Tim Adams
R1	Paro Capsule Refit (Krebitz)	R	Uncommon	R2	Krebitz Cargo Capsule	Uncommon	Gary A. Kalin
R01	Pseudo Capsule (Krebitz)	R	Uncommon	R3	Krebitz Overgrowth Dismar	Very Rare	Gary A. Kalin
R1	Ship Upgrade	R	Uncommon	S7	Krebitz King Kraken	Very Rare	Gary A. Kalin
R2	Arma Reserve	NP	Very Rare	R1	Mechad Patrol Scout	Uncommon	Mark Poole
R2	Heavy Paro Capsule Refit (Krebitz)	R	Very Rare	R1	Mechad Patrol Ship	Uncommon	Mark Poole
R2	Ship Upgrade	R	Rare	R1	Mechad Patrol Ship Leader	Rare	Mark Poole
R3	Arma System Refit (Leopard)	R	Rare	R3	Mechad Intelligence Unit	Uncommon	Mark Poole
R3	Clydon Energy Armor (Clydon)	R	Uncommon	R5	Mechad Patrol Support Ship	Rare	Mark Poole
R3	Dragon Saddle (Dragon)	R	Rare	R0	Mechad Juggernaut	Very Rare	Mark Poole & Tim Adams
R3	Hyper-space Delatorator Refit (Scorpene)	R	Rare	S1	P.O.T. Haro Launch	Uncommon	Randy Asplund-Haith
R3	Paro Scout Refit (Krebitz)	R	Rare	S2	P.O.T. Troop Transport	Uncommon	Randy Asplund-Haith
R4	Battery	R	Uncommon	S3	P.O.T. Spy Gun	Uncommon	Randy Asplund-Haith
R4	Command & Control Center	R	Rare	S3	P.O.T. Star Engine - Tecton	Uncommon	Randy Asplund-Haith
R4	Fusion Mine	NP	Very Rare	S4	P.O.T. Star Destroyer - Tequan	Uncommon	Randy Asplund-Haith
R04	Monster Defense System (Revised)	R	Rare	S5	P.O.T. Command Cruiser (Revised)	Rare	Randy Asplund-Haith
R5	Distortion Cannon Refit (Mechad)	NP	Rare	S5	P.O.T. Light Star Cruiser - Centurian	Rare	Randy Asplund-Haith
R05	Escalating Transceiver	R	Rare	S5	P.O.T. Star Cruiser - Poladron	Rare	Randy Asplund-Haith
R05	Variable Plasma Refit (Corporate)	NP	Very Rare	S10	P.O.T. Flagship	Entity	Randy Tarkas' Hoar
R05	Vektreen Command Override (Vektreen)	NP	Very Rare	R1	Scorpaed Patrol Ship	Uncommon	Mark Poole
R7	Cloning Jaws	R	Very Rare	R2	Scorpaed Spy Ship	Uncommon	Mark Poole
R7	Shield Penetration Refit (P.O.T.)	NP	Very Rare	R3	Scorpaed Troop Ship	Rare	Mark Poole
R6	EWCS Shuttlecraft	R	Very Rare	R7	Scorpaed Battle Carrier	Very Rare	Mark Poole
R6	Fuser Prototype	NP	Very Rare	R1	Tutor Mine Paro Ship	Uncommon	Randy Tarkas' Hoar
R6	Tutor Beam	NP	Very Rare	R1	Tutor Patrol Scout	Uncommon	Randy Tarkas' Hoar
R6	Tutor Mine Accelerator (Tutor)	NP	Very Rare	S1	Tutor Patrol Ship	Rare	Randy Tarkas' Hoar
R0	Mixmat Stream Accelerator (P.O.T.)	NP	Very Rare	S2	Tutor Troop Ship	Uncommon	Randy Tarkas' Hoar
R0	Time Adaptation Device	R	Very Rare	S3	Tutor Spy Ship	Rare	Randy Tarkas' Hoar
R0	Unit Overhaul	R	Very Rare	S10	Tutor Flagship	Entity	Randy Tarkas' Hoar
R10	Targeting Systems	NP	Entity	R1	Vacator Heavy Cruiser (Indigian - Vacator 116el)	Very Rare	Tim Adams
R05	Guardian Field	Rare	Elvis McMeao	R8	Vacator Methacruiser (Indigian - Vacator 116el)	Very Rare	Tim Adams
R6	Research Field	Uncommon	Elvis McMeao	R1	Vacator Meaconer (Indigian - Vacator 116el)	Very Rare	Tim Adams
R07	Protection Field	Very Rare	Elvis McMeao	R1	Vektreen Halo Ship	Uncommon	Gary A. Kalin
R1	Cosmic Parasystem	Very Rare	Randy Tarkas' Hoar	R03	Fighter Defense System	Very Rare	Darryl Elliot
R3	Hyper-space Vortex	Uncommon	Mark Maxwell	R3	Mining Expeditior	Uncommon	Michael Garul
R5	Hyper-space Vortex	Rare	Mark Maxwell	R4	Caseous Degeneration (Anti-Argonian)	Rare	Tim Adams
R0	Shield Resonance Wave	Very Rare	Michael Kellner	R4	Invasion	Rare	Debbie Hughes
R1	Solitary Station	Uncommon	Randy Asplund-Haith	R6	Corporate Influence (Corporate)	Rare	Lacey
R2	Projector Station (Equipment bkg.)	Misprint	Randy Asplund-Haith	R06	Distortion Cannon Failure (Anti-Mechad)	Rare	Darryl Elliot
R3	Lighter Installation	Uncommon	Mark Maxwell	R5	Merchant Ship	Very Rare	Randy Tarkas' Hoar
R5	Energy Flux (Mechad)	Very Rare	Tim Adams	R06	Mine Defenses	Very Rare	Randy Tarkas' Hoar
R07	Transceiver Malfunction	Very Rare	Douglas Craffee	R06	Mine Deployment Failure	Very Rare	Michael Kellner
R08	Shuttle Malfunction	Very Rare	Tim Adams	R08	Vektreen Asteroid Station (General BKG wrong on)	Misprint	Douglas Craffee
R9	Demolization	Very Rare	Lacey				
R09	Murphy's Law	Very Rare	Susan Van Camp				
R1	Space Remora	Uncommon	Tim Adams				
R3	Space Remora	Rare	Tim Adams				
R04	Minor Lock Demon	Rare	April Lee				
R5	Space Remora	Very Rare	Tim Adams				
R03	Fighter Defense System	Very Rare	Darryl Elliot				
R3	Mining Expeditior	Uncommon	Michael Garul				
R4	Caseous Degeneration (Anti-Argonian)	Rare	Tim Adams				
R4	Invasion	Rare	Debbie Hughes				
R6	Corporate Influence (Corporate)	Rare	Lacey				
R06	Distortion Cannon Failure (Anti-Mechad)	Rare	Darryl Elliot				
R5	Merchant Ship	Very Rare	Randy Tarkas' Hoar				
R06	Mine Defenses	Very Rare	Randy Tarkas' Hoar				
R06	Mine Deployment Failure	Very Rare	Michael Kellner				

**CARD COMMENTARIES**

**I2 Projection Station:** Misprinted on an equipment background, it has been reprinted in Piracy to correct the error.

**T/B6 Vektreen Asteroid Station:** This card was printed with the battle sled art and background. It has been reprinted in Piracy with six shields.

**DID YOU KNOW THAT...**

**S5 P. O. T. Command Cruiser:** This card gained a command point in Advanced Technologies.



T1	Microscopic Black Hole	Uncommon	George T. Henne Jr
T1	Small Moon - Hidden Moon	Uncommon	C. Henry Schulte
R12	Asteroids	Uncommon	Elvie McMaas
R12	Camouflage World	Very Rare	Elvie McMaas
T2	Forgotten Planet	Uncommon	Larry Low
T2	Planet of Ill Repute	Uncommon	C. Henry Schulte
T2	Small Moon - Corporate Moon	Uncommon	C. Henry Schulte
T2	Star	Uncommon	Sigmund Frye
T2	Planet - Necrus	Uncommon	Michael Carroll
T3	Vektrean Asteroid Station	Uncommon	Kris MacIntyre
T4	Moon - Inert Moon	Uncommon	Elvie McMaas
T4	Planet - Muckstar	Uncommon	C. Henry Schulte
T4	Planet - Rulaa	Uncommon	C. Henry Schulte
T4	Moon - Storage Moon	Uncommon	C. Henry Schulte
T4	Planet - Air	Uncommon	Andrew Smith
T4	Syzygy - Moon Syzygy	Uncommon	C. Henry Schulte
T4	Dragon Eggs in Orbit	Very Rare	Elvie McMaas
T4	Indigar - Home Homeworld	Person	Elvie McMaas
T4	Yoor - Overcast Moon	Uncommon	C. Henry Schulte
T4	Nebula - Dragon Nebula	Very Rare	Susan Law
T4	Planet - Korb	Very Rare	N. Taylor Blanchard
T4	Planet - Korb II	Very Rare	C. Henry Schulte
T4	Planet - Smoked Planet	Very Rare	C. Henry Schulte
T4	Planet - Virgin Planet	Very Rare	jael
T36	Vektrean Asteroid Station	Very Rare	N. Taylor Blanchard
T7	Dragon Lair	Very Rare	Andrew Smith
T7	Nebula - Leopard Nebula	Very Rare	Kris MacIntyre
T7	Planet - Above	Very Rare	Elvie McMaas
T7	Tractor Homeworld	Very Rare	C. Henry Schulte
T7	Water World	Very Rare	Bob Wesson
T8	Planet - Massive Orb Planet	Very Rare	
T8	Shinnica	Very Rare	

**DID YOU KNOW THAT...:**

- The Leopans are a major empire.
- The Corporate Pirates are a minor empire (even when used in a Corporation deck) They are however, Corporate and may use Corporate technology.
- Although the Clydon are known as the most aggressive empire, the Loopan are the most violent and the Vicious Six are the most, well..., vicious.
- The booster packs are now half-sized (6 cards instead of 12), less than half the price (99¢ instead of \$2.45), and they still come with one very rare card per booster pack.

**CARD COMMENTARIES:**

**I2 Projection Station:** Originally printed on an equipment background in Advanced Technologies, it is now on the correct installation background.

**T/B6 Vektrean Asteroid Station:** Originally printed with the art and background of the battle sled, the station now has six shields, the correct art and the correct background.

Bill Rakowski  
President

magic@clark.net  
410-488-2740



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A2	Scientific Knowledge	Ventura 2 (1 in 3)	Edward F. Beard Jr
R/A3	Emergency Medical Technician	Cantrip	Susan Van Camp
A3	Hike Background	Pyramid Sept '95	Ror Rousselet
A5	Communications Training	Ventura 2 (1 in 3)	Mark Poole
A5	Security Background	Chessax (Distributor)	Hon Rousselet
A10	Urban Influence	Galactic Fire #2	David A. Cherry
4P	Esionage Platform	Find the Time Gates Message	Randy Tarkas Hoer
4B	Erwing Economy	A, Galactic Intercom 2	Gary A. Kalin
4B	Fry Temple (Fry)	Berkeley South (Distributor)	Randy Tarkas Hoer
4b	Science Academy	Hobbygame (Distributor)	Randy Tarkas Hoer
47	Science Academy	201-882-1714*	Randy Tarkas Hoer
47	Science Academy	201-882-1714*	Randy Tarkas Hoer
C1	Capitulative Pagan	Cantrip #3	Edward F. Beard Jr.
C2	Entrepreneur	Cantrip 5	Edward F. Beard Jr.
C3	Hero Traveling Arms Dealer	Conjure 4 (1 in 5)	Edward F. Beard Jr.
4C4	Engineering Corps	Shada 16.5	Ror Rousselet II
4C	War Veteran	Sanctioned Tournaments	Meissa Benson
4C	Amusing at	Berkeley North (Distributor)	Susan Van Camp
R/C5	Ecologist	Cantrip 2	Susan Van Camp
4C	Healer's Friend	Galactic Intercom 2	Edward F. Beard Jr.
4C	Acidic Advisor	Primary Tactics (1 in 6) (see p. 2)	Edward F. Beard Jr.
4C	Time Traveling Arms Dealer	Conjure 4 (1 in 5)	Edward F. Beard Jr.
4C	War Veteran	Persona National Tournaments	V. Taylor Blanchard
D1	Local Dragoness (Mega Games)	410-448-2740 (see ad on p. 2)	Victor Yanet
D1	Alloyed Dragoness (Mini Card Co.)	410-768-8077 (see p. 2)	Victor Yanet
D1	Dragoness	See ad on page 2	Edward F. Beard Jr.
R/F2	Incode: Acid System	P Ventura 2 (1 in 3)	Hon Rousselet
E3	Control Matrix	NP Galactic Empire: Play Mat	George J. Heine Jr.
E7	Megasonic Phase Distorter	NP Primary Tactics (7 in 3)	Irv Adams
4F	Disruptor Anomaly	201-882-1714*	Michael Tapp
4F	Time Traveler	Galactic Fire #1	Bob Wesson
F	Black Marker	Galactic Fire #1	Susan Van Camp
4F	Shuttle Bay Explorer	Tull Star Collect	Randy Tarkas Hoer
4F	Azeron Timegate	Wargames West (Distributor)	Yark Foote
Y3	Cyber Heart	Chessax (Distributor)	Meissa Benson
M7	Antismorph	201-882-1714*	Douglas Schuler
4J4	Convey Escort	Diamond Guide Distributor	Randy Tarkas Hoer
4J4	Military Ship	Cards Illustrated 695	Susan Van Camp
4J4	Strategic Deployment	Galactic Empires: The Board Game	Victor Yanet
4J	Galactic Conventions	Gen Con 1995	Mark Poole
4J	Emirates in Conflict	Scribe 7 (9 in 10)	Meissa Benson
4J	Empires in Conflict	Scribe 7 (1 in 10)	Meissa Benson
Q1	Planet Ship Factory	Galactic Fire #0	Jessie Lake
S3	Cover Game Supply Ship	201-882-1714*	Companion Games
S3	White Ship	Deck Case (see p. 2)	David A. Cherry
S3	Beta Supply Ship (David Van Clon)	dvcl@comp.org	Companion Games
S3	Beta Supply Ship (Hans Anthony Medici)	201-882-1714	Companion Games
S3	Beta Supply Ship (Bar Asels)	070-024-9359	Companion Games
S3	Beta Supply Ship (Bar Asels)	-3170-324-9359	Companion Games
S3	Beta Supply Ship (D. C. R.)	801-753-5045	Companion Games
S3	Beta Supply Ship (Chessax)	Chessax Distributor	Companion Games
S3	Beta Supply Ship (Comic Plus)	515-255-0507	Companion Games
S3	Beta Supply Ship (Comology)	608-758-0528	Companion Games
S3	Beta Supply Ship (Companion Games)	027-552-9038	Companion Games
S3	Beta Supply Ship (Damage Adjuster)	(phone # pending)	Companion Games
S3	Beta Supply Ship (DNA Andrew & Paul)	415-355-8014	Companion Games
S3	Beta Supply Ship (Dragon Hoax)	(phone # pending)	Companion Games
S3	Beta Supply Ship (Games Import)	140-46-1845/2	Companion Games
S3	Beta Supply Ship (Games Masters)	K30 TELX GAMES	Companion Games
S3	Beta Supply Ship (George Hower)	522-387-8057	Companion Games
S3	Beta Supply Ship (Gop's Grenadiers)	(no phone #)	Companion Games
S3	Beta Supply Ship (Gop's Grenadiers)	908-308-1769	Companion Games
S3	Beta Supply Ship (Gosner Sportsbooks; CA)	415-744-0344 (see p. 2)	Companion Games
S3	Beta Supply Ship (Gosner Sportsbooks; IR)	415-744-0344 (see p. 2)	Companion Games
S3	Beta Supply Ship (Loren Crabb)	707-545-8644	Companion Games
S3	Beta Supply Ship (Murgent)	murgent@aol.com	Companion Games
S3	Beta Supply Ship (Nate Herr)	107-552-9058	Companion Games
S3	Beta Supply Ship (Neal Fedman)	800-581-8030	Companion Games
S3	Beta Supply Ship (New York Hall of Science)	7-8-610-0000	Companion Games
S3	Beta Supply Ship (Nick Sauer)	(phone # pending)	Companion Games
S3	Beta Supply Ship (Paradise Hobbies)	800-738-8814	Companion Games
S3	Beta Supply Ship (PRM Express) (11-11-95)	73-621-6454 (see ad on p. 2)	Companion Games
S3	Beta Supply Ship (PRM Express Logo)	211-231-75-6316/4/3	Companion Games
S3	Beta Supply Ship (Platinum Brothers)	615-226-8861	Companion Games
S3	Beta Supply Ship (Randy Johnson)	715-460-8451	Companion Games
S3	Beta Supply Ship (Wendy Hinksha)	800-738-8814	Companion Games
S3	Beta Supply Ship (War Dogs)	804-369-1925	Companion Games
S3	Beta Supply Ship (War Games)	617-674-5238	Companion Games
S3	Beta Supply Ship (War Games)	Galactic Intercom 2	Mark Poole
S3	Beta Supply Ship (Alternative Cards Distributor)	608-808-8910	Companion Games
S3	Beta Supply Ship (Raiser)	A. Neil Oders	Gary A. Kalin
S19	Trancon Patrol Ship	201-882-1714*	Bob Wesson
S14	Trancon Command Cruiser	201-882-1714*	David A. Cherry
S1	Planet Satellite	201-882-1714*	Sigurd Frye

T2P	Access Path	201-882-1714*	Bob Wesson
T3	Comet - Mega's Games	201-882-1714*	Bob Wesson
13	Dog Pound - Custom Dog Pound	501-399-1975	Andrew Smith
13	Planet - Custom Planet (Gop's Grenadiers)	508-308-1769	Sigurd Frye
13/7	Satellite - Ingonan Satellite	201-882-1714*	Kris MacIntyre
14	Planet - Custom Planet (JDK's)	302-366-0963 (see ad on p. 5)	Sigmund Frye
14	Planet - Custom Planet (Smuggler's World)	201-882-1714*	Kris MacIntyre
T4	White Unicorn	I. G. Con.	Mark Poole
T5	-Haran Breeding Ground	201-882-1714*	Kris MacIntyre
15	Network Hapaster	603-424-1736	George J. Heine Jr.
15	Planet - Custom Planet ("Patricia")	800-738-8814	Sigmund Frye
15	Planet - Custom Planet (Jenkinson Herby)	215-881-7555	Kris MacIntyre
15	Planet - Custom Planet (PRM Express)	011 (21-70-63-6450 (see ad on p. 2))	Kris MacIntyre
15	Planet - Custom Planet (Primal Planet)	201-882-1714*	Bob Wesson
15	Planet - Galactic Trade Wars (Jan Gosselin)	607-852-9038	Andrew Smith
15	Planet - Paradise Planet	Savanti Inc. (see p. 12)	Kris MacIntyre
15/5	Fusion Field	201-882-1714*	
15	Star World	phone # pending	Bob Wesson
15	System - Custom System (Mad Jack's Hole)	201-882-1714*	Sigmund Frye
1E	Dragon Ship	201-882-1714*	Andrew Smith
1E	New Alliance (USA Games)	211-3174-7825/3	Kris MacIntyre
T6	Phillip's World - Custom Phillip's World	phone # pending	Kris MacIntyre
16	Planet - Command Center	201-882-1714*	Sigmund Frye
T6	Planet - Custom Planet (Planet "Katryn")	600-738-8814	Sigmund Frye
T6	Planet - Fusion Planet	201-882-1714*	Andrew Smith
T6	System - Custom System (Scholar's Retreat)	201-882-1714*	Kris MacIntyre
T7	Planet - Custom Planet (Lizard)	800-738-8814	Kris MacIntyre
T7	Planet - Custom Planet (Gardner's World)	705-790-3045	Bob Wesson
T7	Planet - Custom Planet (Personal World)	201-882-1714*	Kris MacIntyre
T7	Planet - Custom Planet (Silver Eagle Wargame Supplies)	see ad on p. 24	Kris MacIntyre
T7	Star - Red Giant Star	201-882-1714*	Bob Wesson
T7	System - Custom System (Sarggins's Haven)	201-882-1714*	Kris MacIntyre
T7	System - Fantasy System	201-882-1714*	Andrew Smith
19/7	Vektren Asteroid Carrier (Mini Card Co.)	410-758-5077	Bob Wesson
18	Asteroid Host	201-882-1714*	Gary A. Kalin
18	Planet - Custom Planet ("Chinnaz")	800-738-8814	Bob Wesson
18	Planet - Custom Planet (Neal Fedman)	523-561-8235	Kris MacIntyre
18	Planet - Custom Planet (Planet "Patricia")	201-882-1714*	Kris MacIntyre
18	System - Custom System (Kaumaha)	201-882-1714*	Kris MacIntyre
19	Planet - Custom Planet (Jenkinson's Planet)	201-882-1714*	Andrew Smith
T9	System - Custom System (Whodunnit)	800-738-8814	Kris MacIntyre
T9	System - Custom System (Spike Central)	201-882-1714*	Bob Wesson
T10	Custom System (Angel's Treasure)	201-882-1714*	Bob Wesson
T10	Starline	800-738-8814	Kris MacIntyre
T10	System - Maple System Galaxy Express 898	847-647-9080	

\* See the advertisement for Galactic Intercom 2 on previous page.  
 † See the advertisement for Cards Unit 1/D on page 18.

**DID YOU KNOW THAT...:**

- The Leopans first appeared during in the first issue of Cantrip magazine on the R/A3 Emergency Medical Technician card.
- Some of those promo cards are available as part of special offers appearing in advertisements throughout this issue.
- A new card type will be introduced in *Galactic Fire #3*. The first O card, and rules for the O cards will be included.
- Back issues of Galactic Intercom are still available. Issues 2 through 5 each had a promo card (issue 3 is the S8 Ship of the Ancients and Issue 4 was the D7 Ice Dragoness).
- The B2 Espionage Platform can be obtained directly from Companion Games by solving the hidden message in Time Gates.
- These promotional cards are only available from the listed sources. (Sorry, they are not available directly from Companion Games.)

**PROMOTIONAL CARD OFFER**

Anybody interested in purchasing their own promo card will find the promo card offer located on page 30 of this issue. Each promo card order is for 3000 cards. We will even exchange 5 of your cards with 5 cards from each willing participant who has a card printed in the same print run. (Sorry, we cannot exchange previously printed cards which have already shipped.) Our last print run of promotional cards contained 63 different cards. By ordering only one card, each participant received copies of the other cards in the print run, completing that participant's promo card sets immediately. Cards which included a phone number have that number listed here for those who may want to contact the owner of the card.

## CARDS CHANGES AND CURRENT ERRATA

Each card indicates where it may be found using initials within parenthesis after the card's name. The entry before the slash is the outdated version of the card. Initials after a slash are where the changed version is found. Keep in mind, the older cards may be used and function as if they were the most recently printed version of the card.

PE=Primary Edition, NE=New Empires, PoM=Powers of the Mind, TG=Time Gates, UE=Universe Edition, nc=not corrected.

**A6 Filarian Infester (PoM/nc):** Multiple infester may combine their strength against a single crew. May only be used in a Filarian deck.

**R/A7 Cyborg Death (NE/nc):** The card is discarded after use.

**R/E2 Transporter - Nuclear Mine (PE/nc) <misprint>:** This card says 'R/E2 Transporter' along the top and 'Nuclear Mine' above the card text. It is considered exactly identical card to the E2 Nuclear Mine and is not reactionary.

**R/E4 Transporter Mine (UE/NE):** The transporter mine requires a transporter to be activated against a ship, causing 2 points of damage (not 1 as stated in the text of the Universe Edition printing of the card).

*Editor's Note: This error was made in Universe Edition and corrected in New Empires. We currently blame all such temporal anomalies on the Time Gates expansion.*

**F4 Terrain Field (PoM/nc) <clarification>:** The level 10 function destroys any terrain of equal or lesser strength than the function (i.e., strength 10 or less). It does not apply card damage. It either destroys the terrain or it does nothing.

**H9 Dimensional Portal (PE/UE):** It must be played against an engaged ship. The ship remains engaged while in the portal. The ship stack may not attack or be affected by any fleet. The ship stack may not protect a Sector HQ or Psy Network. The ship does not require a command slot.

**R/L3 Unlucky Targeting (PE/UE):** Played against an opponent volley. Weapons volley is divided by 2.

**R/L8 Targeting Error (PE/UE):** Targeting error states that you can redirect an opponent volley to any target in that opponent's fleet except cards which fired in that volley. Cards which fire weapons in a volley do not protect their Sector HQ or Psy Network from that volley. If a target is chosen that all participants in the volley cannot target, then the weapons fire from those participants incapable of firing becomes voided.

**R/L8 Twist of Fate (TG/UE):** May only be played against an opponent's card that is not the basis of a stack.

**M2 Skullets (NE, UE/nc) <clarification>:** Skullets damage units (ships or bases). They are either played against a unit or played to a skull reaper and activated against a unit.

**M3 Scandig Blob (NE, UE/nc) <clarification>:** Any monster destroyed by hazard damage may be damaged by any hazard that causes damage. Damage causing hazards that are played to other locations may be played to a Scandig blob (or other monster damaged by hazards) to cause damage. Hazards, such as an H6 Large Minefield, may have their damage applied to such monsters, even though they say that it is only applied to cards of another type.

**M3 Shield Fiend (PE/UE):** The shield fiend may be played on any card except a ship with an invincio guardian or EMF. Therefore, it may affect any base, installation, terrain, or monster equipped with shields (such as an M8 Ship Collector).

**M5 Astromorph (PE/UE):** The astromorph is played against a fleet. It damages a ship each turn until that ship is destroyed. It may then attack another ship.

**M5 Tectonic Burrower (NE, UE/nc):** This card causes its damage to the terrain against which it is played. This was accidentally omitted from the card. Errata is necessary because only cards which state they can damage terrain may cause damage to terrain.

**M8 Ship Collector (PE/UE):** The Ship Collector is now a persona. The previous errata about needing seven opponent ships in play is no longer in effect.

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**R/M9 Luck Demon (PE/UE):** Any luck card played by a player to their own fleet may instead be played by the player controlling the R/M9 Luck Demon if they possess the most recently played luck demon in play. Also, luck cards played against a fleet with an R/M9 Luck Demon in play are ignored (discarded) unless the Luck Demon's controller wants to allow the card to be played. This second function works regardless of whether or not the luck demon has "most recently played" status.

**R/O3 Defensive Electronic Warfare (PE/UE):** All electronic warfare may now be played to a ship or base.

**O3 Forced Retreat (PE/nc):** Discarded after use.

**R/O3 Instant Reaction (TG/UE):** Instant reaction may only be played once during each opponent phase. Also the phrase, "Allows that card to react as if it were just played in reaction mode from the hand to any location" only states how the card reacts and that the card may be moved to any location. The card does not enter the player's hand (the card states "as if"). Any damage applied to the card is not removed. Any duration on the card is not reset.

**R/O3 Offensive Electronic Warfare (PE/UE):** All electronic warfare may now be played to a ship or base.

**R/O3 Offensive/Defensive Electronic Warfare (PE/UE/nc):** All electronic warfare may now be played to a ship or base. This card shows a -X or +X where it should read -X and +X.

**O4 Information Leak (PE/UE):** Discarded after use.

**R/O4 Repair Delivery (PE/UE):** A repair delivery is played to a location in the fleet. The repair points may be applied to ships, bases, terrain, or the Sector HQ. It can be used to repair previous or currently occurring damage (preventing the damage from being scored). It may not repair card damage. See next entry for UE errata.

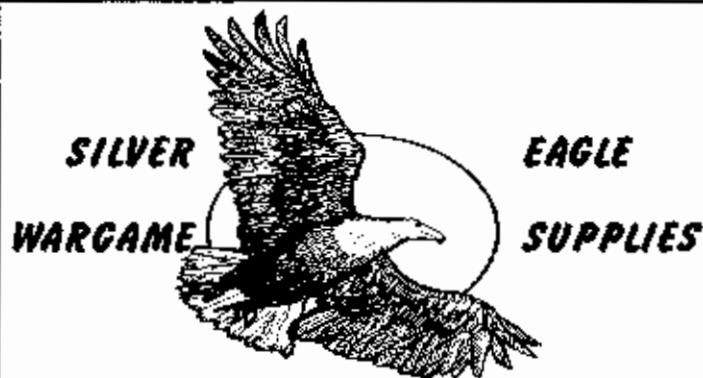
**R/O4 Repair Delivery (UE/PE):** Discarded after use.

*Editor's Note: See the editor's note on the R/E4 Transporter Mine regarding pre-corrected cards.*

**O5 Forced Retreat (PE/nc):** Discarded after use.

**O5 insanity (PE/UE):** Insanity allows the controller of the insanity to dictate the actions of the crew. It now states that the crew may perform normally or perform the opposite of the following functions: point generation, point modification, card plays or card draws (modifications to the amount). Point generation/modification can be resource points, damage points, command points, etc.

**O5 Wandering Desire (PE/nc):** Discarded after use. Negated by a crew card of a strength greater than the strength of the wandering desire (6, not 4).



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**R/T2 Asteroid Shield (PoM/UE):** The asteroid shield now states that it may not be the basis of a stack. This means that cards may not be played to or against it. The asteroid shield prevents the ship from receiving damage (except direct structural damage).

**T/B Vektreen Asteroid Terrain (PE/UE):** All of the Vektreen asteroid terrain use the following rules. Vektreen Asteroid terrain are played and damaged as terrain, but are a base for all other purposes.

**T6 Out of Phase World (TG/nc):** When the out of phase world is out of phase, the terrain stack is considered removed from play.

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# STAR FLEET BATTLES™ SUPPORT MATERIAL

Companion Games Inc. manufactures a line of products for use with the Star Fleet Battles (SFB) game system. These products allow you to use the Galactic Empires in SFB.

This issue contains a number of ship system displays (SSDs) for playtest purposes. In future issues, we will present new scenarios, SSDs, fiction, rules, and articles. However, the amount of material relating to Star Fleet Battles in our magazine will depend on player response. In other words, we want to know what is going on out there. We welcome any submissions for fiction, tactics and scenarios based on all of our product lines.

*Editor's Note: I have received comments that we have published scenarios using unpublished ships. The problem occurs that we have published SSDs in In-Coming Fire (I-CF), Playtest Packs (no longer available), and our various books (Argonians-1, etc.). The SSDs from the Playtest Packs that have appear in scenarios will be reprinted in future issues of Galactic Fire Magazine. I have compiled a list of the SSDs, scenarios and campaigns that have appeared in I-CF (those will not be reprinted in Galactic Fire Magazine). Back issues are available (see the product order form on page 32).*

## INDEX OF SSDs FOUND IN I-CF #1-#20:

Ref.	Unit	Type	Location
RH-1.38	Krebz Heavy Scout Capsule	C-SCA	I-CF #8
RH-1.53	Krebz Claw Heavy Cruiser	CA	I-CF #1
RH-1.154	Krebz Claw Spy Cruiser	SPY	I-CF #3
RH-1.155	Krebz Claw Heavy Scout	SCA	I-CF #8
RH-1.185	Krebz Mandible Medium Scout	SCM	I-CF #8
PI-1.183	Krebz Battleship Carrier	BBV	I-CF #14
RH-1.200	Krebz Claw Tournament Battleship	TTC	I-CF #11
RH-1.221	Krebz Claw X-1 Battleship	CCX	I-CF #15
RH-2.7	Argonian Tornado Command Cruiser	CC	I-CF #7
RH-2.8a	Argonian Typhoon Tournament Heavy Cruiser	TCA	I-CF #11
RH-2.9	Argonian Wormhole Spy Cruiser	SPY	I-CF #3
RH-2.74	Argonian Whirlwind X-1 Advanced Light Cruiser	CLX	I-CF #16
RH-2.8b	Argonian Heavy Battleship	HHH	I-CF #14
PI-2.91	Argonian Wind Shipyards	SY	I-CF #6
RH-3.5	Indirgan Heavy Cruiser	CA	I-CF #5
PI-3.8a	Indirgan Tournament Cruiser	TCA	I-CF #11
RH-3.25	Indirgan Insid Tribe - Damaged Dreadnought	DN	I-CF #10
RH-3.26	Nagirihi Pirate Heavy Cruiser	CA-P	I-CF #10
RH-3.27	Nagirihi Pirate Light Cruiser	CL-P	I-CF #10
RH-3.28	Indirgan Supercarrier	SCVA	I-CF #14
RH-3.30	Indirgan X-1 Light Cruiser	CLX	I-CF #15
RH-4.2	Vektren Asteroid Starbase	ASB	I-CF #9
RH-4.5a	Vektren Mercenaries Tournament Cruiser	TCA	I-CF #11
RH-4.7	Vektren Magu Spy Cruiser	SPYCA	I-CF #1
PI-4.8	Vektren Mercenaries Sage Light Spy Cruiser	SPYCL	I-CF #3
RH-4.10	Vektren Mercenaries Frigate (Conversion)	FI	I-CF #5
RH-4.13	Vektren Mercenaries X-1 Solo or Light Cruiser	CLX	I-CF #15
RH-5.6a	Bolaar Heavy Tournament Raider	HTR	I-CF #11
PI-5.14	Bolaar Dreadnought	DN	I-CF #14
RH-5.15	Bolaar X-1 Heavy Raider	HRX	I-CF #15
RH-6.5	Corporate Aggressors Tournament Cruiser	TCA	I-CF #16
RH-6.9	Corporate Aggressors Pirate Destroyer	DD-P	I-CF #12
RH-6.15	Corporate Aggressors Fleet Battleship	BB	I-CF #16
RH-8.2	Mechiad Battleship	BB	I-CF #14
PI-8.6	Moonad Tournament Command Cruiser	TCC	I-CF #13
RH-10.4	Scorpead Heavy Cruiser (w/ TCA conversion)	CA	I-CF #20
I-CF9	Ghost's Advanced Pirate Cruiser ("The Ghostship")	G-PCA	I-CF #9
I-CF8	Ghost's Emergency Capsule ("The Hazy Ghost")	G-F-C	I-CF #9
I-CF0	Ghost's Pirate Dreadnought ("The Ghost Lord")	G-DN	I-CF #9

## INDEX OF NEWSLETTER SCENARIOS (NS):

Ref.	Scenario	Location
NS-1.0	The Race For Time	I-CF #4
NS-2.0	Spies Like Us	I-CF #4
NS-3.0	A Starting Discovery	I-CF #8
NS-4.0	Invincible Shuttle	I-CF #10
NS-5.0	Blind Man's Bluff	I-CF #17
NS-6.0	Social Disease	I-CF #17
NS-7.0	The Cleansing Fire	I-CF #17
NS-8.0	Tag Team (Unofficially listed as NS-7.0 in I-CF #8)	I-CF #18

## INDEX OF HISTORICAL CAMPAIGNS (HC):

Ref.	Campaign	Location
HC-7.0	Capitalist Movement	I-CF #10
HC-7S-1	Show's Over, Break It Up	I-CF #18
HC-7S-2	The Unwelcoming Committee	I-CF #19
HC-7S-3	Haven't You Forgotten Something	I-CF #19
HC-7S-4	Outward Bound	I-CF #19
HC-7S-5	The Problem With New Neighbors	I-CF #19
HC-7S-6	When Opportunity Knocks	I-CF #19
HC-7S-7	Sorry, This Plane Is Taken	I-CF #19

## INDEX OF SCORPEAD SSDs IN THIS ISSUE:

The following four pages contain SSDs for the Scorpead. The rules for scorpead weapons appeared in I-CF #20.

### (RH-10.3) DREADNOUGHT (DN)

The dreadnought was built to serve as a flagship and would often take on multiple opponents with ease. More than capable of operating alone, the dreadnought would often be accompanied by one or more destroyers. The dreadnought would serve to protect the destroyers allowing them to survive a war of attrition.

### (RH-10.5) LIGHT CRUISER (CL)

The light cruiser was a successful design and was often found on the front line with a number of frigates. The broad hull limited the maneuverability of an otherwise very successful design. In an attempt to produce a more maneuverable design, the destroyer class was built.

### (RH-10.6) DESTROYER (DD)

The destroyer was based on the light cruisers design. Slimming the hull by removing key power systems proved unwise and the use of the destroyer as an inexpensive light cruiser was quickly abandoned. Although a powerful ally in an initial engagement, the destroyer often failed in lengthy battles.

### (RH-10.7) FRIGATE (FF)

The frigate was widely used as support and would often be assigned patrol duty. The design was rather successful and the frigates were produced in large numbers.



A Scorpead Battleship.

Illustration © 1995 Mark Poole

Photocopies: Players may make copies of the SSDs in this product for their own personal use. Nothing in this product may be reproduced for resale or distribution of any kind.

In the following pages, you will find unofficial expansion material for use with Star Fleet Battles (the starship combat game published by Task Force Games). Companion Games is not affiliated with Amarillo Design Bureau, or Task Force Games. Our products are not sponsored by Amarillo Design Bureau or Task Force Games. They are independent products created solely by Companion Games.











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| <input type="checkbox"/> Production Wrecker - prevent the production of one point type from the terrain of which it is fired at.          | <input type="checkbox"/> Specialized Weapons Mounts - your ship can be equipped with two mounts.                    |

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- Cannot be affected by one of the following (⌋ Hs, ⌋ Ms, ⌋ Os).
- Shields equal to its strength.
- Scout functions (based on the research output of the terrain)
  - View card from a hand.    ☐☐☐ - View a card draw
  - View top card of a deck.    ☐☐☐☐ - View a hand, expose 1 card.

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**93S02 Argonians-1** \$8.50

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Research (□) x \$20 \$ \_\_\_\_\_  
Ammunition (■) x \$10 \$ \_\_\_\_\_ Cost per option: \$ \_\_\_\_\_ (20% basic cost)  
Basic cost = \$ \_\_\_\_\_  
 Structure takes half damage from heavy weapons.  
 Cannot be affected by one of the following ( hazards,  monsters,  occurrences).  
 Shields equal to its strength.  
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### Product Information:

The most exciting game of this decade. Trial of the Century will take the market by storm as the major release during the 4th quarter of 1996. Players take up the defense or prosecution in this exciting strategy game. Companion Games has announced an ordering deadline for the first shipment of Trial of the Century. The deadline is August 1st for product shipping September 15th.

Product Code	Retail	ISBN
CFC101 Boxed Set;	\$24.95	1-887909-44-3
CFC401 Great Trials;	\$9.95	1-887909-45-1

(sold in displays of 12 randomized Trial Decks)



