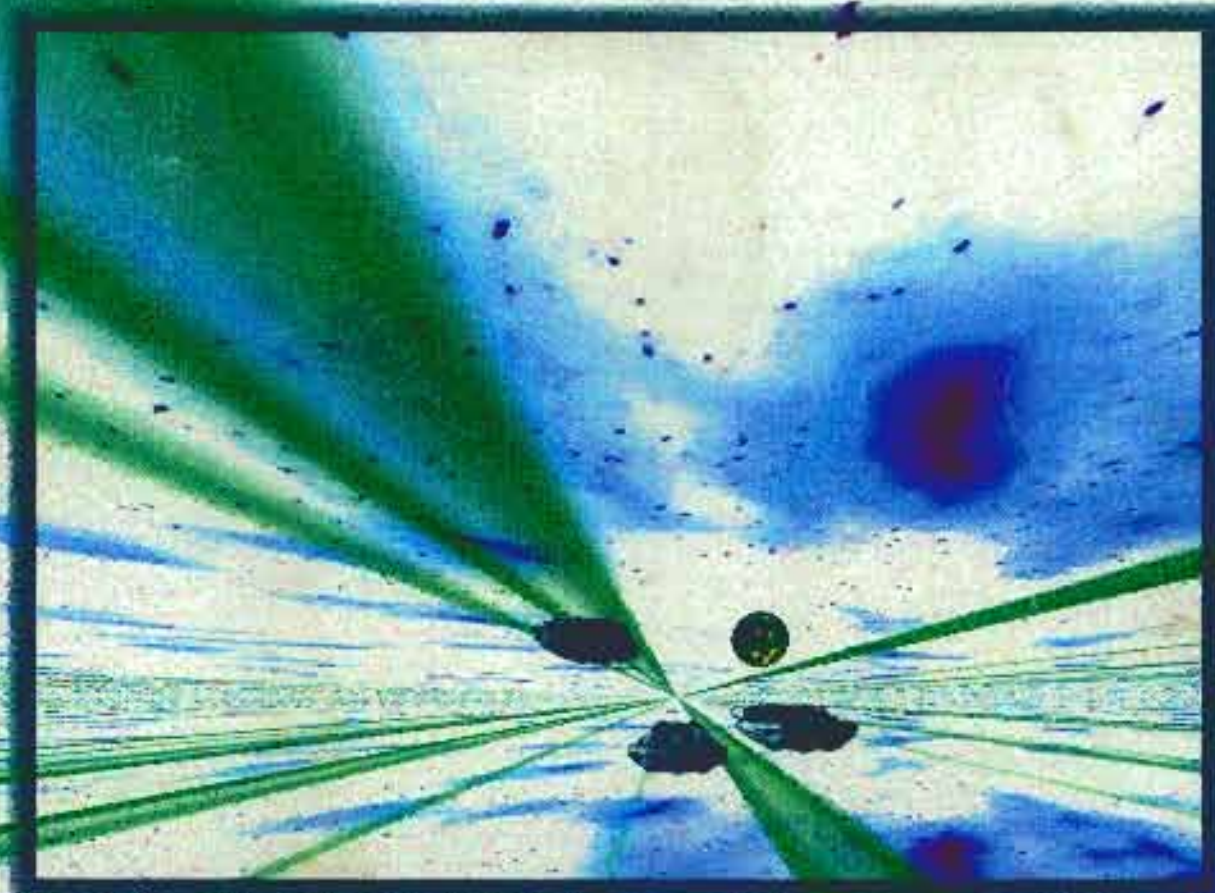


G/F2 GALACTIC FIRE™

MAGAZINE

Issue #2



Galactic Fire Magazine:

- Played as an agenda. It is a magazine for all other purposes.

Exposed:

- The long awaited *Answers to Frequently Asked Questions*

- *Under the Microscope*: In this issue: *Shuttles & Transporters*

- Empire Deck Stocking Rules

- Tournament Announcements

- Vektrian SSDs

- More Card Lists:

The Comedy Club on the Far Side of the Galaxy

Persona

Galactic Invaders (Preliminary Invasion Force)

Promotional Cards

Exclusive
Promo Card
Inside:

A10 Urban Influence

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Galactic Fire #2

The Companion Games, Inc. Bi-monthly Magazine!

IN THIS ISSUE

As mentioned in *Galactic Fire #1*, this issue contains a long-awaited article containing the answers to some frequently asked questions about Galactic Empires. It also contains a special entity card A10 Urban Influence. For our readers who enjoy our *Star Fleet Battles™* compatible products, there are Vektrean SSDs along with the rules for the Vektrean Repulsion Beam.

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ABOUT NEXT ISSUE

Next issue will include the first Q card, the Q1 Patrol Ship Factory. It will also contain the fully expanded Galactic Invaders card list. Guidelines for resolving reaction sequences and more FAQ next issue.

NEW PRODUCTS (August 1996)

GALACTIC EMPIRES:

Universe Edition half-sized Retailer Display (revised): This display contains 2 starter decks and 18 booster packs. It is perfect for the small store.

The Comedy Club on the Far Side of the Galaxy: A combination of out-takes and other outrageously funny cards. Mimes and space penguins defend their Sector HQ with comedy clubs and lobster boats. See the card list and mutant game rules in this issue.

Galactic Invaders Starter Decks: 5 of the empires found in Galactic Invaders are currently available in starter deck format. These starter decks are found in our retailer's display or may be purchased individually.

Persona: Legendary individuals (some quite monstrous) join the fray, in the non-stop battle for the Far Side of the galaxy. This set contains 205 cards sold in 5-card booster packs. Another awesome 3D display box and outstanding card art.

Galactic Empires Play Mat: This 17" by 24" play mat is designed to protect cards from rough surfaces. This mat includes GE play aids and outstanding graphics. It comes with an exclusive Galactic Empires promo card (the E6 Control Matrix).

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 in 1996.

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 '97.

STAR FLEET BATTLES™ COMPATIBLE PRODUCTS:

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Development: Carl Schulte, Andrew Smith	Fax: 607-652-9021
Editor: George T. Henne Jr.	NEW E-Mail: ComGames@AOL.com
Staff: Sherry Hamm	GE Web Site: http://www.tclins.net/showcase/peer/galactic.htm
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Accounting: Shivaun Schulte, Dottie Lyons, Sue Conlin	
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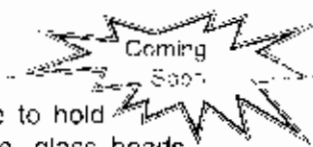
UPCOMING PRODUCTS FOR GALACTIC EMPIRES™

Galactic Invaders (Nov. 1996): Total cards: 205. The Far Side is invaded by empires from outside the Milky Way. 6 all-new empires bring new and hostile weapons in their quest to conquer the Far Side. Starter decks for the Galactic Invaders are available in the Universe Edition Plus starter display.

Cyberspace (Feb. 1997): Total cards: 205. The Far Side experiences the most unique (and possibly 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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Invading Empires Spotted on Far Side

A GNN Special Report

We interrupt this page for a GNN Special Report.

Another report last night of what has come to be called a Geko Warrior, striking an outpost orbiting Boshheeg in the P.O.T. Pendrak Element. The strike decimated the outpost; however, most of the occupants were able to escape to the surface of Boshheeg.

Many speculate that the recent appearance of the Gekonauk empire is a prelude to a multi-empire invasion of the Far Side. While it is believed that the Gekos are not formally allied with the Aqaaran, Orgon, J'zar, or Zedan empire, sightings and encounters with all five of these extra-galactic empires have increased at an astonishing and alarming rate.

GNN has managed to interview Naitroll, Chieftain of the And-omeca Boino tribe, upon the tribe's recent visit to the Far Side space. Naitroll reported that his tribe detected several of the invading empire ships with long-range scanners. At first the tribe intended to simply skirt around the invaders, but as the frequency of the encounters increased, it was decided that Grand Chieftain Marchian had to be advised.

Flatic Bull, Argonian ambassador to the Corporation, stated that the Argonian Empire has information (he refused to name the source) that a full scale invasion is underway.

"The five invading empires are merely probing our territory at this time. Their lighter and faster ships have reached our borders and are transmitting battle data back to the main fleets. In the not-to-distant future, huge invader ships will be within striking distance and the Far Side will be in the middle of a full scale war."

Bull was able to corroborate other GNN source reports that each invading empire seems to have its own agenda. These agendas are reiterated here for your reference:

Aqaaran: The Aqaaran Crusaders are on a religious quest to convert the Far Side empires that they have deemed "heathenistic barbarians". Technical reports purchased from the CIA (Corporation Intelligence Agency) define Aqaaran units as able to function as both ships and bases. Apparently, they land on most any terrain including stars and suns. These advanced technologies have numerous empire leaders concerned.

Gekonauk: The Geko agenda is one of mere combat. Their social status is determined solely by victories in combat. Each Gekonauk ship sustains only 1 being. The ship is built around the Geko's body. CIA reports express concerns that these ships cannot be captured. Additional information advises that Geko ships have armaments exceeding equivalent Far Side empire ships by better than 73%.

Orgon: The Orgon agenda is unknown. Foared, like the space dragons who when they first appeared, the Orgons seem to be accidentally destroying ship in an attempt to study or communicate. Annosly Galactica has called for a ban on Orgon slaughter, a policy being implemented by many empire governments as an attempt to defend against their brutal attacks.

J'zar: Amongst the invading empires, communications have been the most frequent with the J'z. Although willing to discuss various matters of science, health and culture, when discussing territory, politics or war, the only response is this, "We, the J'z have claimed this space. It has been decided." We are uncertain at this time if they only refer to the area of Scorpea space which they established as theirs. They have claimed an area encompassing Sigry III, including over half a dozen minor systems. Scouts have reported that many small moons from the systems on the fringe of their space have been repositioned around Sigry # in a geodesic pattern. One can only speculate on their plans for the Sigry system.

Zedan: Perhaps one of the most mysterious of the invading empires, the Zedan appear to be pursuing the Leapan. The following was recorded during a ship-to-ship communication with a Leapan captain. "Unable to win the war on the home front, the ZDI have followed our exploration fleet to bother us here in the Milky Way." The last thing on the recorder was the ship's captain giving the Leapan permission to send over their communications supervisor. The ship was found derelict, all hands either captured or dead.

Bull closed his commentary with a threat, "The invading empires should take heed that a counter invasion of their space could be mounted in short time. Additionally, the Argonians are deploying an all new defender class warship designed specifically to defend against the invaders. Our reports also indicate that most of the other Far Side empires are assigning similar defensive units at this time."

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D1 ** Tending Dragoness



Illustration © 1996 D. Mahoney

Tending Dragoness:

- When in play on dragon terrain, the terrain's output is doubled.
- May not be the target of weapons fire when on terrain.
- As a reaction, may cause physical damage to a card targeting the terrain.

■: Breath Weapon

XX: Physical Damage

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S9 *** ■ ■ ◆ ◆ ◆ ◆ ◆ ◆
Deleter**Aesthetic
Deleter:**

- All Collector class targets must be eliminated before this unit can fire at other targets.

■ ■ ■ ■: Aesthetic Weapons

◆ ◆ ◆ ◆: Phasers

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R/E6 Taxi Shuttle

P Illustration © 1996 Robert A. Kraus
Taxi Shuttle:

- Each turn, as a reaction to a location with an opponent crew being destroyed, move 1 opponent crew to a location in their fleet and steal economy (for next allocation) from that opponent equal to the crew's strength. May not be used if opponent doesn't have enough economy.

SHUTTLES & TRANSPORTERS

- OR -

THERE-AND-BACK IN
THREE EASY STEPS

Bringing transportation

under the microscope. by George T. Henne Jr.

Shuttles and transporters in Galactic Empires share a common function: moving crew. Understanding how they operate is vital to the successful use of crew. Although sharing the ability to move crew, these two types of equipment operate differently. How each operates is explained below.

GENERAL RULES OF TRANSPORTATION:

- Players may only move crew which they control.
- There are two methods of transportation. The first is simply moving crew from one location to another. The other is what is known as a there-and-back mission.
- Crew may not be moved against an opponent location unless performing a there-and-back mission or unless the crew are capable of exerting control over the location (the rogue coupe or a Filarian infested crew, for example). Crew performing a there-and-back mission must return to the location from which they left. Crew may occasionally become stranded due to a reaction (such as a marine destroying the crew's shuttle while they are against an opponent location). This is acceptable. They just may not be voluntarily left behind.
- Crew may always be moved against an installation because all crew, when engaged, exert a degree of control over the installation.
- Any crew may go on a there-and-back mission. Although most often done with boarding parties and marines, even a doctor could perform a there-and-back mission to negate an illness.
- Crew on a there-and-back mission are not subject to the fate of the ship stack if the ship is destroyed, returned to the hand or other such event happens to it.

There-and-back missions are broken into three steps.

1. There: Crew at the transportation's location are moved to or against any location. The transportation used dictates how many crew may be transported during the there-and-back mission.
2. -And-: During this step, crew on the there-and-back mission may perform any actions they are eligible to perform.
3. Back: The crew return to their original location.

SHUTTLES:

There are a vast array of shuttles available in Galactic Empires. Some excel at moving crew, as many as five at a time. Others, known as fighters, are designed for combat, usually carrying only one crew but possessing the weapons of a small ship. Fighters are a subset of shuttles. There are even shuttles for moving equipment or for traveling to the time origin and back.

The main rule of shuttles is this: When moving crew with a shuttle, shuttles move with the crew. Crew being moved with a shuttle are considered to be in play on the shuttle while being moved.

Moving crew from one location to another is a simple three-step process.

1. A shuttle may move to or against any location. This is the

Transportation Tactics: Not only can transportation move crew, but may also relocate crew to foil such cards as invasion, mutineer and even vacuum effect, crinkled timeline, etc. (by making a location the basis of a stack). Return transportation to the hand with a tactical officer. Keep an R/E2 Transport Shuttle in the hand to move crew or equipment to a ship whenever a tactical retreat, forced retreat, or anti-time minefield affects the ship.

location at which the shuttle will pick up the crew to be moved.

2. Any number of crew, up to the capacity of the shuttle, at the shuttle's location, may be moved onto the shuttle.

3. The shuttle moves to a new location (with the crew from step 2). This location can be a location in the fleet, or an opponent location where the crew may exert control.

Shuttles can usually carry a limited number of crew on a there-and-back mission. There-and-back missions are broken into three steps.

1. There: Crew at the shuttle's location are moved onto the shuttle. The shuttle is moved to or against a location. (Editor's note: Remember that if an opponent reacts during the Weapons Fire Phase with a shuttle action, reactionary weapons fire can target the temporarily free-flying shuttle. The R/O3 Fighter Defense System from Advanced Technologies may be used for this purpose during any phase.)

2. -And-: As defined earlier, crew on the mission may perform their function(s).

3. Back: The crew are moved back onto the shuttle and the shuttle is returned to its original location (not some other location).

TRANSPORTERS:

Transporters relocate crew without moving with the crew. They are not as versatile as shuttles but have other advantages. A standard R/E2 Transporter is capable of moving any number of crew, something no normal shuttle can claim (although the clown car from The Comedy Club on the Far Side of the Galaxy comes close). They also usually state that they may be played directly to terrain. This is a useful feature for non-ship-based empires, such as the psy empires and the Filarian Infesters. Transporters follow the rules defined below.

- Transporters can only transport crew from a location to the transporter's location, or from the transporter's location to another location. In summary, they cannot move a crew between two locations unless the transporter is at one of the two locations.

- Unlike shuttles, which move the crew off their location and are positioned independently before reaching their new location, crew being transported are removed from the current location to appear at their new location. This minor detail allows certain minor benefits, such as a psy may transport from one shielded location to another and always be protected by shields.

TROOP SHIPS:

Troop ships operate using the same rules as transporters. However, they are not transporters and are not affected by cards which affect transporters.

Popular Misconceptions:

There is one note to be made while describing shuttles and transporters. Both shuttles and transporters may transport through opponent shields unless the card performing the transportation specifically states otherwise. It is a popular misconception that shields block most forms of transportation.

INTRODUCTION TO THE REVISED UNIVERSE EDITION RULES V2.0 EMPIRE DECK STOCKING RULES

There are two types of empires: major and minor. Players, when creating a deck, must choose one and only one empire to be the main empire of their deck (although a player may choose to represent no empire, thereby having no main empire). This main empire may be either major or minor. In addition to the deck's main empire, minor empire cards may also be used. They must be supported by 4 non-minor empire cards of the same card type (Exceptions: Generic ships do not support minor empire cards and dragon and ship cards are interchangeable for support purposes). When the deck's main empire is a minor empire, those cards do not require support, and can in fact support other minor empire cards.

Now, the big question: What constitutes an empire card? There are two rules to follow. First, any card with an empire's name in the card title is a card of that empire. Second, any ship, base, dragon, psy or installation with an empire's background is considered a card of that empire. The second rule covers the Aqaaran, whose name did not appear on some of their units, and the Comedy Club installations which state that they are a comedy club in the rules text.

The following sections will define each empire, what name is required to be considered a card of that empire, and what cards are affected by the revised empire deck stocking rules. The list of affects cards is by no means complete, but will touch upon the more significant of the cards as well as cards people might not notice.

THE MAJOR EMPIRES:

Major empire cards may only be used in decks representing that major empire. The following is a list of all major empires to date.

AQAARAN CRUSADERS: The Aqaaran Crusaders, found in Galactic Invaders, use units that can be operated as either ships or bases. These units have a strength and engagement cost that varies based on how the unit is positioned. When independent, they are ships. When moved to terrain, they are bases. Keep in mind that the Engagement Phase is after ship movement (which happens in the Allocation Phase). This means that the cost you pay must match how it will be used during the turn.

Their units do not all have 'Aqaaran' in the title. They fall under the rule about ships and bases with an empire's texture being a card of that empire.

Aqaaran cards are cards with the word 'Aqaaran' in the title. Be wary of terrain cards. Often the full title of a terrain card is found below the illustration. There is a T8 Refuge - Aqaaran Aquatic Refuge in Persona. This card, having 'Aqaaran' in the title, may only be used in an Aqaaran deck.

ARGONIAN FIRST REPUBLIC: The Argonians have been in existence since the beginning of Galactic Empires. Argonian cards are cards with the word 'Argonian' in the title. Almost all of Argonian technology is guarded by the Argonians. The following cards are examples of cards which may only be used in an Argonian deck:

R/E2 GP Chamber - Argonian Gaseous Protection Chamber

R/E4 Argonian Hull Rotation

E7 Argonian Strobe

E8 Argonian Energy Flux Mode Enhancement

T/A1 Shameless Argonian Sunbathing Nude

Please note that cards such as T7 System - Argo are not Argonian cards and may be used in any deck.

CLYDON EMPIRE: The Clydon first made their appearance in New Empires, although some of their technology had already been adapted by the Bolaar since the introductory Edition. Clydon cards are those with the word 'Clydon' in the title. Most of their non-ship cards were ability cards in Advanced Technologies that must be played to a crew on a Clydon ship. Their T10 Clydon Super-Massive Planet has always been exclusive to a Clydon deck. The E3 Clydon Energy Armor is also a Clydon card.

Please note that technology such as the E6 Deflection/Transfer Device and the R/E9 Hologram are not empire-specific cards. They do not have an empire name in the title.

COMEDY CLUB NETWORK: The Comedy Club Network is an installation-based empire. Please note that the rules on their Sector HQ are repeated and clarified in the Universe Edition Rulebook Version 2.0. Comedy Club cards are cards with the phrase 'Comedy Club' in their title. The installations with their unique gold texture are also Comedy Club empire cards.

As a reminder, since the Comedy Club Network (CCN) is a major empire, the installations may only be used in a Comedy Club deck. This makes them the only empire currently able to support the I8 Major Religious Installation and I9 Sahnadrei's Weapon Shop.

CORPORATE AGGRESSORS: The Corporation has been in existence since the Primary Edition. However, Piracy introduced the Corporate Pirates. To be clear, the Corporation is a major empire. The Corporate Pirates are a minor empire and are not part of the major empire known as the Corporate empire.

Corporate cards are cards with the word 'Corporate' in the title, unless the word is immediately followed by the word 'Pirate'. As will be defined later, cards with the phrase 'Corporate Pirate' are minor empire Corporate Pirate cards.

The following are examples of Corporate cards: T2 Small Moon - Corporate Moon, T9 Planet - Corporate Homeworld, as well as various others. However, the A5 Corporate Gold Card states that it may be used in a deck of any empire, and therefore exempts itself from being a Corporate deck only card.

Although the Corporate Pirates are a minor empire, they are allowed to use Corporate cards. This is an exception to the rule regarding major empire cards.

FILARIAN INFESTERS: The Filarian empire, found in Powers of the Mind, is an ability-based empire. Filarian cards are those with the word 'Filarian' in the title. Most of these are ability cards, such as the various Filarian Infester cards from Powers of the Mind and the Filarian Overlord from Piracy. There is also a T5 Filarian Breeding Ground (a promo card by Anthony Medici, see page 20) and Filarian Moon from Persona. These may only be used in a Filarian deck.

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GEKONAUAK: The Gekonauak are a ship-based empire found in Galactic Invaders. Gekonauak cards are those with the word 'Gekonauak' in the title. The Gekonauak, also known as Geko, have empire-specific terrain cards: a T7 Planet - Gekonauak Outpost and a T4 Moon - Gekonauak Moon.

J'XAR: The J'xar are another of the Galactic Invader empires. J'x cards are cards with the word 'J'xar' or the word 'J'x' in the title. Currently, the only non-ship cards of the J'xar are found in Persona: the C8 J'xar High Guard - J'x Yr'llite High Guard and the T9 Planet - J'xar Transgalactic Gate.

KREBIZ CAPITALIST ALLIANCE: The Krebiz have been in existence since the beginning of Galactic Empires. Krebiz cards are cards with the word 'Krebiz' in the title. The Krebiz have a number of equipment cards which can only be used on Krebiz ships. However, the E6 Sabot Sequencer is one of the few equipment cards for their empire which is not a Krebiz card. Cards such as the T7 Planet - Krebizar are not empire specific cards.

LEOPAN CONQUISTADORS: The Loopans received a number of empire-specific cards in Piracy. Leopan cards are cards with the word 'Leopan' in the title. The following are Leopan cards, and may therefore be used only in a Leopan deck: B3 Leopan Stealth Satellite, C3 Leopan Raiding Party, C5 Leopan Raiding Captain, C7 Leopan Raiding Party, T7 Nebula - Loopan Nebula, etc.

MECHAD HOLDFAST: The Mechad were first introduced in Primary. Mechad cards are cards with the word 'Mechad' in the title. The following are examples of Mechad cards: C8 Mechad Overlord, E8 Mechad Network Interface, T8 System - Mechad System.

NOBLES: The Nobles empire is found in Persona. Noble cards are cards with the word 'Noble' in the title. Currently, all of the Noble cards are crew. The word 'Noble' appears in the second title line below the illustration.

PLASMA OCCUPIED TERRITORY: The Plasma Occupied Territory, also known as the P.O.T., first appeared in New Empires. P.O.T. cards are cards with the phrase 'P.O.T.' in the title. Cards with the phrase 'Plasma Occupied Territory' would be considered P.O.T. cards, but the phrase is far too long to use in the title of a card.

PSYCANTI: This empire is one of the psy empires. Psycanti cards are cards with the word 'Psycanti' in the title. The following are examples of non-psy Psycanti cards: R/O3 Psycant Deception, O9 Psycanti Conflagration and T5 Planet - Psycanti Planetsimal.

SCORPEAD DOMINION: The Scorpead fleet first appeared in New Empires, although the security officer in Primary did show an illustration of a Scorpead crew. Please note that an illustration does not make a card empire-specific. Scorpead cards are cards with the word 'Scorpead' in the title. This means that the T7 Comet - Scorpead Comet of Lore is a Scorpead deck only card.

TUFOR PROTECTORATE: The Tufor first appeared in New Empires. Tufor cards are cards with the word 'Tufor' in the title. This does not include cards such as the H9 Tuforous Dead Zone.

VISONIC: This empire is one of the psy empires. Visonic cards are cards with the word 'Visonic' in the title. The following are examples of non-psy Visonic cards: R/O2 Visonic Interference and O8 Visonic Control Bore.

ZEDAN DEFENSIVE INITIATIVE: The Zedan, also known as the ZDI, are one of the invading empires in Galactic Invaders. Zedan cards are cards with the word 'Zedan' or 'ZDI' in the title. Their T5 Planet - ZDI Ransom Colony may only be used in a Zedan deck.

THE MINOR EMPIRES:

Minor empire cards may be used in any deck if they are supported by non-minor empire cards of the same card type. When a minor empire is used as a deck's main empire, that empire's cards do not require support, and in fact support other minor empire cards in that deck.

For each minor empire card, 4 non-minor empire cards (or cards of a minor empire used as a main empire) of the same card type are required. For these purposes, ships and dragons are considered the same type. Generic snips may not be used to support minor empire ships.

The following is a list of all of the minor empires to date.

AESTHETIC EMPIRE: The Aesthetic empire is an empire created by Terry Mahoney of Mint Card Co. (see page 3). Aesthetic cards are cards with the word 'Aesthetic' in the title. Please note that there is a difference between an Aesthetic card and an Aesthetic class card. An aesthetic class card is a card with the word 'Aesthetic' just below the illustration in small type similar to the designation for Persona, P(assive) and N(on)-P(assive).

Aesthetic weapons, when targeting a combined terrain, may each target a specific element (one of the combined terrain cards) of that terrain (unless the element is the basis of part of the terrain stack), allowing it to be destroyed separately. Aesthetic damage to part of a terrain card is marked separately, but may not be used to destroy the basis of any part of the combined terrain stack.



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BOLAAR PIRATES: The Bolaar Pirates, first appeared in the Introductory Edition of Galactic Empires. Their fleet filled out in Primary and Piracy. Bolaar cards are cards with the word 'Bolaar' in the title. This includes the A7 Bolaar Negotiator, E8 Bolaar Phaser Capacitors, T4 Small Planet - Bolaar IV and T6 Planet - Bolaar II.

COLLECTOR'S EMPIRE: The Collector's empire is a minor empire created by Bill Jaffe of Cards 4U (see page 14). Collector's cards are cards with the word 'Collector's' in the title. This includes a variety of promo cards, but not such cards as the M8 Ship Collector (it does not use the word 'Collector's'). Please note that there is a difference between a Collector's card and a Collector class card. A Collector class card is a card with the word 'Collector' just below the illustration in small type similar to the designation for Persona P(assive) and N(on-)P(assive).

CORPORATE PIRATES: Corporate Pirate cards are cards with the phrase 'Corporate Pirate' in the title. Currently, there are no non-ship Corporate Pirate cards. However, the Corporate Pirates are Corporate and have access to all non-ship Corporate cards. This is an exception to the rules regarding major empire cards. Corporate Pirate decks can use major empire Corporate cards, with the exception of major empire Corporate ships. Major empire Corporate ships may only be used in a major empire Corporate deck.

CYBER.NOUGHT: The Cyber.noughts will first appear in Cyberspace. Cyber.nought cards are cards with the phrase 'Cyber.nought' in the title. Note that the word may appear in conjunction with another, such as a Cyber.nought.destroyer.

INDIRIGAN NOMAD TRIBES: (inn-deer'-ih-gur.) There are actually a number of Indirigan tribes. Each tribe has it's own background texture for identifying its ships. Only the following categories use background to determine empire: ships, bases, dragons, psys and installations. Other card types which just use the word 'Indirigan' are considered generic Indirigan cards and do not require support in an Indirigan deck (regardless of the deck's tribe). Indirigan cards do require support in a non-Indirigan deck.

Indirigan cards count as half of a card when being supported as a minor empire card. 4 (non-minor empire) cards of the same card type are still required. However, those 4 cards may support 2 Indirigan cards. This applies to both generic Indirigan cards and Indirigan tribe cards.

The following is a list of the current tribes and what is required to be considered a card of that tribe.

Grand Chieftain's Younging Fleet: The Grand Chieftain's ships are the Indirigan ships found in Primary Edition and Universe Edition. Non-ship Grand Chieftain cards have the phrase 'Grand Chieftain' in the title.

Nagiridni Pirates: ...cards with the word 'Nagiridni' in the title.

Vacaters of Bolaar V: ...cards with the word 'Vacater' in the title.

Invincible Loner: Invincible Loner cards are cards with the phrase 'Invincible Loner' in the title. The S10 Indirigan Supercarrier from Advanced Technologies is the only Invincible Loner ship.

Vicious Six: ...cards with the phrase 'Vicious Six' in the title.

Lone Wolf: ...cards are cards with the phrase 'Lone Wolf' in the title.

Andromeda Bound: Andromeda Bound cards are cards with the word 'Andromeda' in the title. Andromeda ships will be found in Galactic Invaders.

The Propagationists: ...with the word 'Propagationist' in the title.

The Scientists: ...cards with the phrase 'Scientist Tribe' in the title.

ORGON COLLECTIVE: The Orgons are a dragon-based empire found in Galactic Invaders. Orgon cards are cards with the word

'Orgon' in the title. Note that orgons are dragons (dragon is a card type, not an empire). Dragon cards (cards with the word 'Dragon' in the title) are not necessarily cards of either the Orgon Collective or the Space Dragon empire and do not necessarily require support.

SPACE DRAGON: Space Dragons are a dragon-based empire which first appeared in Primary Edition. Space Dragon cards are cards with the phrase 'Space Dragon' in the title. Remember, dragon is a card type, not an empire. "D" dragons with the generic dragon scale texture are Space Dragons.

TIME KNIGHTS: Time knights are a crow based empire found in Time Gates. Time knight cards are cards with the phrase 'Time Knight' in the title. This includes the time knights from Time Gates plus cards like C3/6 Buffy the Time Knight Slayer and A5 Time Knight's Sceptor.

TRANOAN EMPIRE: The Tranoan are found in Time Gates, but gained empire terrain in Piracy. Tranoan cards are cards with the word 'Tranoan' in the title. This includes the T4/6 Moon - Tranoan Moon and the T7/3 Planet - Tranoan Homeworld.

TREGLEAN DEFENDERS: Tregleans cards are cards with the word 'Treglean' in the title.

VEKTREAN MERCENARIES: Vektreat cards are cards with the word 'Vektreat' in the title. This includes all of the Vektreat asteroid bases but not cards such as T5 Planet - Vektreat Primo. As a minor empire, the Vektreat asteroid bases must be supported with non-minor empire cards of the same type. Vektreat asteroid bases stocked as bases are supported with bases. Vektreat asteroid bases stocked as terrain are supported with terrain.



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3800 War Veterans Die in Tragic Fire

- GNN, News Division

The tragic fire raged out of control as War Veterans leapt from the flames, their charred bodies smoldered as they struck the ground far below. I could go on with this, but suffice it to say the destruction (by fire) of all but a scant 200 C10 War Veterans struck a cord in the hearts of those who attended Tactical Retreat I - The Companion Games Open House held June 7th-9th, 1996 in Stamford, NY. "What are you crazy?" and "Why?" were the most asked questions.

The Why is simple: C10s are given to winners of National Level events. There are 5 of these events held at GenCon, Origins, Tactical Retreats, Canadian Nationals and UK Nationals. That's approximately 20 to 25 per year. The 200 remaining C10s should last us seven to ten years. So it was fatefully decided the best way to ensure the rarity of the prized C10 War Veteran was to destroy most of them.

The best part, all attendees took 1 or more of the charred victims home with them as both a gift for attending the first ever open house and as evidence of the demented nature of the Companion Games staff. Scanned photos are currently on our Companion Games Web Site.

Rumors abound as to what card will be subjected to intense heat and flame at Tactical Retreat II. One C.G. staff person was overheard saying the A10 Heavy Artillery card would meet its demise and that its appearance at the C.G. Origins, GenCon and Tactical Retreat II booths would be the only way to obtain the card destined to become the rarest Galactic Empires card ever, second only to the C10 War Veteran of course.

- Stamford, NY; Earth

A Good Time Was Had By All

- GNN, Society Report

Attendance was high at the first Companion Games Open House - Tactical Retreat I held in Stamford, NY, home of Companion Games Corporate Headquarters. Playing capacity was exceeded all three days and some players were placed outdoors on the terrace overlooking Scotch Lake. Moderate rainfall could not dampen the spirits of players and their families. Seven C10 War Veterans were won by GE Champion Players. Two of these were aggressively captured in the Friday For Keeps Games (where R/C1 Bartenders made numerous and functional appearances).

Congratulations to Anthony Medici and Harald Henning who both won their second C10 at Origins '96 and David Chow who won 2 of the 5 tournaments at our Tactical Retreat, taking these C10s back to Canada. For a complete list of C10 War Veteran holders, see the Veteran's Report which follows.

Families had a blast doing many exciting recreational activities, including Cooperstown, Howe Caverns, boating on Scotch Lake, hiking, etc. Companion Games advised that several other activities were scheduled for Tactical Retreat II including Saturday night BBQ with jazz band, sky rides to the summit of Scotch Valley Ski Resort and mountain biking. Additionally, Tactical Retreat II is being held in the middle of the peak fall foliage season of the beautiful Catskill Mountains.

- Stamford NY; Earth

THE VETERAN'S REPORT

The following is a list of players who have won a C10 War Veteran. The tournament and the empire each player represented are listed here.

ORIGINS '95:

Anthony Medici (NJ) Masters' Event Tufor Protectorate

GEN CON '95:

James Flustad Masters' Event Mechad Holdfast

TACTICAL RETREAT I:

David Chow (Ontario)	Masters' Event	Scorpead Dominion
David Chow (Ontario)	Sealed Deck (Multi-)	Corporate Aggressors
George Henne (NY)	Dueling	Tufor Protectorate
Harald Henning (CT)	Speed Deck	Tufor Protectorate
Bill Jaffe (VA)	Sealed Deck (Dueling)	Corporate Aggressors
Tim Moyer (NJ)	For Keeps	Corporate Aggressors
John Perreault (MA)	For Keeps	Corporate Aggressors

ORIGINS '96:

Harald Henning (CT)	Masters' Event	Tufor Protectorate
Harry Dangro (NJ)	Dueling	Corporate Aggressors
Anthony Medici (NJ)	Sealed Deck (Multi-)	Aqaaran Crusaders
Terry Mahoney (MD)	Sealed Deck (Comedy)	Comedy Club Network
Max Mortell (MD)	Sealed Deck (Dueling)	Comedy Club Network

TACTICAL RETREAT II COMPANION GAMES OPEN HOUSE SCHEDULE OF EVENTS

FRIDAY, OCTOBER 11TH:

Check-In at Scotch Valley Trophy Lodge	1pm-12am
Opening Reception/Meet the staff	6-11 pm
(Beer, Wine, Soda and buffet will be served, casual attire)	
Premiere - Galactic Invaders Boosters	8 pm
"Deranged Comedy Club Mutant Sealed Deck" Game (\$20)	8 pm

SATURDAY, OCTOBER 12TH:

Galactic Empires Sales Seminar	9-10 am
(Retailers, Distributors, Regional Reps.)	
Masters' Event (Multi-player) - 1st round	\$5.00 10 am
Sealed Deck (Multi player) - 1st round	\$15.00 3 pm
Sealed Deck Finals (see Saturday at 3 pm)	8 pm

SUNDAY, OCTOBER 13TH:

Tour of Companion Games office	9-10 am
Sealed Deck (Dueling) - 1st round	\$15.00 10 am
Masters' Finals (see Saturday at 10 am)	1 pm
Dueling Tournament	\$5.00 3 pm

MONDAY, OCTOBER 14TH:

The Companion Games Staff will be available for pickup games

Awards and Prizes will be handed out following tournaments

General gaming will be available most hours

R.S.V.P. for Opening Reception by Tuesday, October 8th please!

Book accommodations through:

Scotch Valley Resort at 607-652-2470

Ask for the Companion Games show rate of \$55.

Deranged Comedy Club Mutant Sealed Deck Tournament Rules

The following is a variant set of rules for a Comedy Club sealed deck tournament. This variant is a 'for keeps' game.

Each player starts with 1 Comedy Club deck. Randomly select 1 player to begin drafting cards. Give that player a second Comedy Club starter deck and have him remove one card of his choice (adding it to his deck) and pass the draft deck to the left. The player on the left repeats this process until each player has removed 3 cards from the deck. The remainder of the deck is placed in the center of the table and is referred to as the center draw pile. Then give each player 1 booster pack (from a single expansion) from which to draft. Continue passing the booster until all cards have been selected. Continue drafting from boosters until 4 rounds of booster drafts have been completed (we recommend German Gold Edition, Powers of the Mind, Time Gates and Piracy). Then, players should construct their decks using the standard sealed deck rules. Each player's unused cards should be placed into a center prize fund for the winner.

Once the game has begun, at the beginning of each player's turn (except for each player's first turn) have the player roll 2 six-sided dice and consult the chart (use the chart on the right or make your own version). Once they have followed the chart's instruction, their turn proceeds as normal.

Cards which are exposed and removed from the game when discarded (from a Sales Rep, etc.) are just treated as normal (not exposed, etc.) When players are eliminated, they get to keep their hand, fleet, deck, discard pile & reserve fleet. Players who withdraws before being eliminated forfeits their cards to the prize fund.

DERANGED COMEDY CLUB MUTANT SEALED DECK

TOURNAMENT RANDOM EVENTS CHART

- Rolling player must swap the cards in the reserve fleet of the player on their right with an equal number of cards from their hand (the hand of the rolling player).
- All players deal their hand to all players clockwise, starting with the player on their left. Players should take turns to prevent confusion. Each player's hand now consists of the cards they were dealt.
- All players take 2 cards from the hand of the player on their right.
- All players take 1 stack from the fleet to their right and add it to their fleet.
- Rolling player draws 4 cards from the center draw pile.
- All players restore their hand to 9 cards by drawing or discarding.
- All players pass their deck to the player on their left.
- Rolling player roll a six-sided die and discards that many cards.
- Rolling player takes the top card from each opponent's Discard Pile and adds it to their hand.
- Rolling player discards their hand and draws 9 cards from the center draw pile.
- All players pass 1 damage die from their Sector HQ to the Sector HQ of the player on their left.

TOURNAMENT ANNOUNCEMENTS

TOURNAMENT RESULTS

"Flight of the Phoenix" (May 12, 1996) Savannah, GA		
Sealed Deck (Multi-player)	Jeff Milligan	Vektroan
Wardogs (Regional) (June 1, 1996) Jacksonville, FL		
Master's Event	Kevin Lorimar	
Connecticut Game Club (Regional) (June 8, 1996) Norwalk, CT		
Sealed Deck (Multi-player)	Nicholas Henning	Aqaaran
Manafest 96 (Regional) (June 21-23, 1996) San Francisco, CA		
Master's Event	David Stone	Scorpead
DragonCon (Regional) (June 21-23, 1996) Atlanta, GA		
Master's Event	Phillip Wisniewski	Glydon
Sealed Deck (Multi-player)	Tom Thomas	Vektroan
North East Regional (June 22, 1996) New York, NY		
Master's Event	Joseph Livote	Dragon
Comics Plus (June 30, 1996) Ankeny, IA		
Sealed Deck (Multi-player)	Neal Ohnemus	Argonian
Dexcon 5 (Regional) (July 10-14, 1996) Somerville, NJ		
Master's Event	Max Moriel	Space Dragon
Sealed Deck (Multi-player)	Bo Wozniak	Argonian
Duelist	Tony Gutierrez	Scorpead
Sealed Deck (Duelist)	Scott Orator	Comedy Club
Speed Deck	Greg Waitis	Mechad

UPCOMING TOURNAMENTS

El Paso Game Fair	(Sept. 20-22, 1996)
Contact:	M Twelve Enterprises [Phone #: (505) 899-4854]
Location:	El Paso, Texas
Events:	Sealed Deck (Multi-player)
Shorecon 96 (Central Jersey Regional)	(Sept. 26-29, 1996)
Contact:	Multigenre, Inc. [Phone #: (908) 262-9249]
Location:	Berkeley Cartaret Hotel; Asbury Park, NJ
Events:	Master's, Dueling, Sealed (Multi-, Dueling & Marathon), Speed Deck
Judge:	Vincent Bieksha / Companion Games
Albany Gaming Expo.	(Sept. 27-29, 1996)
Contact:	Albert Sidaras [Phone #: (914) 386-1534]
Location:	Howard Johnson Hotel & Conv. Center, Albany, NY
Events:	Sealed Deck (Multi-), Masters

Murphy Mania	(Sept. 28, 1996)
Contact:	Bart Abels [Phone #: (+31 70 3249359)]
	[E-Mail: ABELS@COFINNET.NL]
Location:	Delfstede (Phoenix Redstraat) Tedeft (Holland)
Events:	Sealed Deck (Multi-)
Judge:	Bart Abels
Gaming Conspiracy	(Oct. 11-13, 1996)
Contact:	M Twelve Enterprises
Phone #:	(505) 899-4854
Location:	Albuquerque, New Mexico
Event:	Sealed Deck (Multi)
Mile High Con	(Oct. 18-20, 1996)
Contact:	M Twelve Enterprises
Phone #:	(505) 899-4854
Location:	Denver, Colorado
Event:	Sealed Deck (Multi)
TusCon	(Nov. 15-17, 1996)
Contact:	M Twelve Enterprises
Phone #:	(505) 899-4854
Location:	Tucson, Arizona
Event:	Sealed Deck (Multi)
Canadian Nationals	(Nov. 22-24, 1996)
Contact:	Companion Games
Phone #:	(607) 652-9038
Location:	International Center, Mississauga ONT
Events:	Masters', Sealed Deck (Multi- & Dueling), Dueling
Garden State Games Faire	(Nov. 22-24, 1996)
Contact:	Ron
Phone #:	(609) 443-5088
Location:	Holiday Inn Center Point Plaza Bldg. N.
Events:	Sealed Deck (Multi-), Master's
Judge:	Vincent Bieksha
Albuquerque Game Fair	(Dec. 6-8, 1996)
Contact:	M Twelve Enterprises
Phone #:	(505) 899-4854
Location:	Albuquerque, New Mexico
Event:	Sealed Deck (Multi)
PERIODIC EVENTS:	
Grapevine Comics	(Approx. once a month)
Contact:	Scott Nelson
Phone #:	(209) 952-2342
Location:	Stockton, CA
Judge:	Scott Nelson
Mint Card Co.	(Every Thursday)
Contact:	Terry Mahoney
Phone #:	(410) 766-8071
Location:	Glen Burnie, MD
Neutral Ground	(Approx. once a month)
Contact:	Brian David-Marshall
Phone #:	(212) 633-1288
Location:	Manhattan, NY
Judge:	Jeremy Handler
Raritan Center	(Approx. once a month)
Contact:	Vincent Bieksha
Phone #:	(908) 272-9572
Location:	Raritan Inn; Edison, NJ
Judge:	Vincent Bieksha

ANSWERS TO FREQUENTLY ASKED QUESTIONS

In the following pages, you should find explanations that answer most frequently asked questions (FAQ). There are four sections: Playing Cards, Card Actions, Cards by type and strength, and Various Subjects. The first two sections contain short discussions on their specific topic. The third, "Cards by type and strength", details cards that are misunderstood, have changed, or have existing errata not yet printed in *Galactic Fire Magazine*. Any conflict between what you read in this section and what is printed on your cards may be due to a change in the card. Any card which has been changed in the Universe Edition will have the initials UE in parentheses. The last section, "Various Subjects", contains terms and rules that did not easily fall into either of the first three categories.

Some card changes were detailed in the first issue of *Galactic Fire Magazine*. Those changes are not repeated here, unless further clarification has been added.

PLAYING CARDS:

How are cards played (engaged or disengaged): Cards with an engagement cost are played disengaged. Cards without an engagement cost are played engaged.

Two exceptions are abilities and non-passive equipment. These are always played disengaged when being played to a disengaged card.

Anything that affects the engagement cost of cards in the fleet has no effect on how that card is played. Cards which specify that their engagement cost varies by location (or other effect) are played either engaged or disengaged based on the engagement cost at the location (or other effect) to which they are being played.

Where are cards played: Where cards are played is determined by their type (ships are played to the fleet or to terrain in the fleet; bases are only played to terrain in the fleet, etc.). Some types, however, determine where they are played by what is on the card. Cards affecting one or more cards are played to or against the affected card or cards. Cards affecting things other than cards (weapons fire, opponents' card plays, etc.) are played to the owning player's fleet.

When can cards be played: Cards are played during your turn, during either card play phase (Play Cards Phase A or Play Cards Phase B). Certain cards exempt themselves from this rule by stating during which phase they are played (Example: "Played during the Weapons Fire Phase" or "May be played during the Allocation Phase"). In the first example, the card must be played during the Weapons Fire Phase. In the second example, the action is given to play the card during the Allocation Phase. It may still be played during a card play phase if desired.

Cards with an "R" before their card type may be played as a reaction to an opponents action as long as the card performs a card action (a function stated on the card) or states some rule which is used when played. Cards that state "as a reaction," in their text must be in play to be used (unless the card has an "R" before their card type). The following are opponent actions to which you may react: Point Allocation, a card being played or placed/moved into play, a card action, weapons fire, and discarding during the discard phase. Keep in mind, even though drawing cards is not on the list, you can react to a card action used to draw cards, such as a cyber mage or quartermaster. See "When do cards perform their action" under "Card Actions".

CARD ACTIONS:

When do cards perform their action(s): Engaged cards perform their actions during their controller's turn during a card play phase (either Play Cards Phase A or B). Example: An Evil Temple will destroy the opponent's crew as a card action during the temple controller's turn. The exceptions to this are as follows:

Cards played in reaction mode act when played (during any phase or turn). They then may perform their actions during their controller's following and subsequent turn.

Cards which state "as a reaction," may only perform such actions as a reaction to an opponents action (during any phase of any player's turn). Such cards must be in play to perform their action and require an "R" to be played in reaction mode.

Some cards act during a different phase as appropriate. A C4 Temporal Mechanic affects the controller's card draw and therefore acts during the Draw Cards Phase. Ships firing weapons may only do so during the Weapons Fire Phase.

Cards played in reaction mode may only fire weapons if played during a Weapons Fire Phase.

Disengaged cards may not perform any actions. Rules on disengaged cards do not apply unless they are strictly self-affecting. Rules on an ability card disengaged due to the crew being disengaged are considered self-affecting if they affect either the ability of the card on which the ability is played. This is to say that a disengaged B4 Border Station will not prevent other bases from being the target of weapons fire, because rules on disengaged cards do not affect other cards. However, a disengaged T3 Crystal Planet (disengaged due to an invasion, for example) is still immune to weapons fire because that rule only affect the card itself.

If a card states that another card may not be used or may not function, the affected card is treated as if it were disengaged. The card is not, however, actually disengaged unless the effects states that it disengages the card.

How many times may cards perform their functions: All engaged cards may perform their action(s) once per turn. Disengaged cards may not perform any actions.

Some cards (such as an A6 Promotion, or a C8 Spiritual Leader) allow certain cards to perform a function twice. If two such cards are applied to the same card, the card would be able to perform two separate functions twice each or a single function three times. Please note that weapons fire is not considered a function.

CARDS BY TYPE AND STRENGTH:

A3 Star Walker: This card allow a psy to perform a there-and-back mission to a location. The clause "without transportation" and "ignoring shields" are merely clarification. The phrase "without transportation" simply clarifies that this card grants the ability of transportation (no transporter or shuttle needed). The clause "ignoring shields" states that you can transport through shields. As a card action, the there-and-back mission must be performed during a card play phase (preferably Play Cards Phase A).

On the turn when this is done, psy damage caused by the psy to that location is doubled. It does not cause direct structural damage. Only cards that state their damage is structural cause structural damage.

A5 Blood Clydon: This card does not have to be played to an attack-capable crew. It grants the crew the ability to make up to 4 attacks to destroy crew or equipment of equal or lesser strength than the crew.

C1 Sysop: The sysop only allows equipment to function as if it was also in play on a second location. It does not create a copy of the equipment. A mine functioning as if it was elsewhere would still be discarded after use. If it was activated by a mine deployment system, it would still not be able to be used at the other location, because any function of a card may only be used once per turn. The sysop's practical use is with equipment that does not perform a card action. An example would be an E6 Deflection/Transfer Device. The device is not limited to once a turn because of the fact that it is not a card action of the device but a rule on the card being employed.

C3 Cryogenic Convict: The convict is played against a location in an opponent fleet without a penal colony. The fleet (not the location) it is played against must not have a penal colony. Only a penal colony in play in the opponent's fleet (a penal colony they played) can prevent the convict from being played. A penal colony played against their fleet is not in their fleet (only against their fleet).

It is the controller of the location of the cryogenic convict that must pay to fund capture efforts. If you move the convict to a location in your fleet, you will have to pay until you move him against an opponent location.

C4 Corrupt Politician (UE): Played against an opponent location.

C5/5 Time Knight: Cards which are moved must be legally placed. For example, you couldn't remove a B6 Battestation and place it on a crew.

C5 Weapons Officer (UE): Multiplies the damage caused by the weapons at his location by 1.5.

C6 Rogue Couple: The term "weakest ship" refers to the ship with the lowest strength. If played against the weakest ship in a opponent fleet, the controller of the rogue couple controls the ship. If it is moved off of the ship, control reverts to the original controller. It may then control the lowest strength ship in all opponent fleets by moving to that location. If a weaker ship is played, the rogue couple can continue controlling the ship against which it is played. However, if they leave their ship, they would have to take the low-

est strength ship. See "Control" under "Various Subjects".

C7 Saboteur: The clause about when research can be applied only refers to how he may normally be destroyed. If a Filarian interster is played to him, research may be applied to him for purposes of getting rid of the infested crew. Any research applied for one purpose may not be used for the other.

C8 Freelance Purist: The purist may negate one point of Sector HQ damage each complete turn. Damage negation only applies to currently occurring damage, not previously applied damage. He does not repair the Sector HQ.

C9 Marauder: The marauder states that he may do two of his functions each turn. Those must be two different functions.

R/C9 Temporal Engineer: The temporal engineer states, "Immediately draw 2 cards when this is played." Immediately means during the current phase (rather than during the Draw Cards Phase). When played means the function may only be used when the card was just played.

There seems to be some problem with an accelerated timeline and two temporal engineers fetching each other from the bottom of the deck to get an infinite number of 2 card draws. The accelerated timeline does not allow this. See "L9 Accelerated Timeline" in this section.

C9/1 Time Knight: This time knight may negate a reaction card just played. The term reaction card, as it is used here, refers to any card played in reaction mode. He cannot stop a card with an "R" unless that card is being played in reaction mode.

D3 Plasma Dragoness: The dragon's controller can decide which weapon (from which source) in a multi-source volley scores the final point of damage.

D10 Draxos III - Dragon Queen: The dragon queen doubles the breath weapons, not the damage caused by the breath weapons. A dragon with four breath weapons now has eight breath weapons. Each of the 8 breath weapons requires an ammunition point.

R/E2 Tractor Beam: The tractor beam states that the affected unit may only target the tractor beam's location. If a ship is given the same restriction at another location then there is no legal target for the ship's weapons fire.

E4 Command & Control Center: This equipment may be played to a unit on terrain. One card which generates command points (plural) at location may perform its functions twice per turn. Its location may not benefit by this equipment. Specifically, if played to a ship or base that generates command points, that unit would not be affected. Only cards generating command points at that location can be affected. Also note that weapons fire is not a function.

R/E4 Monster Defense System: In Advanced Technologies, the monster defense system received a major overhaul. It is now reactionary, passive, and no longer has an engagement cost.

R/E4 Transporter Mine: The transporter mine requires a transporter to be activated against a ship to cause two points of damage. As the mine is not being transported to the ship, only activated against it, it can affect dragons. The ship's shields need not be lowered for the transporter to function. The shields of the ship protect against this damage because it does not state that it causes structural damage.

E5 Antimatter Mine: This card is activated against a ship. It destroys all of the ship's shields and causes two points of structural damage. It does not affect EMF, but the two points of structural damage are still caused to the structure of a unit with EMF. It can not damage the shields of a ship with an R/T2 Asteroid Shield but the asteroid shield does not block the structural damage. An E6 Deflector/Transfer Device will transfer half of the shield damage plus one point of structural damage. The deflected damage would be received as standard damage with one point of direct structural damage.

E6 Deflection/Transfer Device: The deflection/transfer device (DTD) only deflects damage that the ship is actually taking. Damage reduction or prevention is applied before the DTD may be used. A second DTD on the same unit will deflect half of the damage remaining from the first DTD. Deflected damage retains all of its original properties (including direct structural damage). If weapons fire damage is deflected to a unit immune to weapons fire, the unit will not be harmed.

E7 Argonian Strobe: The strobe may not be activated against a fleet if it was activated against the same fleet on the previous turn. If a fleet is affected by a second strobe, the same units may be selected.

EB Mechad Network Interface: When played to a Mechad ship, it creates a clone of the ship stack. The clone also has an interface, but it is busy interfacing with the real ship. You cannot create a copy of the copy with the copy of the interface. Both ships require points and must be engaged and armed separately. They are not required to have the same EMF strength or the same number of armed heavy weapons.

If the real ship becomes disengaged, the real equipment will also disengage (it is non-passive). This would cause the copy to disappear (it only exists due to the rule on the equipment). The loss of the copy in this manner

does not count as the copy being destroyed and will not discard the interface.

When the card is first played, the copy of the ship is created. It is treated as if the copy of the ship was just played. The copy ship would be disengaged (unless the interface was on a ship with no engagement cost).

H4 Gravity Pocket: The ship requiring excess engagement energy to escape may have such energy applied regardless of whether the remainder of their engagement cost (economy, supply, etc.) is paid. The ship may be engaged at its normal cost, but the gravity pocket will remain. Even though a ship is trapped in a gravity pocket, it may still function as normal.

H8 Gravity Pocket: See "H4 Gravity Pocket" in this section.

H9 Dimensional Portal (UE): The dimensional portal functions by the following rules. It is played against an engaged ship. The ship remains engaged while in the portal. The ship stack may not affect or be affected by any fleet. The ship stack may not protect a Sector HQ or Psy Network. The portal is discarded after research equal to twice the strength of the ship is applied by the ship stack to the portal. The ship does not require a command slot.

If a Clydon ship, patrol ship courier, etc. in a dimensional portal separates, the portal stays on the main ship. When a Krebiz ship separates, the Krebiz ship's controller decides on which ship such cards remain.

H10 Akru Supernova (errata): This card is discarded after use.

R/L3 Unlucky Targeting (UE): Payco against an opponent volley. Weapons volley is divided by 2. Fractions are always rounded down. Round down the total damage. A volley of one phaser, one heavy weapon and one physical damage will cause one point (1 + 1 + 3; 3/2 = 1.5) of damage. Only determine how much damage each weapon type causes if a specific type of damage is either needed or cannot damage the target.

R/L4 Miscommunications: This card allows you to dictate the unused weapons of an opponent unit. Weapons are considered unused if their weapons fire has not been resolved. Declared, but as of yet unresolved weapons fire is available to be affected by a miscommunication. You must state each volley you wish to fire and resolve each volley before continuing with the current player's turn. Opponents may then react to the playing of this card and each declared volley (as each is resolved separately).

Causing an opponents weapons to be fired at a location does not prevent that opponent from targeting that location. Since you are choosing the target, it only prevents you from again targeting that location on the same player turn.

Cards which fire weapons in a volley do not protect their Sector HQ or Psy Network from that volley. In a two-player game, this would allow a player to miscommunicate an opponent ship and (if no other cards are protecting their Sector HQ) fire its weapons at that opponent's Sector HQ.

R/L7 Temporal Correction: The phrase "does not block card actions" prevents this card from being used on a card moving against the fleet to perform a card action. It may affect cards being played against the fleet, cards that were previously played against the fleet. It will also affect cards which were previously moved against the fleet and remained against the fleet.

R/L8 Advanced Preparedness: This allows a card to be played in reaction mode. However the card played in reaction mode must follow all the rules of reaction cards. It must perform a function of the card (or use a rule on the card) when played. Blocking damage is also considered a function of cards which block damage. A ship may be played to protect a Sector HQ about to take damage. A base may be played to protect a terrain from weapons fire.

L9 Accelerated Timeline: On the turn played, the owning player may play any or all of the cards in his hand, ignoring the three card limit (but not other limits). This card would count as a card play. Any card action of a card in play which is done as a card play, still counts as a card play. So, using a temporal engineer to retrieve the bottom of the Discard Pile (which states "As a card play,") also consumes a card play.

Only the playing of cards from the hand are exempt from the card play limit, and only those played after the accelerated timeline has taken effect gain this benefit. If an opponent reacts to your accelerated timeline, any reaction cards you play will consume a card play (the accelerated timeline has not taken effect yet).

L10 Galactic Armageddon: If this card is played, but the effect is not resolved, it may still be played by another (or the same) player.

L10 Galactic Cataclysm (errata): This card is removed from play after use.

R/M4 Minor Luck Demon: The R/M4 Minor Luck Demon is self-explanatory except in how it interacts with the R/M9 Luck Demon. First, the minor luck is limited to performing its action once per turn (as are all card actions). Also, since it is a luck demon, any R/M9 Luck Demons in play before it is played will no longer be considered the most recently played luck demon (see the "R/M9 Luck Demon" in this section). However, the minor luck demon may not be played in reaction to prevent the theft of a luck card by the R/M9 Luck

Demon. This is due to the rule that states reaction cards may only be played in reaction mode if they perform an action (or use a rule). There is no card action or rule on the minor luck demon stating that he stops luck demons.

M5 Astromorph (UE): The astromorph is played against a fleet. It moves against a ship and damages that ship each turn until that ship is destroyed. It may then move against another ship.

M5 Ship Mimic: The ship mimic will mimic the actions of a ship (of equal or lesser strength). Consider the mimic to be a copy of the ship that does exactly what the ship does. It only mimics the ship, not the ship stack. Cards which modify the ship's actions, such as a weapons officer or catastrophic repetition, will not be mimicked. The cards played to the ship that the ship mimic could mimic would be refits (cards that modify the ship itself). A phaser refit is being fired by the ship (and therefore is mimicked). It would also mimic the actions of the ship even if the actions are caused by a card play. If an R/O3 Fighter Defense System is played to a ship with a mimic, when the ship fires its phasers, the mimic will also fire its phasers (mimicking the ship).

If an S3 Scorpead Troop Ship transports a boarding party off of terrain, the ship mimic also attempts to transport the same boarding party to the ship mimic (which is illegal and therefore voided). If a lucky targeting was played to the Scorpead Troop ship, and it fired one phaser (let's assume the S2 phaser magnifier is loaded), the mimic would fire one phaser in the same volley. The ship's phaser would cause three points of damage (by the lucky targeting) and the mimic's phaser would cause only two.

If an escort (with mimic) intercepts two points of damage, the mimic will intercept the same two points of damage (not an additional two). Both cards would take four points of weapons damage, damaging the ship and not the mimic (mimics are not affected by weapons fire).

M6 Seductress: If the seductress is played to a science officer, the effect of the seductress would be suspended by the science officer as long as the officer is functioning. If played against a prophet, the prophet would be able to divert the card play.

M7 Juggernaut: The juggernaut is played against a base. After destroying a base, he moves to another base (in any fleet). If no base is available, move him to your fleet and wait. You can then, at any time there is a base in play, move him to a base and attack (as a card action during your turn).

M8 Fatal Horror: This monster is played to a unit and only affects crew on that unit. If a crew evacuates the unit, it will not be affected by the fatal horror. This card would have no effect if played to a unit without crew and would be considered voided. If all the crew leave after the horror has taken effect, it would not be voided. Instead, it would be discarded and the unit disengaged (as per the card).

R/M9 Luck Demon (UE): Any luck card played by a player to his own fleet may instead be played by the player controlling the R/M9 Luck Demon if he controls 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 is regardless of whether or not the luck demon has "most recently played" status.

The luck demon grants this ability. It is not a reactionary card action of the luck demon. It is instead treated as a rule while in play (and is not limited to once per turn). Use of the card rule is timed as any reaction is timed. This is the difference between a card action (once per turn) and a card rule (active continuously).

The term "played to their own fleet" includes cards played to cards in their fleet, but not cards played against their cards by opponents or played to non-fleet locations such as the Discard Pile. See "Where are cards played" under "Playing Cards" and "L7 Alien Artifact" in this section.

The order in which Luck Demons are played is important. Only the most recently played luck demon in play may steal opponent's luck cards. When a "most recently played" Luck demon is removed from play (by any means), the next most recently played becomes the "most recently played" luck demon in play. If the absent demon returns to play, it will regain its status. See "R/M4 Minor Luck Demon" in this section.

M10 Zaggoth Guardian: The guardian protects all monsters in the fleet. Any time a monster you played (any card you play is in your fleet) would be damaged, the guardian prevents the damage and takes one point of damage. Any card that allows a monster to be damaged, regardless of how it is normally damaged (such as some spiritual leaders), can damage the guardian. However, the guardian will protect itself and only take a single point.

R/O3 Instant Reaction (Personal): This card has been reprinted in Personal to further clarify what has become the most misunderstood card in Galactic Empires. Here is how it is now worded. "Played to a reaction card. May only be played once each phase. The reaction card may use its functions in reac-

tion mode, moving to any location. Any reaction card may only be used in reaction mode once each complete turn. Return this card to the hand if the reaction card is of equal or lesser strength. Otherwise, discard this card after use."

R/O3 Offensive Electronic Warfare: All electronic warfare cards may now be played to a ship or base. Offensive electronic warfare can increase the damage caused by a heavy weapons volley, increasing the damage taken by terrain. The electronic warfare cards do not state they can damage terrain because it is the weapons, not the electronic warfare causing the damage.

O5 Political Upeaval: The phrase "Prevents the use of the terrain" indicates that it produces no points, may not perform card actions, and any rules on the card that affect other cards will no longer be in effect.

O6 Political Clout: "Played against an opponent ship and terrain" is short for "Played against an opponent ship and an opponent terrain in the same fleet."

O7 Poker Night (errata): This card should be discarded after use.

O7 Surprise Attack: The surprise attack now states that the ship is played engaged and fully armed. All weapons and ship systems (heavy weapons, mine deployment systems, etc.) are loaded. Once the ship is played, the surprise attack is used (there is nothing more for it to do) and it is discarded. This card does not arm cards played after the ship is played, such as refits.

O9 Catastrophic Repetition: This card states, "no other modifications allowed." Modifications are any card affecting the ship which adjusts the damage caused by the ship. A phaser magnifier may be applied because, as a ship system, it is not considered a modification. It does prevent the use of lucky targeting because it modifies the weapons damage. It will not prevent an unlucky targeting because that affects the volley, not the ship's weapons. A ship mimic will mimic the action of the ship but does not mimic cards played to the ship. So the weapons fire of the ship mimic will do standard damage. Also note, this card only affects damage, not other effects of weapons such as those found on game supply ships.

O8 Discovery of Discoveries (errata): This card is discarded after use.

R/O10 And Now For Something Completely Different (errata): This card should be discarded after use.

O10 Planetary Destruction: This card states that it destroys any ships or bases on the terrain. The E10 Subspace Stabilizer only prevents a base from being discarded due to the destruction of the terrain. It will not stop the occurrence from destroying the base. If the terrain is saved by an R/O5 Exogeologist, the bases and ships are still destroyed.

Errata: This card should be discarded after use.

S9 P.O.T. Battleship: This ship may be used in any P.O.T. deck. It is not restricted to the Tequan element (that is flavor text).

S10 Explosive Ore Carrier: The ore carrier's controller can decide which weapons (from which source) in a multi-source volley scored each point of structural damage. Any points in excess of what is needed to destroy the ore carrier are not considered to cause structural damage. Incoming damage negated by a repair delivery is never applied and will not cause retaliation.

R/T2 Asteroid Shield (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). See "Splash Damage" and "Terrain" under "Various Subjects".

Once the asteroid shield is in play, it continues to prevent damage to the ship, but no longer intercepts the damage. That rule only applies to cards played in reaction mode. Once in play, the terrain must be the target of damage to be damaged, and any excess damage would not splash through.

T5 Nebula - Homecloud Nebula: This affects all Argonian ships in all fleets.

T/B5 Vektraan Asteroid Outpost: All of the Vektraan asteroid bases use the following rules:

Vektraan asteroid bases are played and damaged as terrain, but are a base for all other purposes.

They may be played during turn 1 or 2. If played during turn 2, it would not count as your 1st unit installation or psy played during that turn.

The same applies to command limits. Once played, they consume a command slot, but do not require a slot to be played. Note that it is legal to exceed your command limit. It only prevents you from playing a card which consumes a slot (except Vektraan asteroid bases).

The Vektraan asteroid bases are damaged as terrain. The structure of the base may only be damaged by heavy weapons and cards that state they damage terrain. The structure will suffer the effects of card damage (see "Card Damage" under "Various Subjects"). Only the heavy weapons portion of a weapons volley can damage the structure. The shields protect against card damage and weapons fire as would the shields on any card.

Cards that are played to terrain may only be played to Vektraan asteroid bases if they cause damage (or if they may also be played to bases).

You can play a Vektroan asteroid base to a star because it is played as terrain, but you may not play a white dwarf to the Vektroan asteroid base, because it is a base for purposes other than being played and damaged.

Vektroan asteroid bases may be used by any dock, but must be supported using the rules for supporting minor empire cards (unless used in a Vektroan dock). They are Vektroan and may use Vektroan technology. They may not use adapted technology (this is limited to their ships).

T6 Out of Phase World (Errata): When the Out of Phase World is out of phase, the terrain stack is considered removed from play. This terrain may only change of phase during the Allocation Phase (and is therefore in phase on the turn played).

T6 System - Femenazi System: This affects all Tutor ships in play in all fleets.

T/B6 Vektroan Asteroid Station: This card was reprinted in Piracy and now has six shields. See "T/B5 Vektroan Asteroid Outpost" in this section for the rules for Vektroan asteroid bases.

T7 Planet - Krebizar: This planet affects Krebiz capsules in play in all fleets. This includes capsules combined with cruisers.

T8 System - Mechad System: This affects all Mechad ship in all fleets.

T8 Plasmatic Nebula: This nebula affects all P.O.T. ships in all fleets.

T9 Planet - Corporate Homeworld: This affects Corporate snips in all fleets.

T/B9 Vektroan Asteroid Starbase: See "T/B5 Vektroan Asteroid Outpost" in this section for clarification on the rules for Vektroan asteroid bases.

VARIOUS SUBJECTS:

Ability Cards: Ability cards are played to crew in your fleet unless the ability says otherwise.

Activated: A card that is activated against another card is affecting that card without needing to move against that card. A tractor beam or mine is activated against a ship. It is not considered played against the ship.

Allocation Phase: The Allocation Phase and the Engagement Phase are separate phases. Cards which produce points or modify the production of points do so if they will be engaged during the Engagement Phase. If they will not be engaged, they do not produce or modify points during the Allocation Phase. This allows a card to use its own point modification to pay its own engagement cost. Essentially, at the end to the Engagement Phase, your output must be sufficient to pay for the engagement cost of all cards engaged in the fleet. If a player wishes to modify your output with reaction cards, he may do so while you are allocating or applying points. You must then recheck your units.

When you are done allocating points, declare what ship systems are loaded and what excess points are available (if you plan on applying them). Then apply the points. Points may only be applied to each opponent card once during the Allocation Phase. If you are required to recheck your point output and reallocate, you may reallocate the same number of points (or fewer) to an opponent card. You may not use this opportunity to apply more points. Reacting to point output early in the phase will solve most problems.

Cards with durations advance in duration at the beginning of the Allocation Phase. Cards with durations that affect point output perform their point output or modification to point output before being discarded.

Armor Systems: Armor systems are a special ship system and are not shields or EMF (and are compatible with either). An armor system may be activated any time damage is being applied to the structure of a card with an armor system. They may not be activated if the damage being applied does not penetrate the unit's defenses (shields or EMF). They may not be activated against damage which states that it is structural (such as a boarding party attack). Only normal (not direct structural) damage which reaches the structure (causing structural damage) may be prevented by the use of an armor system.

An armor system may only be activated once against each source of damage. A single weapons volley from multiple sources is considered one source of damage. Armor systems function regardless of whether the unit is engaged or disengaged. Every time an armor system is activated, it prevents an amount of damage from being applied to the structure equal to its current strength. In doing this, the system loses a single point of strength. Armor systems may not be repaired.

Auctions: When a card requires an auction of points (usually economy), players may bid an amount of points up to the amount they would produce if it were currently their Allocation Phase. They may not include any point modification from cards not currently engaged. They may not use the point output of cards prevented from producing points (even if they will be able to produce points by their next Allocation Phase).

The winner of the auction has his bid subtracted from his point out-

put of his next Allocation Phase. If all points bid are not paid (possibly due to some effect after the auction), remaining points due must be paid on his following Allocation Phase. Any cards which consumes points (such as a penal colony) receives their points before any debt is paid. Any current debt must be taken into account if another auction is held.

Bases: Bases can fire at any standard target (including other bases or terrain). They may not fire at a Sector HQ or Psy Network. Bases are not designated as ground or orbital. Any reference to orbiting bases simply refers to bases on the terrain, unless the card states to see the illustration. For these cards, if you see the base floating in space, it is orbital, otherwise, it is not.

Basis of a stack: A card is considered the basis of a stack any time there is one or more cards played to or against it. Any card with the phrase "may not be played to the basis of a stack" will be voided if the card becomes the basis of a stack before its effects are resolved.

Bids: See "Auctions" in this section for the rules for bidding points.

Card Damage: Card damage is any damage from a source other than weapons fire. The important distinction between the two types of damage is that card damage that is applied to the structure of terrain may not be repaired by repair points unless the source of these points states they may be used to repair card damage. Please note that only cards which specifically state they damage terrain may apply card damage to the structure of terrain.

Card Name: The title of a card includes the name above the illustration and below the illustration. The T5 Planet - Candor II is not considered the same identical card as the T5 Planet - Zambroz Planet.

Card Strength: A card's strength is the number located in the upper left corner of the card. When there are two numbers separated by a slash, the first is the fact strength (the card's strength when not in the time origin) and the second is the origin strength. Any card with a split strength goes to the time origin when unscarded from the fleet. Damage applied to the structure of a card does not affect its strength, only its current strength (see "Current Strength" in this section). Only cards that state they affect the strength of a card modify a card's strength.

Combined: Whenever two or more cards become combined, they are treated as one card of the appropriate type. The strengths of the two cards are added to determine the strength of the combined card. Any shields and weapons are considered added together, forming one set of weapons and one shield. The point output is combined (and therefore may be modified as a whole). Functions and rules are not combined. Immunities only apply to the points contributed by the immune card. The cards are considered two different cards, with one card being played to the other for the purposes of cards that affect a single card or stack of cards. This is to say a T6 Vorr with a T4 White Dwarf is 1 terrain for terrain affecting cards such as O/ Interplanetary Conflict, but is a T4 on a T6 for cards such as R/L8 Vacuum Effect.

Cards are only combined while in play. Combined cards which are moved to the reserve fleet, the hand, or the Discard Pile will become separate cards. As an example, when an S1 Patrol Ship combined with an S7 Patrol Ship Courier is destroyed, the patrol ship would be returned to the hand and the courier would be discarded.

When two cards are combined, any damage applied to either card is considered damage applied to the combined cards. The type of damage does not change. Structural damage must remain structural (the same goes for single damage). When combined cards are separated, the damage may be divided between the two. However, structural damage may not be applied to either card in excess of its strength (the same applies to shield damage).

Combined cards require a command slot based on a single card of the combined strength. A strength six ship (requiring one command slot) combined with a strength two ship (requiring one half of a command slot) becomes a strength eight ship (requiring one command slot).

If an effect (certain fields) allows parts of a combined card to be damaged separately, any currently existing damage must be divided (as if the parts were separating).

Command Points/Slots: Like all points, command points are only generated during the Allocation Phase. These points are converted into command slots for any cards in play which consume a command slot (or half of a slot). Any excess points not needed for command slots may be used to engage cards requiring a command point to engage (time knights). Once this is done, any unused points are converted into command slots. Points not used during the Allocation Phase are lost, but command points not used are always turned into command slots. Command slots last one complete turn (or until occupied).

If you do not generate enough command points to provide a com-

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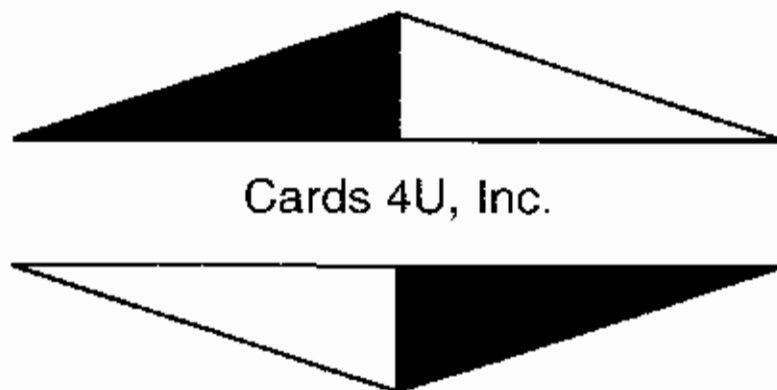
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mand slot for each card requiring a command slot in play in your fleet (most units and all psys), there is no effect on your cards currently in play. This will prevent you from engaging cards which require a command point to engage (like knights) and also prevents cards which require a command slot from being played.

If a card consuming a command slot is discarded, the slot is only free to use if you were not over your command limit. Any cards in play requiring a command slot that did not receive one during your last Allocation Phase immediately fill any vacant slots.

Units in the time origin require a command slot based on their origin strength.

Complete Turn: A complete turn is from the beginning of your Allocation Phase to the beginning of your next Allocation Phase. A turn is the same as a complete turn. A turn is relative to each player. It is possible for one player to be on his third complete turn while another player is still in the middle of his second turn.

Cards with durations are considered to have been in play one turn during their controller's Allocation Phase. This is regardless of which player turn on which the card is played. An R/S1 Ship from the Future, when played as a reaction during an opponent's Weapons Fire Phase, is discarded at the beginning of the ship controller's Allocation Phase. This is one complete turn.

Control: You must have any required command slot available before you may control a card requiring a command slot. When control is established on such a card, it is no longer using a command slot in the original controller's fleet. The location of the card does not change. Filarians are an exception to this. It is still in the fleet of the person who played the card being controlled. Filarians are an exception. It will only protect the Sector HQ or Psy Network of the controlling player (as appropriate).

The controlling player pays any engagement costs of a controlled card during their Allocation Phase. He uses any functions of the card during his own turn (unless the card functions otherwise).

Current Strength: Current strength is structural strength less any damage applied to the structure. Only when a card uses the term "current strength" is it referring to the remaining strength points. Some of the cards that refer to current strength are the M8 Ship Collector and the O9 Ship Collision. **Cyber Card:** Any card with cyber in its name is a cyber card. Also any card treated as cyber is a cyber card. Example: A C5 Psyber Mage which states that it is considered a cyber mage is a cyber card.

Discarded After Use: Any card which is discarded after use stays in play until all functions that the card is going to perform have been completed.

Dragons (D): Dragons are treated as ships for the purpose of card interaction. However, they are a separate category for the purpose of the deck stocking rules. Minor empire dragons must be supported by four main empire ships and/or dragons unless being used as a main empire.

Dragons may not have equipment, crew, or occurrence cards played to or against them. Such cards can still affect them. A mine card can damage a dragon. A boarding party can perform a there-and-back mission to the dragon. An R/O5 Variable Terrain is capable of damaging a dragon which damaged the terrain.

EMF: Electromagnetic field (EMF) defense is a system of defense used by the Mechad. EMF is not shields. Cards that affect shields do not affect EMF unless they state they affect EMF.

In addition to not being able to generate more EMF than twice the strength of the unit, EMF is not allowed to be generated in excess of the sum of the strength of the unit and the strength of the EMF immediately prior to the Allocation Phase. As an example, an S8 Mechad Battleship is played with an EMF strength of eight. If it sustains five points of damage, its EMF strength becomes three. During the next Allocation Phase, it may not be raised above either limit (sixteen and eleven). If it is brought to eleven, and remains at eleven until the next Allocation Phase, the new limits will be sixteen and nineteen. Since both limits apply, the lower limit may not be exceeded.

EMF absorbs damage in a similar manner to shields. It will not absorb damage stated as structural. Damage which bypasses shields must also state EMF, or the EMF will still protect the unit. The P.O.T.'s shield penetration device states in the rules that it also bypasses EMF.

The strength of a unit's EMF is indicated by one or more dice. When damage is applied to the EMF, the strength of the EMF is reduced (adjust the dice). EMF never uses dice to indicate damage as the absorbed damage results in a decrease in strength (this is an exception to how damage is scored). During the Allocation Phase, EMF on units in the fleet is not repaired, it is generated anew.

EMF is generated through the use of nodes. Only a card with

nodes may generate EMF. Cards with nodes may not have shield refits applied to them.

If a card with nodes is not engaged during the Allocation Phase, it has an EMF strength equal to the strength of the unit. EMF may not be increased to a disengaged unit. If an engaged unit with nodes is disengaged outside of the Allocation Phase (by a breakdown, for example), its EMF is not affected. If a node refit is destroyed, the current strength of the EMF of the unit will not be affected.

When a unit with nodes is played, it has an EMF strength equal to the unit's strength.

EMF is not considered engagement energy and is not considered for the purposes of escaping a gravity pocket. The production of EMF is not affected by the Corporato's E6 Warp Field Destabilizer Gun.

Engagement Phase: See "Allocation Phase" in this section.

Exceptions: The deck stocking rules allow three exceptions to the support rules. You are allowed up to three cards in your deck which are not supported by at least one card of each lesser strength in the same category. Having ships of strength one through seven, two S9s, and one S10 would be three exceptions. The two S9s and one S10 are the exceptions. The absence of an S8 is not the exception.

Exclusive Empire Crew: These crew may only be played in a deck representing that empire.

Filarian Infesters: Filarian infester ability cards may only be used in a Filarian deck. Infesters may only control ship stacks (not dragons or any other card type). A free command slot (or half a slot where appropriate) is required to take control of any card which consumes a command slot (this applies to any form of control, not just Filarian). They gain control of the ship and all cards on the ship stack in the same fleet as the ship (cards played to the ship, not cards played against it). The infested ship stack is moved to the infester's fleet (an exception to the rule that a player's cards are always considered in his fleet, even when against an opponent's fleet). Neither player may voluntarily discard such cards. The Filarian player may not play cards to any cards controlled in this manner (including the ship itself).

Free Flying Shuttles: A free flying shuttle is any shuttle (fighters are shuttles) which is not on another card. Certain crew allow a shuttle to be played independently (i.e. free flying). Also any shuttle moving from one location to another is considered to be a free-flying shuttle while in transition to its new location. It is not a normal function of a shuttle to remain independent. Another card in play must state that they may be in play in this manner. Fighter pilots only affect shuttles at their location and must therefore accompany a shuttle for it to be a free flying shuttle. A free flying shuttle may be the target of weapons fire as is stated in the rules under "Weapon Rules: Standard Targets."

Friendly Fire: Cards are not restricted from firing at their own fleet. The only such restriction is that no card may fire at itself.

Fully Engaged: A fully engaged card is both engaged and armed. All weapons and ship systems are armed. A card with nodes, which is fully engaged by another card, may be given EMF equal to twice its strength. However, EMF is not required for such a card to be considered fully engaged.

Generic Ships: Ships with the generic ship background (horizontal blue lines on a blue background) are generic ships. Generic ships are not empire-specific. Having no empire, they may not be used as a main empire. They do not have to be supported by 4 non-main empire ships and may not be used as a non-main empire ship supporting a main empire ship.

Heavy Weapons: A heavy weapon requires an ammunition point to be fired. Once loaded, it remains loaded for a complete turn (until it sees another Allocation Phase) or until fired (whichever happens first). If you gain control of an engaged ship, you would only be able to fire heavy weapons on the turn that control is established if its previous controller armed the heavy weapons and did not fire them (some cards which control other cards exempt themselves from this point requirement).

Independent Shuttle: See "Free Flying Shuttles" in this section.

Indirigan. The Indirigans are divided into tribes. Each tribe is a separate empire, but they are all affected by cards which affect Indirigans.

Mine Deployment System (MDS): A loaded (1 supply required) MDS is activated as a card action with a mine played to the ship to use the mine without discarding the mine. Each MDS may only be used once per turn. Two loaded MDSs may not activate the same card because each requires its own mine. Also, a single mine may only be used once per turn. The MDS may be loaded during the Allocation Phase regardless of the existence of a mine. A mine may be played to a ship after the MDS is loaded. An MDS is not required to activate the same mine it activated on a previous turn.

Modifiers: The following list covers various types of modification.

Terrain Output Modifiers: Terrain output modifiers are the only type that are limited. Only the greatest additive modifier and the greatest non-critical multiplicative (greater than x1) for each point type are applied to the terrain. Always apply modifiers in the following order: Additive, beneficial multiplicative, subtractive modifiers, and finally detrimental multiplicative (less than x1). There is no limit on detrimental and subtractive modifiers.

Weapon fire modification: There is no limit on the number of cards that may modify the damage caused by weapons fire. For an exception, see "O3 Catastrophic Repetition" under "Cards by type and strength".

Non-Passive (NP): All equipment is rated either P (for passive) or NP (for non-passive). Non passive equipment may not be engaged at a disengaged location. When played to a disengaged location it is played disengaged regardless of its engagement cost. See "Passive" in this section.

Passive (P): All equipment is rated either P (for passive) or NP (for non-passive). Passive equipment may be engaged regardless of the engagement state of its location. See "Non-Passive" in this section.

Personas: Personas are distinguished by the word persona above the card text. Cards which state "only one such card may be in play" use the same rules as personas. While a persona is in play no player may play that same card. If a persona is removed from play, the card is no longer restricted from being played. If any effect causes a second copy of a persona to be in play, the newly appearing persona would be discarded.

Played against an opponent.... Any card played against an opponent is considered in the fleet of the person who played the card. It is considered against the opponent's fleet. The person who played it may repair it, play other cards to it, etc.

If you play a T6 Black Hole against an opponent, you could play a base on it. You could not play a B5 Penal Colony on it because the penal colony is played against opponent terrain.

Player Turn: A player turn is from the beginning of the current player's turn to the beginning of the next player's turn. A turn and a complete turn are not a player turn.

Cards with a duration measured in player turns start their count on the turn played, with the next player's Action Phase being one player turn.

Psy Being: A psy being is any card which can use a psy function.

Reaction Cards: Reaction cards may be played on any player's turn in reaction to an opponent doing one of the following: allocating points, playing a card, performing a card action (including producing points or firing weapons), or voluntarily discarding a card during the Discard Phase. However, to play a reaction card on your turn requires an available card play.

Removed from play: When a card is removed from play (by such cards as an H1 Time Warp or R/O1 Time Skip), its location is not changed. The affected card's entire stack is just treated as if it were not currently part of the game until the effect is over. The only exception is the card removing the stack from play does not remove itself from play.

If a card returns to play and its location has been destroyed, it is discarded. If it cannot survive independently.

As an example, if a base with a time warp played against it has its terrain destroyed but from underneath it, the base is not immediately discarded because it is not currently in play. When the duration expires on the time warp, the base would be discarded because it may not be played independently.

If a card is removed from play after performing an action but before the effect is resolved, the effect is delayed until the card returns to play. If the action is still possible, it is performed at this time (opponents may react again). If the action is inappropriate at this time (such as a time skipped shuttle targeting coming into play at the end of the turn or a time skipped shuttle going to ship that was already destroyed), it is voided. When the action is voided the card continues as if the action has happened (the unlucky targeting is discarded after use, whereas the shuttle simply returns).

Requires a transporter, shuttle or fighter ... Crew no longer require transportation to function. Such crew operate at their location. They only need transportation to perform their function at a different location.

Shuttles: First, fighters are a subset of shuttles (any reference to shuttles also refers to fighters). Second, equipment may only be played to units (ships or bases). Shuttles which change locations may move to terrain or installations. A shuttle in play on terrain will still function and is not considered "flying".

The phrase "one shot only", after the phase(s) of a shuttle indicates that each phase may only be shot once. Certain cards rearm the crushers. This restores their one-shot capability. They may still not be fired more than once per turn. Once fired, they must be rearmed again before they can fire.

Also, any shuttle capable of transporting crew is also capable of moving without crew. Most, but not all, state they may transport up to their capacity. This includes transporting zero crew.

Shuttles may transport disengaged crew, transporting a crew is a function of the shuttle, not the crew. The same applies to transporters.

Splash Damage: Whenever a card is played in reaction mode to prevent damage from being applied to a target, the damage being applied to the protected card is diverted to the protecting card. If the damage is sufficient to destroy the protecting card, any damage not needed to destroy the protecting card will splash through to the protected target. If the protected target requires a certain type of damage to be affected, but the protecting card can be destroyed by other types of damage included in a volley, the other type of damage will be used to destroy the protector. This allows the appropriate type of damage to splash through.

Damage only splashes through cards just played in reaction mode. If a card was already in play, the splash damage rules do not apply.

Stack: A stack is any card and cards played to or against the card and any cards played to or against those cards, etc. A single card is a stack. However, it is not a stack of cards (cards being plural).

Structural Damage: Structural damage is damage which is applied directly to the structure, ignoring shields, EMF and armor systems. Only cards which state they cause structural damage cause direct structural damage. As of the Universe Edition printing, boarding parties, the C5 Suicide Squad and the C9 Marauder cause structural damage.

Suark Breed: The controller of the highest strength suark may play one card during each opponent's Play Cards Phase A. Once a person plays a card during Play Cards Phase A, you may play your card after the effects of the opponent's card have been resolved. It is not done in reaction mode. Once you play your card, and any reactions to the played card are resolved, the current player may continue with his turn. If a player announced that he is ready to end his Play Cards Phase A, and a player plays a card using a suark breed, the current player would still be eligible to play cards during the phase.

When any crew in any fleet (not from the hand or the time origin) is going to be discarded (even during the discard phase), the lowest strength suark breed in play is discarded instead. If, for any reason, the crew must still be discarded (his location is gone or his current strength is equal or less than zero), the crew is then discarded. In any such case, only one suark would be discarded for a single crew being discarded.

Terrain: The only things that may damage terrain are cards which state they can damage terrain and heavy weapons fire. Cards like the C9 Marauder (which may be transported to an opponent location) can not cause its damage to terrain because it does not state that it may.

Turn: See "Complete Turn" in this section.

Unexposed: Unexposed cards are positioned face down. Cards or a time capsule are moved to the time capsule unexposed. They are considered out of play until the time capsule is resolved. A time shield, however, is played to the ship stack with which it is played. The unexposed cards, in this case, are treated exactly as if they were exposed (except opponents may not see the front of the unexposed cards). A card under a time shield performing an action must be exposed when the action is declared. If an unexposed card is moved away from a time shield, it must be exposed.

Voided: Any time a card play or action is no longer legal, it is voided. Any time an action is voided, the card action is still considered used for that turn.

When an action is voided, the card is discarded if normally discarded after use. Cards not normally discarded remain in play.

If it is the card play (not the card's action) being voided, the card is returned to the hand. Card plays are voided by such cards as R/O1 Pest Transmission and R/O1 Time Compression. These cards affect a player's ability to play cards. A card that finds itself being played to an illegal location when its effect resolves is a voided action, not a voided play.

Weapons Fire: Cards played in reaction mode may only fire weapons if played during a Weapons Fire Phase. Due to the rule that states you may only react to an opponent's action, if an opponent does not fire weapons you may not play a reactionary card to fire its weapons.

"X" Cards: "X" cards refers to such phrases as time cards, cyber cards, etc. An "X" card is any card with "X" in the name, either as a whole word or conjuncted with one or more words. L5 Accelerated Timeline is considered a time card because the word timeline is a conjunction of time and line. Do not confuse an "X" card with such things as a category card. A luck card is any L card, not a card with luck in its title. Categories always take precedent in this case.

GALACTIC FIRE #2 THE COMEDY CLUB ON THE FAR SIDE OF THE GALAXY™ CARD LIST

25	Comedy Club Sector HQ - Comedy Club Network	Uncommon	Mitchell Davidson-Bentley
A1	Age of Clubs	Uncommon	Pat Morrissey
A41	Mime Pantomime	Uncommon	Randy Tarkas' Hoar
A1	Spook Sauce (1 of 4 quotes)	Uncommon	Randy Asplund-Faith
A1	*	Uncommon	
R02	Slacking Part II (1 of 4 quotes)	Uncommon	Robert A. Kraus
A3	Acid Talk's Hiss (1 of 1 quotes)	Uncommon	Robert A. Kraus
R04	Chaos - 1 Hat	Uncommon	Robert A. Kraus
R04	Biological Mime	Uncommon	Robert A. Kraus
R08	Soft Chewy Candy (1 of 2 Hiss)	Uncommon	George T. Hanna Jr.
A7	Face Paint	Uncommon	Richard Kraus
H1	Far at Jack's (1 of 1 quotes)	Uncommon	Randy Tarkas' Hoar
R7	Don't Stop	Uncommon	Randy Tarkas' Hoar
B3	Artistic Study (1 of 4 quotes)	Uncommon	Randy Tarkas' Hoar
B4	Hum's Hiss	Uncommon	Mitchell Davidson-Bentley
B5	Cinema	Uncommon	Mitchell Davidson-Bentley
B6	Defensive Satellite	Uncommon	Michael Carroll
R/C	Harmaid (1 of 4 quotes)	Uncommon	Robert A. Kraus
C1	1979 Delivery Alien (1 of 4 quotes)	Uncommon	Randy Tarkas' Hoar
R/C1	Safe Representative	Uncommon	Pat Morrissey
R/C1	Super Model	Uncommon	Farkinson
C1	The Mission of the Red Spirit	Uncommon	Pat Morrissey
C1	Used Spaceship Area (1 of 4 quotes) (Person)	Uncommon	Randy Tarkas' Hoar
R/C1	Wanna-be Game Designer	Uncommon	Pat Morrissey
C2	Mime	Uncommon	Robert A. Kraus
R/C24	Brify the Time Knight - Slayer (1 of 1 quotes)	Uncommon	Robert A. Kraus
C3	Mime	Uncommon	Robert A. Kraus
C4	Mad Scientist	Uncommon	Robert A. Kraus
C4	Night Club Comedian (1 of 4 quotes)	Uncommon	Pat Morrissey
C4	The Commodore	Uncommon	Robert A. Kraus
C55	Mime Knight	Uncommon	Robert A. Kraus
C6	Mime	Uncommon	Robert A. Kraus
C6	Night Club Comedian	Uncommon	Pat Morrissey
C6	Gruppe	Uncommon	Pat Morrissey
R/C6	Teckler	Uncommon	Pat Morrissey
C9	Mime	Uncommon	Robert A. Kraus
R/C10	Master Mime	Entry	Robert A. Kraus
C10	Night Club Comedian	Entry	Pat Morrissey
D5	Kung Fu Begor	Uncommon	Randy Asplund-Faith
R/C1	Shuttlebus	P	Randy Tarkas' Hoar
R/C1	The Club	P	Michael Trapp
R/C2	Clown Car (1 of 4 quotes)	P	Pat Morrissey
R/C2	Mime Protection Chamber	P	Pat Morrissey
R/C3	Muscular Transporter	P	Michael Trapp
R/C4	Standin' Figher	P	Michael Trapp
R/C5	Mime Rank	NP	Robert A. Kraus
R11	The Old Se Office	Uncommon	Michael Trapp
R12	Warp Phone - Gales	Uncommon	Randy Asplund-Faith
R15	Time Assassin (1 of 3 quotes)	Uncommon	Bob Wesson
A7	Either Dragoness	Uncommon	Randy Asplund-Faith
A	Lobster Marks	Uncommon	Randy Tarkas' Hoar
B	Bob's Used Spaceship Lot	Uncommon	Randy Tarkas' Hoar
B	Sahndia's Weapon Shop	Uncommon	Pat Morrissey
F1	Coffee House (1 of 4 quotes)	Uncommon	Pat Morrissey
F1	Road Sign	Uncommon	C. Henry Schultz
F1	Road Sign	Uncommon	Michael Trapp
F1	Sign Post (1 of 4 quotes)	Uncommon	Michael Trapp
F2	Fast Food Franchise (1 of 4 quotes)	Uncommon	Michael Trapp
F2	Kid's Got Club (1 of 4 quotes)	Uncommon	Pat Morrissey
F3	Scouter - Training Club	Uncommon	Pat Morrissey
F3	The Club (1 of 4 quotes)	Uncommon	Pat Morrissey
F7	Captain's Hiss (1 of 4 quotes)	Uncommon	Mitchell Davidson-Bentley
F7	Centaurian's Club (1 of 4 quotes)	Uncommon	Elvis McMead
F7	Lead Falcon History	Uncommon	Robert A. Kraus
F5	Control Central	Uncommon	Mitchell Davidson-Bentley
F8	Psychiatric Ward (1 of 4 quotes)	Uncommon	Randy Asplund-Faith
F7	Down College (1 of 4 quotes)	Uncommon	Pat Morrissey
F8	Casino	Uncommon	Randy Tarkas' Hoar
F10	The Comedy Club on the Far Side of the Galaxy	Entry	David A. Cherry
R/L2	Time Sail	Uncommon	Michael Trapp
R/L2	Time Hiccup	Uncommon	Michael Trapp
R/L2	You Missed Me By This Much	Uncommon	Pat Morrissey
L3	Twist of Fate II	Uncommon	Michael Trapp
R/L5	Lucky Mime Explosion (1 of 4 quotes)	Uncommon	Robert A. Kraus
R/L5	Unlucky Mime Explosion (1 of 4 quotes)	Uncommon	Robert A. Kraus
L8	Call of Gales	Uncommon	Elvis McMead
L9	What's This Stuff For? (1 of 4 quotes)	Uncommon	Robert A. Kraus
M1	Space Penguin	Uncommon	Randy Asplund-Faith

MP	Space Penguin	Uncommon	Randy Asplund-Faith
RMS	Menny Hungry Wease's	Person	Uncommon
M1	Space Penguin	Uncommon	Randy Asplund-Faith
M5	Mime Control Board	Uncommon	Robert A. Kraus
O6	Keros	Uncommon	Robert A. Kraus
O8	Robot Toss	Uncommon	Michael Trapp
R/O4	Mime Explosion (1 of 4 quotes)	Uncommon	Robert A. Kraus
O7	Poker Night	Uncommon	Randy Tarkas' Hoar
O7	We Have Special Plans for this Card	Uncommon	Michael Trapp
R/O10	And Now For Something Completely Different	Entry	Michael Trapp
R/S1	Ship From The Present	Uncommon	Steve Jensen
B3	Lobster Hoar	Uncommon	Randy Asplund-Faith
B6	Troika Ship	Uncommon	Randy Tarkas' Hoar
T/A1	Shameless Argonian Sunbathing Nude	Uncommon	Elvis McMead
R/T3	Reddian Arts and Crafts	Uncommon	Randy Tarkas' Hoar
T3	Rubber Ball - Planet	Uncommon	C. Henry Schultz
T4	Control - Out of Control Come	Uncommon	Bob Wesson
T5	Planet - Earth	Uncommon	George T. Hanna Jr.
T5	Planet - Mine Homeworld	Uncommon	Kas Moonlight
T6	Carriage Planet	Uncommon	Randy Tarkas' Hoar
T6	In Phase World	Uncommon	C. Henry Schultz
T7	Lobster Nebula	Uncommon	Randy Asplund-Faith
T8	Ball	Uncommon	George T. Hanna Jr.
I8	Salt Water World	Uncommon	Elvis McMead

CARD COMMENTARIES:

O7 Poker Night (errata): This card should be discarded after use.

R/O10 And Now For Something Completely Different (errata): This card should be discarded after use.

R/S1 Ship From The Present: Shhhh! It's a secret. Even people who know about the ship are still getting caught by it. It even happened to a veteran player during a Deranged Comedy Club Mutant Sealed Deck Tournament.

T/A1 Shameless Argonian Sunbathing Nude: This is an Argonian card. Due to the fact that Argonians are a major empire, it may only be used in an Argonian deck.

T5 Planet - Earth: To this date, the Earth has not yet been destroyed, so keep on playing.

DID YOU KNOW THAT...:

- The Comedy Club Network (CCN) is a major empire. Comedy clubs protect the Sector HQ of CCN players. This does not prevent ships from protecting their Sector HQ as well.
- Installations (including comedy clubs) do not require a command slot, so keep those crew busy grabbing all the installations you can.
- Many of the cards found in The Comedy Club on the Far Side of the Galaxy have up to 4 different humorous quotes. Each starter deck will contain 1 of the 4 sets of quotes, making it easy to complete your set.

The rules for running a Deranged Comedy Club Mutant Sealed Deck Tournament are found on page 9. It is a most unique tournament indeed.

This page will self-destruct in 5 minutes...
Illustration ©1988 Robert A. Kraus



A1	Linear Eclipse	Uncommon	C. Henry Schulte	C9	Hardactive Being	Uncommon	Robert A. Kraus
RA1	Persistence	Uncommon	Robert A. Kraus	C1	Construction Team	Uncommon	Robert A. Kraus
A2	Advanced Specimen	Uncommon	Randy Asplund-Faith	C3	Corporate Employee	Uncommon	Robert A. Kraus
A2	Ascension	Uncommon	Scott Werner	C3	Cabbage Men	Uncommon	Robert A. Kraus
A2	Mithras Atmosphere	Uncommon	George T. Harzic Jr.	C3	Hydroponic Technician	Uncommon	Randy 'Tankas' Hoar
A3	Alien Love	Uncommon	Scott Werner	C4	Indingan Female	Very Rare	Randy 'Tankas' Hoar
RA3	Indingan Talbot	Very Rare	Sigmund Faye	C3	Negotiator	Uncommon	Armand Cabrera
A3	Inspiration	Uncommon	Lissanne Lake	C4	Oral	Uncommon	Robert A. Kraus
A3	Solar Eclipse	Very Rare	C. Henry Schulte	C4	Pioneer	Very Rare	N. Taylor Blanchard
A3	Terrestrial Overgrowth	Uncommon	C. Henry Schulte	C5	Cybernetic Engineer	Persona	Lissanne Lake
A4	Perfect Specimen	Very Rare	Randy Asplund-Faith	C5	Renegade Science Officer	Persona	Leal
RA4	Secret Agent Alien	Very Rare	Pat Morissey	C5	Senior Helmsman	Persona	David A. Cherry
AT4	Adapt Time Knight's Scepter	Very Rare	David A. Cherry	C5	Technopilot	Uncommon	Lissanne Lake
A5	Common: Gold Card	Uncommon	A Corporate gold card	C6	Exclusion	Very Rare	David A. Cherry
A5	Genetic Variant	Very Rare	Randy Asplund-Faith	C6	Flight Deck Supervisor	Very Rare	David A. Cherry
A5	Fire's Person	Uncommon	Lee	C6	Indingan Chieftain - Uncolored	Persona	Randy 'Tankas' Hoar
A6	Resource Management - Personnel Department	Uncommon	Robert A. Kraus	RC6	Marine Star	Persona	Armand Cabrera
A6	Uncommon	Very Rare	Randy Asplund-Faith	C6	Tire Munch	Very Rare	David A. Cherry
A8	Quorum	Very Rare	Elvis McMead	C7	Hammond Warlike Specialist	Very Rare	Lissanne Lake
A9	Loyal Indingan Talbot	Very Rare	Sigmund Faye	C7	Indingan Chieftain - Lord Wolf	Persona	Randy 'Tankas' Hoar
A9	Antimatter - Col. Valium	Very Rare	Elvis McMead	C7	Indingan Chieftain - Murchis	Persona	Randy 'Tankas' Hoar
RA10	Table Leader	Empty	David A. Cherry	C7	Indingan Chieftain - Lord Wolf	Persona	Randy 'Tankas' Hoar
				C7	Waterfall Coordinator	Very Rare	Michael Trapp
B5	Floating City	Uncommon	N. Taylor Blanchard	C8	Civil Engineer	Persona	Lissanne Lake
B5	Genetic Circuit Board	Very Rare	Henry 'Tankas' Hoar	RC8	Communications Subceptor	Persona	David A. Cherry
B5	Artisan	Very Rare	Armand Cabrera	C8	Tire Munch	Persona	Armand Cabrera
B6	City of the Future	Uncommon	C. Henry Schulte	C8	Uxar High Guard - Uxar Y. 42	Persona	Lissanne Lake
				C8	Uxar High Guard - Uxar Y. 42	Persona	David A. Cherry
C1	Book	Uncommon	Robert A. Kraus	C8	Logistics Officer	Very Rare	Armand Cabrera
RC1	Cryptologist	Uncommon	Lissanne Lake	C8	Master Navigator	Persona	David A. Cherry
RC1	Eight Apartments	Uncommon	Robert A. Kraus	C8	Mitochondria	Persona	Lissanne Lake
C1	Lux Guy	Persona	Robert A. Kraus	C8	Clyden manual General	Very Rare	Michael Trapp
C1	Speedy Delivery Alien	Uncommon	Randy 'Tankas' Hoar	C8	Grand Driftman - Murchis	Persona	Randy 'Tankas' Hoar
RC1	Sleazebag	Uncommon	Pat Morissey	RC8	Grand Time Keeper - Sir Thomas Self	Persona	David A. Cherry
C1	Wagoner	Uncommon	David A. Cherry	C8	Indingan Chieftain - Neana	Persona	Randy 'Tankas' Hoar
C2	Bodyguard	Uncommon	Lissanne Lake	C8	Senior Admiral	Persona	Lissanne Lake
RC2	Emergency Maintenance Team	Uncommon	David A. Cherry	C9	Zedan Chief Assessor	Persona	N. Taylor Blanchard
RC2	Gorilla Warfare Specialists	Uncommon	Armand Cabrera	C10	War Plague	Persona	David A. Cherry
C2	Vad Chemist	Persona	Lissanne Lake			Empty	

D6 ●* Brood Dragoness



Illustration © 1996 Victor Kovan

Brood Dragoness:

- Lett in charge of other dragon's hatchlings to teach them proper social order.
- Each turn, if fired at while combined with a hatchling, may use its physical damage as a reaction.

■ ■ : Breath Weapons
 XXXXX: Physical Damage
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G1	Kobal Justice	Uncommon	Heather Butler	G2	Heather Salt MacLinton	Uncommon	Robert A. Kraus
G2	Kobal Soule	Uncommon	Heather Butler	R02	Jung's Love	Uncommon	David A. Cherry
G3	Kobal Spaw	Uncommon	Ne'Ne' Thomas & C. Buck	R03	Illness - Spade Sickness	Uncommon	Robert A. Kraus
R04	Kobal Duke	Uncommon	Ne'Ne' Thomas & C. Buck	R06	Instant Reactor	Persona	John Matton
G4	Kobal Robotic Arm	Very Rare	Ne'Ne' Thomas & C. Buck	R08	Mutatoronic	Uncommon	Lissanne Lake
G5	Kobal Courtesan	Very Rare	Ne'Ne' Thomas & C. Buck	G4	Amphibian Gears	Uncommon	Pat Marzessy
R05	Kobal Knight	Very Rare	Heather Butler	G1	Peace Treaty	Uncommon	Lissanne Lake
G6	Kobal Mercutio	Very Rare	Ne'Ne' Thomas & C. Buck	G4	Riot	Uncommon	Lissanne Lake
G7	Kobal Fox	Very Rare	Heather Butler	G4	Subtle Misdeed	Uncommon	Armand Cabrera
R06	Kobal Knight Templar	Very Rare	Heather Butler	R09	Suburban Disruptor	Uncommon	George T. Henne Jr
G8	Kobal Viscount	Very Rare	Heather Butler	G5	Collier Break	Uncommon	David A. Cherry
G7	Kobal Vagabond	Very Rare	Heather Butler	G9	Crucible Tutorial	Uncommon	John Matton
G7	Kobal Frank	Very Rare	Heather Butler	R09	Disruptor Loop	Uncommon	Scott Werner
G8	Kobal Laird	Very Rare	Heather Butler	R08	Teleportation Effect	Uncommon	Armand Cabrera
G9	Kobal Sovereign	Very Rare	Heather Butler	G7	Margalactic Transports	Very Rare	Armand Cabrera
G4	Ravenous Dragoness	Uncommon	Lissanne Lake	G7	Reedstach Territory	Uncommon	Michael Trapp
G6	Overwatch Dragon	Persona	Uncommon	G8	Galactic Depressor	Very Rare	Robert A. Kraus
				R09	Pendulum Defeat	Very Rare	John Matton
G2	Crystaline Resonance Manipulation	NP	Armand Cabrera	P7	Earth's Kral	Very Rare	Robert A. Kraus
G3	Boring Probe	P	George T. Henne Jr	P8	Ham	Very Rare	Robert A. Kraus
G3	Defensive Arsenal	P	Michael Trapp	P8	Samah Pin	Very Rare	Robert A. Kraus
G3	Fluctuating Static Mine	NP	Michael Trapp	S5	Geosync Patrol Ship	Uncommon	Armand Cabrera
G3	Research Probe	P	N. Taylor Blanchard	S6	Trade Freighter	Very Rare	Armand Cabrera
G4	Tranquilizer Mount	NP	Scott Werner	R53	Cytron Heavy Warlord	Very Rare	Michael Trapp
G5	Survivng Hooks	NP	George T. Henne Jr	S7	Cytron Flagship	Very Rare	Michael Trapp
R/F01	Clydon Fighter	F	Armand Cabrera	S6	Jean Heavy Carrier - Cruiser Class	Persona	Armand Cabrera
R/F5	Aleazar - Needle Fighter	F	Michael	S6	Long Wolf Destroyer	Uncommon	George T. Henne Jr
R/F5	Jear Jump Fighter	F	Armand Cabrera	S6	Long Wolf Command Cruiser	Uncommon	George T. Henne Jr
G5	Mainframe System - Database	NP	Pat Marzessy	S7	Long Wolf Patrol Cruiser	Very Rare	George T. Henne Jr
G5	Passive Torpedoes	NP	Michael Trapp	S8	Long Wolf Battlecruiser	Very Rare	George T. Henne Jr
G5	Phase Targeting Helix	NP	Chris Adams	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E1	Psychic Fighter	F	N. Taylor Blanchard	S8	Long Wolf Battlecruiser	Very Rare	George T. Henne Jr
E1	Surfaced Probe	P	Hardy Asplund-Faith	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E2	Vesicic Fighter	F	Armand Cabrera	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
E2	Ancient Control Network	P	George T. Henne Jr	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E3	Aquarian Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
E3	Aquarian Tank	P	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E6	Holagr Fighter	P	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E6	Leazar Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G6	Plasma Pilasters	NP	Armand Cabrera	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E04	Tranquil Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/F01	Tufar Fighter	F	Armand Cabrera	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E01	Vedresan Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E01	Zoan Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E7	Corruptor Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E7	Indignat Quasar Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E8	Sound Construction	F	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
H0	Acamarian Hull - Sound Construction	F	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/E9	Argonian Heavy Gun Fighter	F	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G9	Temporal Motion Device	P, Persona	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G10	Dark Circuitry	NP, Persona	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G3	Rescillation Field	Uncommon	Uncommon	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G4	Espionage	Very Rare	Pat Marzessy	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G8	Ancient Studies	Uncommon	Michael Trapp	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G10	Savage Mission	Uncommon	David A. Cherry	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
H3	Nuclear Incident	Uncommon	Michael Carroll	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
H6	Drug Racing	Uncommon	Lissanne Lake	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G4	Vortex of Galactic Wars II	Uncommon	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G5	Outcasts of Galax	Very Rare	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G6	Teapotation Station	Uncommon	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G7	Ancient Library	Very Rare	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G7	Temple Park	Very Rare	Robert A. Kraus	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G4	Skeleton Crew	Uncommon	Lissanne Lake	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G5	Wespaite Security	Uncommon	Michael Trapp	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G6	Artifact - Spiritual Symbol	Uncommon	Hardy Asplund-Faith	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G5	Passive Cruiser	Very Rare	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G4	Ancient Portal	Very Rare	N. Taylor Blanchard	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G9	Artifact - Empire Construction	Very Rare	Michael Trapp	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G1	Party Animals	Uncommon	Lissanne Lake	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G1	Jerask	Uncommon	Scott Werner	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G2	Clipping	Uncommon	Hardy Asplund-Faith	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/M3	Jungle Muffs	Uncommon	Lissanne Lake	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G4	Planet Gauge	Uncommon	Hardy Asplund-Faith	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G5	Research Mandator	Persona	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G7	Al-zdog	Uncommon	Pat Marzessy	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G7	Mind Theft	Very Rare	Jan	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G8	Professor's Spaw Beast	Persona	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
G8	Wind Collector	Persona	Very Rare	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr
R/D1	Aquarian - City Day	Uncommon	Lissanne Lake	S8	Long Wolf Command Cruiser	Very Rare	George T. Henne Jr

CARD COMMENTARIES:

G5 Cybernetic Engineer This card received an incorrect art credit. This list is correct. The art was done by Lissanne Lake.

D6 Overwatch Dragon (errata): This card should be a persona. It has a persona art window (rounded corners) found on all personas since Piracy.

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B4/S3 Flight Craft (Aquarian)	3	Uncommon	C. Henry Schulte
B4/S3 Surface Craft (Aquarian)	1	Very Rare	C. Henry Schulte
B5/S4 Submersible (Aquarian)	1	Very Rare	C. Henry Schulte
B5/S3 Holdfast Ship (Aquarian)	1	Very Rare	C. Henry Schulte
B6/S2 Outpost Craft (Aquarian)	1	Very Rare	C. Henry Schulte
B7/S1 Command Post (Aquarian)	1	Very Rare	C. Henry Schulte
D1 Patrol Organism	2	Rare	Elvis McMaad
D2 Organism	2	Rare	Elvis McMaad
D3 Organ Growth	2	Rare	Elvis McMaad
D4 Organ Slab	2	Rare	Elvis McMaad
D4 Organ Sludge	2	Rare	Elvis McMaad
D5 Organ Mine	2	Rare	Elvis McMaad
D5 Organ Slag	2	Rare	Elvis McMaad
D6 Organ Attacker	2	Rare	Elvis McMaad
D6 Organ Engulfed	2	Very Rare	Elvis McMaad
D7 Organ Consumer	1	Very Rare	Elvis McMaad
RC2 Base Responder	1	P	C. Henry Schulte
TC1 Fusion Bot System	1	NP	George T. Henne Jr.
S2/S1 Patrol Craft (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S3 Destroyer (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S2 Light Craft (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S1 Probe (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S2 Defender Craft (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S3 Submarine (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S5 Heavy Craft (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S5 Command Craft (Aquarian)	1	Very Rare	C. Henry Schulte
S2/S2 Producer (Aquarian)	1	Very Rare	C. Henry Schulte
S7 Gekonaak Hornet (Version 1)	1	Very Rare	Robert Kraus
S7 Gekonaak Hornet (Version 2)	1	Very Rare	Robert Kraus
S2 Gekonaak Slingshot	5	Uncommon	Robert Kraus
S3 Gekonaak Needle	2	Rare	Robert Kraus
S3 Gekonaak Wasp	2	Rare	Robert Kraus
S4 Gekonaak Aspirator	2	Rare	Robert Kraus & Kim Garvin
S4 Gekonaak Trance	2	Rare	Robert Kraus & Kim Garvin
S5 Gekonaak Suppressor	2	Rare	Robert Kraus
S5 Gekonaak Warrior	1	Very Rare	Robert Kraus
S6 Gekonaak Warrior	1	Very Rare	Robert Kraus
S7 Gekonaak Glazer	1	Very Rare	Robert Kraus
S1 J'kar Armed Jumpship	2	Rare	Aan Gutierrez
S2 J'kar Medium Jumpship	2	Rare	Aan Gutierrez
S3 J'kar Jump Launcher	4	Common	Aan Gutierrez
S4 J'kar Light Cruiser	4	Common	Aan Gutierrez
S5 J'kar Assault Cruiser	2	Rare	Aan Gutierrez
S6 J'kar Command Cruiser	1	Very Rare	Aan Gutierrez
S6 J'kar Heavy Cruiser	2	Rare	Aan Gutierrez
S7 J'kar Battleship	1	Very Rare	Aan Gutierrez
S1 Zedan Patrol Ship	1	Very Rare	George T. Henne Jr.
S2 Zedan Light Scout	3	Uncommon	George T. Henne Jr.
S3 Zedan Destroyer	1	Uncommon	George T. Henne Jr.
S4 Zedan Heavy Destroyer	2	Rare	George T. Henne Jr.
S4 Zedan Light Cruiser	2	Rare	George T. Henne Jr.
S5 Zedan Patrol Ship Islander	2	Rare	George T. Henne Jr.
S6 Zedan Command Cruiser	1	Very Rare	George T. Henne Jr.
S8 Zedan Spy Cruiser	1	Very Rare	George T. Henne Jr.
S8 Zedan War Cruiser	2	Rare	George T. Henne Jr.
S7 Zedan Battleship	1	Very Rare	George T. Henne Jr.
T1 Moon - Tiny Moon	1	Very Rare	C. Henry Schulte
T2 Moon - Gekonaak Moon	1	Very Rare	C. Henry Schulte
T3 Planet - Consumed Planet	1	Very Rare	C. Henry Schulte
T5 Globe	1	Very Rare	C. Henry Schulte
T6 Planet - ZD' Random Colony	1	Very Rare	C. Henry Schulte
T7 Sun - Craft's Site	1	Very Rare	Elvis McMaad
T7 Planet - Gekonaak Capital	1	Very Rare	C. Henry Schulte

CARD COMMENTARIES:

S1 Gekonaak Hornet: This card has two versions. The first version requires 1 energy to engage and has 1 maneuvering system. The second version requires 2 energy to engage and has 2 maneuvering systems. However the two versions are considered to be exactly identical (therefore, only 8 may be in the deck).

DID YOU KNOW THAT...:

These are merely a preliminary to Galactic Invaders. Most of these empires will be getting ships up to S10s (one gets a B10).

- Top 10 things to do with the A1 ♣**
10. Hang it in a museum and call it art.
 9. Use it as a bookmark in the latest issue of *Galactic Fire Magazine*.
 8. With 8 in your deck you can draw lots of cards using the 18 Casino.
 7. Players won't laugh when you draw it as the result of an L10 Galactic Cataclysm.
 6. Collect 52 of them and stump your friends with your card tricks and amazing guessing ability.
 5. Wait for the 52nd addition of Comedy Club to complete your set.
 4. Prevent vacuum effects and crinkled timelines from affecting a crew.
 3. Swap it into the reserve fleet for a strength 1 card.
 2. Use them to foil those pesky hand wreckers.
 1. Trade it to unwitting collectors for the out-of-print point symbol card.

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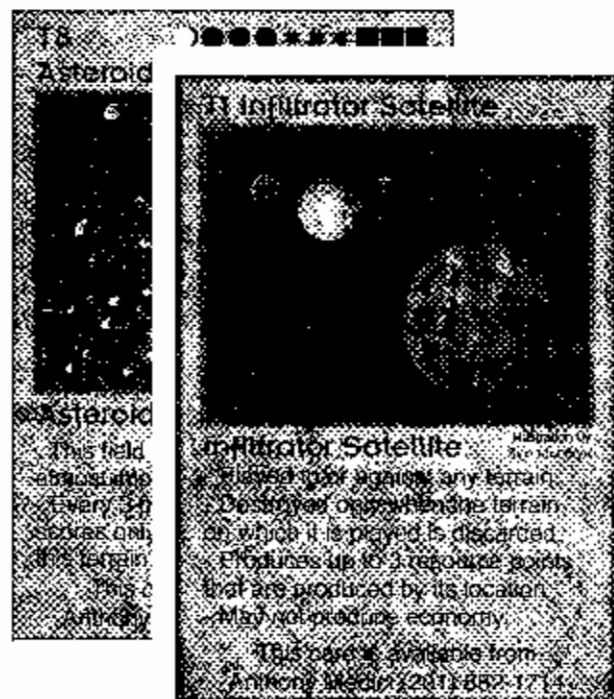
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A1	Aesthetics	Aesthetic	410-766-8071	some guy	D7	Dragon Collector	Collector	703-790-8048	Lissanna Sko
A2	Scientific Knowledge	Vanura 2 (1 in 3)	Edward P. Beard Jr.	Edward P. Beard Jr.	D7	Ice Dragoness	Collector	Galactic Intercom 4	Edward P. Beard Jr.
BA3	Emergency Medical Technician	Combo 1	Susan Van Camp	Susan Van Camp	D7	Sculpting Dragoness	Aesthetic	410-766-8071	J. Mahoney
A4	Pilot Background	Pyramid Sept 93	Ron Rousseau I	Ron Rousseau I	E	Paint Job	P. Aesthetic	410-766-8071	George I. Mahoney
A5	Communications Training	Vanura 2 (1 in 3)	Mark Foster	Mark Foster	RCP	Inhibitor Aest System	P	Vanura 2 (1 in 3)	Ron Rousseau I
A6	Juggan Messenger	410-766-8071	Lissanna Sko	Lissanna Sko	WES	Asstratic Lighter	P. Aesthetic	410-766-8071	Sigurd Hye
A8	Security Background	Conquest (Dist)	Ron Rousseau I	Ron Rousseau I	E6	Cleaning Ammunition	P. Aesthetic	410-766-8071	Sigurd Hye
A10	Nasty Activity	Vanura 2 (Dist) Helmut 87	Edw. Muller	Edw. Muller	E1	Control Matrix	NP		George I. Mahoney
B3	Espionage Platform	Find the Meesauc	Hardy Tankas' Hair	Hardy Tankas' Hair	RCS	Taxi Shuttle	P	410-766-8071	Robert A. Kraus
B4	Union Fall	410-766-8071	N. Taylor Banchard	N. Taylor Banchard	E7	Collector's Storage Case	P. Collector	703-790-8048	Susan Van Camp
B5	Dog House (Wardog)	804-396-1875	George F. Hill Jr.	George F. Hill Jr.	E7	Megaton of Phase Dabote	NP	Primary Tactics (1 in 3)	J. Mahoney
B6	Sewing Economy	A. Satchel Intercom 2	Gary A. Kraus	Gary A. Kraus	E8	Cleaning Device	P. Aesthetic	410-766-8071	Sigurd Hye
B7	The House of Cards	Person's Collector	703-790-8048	703-790-8048	G7	Cover Things	Collector	703-790-8048	Robert A. Kraus
B8	Play Game (Fay)	464-651-3010	Hardy Tankas' Hair	Hardy Tankas' Hair	G8	Asstratic Balance	Collector	410-766-8071	D. Mahoney
B9	Science Academy	Subspace 10 (3)	Hardy Tankas' Hair	Hardy Tankas' Hair	I10	Divergent Anatomy		201-882-1714	Michael Troop
B7	Artist's Refuge	Aesthetic	410-766-8071	410-766-8071	I17	Time Traveler			Rob Weston
B7	Collector's Library	Collector	703-790-8048	703-790-8048	I19	San-Dance		410-766-8071	Eve McMaad
B7	Science Academy	201-882-1714	Hardy Tankas' Hair	Hardy Tankas' Hair	I4	Collector's Box	Collector	703-790-8048	D. Mahoney
B10	Science Academy	201-882-1714	Hardy Tankas' Hair	Hardy Tankas' Hair	I5	Mir. Cam. Fan X Gull	Collector	410-766-8071	Robert A. Kraus
C1	Opportistic Rogue	Combo 2	Edward P. Beard Jr.	Edward P. Beard Jr.	L1	Collector's Artifact - Wizards Dth	Collector	410-651-8035	Samuel Hye
C1	Portrait Artist	410-766-8071	Robert A. Kraus	Robert A. Kraus	L5	Artisan - Galactic Paintbrush	Collector	410-766-8071	D. Mahoney
C2	Entrepreneur	Combo 5	Edward P. Beard Jr.	Edward P. Beard Jr.	L5	Mask Maker	Galactic Intercom 6		Susan Van Camp
C3	Time Traveling Arms Dealer	Conure 4 (7 in 8)	Ron Rousseau I	Ron Rousseau I	L6	Shuttle Bay Explosion	Tuff Stuff Collect		Randy Tankas' Hair
RC4	Engineering Codes	Shadis 18.5	Ron Rousseau I	Ron Rousseau I	L7	Artifact - Collector Toy	Collector	703-790-8048	Sigurd Hye
C4	Suzer Conits (Days of Knights)	Person's	332-345-0863	332-345-0863	L8	Arcade Timeline		Wargames West (Dist)	Mark Foster
C4	War Veteran	Tournaments	Melissa Benson	Melissa Benson	M1	Aesthetic Great Ins	Aesthetic	410-766-8071	Eve McMaad
C5	Archaeologist	Berkeley No (Dist)	Susan Van Camp	Susan Van Camp	M3	Aesthetic Monster	Aesthetic	410-766-8071	Eve McMaad
RC5	Biogeologist	Cantrip 2	Susan Van Camp	Susan Van Camp	M5	Cyber Heast	UPAC 8 (3rd)		Melissa Benson
C5	IQ Repair Team (Real Format)	Person's	525-587-8335	525-587-8335	M6	Aesthetic Heast	Aesthetic	410-766-8071	Eve McMaad
C5	War Dog (Wardog)	804-396-1875	Virginia C. Mills	Virginia C. Mills	PMH	Artifact Card	Aesthetic	410-766-8071	D. Mahoney
C7	The Collector	Collector	703-790-8048	703-790-8048	PM7	Aesthetic Hand	Aesthetic	410-766-8071	Eve McMaad
C8	Free-ance Purist	Galactic Intercom 4	Edward P. Beard Jr.	Edward P. Beard Jr.	M7	Astromorph		201-882-1714	Douglas Sculler
C13	Army Warprive	410-766-8071	Robert A. Kraus	Robert A. Kraus	M7	Cover Blind Painter	Aesthetic	410-766-8071	Robert A. Kraus
C10	Battle Advisor	Primary Tactics (1 in 3)	Edward P. Beard Jr.	Edward P. Beard Jr.	M8	Harry Tarantula (Harry Tarantula Comics & Games)		418-556-9022	Ben Henry
C12	Time Traveling Arms Dealer	Conure 4 (7 in 8)	Edward P. Beard Jr.	Edward P. Beard Jr.	RCM	Conway Escort	Diamond Com Co (Dist)		Randy Tankas' Hair
C15	War Veteran	Person's	N. Taylor Banchard	N. Taylor Banchard	CA	Money Ship	Cards Incl. 8/95		Susan Van Camp
D-	Invading Dragoness	410-766-8071	D. Mahoney	D. Mahoney	RCM	Strategic Employment			Victor Yater
D1	Patrol Dragoness (Maya Cards)	410-488-2740	Victor Yater	Victor Yater					
D5	Sleeping Dragoness (Mini Card Co.)	410-766-8071	Victor Yater	Victor Yater					
D5.5	Temporal Dragoness	410-766-8071	D. Mahoney	D. Mahoney					
D6	Blood Dragoness (Cards-UnLTD)	820-738-0814	Victor Yater	Victor Yater					



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STAR FLEET BATTLES™ SUPPORT MATERIAL

This issue of *Galactic Fire Magazine* reintroduces the Vektrens, first found in the *Playcast Packs* (no longer available). The rules for the Vektren repulsion beam are found on the following page. Following those rules are the SSDs for 5 Vektren units, including a never before released Vektren BC.

A VEKTREN TACTICS OVERVIEW

Although difficult to discuss tactic of an option mount using empire, there are a few tricks to be learned when playing Vektrens. Most of their tricks involve their Repulsion Beam.

The Tactical Retreat: When attempting to distance oneself from an opponent, the repulsion beam is an obvious tool. However, like all tools, it must be used properly, lest you find your capacitors empty and your enemy at close range. Keep a point of reserve impulse power and some reserve warp power available and don't allocate impulse power for movement. When the repulsion beam lock-on is obtained, check the impulse chart. Use an unplotted speed change to allow your impulses of movement to occur on impulses when your opponent does not move. The repulsion beam will be burning capacitor energy to prevent your opponent from closing, while your movement will cause your distance to rapidly increase. This tactic will allow a slower Vektren ship to escape a faster ship for a short period of time (this will drain the capacitors quickly).

Duck, Duck, Goose: A few oblique passes, ending with your opponent never seeing range 4, will cause your opponent to fire his weapons at range 5 as your repulsion beam allows you to 'Duck' them. After a couple of passes, fully load (overload if available!) your weapons. When you make your approach, lock-on your repulsion beam (you should still have enough energy in your capacitors to bluff an impulse or two) and fire your mid-range phasers. When your opponent fires his weapons, drop the RB and turn to close. You should be able to 'Goose' your opponent with short-range phasers and whatever happens to be in your option mounts. If you have power in the RB, it will help your tactical retreat.

Power those Tractor Beams: Although you shouldn't find yourself at close range with an opponent, have a couple points available to tractor drones or repulse an opponent's attempt to overcome your RB and obtain a tractor lock. Tractor energy not expended will be stored in the RB's capacitors at the end of the turn.

Boost your Shuttles: Coordinate your speed with your shuttle's speed to allow the shuttle, out not your ship, to move during the impulse after launch. By getting your shuttle a hex in front of your ship, you can use your repulsion beam to push your shuttle, allowing your shuttle rapid movement.



A Vektren Dreadnought

Illustration © 1994 Gary A. Kain

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(ER-4.0) REPULSION BEAMS

The repulsion beam (RB) is a system designed to keep another unit from closing to point blank range. Vektreans use it to prevent opponents from moving into their myopic zone or to disrupt enemy formations by pushing selected units out of the way.

(ER-4.1) DESIGNATION, DAMAGE AND REPAIR

(ER-4.11) A Repulsion Beam (RB) is a single box on the SSD.

(ER-4.12) All RBs have a 360 degree arc of operation.

(ER-4.13) An RB is destroyed on TRACTOR hits on the DAC.

(ER-4.14) RBs are considered to be the best tractor hit on the ship and so at least every third tractor hit on a single ship in a single battle must be scored against an RB.

(ER-4.15) An RB may be repaired with 6 points of CDR

(ER-4.2) ARMING AND THE REPULSION BEAM CAPACITOR

(ER-4.21) Each RB on a ship contributes 5 points of RB capacitor space to that ship.

(ER-4.22) An amount of energy equal to the weapon status multiplied by the number of RBs on the ship is stored in the RB capacitor before a scenario begins. Therefore, a ship with 2 RBs which begins a scenario at WS-3 has 6 points of energy in its RB capacitor at the beginning of the game.

(ER-4.23) 5 points of capacitor space are destroyed when an RB is destroyed and 5 points of capacity (uncharged) are restored when an RB is repaired.

(ER-4.24) The RB capacitor can be used to operate an RB on the ship.

(ER-4.25) Energy allocated to tractor beam may be used to power a ship's RBs instead of using energy from the RB capacitor.

(ER-4.26) Energy allocated to tractor beam which is unused at the end of a turn will automatically fill space in the RB capacitor at the end of a turn. If no space is available, the energy is lost as usual.

(ER-4.27) Energy in the RB capacitor may only be used for an RB and may not be used for anything else, including tractors.

(ER-4.3) OPERATION

(ER-4.31) Repulsion beams may be used to target any unit which can be affected by a tractor beam. Therefore, ships, shuttles and drones are all valid targets. Similarly, bi-tritium torpedoes, plasma torpedoes, etc. are not valid targets.

(ER-4.32) RB lock-on is attempted at the exact same time as are tractor beams.

(ER-4.321) An RB may attempt a lock-on only once each turn. This attempt is automatic unless an electronic warfare shift or other similar die roll penalty shift applies. If so, use the same procedure as an attempt to lock-on a tractor beam (but see (ER-4.34)).

(ER-4.322) If continuing a lock-on from a previous turn, that RB may not be used to establish a new lock-on during the current turn.

(ER-4.33) Lock-on may be attempted on any unit between range 0 and range 5 inclusive.

(ER-4.34) Attempting to establish an RB lock-on does not require any energy.

(ER-4.35) Once lock-on is gained, it can only be broken in four ways:

1- The operating ship voluntarily drops the lock. This may occur only during the operate tractors step of the impulse activity segment. The operating ship may not reestablish an RB lock-on to that target unit for 8 impulses.

2- The RB box on the SSD is destroyed

3- The operating unit chooses to not spend the required energy to prevent or force movement of the target unit. The operating ship may not reestablish an RB lock-on to that target for 8 impulses

4- The distance between the operating ship and the target unit is 10 boxes or greater

The instant that any of these 4 conditions is met, the lock-on is broken immediately.

(ER-4.36) Multiple RBs may be locked on to a single unit. All will affect the target unit normally.

(ER-4.37) There is no "negative repulsion beam" capability analogous to negative tractor beam power.

(ER-4.4) INTERACTION WITH WILD WEASELS

(ER-4.41) The RB is NOT a tractor beam. An RB may be used against a unit with an active wild weasel.

(ER-4.42) A target with an active wild weasel will still get the EW benefit of the weasel, which might prevent a successful RB lock-on.

(ER-4.43) A ship operating an RB must drop its RB lock-ons before it may use a wild weasel. This may only be done at the proper time in the sequence of play, either during the movement segment by failing to pay the needed energy to prevent or force a movement, or during the impulse activity segment when it may simply be declared to have been dropped.

(ER-4.5) INTERACTION WITH IMMOBILE UNITS

(ER-4.51) A unit which locks a repulsion beam onto an immobile unit will not be able to affect the movement of such a target unit.

(ER-4.6) EFFECT

(ER-4.61) The target unit may not move closer to the operating ship. If it attempts to do so, the attempted movement will count for purposes of fulfilling turn and slip modes, but will not result in any actual movement of the target unit. This operates just as if the target unit were stuck in a web.

(ER-4.62) If the operating ship attempts to move closer to the target unit, it moves normally and the target unit is involuntarily moved just as if a tractor beam were locked between the two units. This involuntary movement of the target unit is performed at the exact same time as the operating ship moves.

(ER-4.63) Whenever the target unit's movement is negated and whenever the target unit is moved involuntarily, the operating ship must expend an amount of RB energy equal to the warp movement cost of the target unit or 1/5, whichever is higher. If this energy cannot be or is not expended immediately, the movement of the target unit is not affected and the RB lock-on is broken immediately.

(ER-4.631) If a unit does not have an assigned warp movement cost and is size class 5, 6 or 7, assume a warp movement cost of 1/5. If a unit of size class 4 does not have an assigned warp movement cost, assume a warp movement cost of 1/2. If a unit of size class 3 does not have an assigned warp movement cost, assume a warp movement cost of 1. If a unit of size class 2 does not have an assigned warp movement cost, assume a warp movement cost of 1 1/2. If a unit of size class 1 does not have an assigned warp movement cost, assume a warp movement cost of 3.

(ER-4.64) If the target unit attempts to move such that the range between the target unit and the operating ship will remain the same or increase, the target unit's movement is conducted normally and the operating ship expends no RB energy.

(ER-4.65) If the operating ship attempts to move such that the range between the target unit and the operating ship will remain the same or increase, the target unit does not suffer involuntary movement and the operating ship expends no RB energy.

(ER-4.66) The Tournament barrier affects repulsion beam lock-ons in exactly the same manner as it affects tractor beam lock-ons.

(ER-4.67) Note that a shuttle cannot be "death-dragged" by the push of a repulsion beam.

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 Special Weapon (choose 1) _____ (■) x \$50 x \$100 \$ _____
 Dist. Cannon War. Pres Shells Pnc. Dev. Def. Bolt
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 Basic cost = \$ _____
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 Supply. (Energy, or Research)
 Planetary Shield.
 Carrier Base.
 Options x \$ _____ \$ _____ (Option - 20% Basic cost)
 Total cost \$ _____ (Minimum: \$200)

Custom Planet

Strength _____ x \$30 \$ _____ (Planet or System)
 Economy _____ (□) x \$30 \$ _____
 Supply _____ (●) x \$20 \$ _____
 Energy _____ (*) x \$20 \$ _____
 Research _____ (□) x \$20 \$ _____
 Ammunition _____ (■) x \$10 \$ _____
 Basic cost \$ _____ (20% basic cost)
 Structure takes half damage from heavy weapons.
 Cannot be affected by one of the following
 (hazards, monsters, occurrences).
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 Other _____
 Other _____
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