



# Galactic Intercom #5

The Companion Games Bimonthly Newsletter!

September 1995

## THIS ISSUE: PSY RULES & TIME GATES RULES

### IN THIS ISSUE:

This issue has the refined rules for Powers of the Mind and Time Gates. Some displays got out without the rules flier included.

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### NEW EMAIL ADDRESS:

Contact Companion Games via email. Our new (and hopefully final) email address is:

cmpanion@nyc.pipeline.com

Feel free to send us rules questions and other correspondence at this address.

### EXISTING PRODUCT DETAILS:

**GALACTIC EMPIRES:** Primary Edition has 430 cards, 8 empires and 9 ultra-rare 'entity' cards. Primary Edition will not be available after November 1st.

**NEW EMPIRES:** The 4 new empires added are Clydon, Tufor, Scorpead, and Plasma Occupied Territory. 200 cards plus 10 ultra-rare 'entity' cards found only in the first print run. New Empires will not be available after November 1st and most likely will sell out well prior to that. Holographic special effects on entity cards only.

**POWERS OF THE MIND:** Three new empires: Visonic, Psycanti and the Filiarian Infestation. None of these empires have ships, instead they are beings which use advanced mental powers. 148 cards plus 4 ultra-rare 'entity' cards. Holographic special effects on both entity and very rare cards.

**TIME GATES:** Time Gates presents time travel on the Far Side. This expansion sets a new standard for card game interactivity and fun. 148 cards including 4 ultra-rare 'entity' cards. Almost every card in this set is usable by every empire! Holographic special effects on both entity and very rare cards.

**SFB Compatibles:** Kreziz 1-3, Argonians 1-2, Indirigans-1, Far Side-1, Mechad-1 and the Tournament Pack are available now, as well as issues 1-20 of I-CF. Use the galactic empires in the SFB game system.

### NEW PRODUCT ANNOUNCEMENTS:

**UNIVERSE EDITION:** The new core set to Galactic Empires! Universe Edition replaces both Primary Edition and New Empires in the Product List. Ships in November.

This set features over 600 different cards, many of which come from Primary and New Empires. Several Powers of the Mind and Time Gates cards are included to keep new players competitive with these sets. Additionally, 10 new entities and about 30 other all new cards make their debut in Universe Edition.

The new 3D improved graphics of PoM and TG are incorporated into all Universe Edition Cards as well as a few text fixes (an exact list of edits will be presented next issue). Very few cards will actually change in function, but all the cards have been graphically improved, clarified and standardized where necessary.

Special Features:

- Over 350 different cards in each display box of boosters (That's over 1/2 the set!)
- 100 card randomized starter decks which are empire specific. This means you get a deck that's ready to play right away with one empire included. These will also lend themselves to sealed deck tournaments.
- Each starter will have a hologram special effect card.
- As usual, there will be at least one entity card per display box of boosters.

**ADVANCED TECHNOLOGIES:** Shipping in November, Advanced Technologies gives all the existing empires several new ship and equipment cards. This set presents a new special effects process (to remain a secret until it ships). You gotta see it.

**PRIMARY EDITION UNCUT SHEETS:** Companion Games has a small quantity of uncut Primary Edition print sheets. These sheets are 28" by 40" and sell for \$19.95 each. There are 5 available (common, uncommon, rare, very rare (100 cards only), and VR45-entity).

**NEW EMPIRES UNCUT SHEETS:** Companion Games has a small quantity of uncut New Empires print sheets. These sheets are 28" by 40" and sell for \$19.95 each. There are 4 available (common, uncommon, rare, very rare. Each sheet shows all 50 cards of that rarity level twice.

**Galactic Intercom:** The Galactic Empires bimonthly newsletter. Issue 6 of GI will be 32 pages with a full color cover. We hope to produce GI in magazine format on a regular basis. More Details next issue. Each issue features an exclusive promo card found only in that issue.

**COMPANION GAMES PRODUCT SURVEY**

At Companion Games, we would like to know if you can easily find our products on retailers shelves. To help us make our product available for you, we ask that you complete the following survey form for each of your local games/comics shops. "What do I get in return?", you ask. Well, look at this:

**SPECIAL OFFER:**

1. For the first completed survey on a specific store, the person to submit the survey will receive a free Powers Of The Mind booster PACK.
2. Each completed, non-duplicate, survey will be entered into a drawing for a free BOX of 36 Advanced Technology Boosters (ships Nov 1, 1995). Same store, two different people is not a duplicate.
3. Each completed, non-duplicate, survey form will add an issue to your SUBSCRIPTION.

Does your local hobby store carry the following products from Companion Games?(please check all boxes that apply)

**Galactic Empires**

- /  Alpha/Beta Decks
- /  Alpha/Beta Boosters
- Primary Edition Decks
- Primary Edition Boosters
- New Empires Decks
- New Empires Boosters
- Powers Of The Mind Boosters
- Time Gates Boosters
- Advanced Technology Boosters
- Universe Edition Decks
- Universe Edition Boosters
- Galactic Intercom

**Far Side Races for use with SFB**

- Argonians - 1
- Argonians - 2
- Argonians - 3
- Far Side - 1
- Indirigans -1
- Krebiz -1
- Krebiz - 2
- Krebiz - 3
- Mechad - 1
- Incoming Fire

Make as many copies of this form as you need!

**Products From Other Companies**

- Star Fleet Battles™ Task Force Games

Store: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 \_\_\_\_\_  
 City, State Zip: \_\_\_\_\_  
 Phone Number: \_\_\_\_\_

Your Name: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 \_\_\_\_\_  
 City, State Zip: \_\_\_\_\_  
 Phone Number: \_\_\_\_\_

**GALACTIC EMPIRES PROMO CARD OFFER**

Did you ever want your own card? Well, here's your chance. Companion Games is proud to present Designer Promo Cards. Each promo card is a generic ship usable by any race. We can put your company logo right on the ship. Use the following order form to receive 3000 custom cards, designed to your specifications, for only \$300:

Name: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 City, State Zip: \_\_\_\_\_  
 Phone Number: \_\_\_\_\_

**Information to appear on the card:**

Name(either person or business): \_\_\_\_\_  
 Phone Number(optional): (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

**Choose one of the following Heavy Weapons**

- Damage Adjuster - *pick up any marker die in play and roll it. Once rolled, return the die to its original place.*
- Deck Wrecker - *discards the top card in an opponents deck.*
- Hand Wrecker - *as above but from opponents hand.*
- Card Reaper - *(for keeps games only) draw a card from your opponents deck and keep it.*

**- Trade Mark License -**

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**- Extra Heavy Weapons -**

For an additional \$50 each, you can add one extra phaser to your card (limit 3 extra).

Extra Phasers:

To order 3000 promo cards, return this completed form, with Logo if desired, by September 29th 1995.

**Payment:**  Check enclosed.  
 Bill my credit card;  
 CC# \_\_\_\_\_  
 Exp: \_\_\_\_/\_\_\_\_  
 Signature: \_\_\_\_\_

Total: \_\_\_\_\_

# GALACTIC EMPIRES

## Powers of the Mind™ Rules

(AUGUST 1995 VERSION)

### Background:

The Visonic and Psycanti Empires are not spacefarers who use fleets of starships to protect their territory. Instead they are races of beings with advanced mental powers such as telepathy, teleportation, matter control, mind assault, etc. They have no territory that they claim as their own, but travel throughout space within the areas controlled by the other empires. Their sole concern is to protect their 'Psy Network', a mystical mind-linking conduit formed by mentally accessing a parallel universe.

**Visonic History:** The Visonics are an ancient power existing for millions of years. They originated from a desolate desert-like planet. The recent appearance of the Psycanti has forced them to become more active and competitive in the politics and conflicts of the other empires.

**Psycanti History:** The recent appearance of these young upstarts has created a stir on the Far Side. While not actually waging war on the Visonics, the Psycanti don't hesitate to capitalize on the Visonic's misfortune (whether or not they caused the misfortune is irrelevant).

### General Rules:

#### Psy Network:

- 1- The Psy Network is functionally similar to the Sector HQ in most respects but note the following:
  - 25 points of damage to the Psy Network knocks that player out of the game.
  - Only 'P' psy cards protect the Psy Network; ships, bases, dragons etc. do not.
  - The Sector HQ is not protected by cards which protect the Psy Network and the Psy Network is not protected by cards which protect the Sector HQ. Example: Cards which allow bases to protect the Sector HQ would not allow them to protect the Psy Network while cards which allow crew to protect the Psy Network would not allow them to protect the Sector HQ.
- 2- Ships can use their weapons to damage psy cards and the Psy Network:
  - Psy cards protect the Psy Network.
  - Firing player applies volleys normally, i.e. one target at a time.
  - Shields of a ship, base, terrain or other location protect the psy cards on that ship, base, or other location from any damage. Therefore, any such shields must be eliminated before firing at a psy card, usually by targeting the ship or other location first.
  - Hazard, monster and other cards cannot damage psys unless they specifically say that they do so or they generate weapons damage. Dragons are treated as ships; both their physical damage and breath weapon damage is considered to be weapons fire for all purposes and so dragon cards can damage psy cards and the Psy Network.

#### Psy Cards

- 1- Psy cards are a subset of crew cards. Psy cards are treated as crew cards for all non-psy-specific purposes including being played to a location and being discarded when the location is destroyed. Cards which can be played on crew can be played on psys, and anything which can affect crew cards can affect psy cards. **IMPORTANT:** Psys are a subset of crew cards, but crew cards are never treated as psy cards unless modified to be a psy by some other card.
- 2- Only one psy card, or one ship card, or one base card, or one dragon card may be played on turn 2.
- 3- Psys require 1/2 command point each. If they are using ships, their ships require 1 command point each as usual. Also as usual, the first minor empire ship or minor empire psy in play at any one time does not occupy a command slot.
- 4- Psy cards which require allocated points to be engaged are played disengaged, just like ship cards. Psy cards which do not require allocated points to be engaged are played engaged, just like crew cards. Any abilities which require allocated points will function only if the psy card is engaged. If the psy card requires points to be engaged, none of its abilities will function if it is disengaged. A psy card on a disengaged unit may be engaged and will function normally even if the unit or other location on which it is played is not engaged.
- 5- Psy Damage: Most psys can cause a number of points of normal psy damage as indicated on their cards. Normal psy damage is treated as weapons fire for all purposes and can affect psy cards (but not non-psy crew cards), ship cards, dragon cards, base cards, monster cards (only those monsters susceptible to weapons damage), other cards susceptible to non-heavy weapons damage, the Sector HQ and the Psy Network. Normal psy damage can also damage the shields of any card. Psy damage cannot score damage against the strength of terrain cards. Psy damage is not considered heavy weapons damage.
 

Some field cards include functions which produce psy damage. Sometimes this psy damage is normal psy damage as defined above but in many cases the valid targets for this additional psy damage are more limited or more broad than allowed for normal psy damage. Since psy damage points are considered to be weapons fire for all purposes, functions which generate psy damage points must be activated during Play Cards Phase A so that those damage points may be used during the Weapons Fire Phase.
- 6- Economy points can be used to generate healing points which will heal psy cards. Normal repair points do not heal psy cards, only economy used as healing points or cards which generate healing points indicated on that card as usable for healing psys. Repair points of any kind can never be used to heal crew cards.
- 7- Visonic and Psycanti psys can protect their respective Psy Networks only and cannot be used in the same deck. No major empire ship cards may be placed in a Visonic or Psycanti deck. If additional major empire psy empires are added to the game in a future expansion set they also must form their own deck and may not be mixed with other major psy empires.
- 8- One minor empire ship card or minor empire psy card (there are none published at this time) is allowed in a psy deck for every four psy cards in that deck. Generic ships are limited only by the standard rules.

**Field Cards**

- 1- Field cards are played onto terrain cards in the same fleet.
- A maximum of one field card may be played to a terrain card.
  - Field cards are only destroyed by the destruction of the terrain card on which they are played.
- 2- Field cards are engaged by allocating the required points. They are always played disengaged in the same manner as a ship. Exception: Any reaction-mode field cards, designated R/F, are played engaged.
- 3- Field cards have several distinct features:
- The title line has an F, a strength value, the point requirements and the name of the field.
  - The second line lists the disciplines which characterize that field (explained below).
  - A number of functions (usually 4) is listed. Each function has a number before it. This number indicates the minimum strength that a psy must be in order to use that function.
  - For psys to use functions from the field card, the field card must be engaged.
- 4- A psy card can use functions from engaged field cards as indicated on the psy card.
- This will usually cost a number of energy, supply, or some other points allocated in the same manner that ammunition points are allocated. If a psy card has (\*\*\*: Cyber Discipline), that card can use up to 3 functions (at a cost of 1 energy each) from field cards characterized by the cyber discipline.
  - Some psy cards have rules that say the card can use a function. If no cost is indicated, the card can use the function at no cost. This also means the function can be used on the turn the card is played as long as the card has no other point requirements and is not disengaged.
  - The discipline listed at the bottom of the psy card indicates which discipline the psy can use. The psy can only use functions from field cards which are characterized by that discipline. Some psys can use functions from more than one discipline.
  - A psy must be equal to or stronger than the strength of a function in order to use that function.
  - Psys may only use functions from fields in play in their own fleet unless a card says otherwise.
- 5- Each function of each field in play may only be used once per complete turn. A color bead should be placed on the function and on the psy that activated that function. This will help players keep track of functions which last through a complete turn. This applies even when an opponent has used one of your psy functions (you can't use it since it's in use until the Engagement Phase of the opponent's next turn). If a psy is discarded its active functions cease immediately, these functions may not be used again until the end of the complete turn.
- 6- All activated functions last 1 complete turn. Many take effect right away and only need to be kept marked so that players know they cannot be used in reaction mode later that complete turn or by an opponent psy later that complete turn. Functions deactivate in the Engagement Phase. They are activated (or possibly reactivated) during either Card Play Phase. Functions remain expended even if the psy that activated that function is removed from play.

- 7- Any functions which have a stated duration of more than one turn are considered to be expended and may not be reused until their duration expires or until the end of the complete turn during which the target of the function is no longer being affected by that function.

**Definitions**

- Field:** 'F' Field cards are the actual cards representing a small selection of functions (usually 4 to a card).
- Discipline:** A category of field cards. Many fields fall into one or more of the following categories:
- Psycanti Discipline:** Discipline used primarily by Psycanti.
  - Visonic Discipline:** Discipline used primarily by the Visonics.
  - Cyber Discipline:** A technical discipline merging technology with mind ability.
  - Kinetic Discipline:** A discipline revolving around heat and other forms of energy.
- Function:** A psy ability on a field card (usually four per card).
- Fleet Discipline:** Any and all field cards in play in the fleet.
- Any Discipline:** Any and all field cards in play in any fleet.
- Non-Fleet Discipline:** Any and all field cards in play outside the player's fleet.
- Psy Network:** Similar to the Sector HQ. This is what the psionic empires are protecting. 25 points of damage scored on the Psy Network will knock that player out of the game when using Standard Rules.
- Psy:** Any P card, but not a C or other card with psy abilities.
- Psy Being:** Any P, C, M, D, E or other card in play which can use psy functions (for example, a crew card with an ability card played to it that allows the crew to use a psy function). Psys or other cards whose functions are currently suspended (illness, injury, etc.) are still considered psy beings.
- Psy Damage:** The weapons damage points generated by many psy cards and some functions on field cards. Must be allocated during the Weapons Fire Phase like any other weapons fire.
- Psy Actions or Psy Functions:** The activation of a psy function occurs during either Card Play Phase.

**Filarian Infester Rules**

**History:** The Filarians are intelligent parasitic beings. When an outbreak of infestation occurs, the Far Side goes into a panic. Filarian Infesters board ships and take control of the entire ship (and all accompanying cards).

- Infested ships are moved to the fleet of the Infester player at the moment control is established. They are totally controlled by the Infester player and are considered to be in his fleet. They protect the Infester player's Sector HQ, not the ship owner's Sector HQ. The ship owner cannot discard the ship, move cards off of it, etc. The ship and all the cards are treated as if they were in the Infester's fleet (except of course when they are discarded they go into the Discard Pile of their rightful owner). The ship is moved back to the fleet of the owning player at the moment the infestation is eliminated.
- IMPORTANT:** Mark controlled cards with a color bead or marker to keep track of which cards belong to which players.
- A Filarian deck is a standard deck, but the only ship cards permitted are generic ship cards. No major or minor empire ships, no dragons, and no psys are allowed.
  - Filarian infesters only infest ships; they cannot infest dragons, bases, or any other card types.

## Special Rules for TIME GATES

### Time Origin:

- The time origin is a shared location at the center of the gaming table. Any other mutually-agreeable location can be used instead. The time origin is not a card or stack of cards, and cannot have cards played on it or against it.
- When outside the time origin, a card is considered to be "in the fleet". When inside the time origin, a card is considered to be "at the time origin".
- Time knights, Tranoan ships and possibly other cards have two strengths. The first value is their strength when they are outside the time origin (normal strength), the second value is their strength when they are inside the time origin (time strength).
- For purposes of counting strength points and for the sequence requirements of the deck-stocking rules, cards with two strengths use the first of the two printed strength values.
- No card may be played to the time origin from the hand unless that card says it can do so.
- Cards inside the time origin can only affect cards at the time origin, and cards outside the time origin can only affect cards outside the time origin.
- Cards at the time origin do count against command limits just as they would if they were in the fleet. Cards at the time origin never (they are not in the fleet) protect the Sector HQ or Psy Network.
- When a card moves to the time origin, all damage applied to it and opponent cards played on it (beneficial or maleficent) while outside the time origin are removed and discarded. When a card moves to the fleet from the time origin, all damage applied to it and opponent cards played on it (beneficial or maleficent) while inside the time origin are removed and discarded.
- When a card with a time strength in the fleet is destroyed it is moved to the time origin (along with any other cards in play on that card).
- Time knights, time snakes and Tranoan ships can only be completely destroyed (discarded) when at the time origin (see card). If not at the time origin at the time an action would normally force them to be discarded, they are moved to the time origin instead.
- Cards at the time origin may only move back into the fleet by use of special card actions (such as those available on time ships and temporal transporters).
- The time origin can be (temporarily) destroyed by 25 points of damage applied by anything which can score damage on a Sector HQ or Psy Network. These points must be scored from outside the time origin. These points are cumulative; any player may score points against the time origin. No card may block damage to the time origin in the manner that a ship blocks damage to a Sector HQ unless that card specifically states that it may do so. When the time origin is destroyed, all cards there are discarded. Note that since the time origin is a shared location, all players who have cards at the time origin when it is destroyed must discard those cards. As soon as the time origin is destroyed in this way, it immediately reforms (empty, of course, until cards are moved into it).

### Time Knights:

- History: Time knights are a race of nonaligned entities who are in continuous battles with each other throughout time. Their exact social structure is unknown. Time knights appear at different instants in time temporarily aiding one empire or another.
- Time knights are not considered a major or minor empire. They can be used in any deck.
  - For every 4 crew (not psy) cards in the deck, 1 time knight may be included in that deck.
  - Most time knight cards state that they can only be destroyed by time damage when at the time origin. A time knight can be affected by anything that affects crew, but if it is outside the time origin and something happens which would normally result in the time knight being discarded it will move to the time origin instead.
  - Time knights are not affected by any kind of damage points, including time damage, when they are outside the time origin (i.e. the same as other crew cards). They can be directly attacked by time damage, and only by time damage (i.e. other weapons will not affect them), only when they are at the time origin.
  - See the description of time damage below; most time knights can score time damage as indicated on their cards. Time damage from time knights is weapons fire, and is allocated during the Weapons Fire Phase.

### Tranoan Empire:

- History: The Tranoan Empire travels through time attempting to destroy the time knights. They have built special ships which allow them to move to the time origin. Often, Tranoan ships will appear through time and aid a given empire.
- These ships are moved to the time origin when they are destroyed in the fleet.
  - Tranoans are considered a standard minor empire for all purposes.
  - TIME PHASERS: This is treated as Mechad distortion cannon fire, except it is a phaser and can be affected by those things which can affect phasers, and is not a heavy weapon and so cannot be affected by those things which affect heavy weapons. A time phaser's damage is both phaser damage and time damage.
  - TIME BREATH: Some dragons have time breath. This is treated exactly the same as Mechad distortion cannon fire except that one ammunition point is required for each target to be affected and targets in multiple fleets may be selected. Time breath damage is both heavy weapon damage (except, just like the distortion cannon, it can't affect terrain) and time damage.
  - TIME DAMAGE: Time damage is treated as a unique type of non-heavy weapons damage. Many cards have two printed values for time damage. The first value is the amount of time damage that can be generated outside the time origin, and the second value is the amount of time damage that can be generated inside the time origin.

Definition of Time Cards: Any card with the word "time" in the title.

R/A 2	Premonition	Uncommon	Lawrence Allen Williams	M 4/6	Temporal Snake	Rare	Lissane Lake
A 2	Temporal Shifter	Uncommon	Lubov	M 5	Time Fiend	Rare	Douglas Chaffee
A 3	Mirror Skinned Phaser Eel	Uncommon	Bruce Jensen	M 6	Time Guardian	Rare	Douglas Chaffee
A 5	Aurora Borealis	Rare	Michael Trapp	M 6	Time Thief	Rare	Lubov
A 5	Monster Halt	Rare	Susan Van Camp	M 6/4	Temporal Snake	Very Rare	Lissane Lake
A 5	Temporal Comprehension	Rare	Bruce Jensen				
R/A 8	Time Lore	Very Rare	Lubov				
B 10	Dyson Sphere	Special	Douglas Chaffee	R/O 1	Intercept Action	Uncommon	Douglas Chaffee
B 8	Repair Supply Base	Very Rare	Darryl Elliot	R/O 1	Past Transmission	Uncommon	Mark Poole
R/C 1	Janitor	Rare	Robert A. Kraus	R/O 1	Time Compression	Uncommon	Randy 'Tarkas' Hoar
C 1	Suark Breed	Uncommon	Robert A. Kraus	R/O 1	Time Skip	Uncommon	Lawrence Allen Williams
C 1/9	Time Knight	Very Rare	David Cherry	O 2	Base Relocation	Uncommon	Gregg Glymph
C 2	Suark Breed	Uncommon	Robert A. Kraus	R/O 2	Discard Delay	Uncommon	Christina Wald
C 2/8	Time Knight	Very Rare	David Cherry	R/O 2	Dream State	Uncommon	jael
C 3	Cryogenic Convict	Uncommon	Mark Poole	O 2	Early Shipment	Uncommon	Margaret Organ Kean
C 3	Suark Breed	Rare	Robert A. Kraus	O 2	Future Transmission	Uncommon	Mark Poole
C 3/7	Time Knight	Very Rare	David Cherry	R/O 2	Shipping Delays- 1	Rare	Susan Van Camp
C 4	Cybersist	Uncommon	Douglas Chaffee	R/O 2	Shipping Delays- 2	Rare	Susan Van Camp
C 4	Invasion Force	Uncommon	John Matson	R/O 2	Shipping Delays- 3	Rare	Susan Van Camp
C 4	Suark Breed	Rare	Robert A. Kraus	R/O 2	Shipping Delays- 4	Rare	Susan Van Camp
C 4	Temporal Mechanic	Uncommon	jael	R/O 2	Shipping Delays- 5	Rare	Susan Van Camp
R/C 4	Trophy Hunter	Uncommon	John Matson	R/O 2	Shipping Delays- 6	Rare	Susan Van Camp
C 4/6	Time Knight	Very Rare	David Cherry	R/O 2	Shipping Delays- 7	Rare	Susan Van Camp
C 5	Suark Breed	Rare	Robert A. Kraus	R/O 2	Shipping Delays- 8	Rare	Susan Van Camp
C 5	Time Merchant	Rare	Lubov	R/O 2	Shipping Delays- 9	Rare	Susan Van Camp
R/C 5	Veterinarian	Rare	Susan Van Camp	R/O 2	Shipping Delays-10	Rare	Susan Van Camp
C 5/5	Time Knight	Very Rare	David Cherry	O 3	Accelerated Burn	Uncommon	Michael Keiner
C 6	Suark Breed	Very Rare	Robert A. Kraus	R/O 3	Crinkled Timeline	Uncommon	Douglas Chaffee
R/C 6	Time Assault Team	Rare	jael	R/O 3	Instant Reaction	Uncommon	John Matson
C 6/4	Time Knight	Very Rare	David Cherry	R/O 3	Lost In Space	Uncommon	Paul 'Prof' Herbert
C 7	Criminal Judge	Rare	Frederick Haas	R/O 3	Time Switch	Uncommon	jael
C 7/3	Time Knight	Very Rare	David Cherry	R/O 4	Cessation of Events	Uncommon	Michael Keiner
C 8/2	Time Knight	Very Rare	David Cherry	R/O 4	Discard Exchange	Uncommon	Gregg Glymph
R/C 9	Temporal Engineer	Very Rare	Lawrence Allen Williams	O 4	Flood	Rare	Robert A. Kraus
C 9/1	Time Knight	Very Rare	David Cherry	O 5	Time Expansion	Uncommon	Mitchell Davidson Bentley
C 10	Father of Time	Special	Pat Morrissey	O 6	Accelerated Aging	Rare	Douglas Chaffee
C 10	Time Knight	Special	David Cherry	R/O 6	Cessation of Engagement	Uncommon	Lissane Lake
D 6	Time Dragoness	Rare	jael	R/O 6	Continuum Disorder	Rare	Lawrence Allen Williams
R/E 2	Stasis Canister	Uncommon	Randy 'Tarkas' Hoar	O 6	Crew Capture	Rare	Susan Van Camp
E 2	Time Capsule	Uncommon	Susan Van Camp	O 6	Galacticnet	Rare	Randy 'Tarkas' Hoar
R/E 3	Temporal Transporter	Uncommon	Ben Peck	R/O 6	Resource Theft	Rare	Douglas Chaffee
E 4	Time Capsule	Rare	Darryl Elliot	R/O 6	Time Gate	Uncommon	Michael Keiner
R/E 6	Distortion Generator	Uncommon	Mitchell Davidson Bentley	R/O 6	Time Jump	Rare	Susan Van Camp
E 6	Time Capsule	Very Rare	Robert A. Kraus	O 6	Wreckage Survivors	Rare	Christina Wald
E 7	Space-Time Portal	Rare	jael	R/O 7	Cessation of Production	Rare	Lissane Lake
E 7	Temporal Shuttle	Uncommon	Christina Wald	R/O 7	Out of Season	Uncommon	Randy 'Tarkas' Hoar
R/E 7	Temporal Transporter	Very Rare	Ben Peck	O 7	Quantum Occurrence	Rare	Margaret Organ Kean
R/E 7	Time Gap Generator	Rare	Douglas Chaffee	O 8	Ante Accelerator	Very Rare	Bruce Jensen
R/E 7	Time Screen	Rare	Douglas Chaffee	R/O 8	Cessation of Fire	Very Rare	Michael Keiner
R/E 8	Base Thrusters	Rare	Randy 'Tarkas' Hoar	R/O 8	Cessation of Time	Rare	Michael Keiner
E 8	Phaser Distorter	Very Rare	Randy 'Tarkas' Hoar	O 8	Repeat Fire	Very Rare	Mark Poole
E 8	Starburst Accelerator	Very Rare	Randy Asplund-Faith	R/O 8	Reserve Call Up	Very Rare	Lawrence Allen Williams
E 8	Time Machine	Very Rare	Douglas Chaffee	R/O 8	Time Discrepancy	Very Rare	Pat Morrissey *
E 8	Time Shield	Very Rare	Douglas Chaffee	O 9	Catastrophic Repetition	Very Rare	Mark Poole
E 9	Future Ship	Very Rare	Mark Poole				
E 9	Temporal Fighter	Uncommon	Darryl Elliot	R/S 1	Ship from the Future	Uncommon	Bruce Jensen
R/H 5	Entity Swap	Rare	Susan Van Camp	S 1	Time Ship	Uncommon	Douglas Chaffee
H 5	Space-Time Diversion	Uncommon	Michael Trapp	S 3	Time Ship	Rare	Douglas Chaffee
R/H 5	Time Trap	Uncommon	Bruce Jensen	S 5	Time Ship	Very Rare	Douglas Chaffee
H 5	Time Wave	Uncommon	Bruce Jensen	S 2/8	Tranoan Frigate	Very Rare	John & Lisa Hunt
H 6	Temporal Ion Storm	Rare	Randy Asplund-Faith	S 3/7	Tranoan Destroyer	Very Rare	John & Lisa Hunt
R/H 7	Stellar Gas Cloud	Rare	Michael Trapp	S 4/6	Tranoan Time Ship	Very Rare	John & Lisa Hunt
H 7	Time Tomado	Rare	Douglas Chaffee	S 5/5	Tranoan Time Cruiser	Very Rare	John & Lisa Hunt
R/H 7	Time Typhoon	Very Rare	Robert A. Kraus	S 6/4	Tranoan Battle Cruiser	Very Rare	John & Lisa Hunt
H 7	Time Wave	Rare	Bruce Jensen	S 7/3	Tranoan Dreadnought	Very Rare	John & Lisa Hunt
H 8	Anti-Time Mine Field	Rare	Douglas Chaffee	T 2	Time Enclave	Uncommon	Randy 'Tarkas' Hoar
R/H 8	Star Well	Very Rare	Douglas Chaffee	T 6	Out of Phase World	Rare	Michael Trapp
H 9	Time Intrusion	Very Rare	Mark Poole	T 6	Time Enclave	Rare	Randy 'Tarkas' Hoar
H 9	Time Wave	Very Rare	Bruce Jensen				
R/L 1	Unlucky Crew Action	Uncommon	Robert A. Kraus				
L 2	Sequential Continuum	Uncommon	Michael Trapp				
R/L 3	Time Exchange	Uncommon	Mitchell Davidson Bentley				
L 5	Temporal Loophole	Rare	Mitchell Davidson Bentley				
R/L 5	Time Evacuation	Rare	Lawrence Allen Williams				
L 6	Anti-Time Exchange	Rare	Mitchell Davidson Bentley				
R/L 7	Temporal Correction	Rare	Margaret Organ Kean				
L 8	Artifact- Hourglass	Very Rare	Lubov				
L 8	Frayed Time Spindle	Very Rare	Mark Poole				
L 8	Headquarters Oyerhaul	Very Rare	Douglas Chaffee				
L 8	Modified Timeline	Very Rare	Lawrence Allen Williams				
R/L 8	Twist of Fate	Very Rare	Susan Van Camp				
R/L 8	Vacuum Effect	Very Rare	Mitchell Davidson Bentley				
L 8	Well of Time	Very Rare	Douglas Chaffee				
L 9	Discard Equivalency	Very Rare	Lawrence Allen Williams				
R/L 9	Suspended Animation	Very Rare	Michael Trapp				
L 9	Timeline Alteration	Very Rare	Bruce Jensen				
L 10	Timeline Reversal	Special	Mark Poole				
M 2/8	Temporal Snake	Uncommon	Lissane Lake				
M 3	Research Mandator	Uncommon	Mark Poole				
M 4	Cybercyst	Uncommon	Mark Poole				
M 4	Suark Beast	Uncommon	Robert A. Kraus				
R/M 4	Time Keeper	Uncommon	Bruce Jensen				

Corrections to errors on all published card lists to date.

Card	Rarity/Source	Artist
Primary card list errors		
R/O3 Offensive/Defensive Electronic Warfare	Uncommon	Ben Peck* (not Nivard)
R/O7 Scientific Breakthrough	Very Rare	Nivard
R/O8 Emergency Damage Control (Occur Bkg)	Misprint	Paul 'Prof' Herbert
This card was never corrected, but will be corrected in Universe Edition.		
New Empires card list errors		
S5 (not 6) P. O. T. Heavy Cruiser	Rare	Randy Asplund-Faith
S5 (not 6) P. O. T. Command Cruiser	Rare	Randy Asplund-Faith
T5 Planet - Zambarez	Uncommon	Randy Asplund-Faith
Powers of the Mind card list errors		
R/A4 Mind Guard	Uncommon	Ralph Peccia Jr.* (not D Savage)
P3 (not 4) Psycanti Practitioner	Uncommon	Ron Roussele II
P4 (not 3) Visonic Practitioner	Uncommon	Edward P. Beard Jr.
German Gold Edition errors		
M4 Space Dragon (Gold Border - English text error)	Rare	Ryan Gable
Time Gates errors		
R/O8 Time Discrepancy	Very Rare	Pat Morrissey* (not jael)
Promo card list errors (corrections to the source of the card)		
A3 Pilot Background	Pyramid Sept. '95 (not Aug)	Ron Roussele II
C1 Opportunistic Rogue	Cantrip #3 (not Ventura #2)	Edward P. Beard Jr.
C2 Entrepreneur	Combo 5 (not 6)	Edward P. Beard Jr.
C5 Archeologist	Berkeley No (not Wargames West)	Susan Van Camp
R/E2 Intruder Alert System	Ventura 2 (1 in 3)	Ron Roussele
L6 Altered Timeline	Wargames West (not Berkeley No)	Mark Poole

\* Indicates the artist who actually did the artwork, but was not credited so on the card. Our sincere apologies to these artists. Note: These error cards will be reprinted correctly in Universe Edition.



**TOURNAMENT ANNOUNCEMENTS**

If you will be running a Galactic Empires tournament and/or demo games at a convention please fax, mail or email us the details so your event makes this list.

**The 1st AGE**

Albany, NY September 22-24, 1995

GM: Vince Bieksha

Events: Free demos : All Weekend

Elimination Tournament

Round One: 9:00am - 1:00pm Saturday

Round Two: 7:30 - 11:30pm Saturday

Round Three: 9:00am - 1:00pm Sunday

Con Registration Fee: \$20 On-site

Address: AGE

1291 Windemere Ct

Niskayuna, NY 12309

ConSite: Howard Johnson's

1375 Washington Ave

Albany, NY 12205

**ShoreCon '95**

Asbury Park, NJ September 22-24, 1995

GM: John Hammer

Events: Free demos : All Weekend

Elimination Tournaments: TBA On-site

Con Registration Fee: \$20 On-site

Address: Multigenre, Inc.

142 South Street, Unit 9C

Red Bank, NJ 07701-2502

ConSite: Berkeley Carteret Hotel

Asbury Park, NJ

**Fields of Honor '95**

Des Moines, IA September 22-24, 1995

GM: Ted Peer

Events: Free demos: All Weekend

Elimination Tournament

Round One: 10:00 - 2:00pm Saturday

Round Two: 6:00 - 10:00pm Sunday

Con Registration Fee: \$10 On-site

Address: Fields of Honor, c/o Comics Plus

8501 Douglas Av

Urbandale, IA 50322

ConSite: Howard Johnson's

4800 Merle Hay Rd

Des Moines, IA 50322

**NUKE-CON '95**

Papillion, NE September 29&30, 1995

GM: Ted Peer

Events: Elimination Tournament

Round One: 10:00 - 2:00pm Saturday

Round Two: 6:00 - 10:00pm Sunday

Con Registration Fee: \$12 On-site

Info Address: Nuke-Con 5, c/o Stephanie Murphy

13115 Josephine Circle

Omaha, NE 68138

Con Site: Midlands Reception Center

1214 North Monroe St

Papillion, NE

**Wardogs**

Jacksonville, FL

November 18, 1995

GM: Rich Peterson

Events: Free demos: All day

Swiss Pairing Tournament: 10:00am

Registration Fee: \$7 In advance, \$9 On-site

Info & Site: Wardogs, 2580 Atlantic Blvd

Jacksonville, FL 32207

**DEFCON '95**

Hazelet, NJ

November 17-19, 1995

GM: Vince Bieksha

Events: Free demos: 8-11pm Friday

Elimination Tournament

Round One: 8:30 - Noon Saturday

1:30-5:00pm Saturday

Round Two: 9:00am - 1:00pm Sunday

Final: 2:00 - 6:00pm Sunday

Info Address: Pete Boton, 16 Grove St.

Somerset, NJ 08873-1970

Site Address: Ramada Inn

Route 35, Hazelet, NJ

**Tournament Results:**

All tournament winners receive a C4 War Veteran card. If a past event has not made this list fax, mail or email us the details so that we can publish the results and incorporate them into you player rating system.

**Comic Relief**

GM: Alan Gopin, 1st - Bill Neumann (Corporate), 2nd - Tony Medici (Argonian), 3rd - Jack Nelson (Argonian), 4th - Vince Bieksha (Corporate), 5th - Stephen Gopin (Krebiz), 6th - Eric Neumann (Argonian)

**Manafest '95**

July 1-4, 1995

GM: Carl Schulte, 1st - Tony Bustmante (Tufor), 2nd - Tony Velasquez (Corporate), 3rd - William Werts (Clydon)

**Contario**

June 2- 4, 1995

GM: Carl Schulte, 1st - Tony Medici (Tufor), 2nd - Jim Elhage (Corporation), 3rd - Glenn Moffat (P.O.T.), 4th - Jim Pitkanen (Scorpead)

**Origins '95**

July 13-16, 1995

GM: John Hammer, 1st - Tony Medici (Tufor), 2nd - Vince Bieksha (Corporate), 3rd - Alan Gopin (Krebiz)

**GenCon '95**

August 9-12, 1995

GM: John Hammer, 1st - James Hustad (Mechad), 2nd - Mark Greenholdt (Corporate), 3rd - Kevin Mergin (Mechad), 3rd - David Brown (Mechad)

**Days of Knights**

July 8, 1995

GM: Frank, 1st - Tony Bandizzi (Krebiz), 2nd - Mark Redding (Unknown)

**Conquest '95**

GM: Unknown, 1st - Vincent Molgat (Argonian), 2nd - Masood Makarchian (P.O.T.), 3rd - Eli Conn (Scorpead), 4th - Vikas Woosaree (P.O.T.)

**Gamex**

GM: Unknown, 1st - John Sanchez (Indirigans), 2nd - Jeffrey Vaca (Unknown), 3rd - Rodney Tim Kite (Unk.)

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