

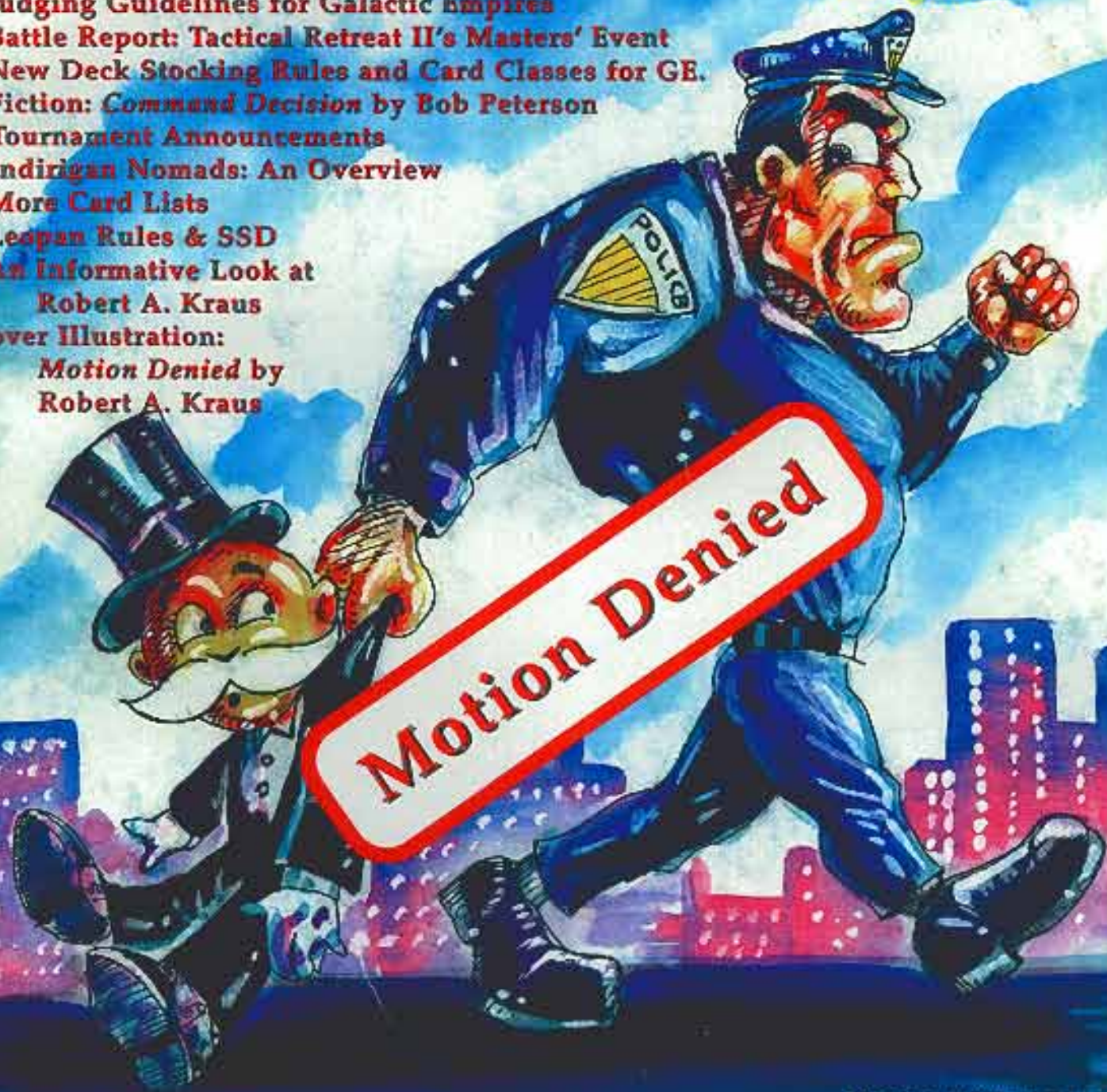
GALACTIC FIRE™

MAGAZINE

Issue #3

- *Trial of the Century* in Review.
 - *Under the Microscope:*
 - Out of Play (or Doing the Time Warp)*
 - Judging Guidelines for Galactic Empires
 - Battle Report: Tactical Retreat II's Masters' Event
 - New Deck Stocking Rules and Card Classes for GE.
 - Fiction: *Command Decision* by Bob Peterson
 - Tournament Announcements
 - Indirigan Nomads: An Overview
 - More Card Lists
 - Leapan Rules & SSD
 - An Informative Look at Robert A. Kraus
- Cover Illustration:
Motion Denied by Robert A. Kraus

New
Primo Card Offer:
Indirigan Tribes



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Galactic Fire #3

The Companion Games Inc. Bi-monthly Magazine!

IN THIS ISSUE

Each issue of *Galactic Fire* will continue to examine Galactic Empires in the article *Under the Microscope*. This issue's *Under the Microscope* examines cards which are out of play and has some important information regarding reaction sequences. A more detailed article on reaction sequences will be in a future issue. Also included with this issue is the first Q card, the Q1 Patrol Ship Factory. For our readers who enjoy our Star Fleet Battles™ compatible products, there is a Leopan playtest SSD along with the rules for the Leopan armor system & plasma degenerators.

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ABOUT NEXT ISSUE

A basic demonstration version of a *Galactic Empires: Role-playing Game* will introduce role-players to the Far Side. Under the microscope will detail the docking and undocking of ships (ships which combine). Also expect to see never-before-released detailed empire histories in future issues.

ON THE COVER

Illustrator extraordinary, Robert A. Kraus of RAK Graphics produced the cover piece for Trial of the Century. Trial of the Century is Companion Games' hilarious new board game. The piece is used on an Objection card called Motion Denied.

EDITOR'S NOTE:

The following article is a review of our new board game, Trial of the Century. This review was found on the web and faxed to us. We contacted the author and asked him to e-mail us a copy so that we could include it in our magazine.

Trial of the Century

A BOARD GAME REVIEW BY NICK SAUER

This is a new board game by Companion Games in which players play lawyers trying to accumulate the most defense or prosecution points by the end of the game.

I'll start with the game's components. This is something that is not all that important to me. As long as the components are functional I tend not to mind them. However, for those who do care, the components for Trial are exceptionally attractive. The board itself has a background of a wood table that perfectly fits the game's subject matter over which the spaces and other information are overlaid. As a side note, this is a bit of a real table top that was scanned into the Companion Games computers as the CG people felt the wood surface provided by their graphics software package wasn't good enough. The cards themselves are up to the current high industry standards and feature artwork in the form of political satire-style cartoons by Robert A. Kraus. The cartoons on the cards themselves are actually pretty funny and don't pull too many punches. I found them to be quite humorous for the first few games, but they soon became decorative background material. This didn't bother me as the game play itself was intriguing enough to hold my interest.

The game is a "race track" style board game in that players move their pieces around the 36 spaces on the edge of the game board. Unlike most current racetrack games, however, the board has an end space (which is the same as the start space) so, only one circuit of the board will be completed in a game. This is something that used to be commonplace in most popular board games prior to the success of Monopoly in 1935 (the non-ending nature of the Monopoly board was one of the "fatal design flaws" that caused Parker Brothers to initially reject the game).

Continued on page 3.

ON THE TOPIC: SUBMISSIONS

We welcome submissions from our readers. Submission should be sent to the address found on page 31. Label submissions Attn: Magazine Dept. We welcome submissions of any kind (fiction, tactics, etc.). Please include your name and contact information on any submissions. We would like to be able to credit the author of materials sent to us. Submissions become the property of Companion Games Inc. and are paid at our standard rates.

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Some material contained in this product is expansion material for use with the game STAR FLEET BATTLES (the starship combat game created by Amarillo Design Bureau and published by Task Force Games). This product is not sponsored by, or affiliated with, Amarillo Design Bureau, Task Force Games or Paramount Pictures. This is an independent product created solely by Companion Games, Inc.

NEW PRODUCTS (November 1996)

GALACTIC EMPIRES:

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. With Persona's outstanding card art, it is selling quickly.

Galactic Invaders: This set contains 247 cards sold in 5-card booster packs. In addition to the invading empires, the other empires receive defending units to fight off these hostile empires. The remainder of the Leopan fleet finally arrives in Galactic Invaders.

Galactic Empires: Holiday Gift Pack: Perfect for both veteran players and beginning players alike. The Gift Pack contains a Universe Edition starter deck, 6 different booster packs (1 of which is Advanced Technologies while supplies last), a Primary Tactics audio cassette and an exclusive promo card. The Gift Pack may be found in select Waldenbooks and each Waldenbooks Gift Pack will have a second promo card, the H7 Time Tremor.

CGE1220 GE: Holiday Gift Pack \$24.95

Galactic Empires: Clothing & Accessories: T-shirts, polo shirts and baseball caps in black. Sweatshirts available in gray. One size fits all. The T-shirts have the classic Universe ships dueling. They all have the Galactic Empires planetary logo.

CGC101 T-shirt	Black	\$14.95
CGC201 Polo Shirt	Black	\$27.45
CGC301 Sweatshirt	Gray	\$39.95
CGC302 Hooded Sweatshirt	Gray	\$49.95
CGC401 Baseball Cap	Black	\$12.95

STAR FLEET BATTLES™ COMPATIBLE PRODUCTS:

ARGONIANS-3: Argonian X-1 ships, all the SSDs referenced in Argonians-2, 33 SSDs (BS, SB, BBs, SCSD, etc.). This product is almost sold out, so if you were considering ordering it, order now.

36 Pages \$8.50

BOARD GAMES:

TRIAL OF THE CENTURY: This is an exciting fast-paced board game for all ages. Highly interactive and strategic, Trial of the Century promotes quick thinking game strategy. The boxed set contains a game board, 1 deck of trial cards, a die, attorneys (tokens) and rules.

\$24.95

UPCOMING PRODUCTS

GALACTIC EMPIRES:

Cyberspace (Feb. 1997): Total cards: 208. 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: 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.

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.

STAR FLEET BATTLES™ COMPATIBLE PRODUCTS:

KREBIZ-4: The Krebiz units mentioned in the previous Krebiz products are found here. These units fill the gaps, introducing the various SSDs for larger Krebiz combinations.

36 Pages \$8.50

NON-COLLECTABLE CARD GAMES:

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 1997.

NEW PROMO CARD OFFER FOR GALACTIC EMPIRES

THE INDIRIGAN TRIBE OFFER:

Page 17 of this issue details a new promotional card offer: Design your own Indirigan Tribe. Anyone may design their own Indirigan ship (which can either be part of a tribe or a tribe of its own) or a tribe of ships. Historically there were nearly 75 different tribes (as mention on page 15). We have already received orders for 4 grand tribes (14 ships+).

In 1997 we will be running Indirigan Touring Game Tournaments (see page 16) to replace the Speed Deck variant of '96. Our plan is to have a different variant each year. Although an Indirigan tribe may be used (and often is used) in any deck, each player in an Indirigan Touring Game must use an Indirigan tribe as their deck's main empire.

Trial of the Century

A BOARD GAME REVIEW BY NICK SAUER

Continued from page 1.

It's refreshing to see this "closed track" style of board brought back, especially with the clever set of game mechanisms used in conjunction with it (more on that later). The 84 cards included are the real engine that drive the game, though. They come in six flavors: attorney, witness, evidence, legal, juror (most named after the seven dwarfs with a few rather humorous additions) and objection. Each type of card has its own easily identifiable background color-texture combination.

To start the game each player picks an attorney, starting to the right of the first player (determined by die roll) and going anti-clockwise so that the first player picks last. Each attorney has a unique ability that allows you to break some rule in the game to give you a bit of an advantage. The other characteristic of attorneys is that they have defense and/or prosecution ratings (which are numbers that appear in white and black respectively). For the two attorneys that only have one rating, that is the point type you will be trying to accumulate throughout the game. For attorneys with both ratings, you have to choose the point type for which you will be going after you choose your attorney. In a full four player game (if you add two tokens of your own you can actually play with up to six players), it obviously becomes important to take this into consideration. I have yet to see a game where all players choose to go for the same point type but, I don't see it creating a problem. What you would want to avoid is a game where three players are going for one type and one for the other. It strikes me that the odd player would have a potential advantage here, but I'm not completely sure yet (i.e. I'll have to try and get away with it in a game and find out). After attorneys are chosen, players put their pieces on the start space and draw a hand of five cards.

On your turn you start by rolling a die (six-sided) and moving the amount shown. Once you land on a space you follow the instructions (if any) on it. Both of these events can be altered by other players using Objection cards on you. Once these two events are taken care of you can then play (or discard) a card from your hand. The type of card you can play is somewhat restricted by the side of the board you are on. On the first side (Opening Statements) you can only play juror and legal cards. On the second side (Presentation of Evidence) you can additionally play evidence cards, but not witness cards. Similarly, on the third side (Examination of Witnesses) you can additionally play witness cards, but not evidence cards. On the fourth side (Closing Statements) all cards can be played. The four corners of the board are stop spaces. A player's piece must stop upon hitting a corner (unless your attorney's power lets you skip this). You cannot advance onto the next board side unless you have one of the card types in your play area from the previous board side. For example, to advance from the stop space at the first corner into the second board side you must have a legal or juror card in your play area at the start of your next turn. The corners are all special, however, in that if you are on one after your move (or as a result of your inability to move) you can play any card type from your hand (except objections which are played when appropriate).

As stated earlier, the cards themselves are the engine that drive the game. The cards have two numbers at the top. Again, one is for defense and one for prosecution. Only the number that matches the type of points you have decided to go for at the beginning of the game will add to your final score. A number of cards are fairly evenly balanced on points (around five of each) but, some are split heavily to favor one point type or the other (1 defense and 12 prosecution, for example). Some cards have no numbers on them. This

is because virtually all of the cards have some effect that takes place after the card is played into your play area. The Alternate Juror, for example, lets you immediately swap him for any juror in any other player's play area. So, as a prosecution attorney, trying to "bury" a high defense point juror in your play area won't necessarily work out. Once you have played a card and resolved its effects, or discarded a card, you fill your hand back up to five cards. That is, unless your attorney is Lionel Putz, in which case you draw to five cards at the beginning of your turn. As this attorney, players tend to forget this causing the other players to use that attorney's name on that player a number of times throughout the game.

The one card exception to all of this is the objection cards. These cards are never played into your play area. Instead, they are played in response to some other player's card play or action. There are objection cards that negate some of the card plays (even the dreaded "Police Interrogation" that negates another objection, stealing it). Also, they tend to respond to actions by the other players such as altering their movement, negating the effects of the space they land on, or (to go back to the Alternate Juror, above) prevent a player from removing a card from your play area.

This is basically how the game plays for the first three sides of the board. Players move their piece, act based on the space on which they land, play a card from their hand and redraw up to five cards. What keeps player interaction high and the pace of the game pretty frantic is the interaction of the special effects of cards as they are played and the objections played in response to this. The discard pile is reshuffled into a new deck when the deck runs out. This seems to happen about once per game that I have played so far. So, even discarding cards that help people collecting points opposite to the ones you are trying to collect in an attempt to "bury" them will probably not work until the end of the game.

So, how does it all end? Eventually, someone will get to the fourth side of the board and hit the end space. The last three spaces of the board are labeled "decision area." Once a player hits the end space, all players add up their point totals for the types of points they are collecting. If the player with the highest total is the one on the end space or is on one of the three decision spaces, he or she wins. Otherwise, the player who landed in the end space is moved back to the previous board corner (Judge's Chamber) and play continues. As a result, players who build high point totals for themselves (and manage to hold onto those points) will ultimately win the game.

To sum up, I think the game is pretty neat. It has a lot of really clever mechanisms that you don't see in too many games these days. A good number of these are clever little things that help keep players in the race for points. The corner squares allow you to play any type of card you like, this allows even a "stuck" player to keep up with the Joneses.

Continued on page 22.

Wizard's Workshop
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 and Accessories**
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OUT OF PLAY

- OR -

DOING THE TIME WARP

Bringing "out of play" and "out of phase"
under the microscope. by George T. Henne Jr.

There are a number of cards which cause either themselves or other cards to be considered out of play. Most of these cards are time cards, such as the H1 Time Warp, H10 Time Warp, R/O1 Time Skip, R/H5 Time Trap and any of the various Time Capsule. These cards can be broken into two groups: those that take a card which is in play and cause it to be out of play and those that take a card which is not in play and set it aside. Understanding how such cards function can be especially important when such cards are used during a reaction sequence or if such a card leaves play prematurely. How these cards operate is explained below.

GENERAL RULES OF BEING OUT OF PLAY:

- A card which is considered to be "out of play" is treated as if the card did not exist. It may not perform any functions. It may not be discarded during the Discard Phase. It will not count duration during the Allocation Phase. The card can have no effect whatsoever on the current status of the game.

- When a card is out of play, any cards stacked on the card are also out of play. The only exception to this is the card causing the stack to be considered out of play (the acting card) will not take itself out of play if on the stack (a time warp on a card will not remove itself from play). If the card or cards out of play were part of a stack, the acting card would still be considered part of that stack, even though part of the card-on-card chain is out of play.

- A card will always be placed out of play if its location is out of play, even if it is immune to the effects of the card causing its location to be placed out of play.

Example: If Sir Thomas Seth (found in Persona™) is on a T7 Pirate Alcove (Arrgh!) and a time warp is played on the alcove (Sir Thomas Seth just stoned an H7 Time Tomado and has not yet fully recovered). The T7 Pirate Alcove is considered out of play when the time warp resolves. When the Pirate Alcove goes out of play, Sir Thomas Seth goes with it. Even though Sir Thomas is immune to time cards (a prerequisite for the job of Grand Time Keeper), he is not being affected by the time warp, he is being affected by his location being considered out of play.

- When a card is out of play, its location does not change. The card need not be physically relocated, just ignored. When a card returns to play, if its location is gone, it would be discarded unless capable of existing independently.

- As long as a stack is considered out of play, no part of that stack will return to play until the basis of the stack returns to play. An R/L2 Time Gait (found in The Comedy Club on the Far Side of the Galaxy™) cannot bring part of a stack into play, it must affect the basis of the out of play stack (the out of play card on the bottom of the out of play stack). Doing so will cause the entire stack to return to play unless another card keeps part of the stack out of play.

- Out of phase is a sub-set of out of play. Out of phase is the same as out of play and follows all the rules of cards which are out of play. The only distinction is that cards exist which specifically affect out of phase cards (such as 'in phase world' from Comedy Club). Additional phase-related cards may be printed in the future.

fact: When deciding which stack to return from play, it is usually more beneficial to most problem situations to remove the out of play stack than the top stack. If an opponent has a 3-ship dragon on a dragon automaton, as the only thing protecting their Sector HQ, removing the stack will let you fire past the dragon once. However a well placed time card on the automaton will allow a small monster or hazard to destroy the pesky dragon.

Also, remember that you may discard cards from your fleet during your Discard Phase. It is one thing to time warp an R/M8 Temporal Conscience so everyone can draw cards for a turn. It is another thing to time warp the monster, play an alien artifact and a technological breakthrough, then discard the time warp so other players don't get to use their card drawing cards.

CARDS IN PLAY CAUSED TO BE OUT OF PLAY:

- If a card causes a stack to be out of play, the stack will return to play if the card which removed the stack from play leaves play. If a card is restricted to taking a card being discarded out of play the out of play card will be discarded if it returns prematurely.

Example: An opponent time warp's your only ship. On your turn, you can time warp the opponent's time warp. When your opponent's time warp is out from play, your ship returns to play in the same status as when it left (engaged or disengaged, etc.). On your opponent's turn, his time warp is out of play and therefore can't check duration. At the beginning of your next turn, your time warp expires and your opponent's time warp comes into play (taking your ship out of play). His time warp's duration will lapse on his turn.

Editor's Note: In the above example, discard your time warp during the Discard Phase of the turn on which you played it. This would cause your opponent's time warp to come into play just in time for its duration to expire.

CARDS NOT IN PLAY WHICH ARE OUT OF PLAY:

- If a card causes a number of cards from the deck or other not-in-play source to be set aside out of play, those cards will be discarded if the card holding them out of play leaves play (discarded, etc; not temporarily out of play).

Example: A time capsule causes a number of cards from the deck to be moved to the time capsule. These cards are not in play. If the time capsule was to be discarded or returned to the hand, the cards on the capsule would be discarded.

REACTION SEQUENCES:

- If a card leaves play after an action is declared but before it resolves (an R/O1 Time Skip may cause this to happen), it will begin to resolve (initiating another reaction sequence) when it returns to play. If the action is inappropriate at the time (such as weapons fire out of phase) it is voided. The action must be inappropriate for it to be voided, a card action could resolve at the end of the turn (it only needs to be declared during a Play Cards Phase).

- If a card is being transported to a location and the location is placed out of play in reaction to the transportation, the transportation would be voided and the card would return to its original location.

Popular Misconceptions:

Misconception: Time skipping a location where a crew is being played will cause the crew to 'suck vacuum' and die in space.

Fact: Even when played in reaction, a card such as a time skip, when taking a card out of play, will take any card in play on the card out of play as well. When a card goes out of play, the stack goes. Once a card has been played, it is in play. A card is considered in play even if it has not yet resolved an action.

JUDGING GUIDELINES FOR GALACTIC EMPIRES TOURNAMENTS

The Universe Edition tournament rules found in *Galactic Fire #1* detailed the rules & etiquette to be followed during a tournament and the specific rules for each type of tournament. This article will detail various situations that may occur during a tournament and the recommended means of handling those situations.

Editor's Note: The tournament rules allow the judge to use his or her discretion when dealing with most situations. This article is not meant to take that away from the judge. These are simply guidelines from which both judges and players can benefit. If a player does not agree with a judge's decision, the player should let the judge know, but the judge's final decision stands. It is much easier for a judge to reverse a decision when it is being made than to do something about it after the game is over.

PLAYER GUIDELINES:

#1 - If you do not understand how a card functions, or disagree with another player's interpretation, read the card. If two players cannot come to an agreement, call a judge. From a judging point of view, I find it best for the game when players manage to discuss a card and agree on its function. However, I have also had players describe, after a game, a player using a card incorrectly. Asking after the game makes it impossible to correct the situation because they, by inaction, agreed to the incorrect use.

#2 - Discussions involving the game should be limited to your turn. During your turn, you can attempt to discuss diplomacy with other players. Discussing the fleets of third parties is not allowed. Blatant discussion of third parties may be penalized by the Judge. It is OK to ask a player to stop firing at you or to threaten a player with retribution. It is not OK to ask a player to take action against a third player or to point out to an opponent how to perform an action against another player.

#3 - When you are between games, try not to watch other players as they play. Not only is watching an opponent to see what is in that player's deck an unfair advantage, but it would encourage those player's to change their decks between rounds. Changing decks can be time consuming. Although it is allowed, making it necessary simply prolongs tournaments.

#4 - If you are concerned that your opponent's deck may be illegal, you may ask the Judge to check your opponent's deck. If you are not sure about your own deck, ask the Judge to check it before the game starts. Have the deck sorted by type and strength. It is always better to have a judge tell you what is wrong with a deck before the game (giving you time to fix it) than after the game when you may become disqualified.

JUDGE GUIDELINES:

#1 - If a player disagrees with something you believe to be in the rule book, look it up. If the player was incorrect, read the rule from the book to confirm it for the player. If you happen to be wrong, you can immediately reverse your ruling.

#2 - If you see or hear something during a game that you believe is incorrect, do not interfere unless a player asks for a judge. Such interference can be interpreted as collusion. If you notice something being played incorrectly, make a note to inform the players after the game. A judge's job is to organize the event and answer rules questions, not to interfere with the outcome of a game.

#3 - Reserve the disqualification of players for breaches in the rules which may not be fixed or for repeated violations. Honest

mistakes should not result in expulsion from a tournament unless the mistake cannot be corrected. This is where the Judge's discretion becomes critical.

WHAT TO DO WHEN THE FOLLOWING HAPPENS:

Occasionally people make mistakes. The goal of Galactic Empires is to have fun. Here are two problems that occur fairly often and how to judge such situations. When a problem can be corrected, it should be corrected.

FINDING A CARD NOT ALLOWED...: Certain cards may only be played in certain decks. All players should be able to recognize such cards. If a player sees a card during the course of a game with which they are not familiar, they should ask to see the card.

If a player plays a card which could not legally be stocked in that player's deck, the card should be immediately removed from the game. The player need not be disqualified. The player who had the illegal card should not be allowed to replace the card (this alone should encourage players to check their deck carefully).

If it is realized that the player has more than one such illegal card in his or her deck, do not remove such cards from the player's deck until they are drawn (consuming a card draw). Removing them earlier would give the player the benefit of streamlining their deck.

By following the above suggestion, the player will gain no benefit from the illegal card(s) and, in fact, is penalized by wasting a card draw on the illegal card(s). If the card has been in play and it is noticed after the player has used it, it should be removed immediately. It is up to the other player's at the table to spot rules infractions. Do not try to go back further than the most recently played card when trying to correct the effects of illegal cards.

Example: If a Leopan Raiding Party just stole your equipment and you realize that your opponent is not playing Leopan, you should ask your opponent to return the equipment and remove the crew. If you realize a few turns after your equipment is stolen, the crew should be removed and the equipment returned to your control. Unless it is a duel, it would be unfair to the other players to return the equipment to its previous location if one or more turns has passed.

PLAYERS RECEIVING ADVICE FROM OBSERVERS: If players spot a player watching a game and engaging in conversation about the game, politely ask the observer not to discuss the game. If an observer continues to discuss the game, have a judge ask the observer to leave. Observers should be discouraged from looking at a player's hand to prevent possible conflict. A player should not be penalized for having an observer give advice. This would only encourage players to have an outsider sabotage another player by offering advice.

GALACTIC EMPIRES TOURNAMENTS SPONSORED BY COMPANION GAMES INC.

- AS OF JANUARY 1ST, 1997 -

In order to support the GRS, we request that GRS members receive a \$1 discount on the entry fee of any sanctioned tournament with an entry fee in excess of \$3. Players are required to have their GRS ID card with their GRS number. The GRS number should be listed on each event form of each game involving that player.

Player forms should be fill out by each player who has not submitted one at any previous tournament. Event forms should be filled out for each game in each round of a tournament. These forms are then to be submitted to the GRS in a timely fashion.

Battle Report:

Companion Games Open House

Tactical Retreat II

MASTER'S TOURNAMENT FINALS

OR

10 LITTLE EMPIRES ...

by Harald Henning

That's right, 10 empires battled for supremacy in the Master's Finals on October 13 in lovely Stamford, NY. Needless to say, the resulting 10-hour game caused all of us to miss the barbecue and music going on outside the resort hotel. It can even be surmised that combat fatigue may have helped in the demise / retreat of some of the contenders. Well, I guess it takes a real Tuforian to conquer the galaxy. Anyway, on to the report of the war.

Editor's Note: We will try to obtain detailed descriptions of of finals and semi-finals. Not only are such things interesting but often provide great insight. With the completion of Tactical Retreat II, Harald Henning has 4 C10 War Veterans, the record for the most national events won during a single year.

THE BATTLE

In order of play, the following players made it into the finals:

#) Player's Name	Empire	Final Placement
1) Phil Wisniewski Jr.	Indirigan Nomads*	2
2) Dan St.Jean	Bolaar Pirates	5
3) David Chow	Scorpead Dominion	4
4) Max Mortell	Space Dragons	7
5) Ray Calla	Vektrean Mercenaries	9
6) Harald Henning	Tufor Protectorate	1
7) Anthony Medici	Krebiz Capitalist Alliance	3
8) Chad Joshpe	Tufor Protectorate	10
9) Brian DiRienze	Corporate Aggressors	8
10) Doug Blissonette	Scorpead Dominion	6

* Grand Chieftain's Touring Fleet Tribe

The game began with 5 complete turns of Border Wars. This means that players were only able to select targets in fleets of players seated up to 2 away on the right or left. This restriction was necessary to enable all empires to build up before a full-blown galactic war broke out. The disadvantage of going last in such a large game would otherwise be too great. Card plays, however, were allowed against any fleet from the beginning of the game.

THE GAME THUS BEGAN WITH A SERIES OF REGIONAL CONFLICTS:

Phil's Indirigans wasted no time launching into an attack on Doug's Scorpeads. The enmity between these empires would persist throughout the game, despite a 2-turn Alliance Treaty forced on the Indirigans.

Dan's Bolaar and David's Scorpeads allied to attack Max's Dragons. It is possible that the Dragons' amazing show of strength contributed to bringing this alliance together: Accelerated Timeline to play most cards in the hand, followed by Capital Revitalization and Dragon Coupling to draw 16 new cards! Luckily the card draw was reduced to only 8 new ones when the Dragon Coupling was Vacuumed up by Chad's Tufor.

Editor's Note: Vacuuming the Capital Revitalization would have been more effective.

In the other corner, a 'cyber wizard' brought out by Ray's Vektreans (Cyber Mage with Greater Automaton) prompted a low-

level attack by Harald's Tufor. A Time Tomado which removed the cyber wizard's stack also eliminated a large chunk of fire power (a Vektrean Asteroid Starbase).

Tony's Krebiz traded some light blows with Chad's Tufor and Brian's Corporate, but avoided getting into any prolonged confrontations. Chad's Tufor and Brian's Corporate seemed to prefer targeting Doug's Scorpeads to the Krebiz. This might have had something to do with the fact that Anthony's Krebiz quickly controlled the dreaded Space Penguins - and could thus change the direction of play each turn! It can be argued that those Space Penguins influenced the game more than any one other card!

The regional conflicts evolved into the second stage of the game, during which the weaknesses of three empires resulted in their elimination:

Chad's Tufor were the first to go. The primary reason for their demise was probably the Krebiz Space Penguins. Having targeted several fleets with cards or weapons volleys, Chad's Tufor were vulnerable to the switching of the play direction just as their turn was coming up. Although the Krebiz did not launch a full-scale attack against them, a few volleys at the right time made the Tufor an inviting target for other fleets. The fight between Chad's Tufor and David's Scorpead escalated to the point where Chad nearly emptied his hand of offensive cards in a successful effort to open up the Scorpead Sector HQ. Nonetheless, weakened by the multi-front war, Chad's Tufor succumbed quickly thereafter.

Ray's Vektreans never recovered from the Time Tomado and an acute shortage of resources. Despite a large fleet of ships, a single terrain could not provide enough to defend against a light but persistent attack from Harald's Tufor and Anthony's Krebiz.

Brian's Corporates suffered opposite troubles. They never seemed to have more than one ship in play. Combined with the repercussions of the Space Penguins, this left their Sector HQ open enough for nearly everybody to take a bite (and draw a card).

AND THEN THERE WERE 7 ...

After these three empires were gone, the game progressed into a long stage where the remaining empires pretty much held their own. Tony's Krebiz excelled at managing their card draws and plays, with two Star Gates, two Logistics Officers, a Quartermaster, and a Double Agent on a Bolaar Quartermaster. David's Scorpeads had been severely weakened by Chad's Tufor, but with the use of a Peace Treaty were able to survive an attack by Harald's Tufor and rebuild. Max's Dragon empire, drawing fire from the Krebiz and Bolaar, held on with a strong defense, including such things as a Stellar Gas Cloud covering a Burrowing Dragoness. Harald's Tufor, sensing another switch of the play order, hid behind an Occumbus for nearly 2 complete turns and strengthened their fleet with a Cyber Mage and Prophet on a Galactic Trade World. The Bolaar quietly built up a formidable card factory through the play of a strong Cyber Mage on the Galactic Trade World and 2 Quartermasters. The Indirigans and Doug's Scorpeads continued to trade blows.

Max's Dragons, attempting to break the game open, reached out and touched someone - Doug's Scorpeads in this case - with two Hazards (Time Warp and Dimensional Portal) to open up the Scorpead's Sector HQ. This move weakened Doug's Scorpeads enough to eventually lead to their demise, but not before the Dragon empire decided to withdraw from the game due to exhaustion.

AND THEN THERE WERE 5 ...

By this time several fleets had terrain which allowed looking at another player's hand - Custom Planet Katryn and/or Spy Central. The Cryptologist proved to be a crucial factor in determining who could see what. Both Harald and Dan had strength 3 Cryptologists due to the Galactic Trade World, allowing them to see each other's

hand. This certainly helped provoke an attack by Harald's Tufor on Dan's Bolaar in order to eliminate the formidable card generation capability of the Bolaar fleet. Multiple volleys over several turns, aided by the Indirigans and finally another switch of direction by the Space Penguins allowed the Tufor to overcome the Bolaar fleet. David's Scorpeads administered the coupe-de-grace and collected the last loot from an open and damaged Bolaar Sector HQ.

Editor's Note: A Cryptologist only negates the effects of lower strength cryptologists. The players with the strength 3 cryptologists should not have been able to spy each other's hand. Cryptologists don't negate each other that easily.

AND THEN THERE WERE 4 ...

Tony's Krebiz and David's Scorpeads had been exchanging blows since the Dragon empire's retreat. The Tufor took the opportunity to examine the Indirigan's plans (Phil's hand) - the Galactic Armageddon that was revealed could not be stopped even through a combined Tufor and Scorpead attack on the Indirigans. The majestic fleets of the Krebiz, Tufor, Scorpead, and the remains of the Indirigans disappeared in one fateful BOOM!

The Krebiz attempted to save part of their fleet with a Demigod Diversion, only to have it stolen by an Indirigan Luck

Demon. This allowed the Indirigans to save their Vektrea Asteroid Flagstar and Tactical Officer. The Tufor saved their Galactic Trade World stack - with Cyber Mage, Prophet, and Cryptologist - through the use of a Time Trap. A Krebiz Time Keeper attempting to wreck the Time Trap was stopped by a Tufor Time Keeper.

The rebuilding phase that followed was amazingly fast and furious. Phil's Indirigans soon had the Grand Chieftain's Flagship, the Vektrea Asteroid Flagstar, and a War Prophet on Chronos. The Krebiz combined a Dog House with a Holographic Simulator to create a nigh-invincible crew holdfast. Additionally, they deployed a monster of a battleship with two Sound Constructions and an Adamantine Hull. The Tufor used their Cyber Mage, Technological Breakthrough, and Alliance Treaty to draw enough cards to rebuild their fleet. However, most formidable of all, David's Scorpeads expanded quickly with an Accelerated Timeline, and then continued to grow at a fearsome rate through the use of a Research Developer receiving about 35 economy every turn. This power quickly drew the attack of the other 3 empires. The Scorpead defenses held strong for a while, helped by another Peace Treaty forced on the Tufor. However, a Tufor Space Penguin and strength 3 Divergent Anomaly eventually pushed them to the point where they chose to retreat.

THE WINNING DECK

B1 Military Outpost	R/L3 Unlucky Targeting	S6 Luxury Liner (x3)
B2 Espionage Platform	R/L4 Miscommunications (x4)	S8 Lost Pirate Ship
B3 Repair Skid	L5 Artifact - Galactic Paintbrush	S8 Ship of the Ancients (x2)
B4 Border Station	R/L6 Lucky Maneuver (x3)	S10 Explosive Ore Carrier
B5 The House of Cards	L7 Alien Artifact (x3)	15 Ship Cards: Generic
B6 Evil Temple	R/L7 Anomaly Portal (x3)	S7 Lone Wolf Police Cruiser
B7 Science Academy	R/L7 Temporal Correction (x3)	S8 Lone Wolf Battlecruiser (x2)
R/B8 Citadel	L8 Frayed Time Spindle (x2)	S9 Lone Wolf Dreadnought (x2)
B9 Repair Base (x2)	R/L8 Targeting Error (x2)	5 Ship Cards: Lone Wolf Tribe (Indirigan)
B9 Starbase (x2)	R/L8 Twist of Fate (x2)	S8 Nagirdni Pirate Battlecruiser
B10 Tufor Operations Base	R/L8 Vacuum Effect (x2)	1 Ship Card: Nagirdni Tribe (Indirigan)
13 Base Cards	L9 Discard Equivalency (x2)	S6 Tufor Command Launch (x3)
R/C1 Cryptologist	L10 Galactic Armageddon	S6 Tufor Mine Cruiser
R/C2 Science Officer	31 Luck Cards	S7 Tufor War Cruiser (x3)
R/C3 Science Officer	M1 Space Penguin	S8 Tufor Dreadnought (x2)
R/C4 Science Officer	M2 Space Penguin	S9 Tufor Battleship (x2)
C5 Psyber Mage	R/M3 Money Hungry Weasel	S10 Tufor Flagship
C6 Clone	R/M4 Time Keeper	12 Ship Cards: Tufor Protectorate (Major Empire)
C6 Prophet	M5 Occumbus (x4)	T1 Infiltrator Satellite
C6 Tactician (x2)	8 Monster Cards	R/T2 Asteroid Shield
C7 Tactical Officer	R/O1 Time Skip	T3 Planet - Crystal Planet
C8/2 Time Knight	O2 Travel Agency	T4 White Dwarf
R/C9 Grand Time Keeper	R/O3 Crinkled Timeline	T5 Planet - Galactic Trade World
R/C9 Temporal Engineer (x2)	R/O4 Repair Delivery	T5 Custom Planet (Patrice) (x2)
C9/1 Time Knight	R/O5 Stolen Technology	T6 Custom Planet (Katryn)
C10 Time Knight	O6 Technological Breakthrough . . . (x3)	T7 Custom Planet (Collector's World)
16 Crew Cards	O7 Surprise Attack (x3)	T7 Custom Planet (Personal World)
R/E8 Sound Construction* (x2)	R/O8 Cessation of Fire (x2)	T7 Custom System (Collector's System)
2 Equipment Cards *2 of 2 exceptions	R/O8 Reserve Call Up (x2)	T7 Custom System (Smuggler's Haven) (x2)
H1 Time Warp (x5)	O8 Technological Breakthrough	T7 Fantasy System (x2)
R/H2 Warp Funnel Cakes	O9 Alliance Treaty (x2)	T8 Asteroid Field (x2)
H3 Divergent Anomaly	O9 Catastrophic Repetition (x2)	T8 Custom Planet (Chronos) (x2)
H4 Sargassos	R/O10 And Now for Something Completely Different	T8 Custom System (Neumannia)
R/H5 Time Trap (x4)	O10 Time Portal	T8 The Scandig System (x2)
H6 Large Minefield	22 Occurance Cards	T8 Tufor System
H7 Time Tornado (x3)	R/S1 Ship from the Present	T9 Gas Giant (x2)
H8 Anti-Time Mine Field (x2)	S2 Fleet Tug	T9 Custom Planet (Unstable Planet) (x2)
H9 Dimensional Portal (x2)	S3 Independent Tug	T9 Shinnicera
H9 Tuforeous Dead Zone (x2)	S4 Local Police Ship	T9 Custom System (Spy Central) . . (x2)
22 Hazard Cards	S5 Super Tanker	T/B9 Vektrea Asteroid Starbase . . . (x2)
L1 Collector's Artifact	S6 Independent Pirate Cruiser . . . (x3)	32 Terrain Cards
R/L2 Time Hiccup		TOTAL CARDS: 179 (7 Entities)

AND THEN THERE WERE 3 ...

The Krebiz, fearing an attack, immediately used their Spiritual Leader to destroy the Tufor Space Penguins. The Indirgans triggered a double-strength Supernova in the Tufor fleet, but this was diverted through an Anomaly Portal to the Krebiz, destroying a significant portion of the terrain. Immediately following, a Tufor Time Spindle attempt on the Indirigan War Prophet was aborted due to Chronos' special power. The Time Spindle instead wandered into Krebiz space to destroy the huge Science Academy with the Spiritual Leader and Tactical Officer. The Krebiz benefited slightly by drawing 4 cards for the destruction of Neumannia. However, this was not enough to repel the attack by the Tufor, who, aided by the knowledge provided through their strong Cryptologist and Planet Katryn, sent the Krebiz battleship into a Dimensional Portal and pulverized the Krebiz Sector HQ in one turn.

AND THEN THERE WERE 2 ...

The Indirigan strike on the Tufor was diverted by a Time Knight, Prophet, and Tactician. The return strike by the Tufor used a Twist of Fate to eliminate the War Prophet, and a Time Warp to open up the Indirigan Sector HQ.

AND THEN THERE WAS 1.

Editor's Note: Once the game was down to three players, that single anomaly portal (used against the Akru supernova with the distortion pocket) proved to be a key deciding factor in the game. Both the Tufor and the Krebiz were on somewhat equal ground. Holding such cards until just the right moment is important in Galactic Empires.

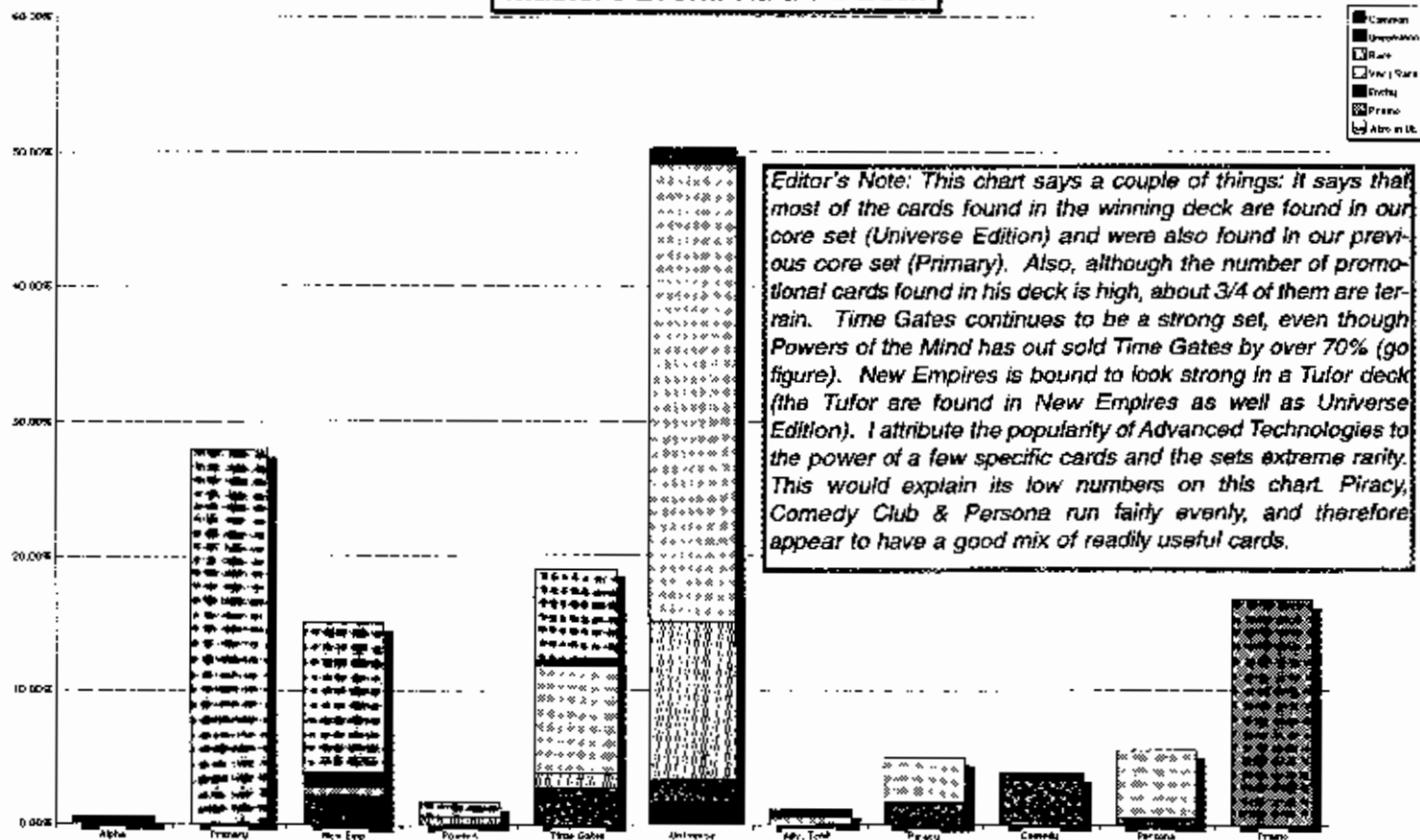
The Winning Deck

The Tufor deck I played was built on a strong defense based on misdirection and avoidance, combined with an offense which can punch through a defender using cards. Specifically, I don't use Equipment, not even mines, in order to keep the ships relatively weak. This attracts less enemy attention and fire. Combined with Tacticians and defensive Luck cards, the fleet thus makes a very unappetizing target, especially if the enemy also know that any strike will bring immediate retribution. Backed up with the occasional Occumbus or Alliance Treaty, this allows me to control better who and when to fight.

For offense, due to the relative weakness of the individual ships, I use a large number of Hazard and Luck cards which open up holes in the enemy defense. Although the deck can build up a reasonable amount of fire-power, more often the final strike is administered through a direct attack on a Sector HQ after the defending ships have been Warped, Tomadoed, Trapped, Portaled, Vacuumed, Twisted, or otherwise sent into limbo.

Regardless of the cards, though, GE is primarily a diplomatic game. It is vital to pick and choose your enemies carefully and in such a manner that at any given time you are on the side of the majority of players. While you certainly need to have the cards to back up your diplomacy, no set of cards is going to be strong enough to have a head-on battle with multiple players for any length of time. The cards in your hand are the most important resource, but if you are actually being forced to use them, you will run out at the worst possible time. This is why I believe this Master's Finals was primarily shaped by the Space Penguins (an extremely strong diplomatic tool) and by the Katryn/Spy Central/Cryptologist interaction (knowing what's in somebody's hand).

Master's Event: Harald's Deck



Editor's Note: This chart says a couple of things: it says that most of the cards found in the winning deck are found in our core set (Universe Edition) and were also found in our previous core set (Primary). Also, although the number of promotional cards found in his deck is high, about 3/4 of them are terrain. Time Gates continues to be a strong set, even though Powers of the Mind has out sold Time Gates by over 70% (go figure). New Empires is bound to look strong in a Tufor deck (the Tufor are found in New Empires as well as Universe Edition). I attribute the popularity of Advanced Technologies to the power of a few specific cards and the sets extreme rarity. This would explain its low numbers on this chart. Piracy, Comedy Club & Persona run fairly evenly, and therefore appear to have a good mix of readily useful cards.

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MORE IN GALACTIC FIRE #4

NEW DECK STOCKING RULES FOR GALACTIC EMPIRES

TECHNOLOGY SLOTS:

Each deck will be allowed 1 technology slot for every 25 cards in the deck. This means that a 150-174 card deck would be allowed 6 technology slots. Unused exception slots may also be converted into technology slots. For deck stocking purposes, Prototype class cards consume 1/2 of a technology slot and Conjectural class cards consume 1 technology slot.

EXCEPTIONS REVISED:

Rather than allowing 3 exceptions in a deck, as of January 1st, 1997, a deck is allowed 1/2 of an exception for every 25 cards in the deck. This means that a 150-174 card deck would be allowed the former standard of 3 exceptions. Smaller decks will be allowed fewer exceptions and larger decks will be allowed more.

Players should note that the 1/2 of an exception for every 25 cards in a deck is similar to the 1 entity per 25 cards in the deck. Groups of 25 has been chosen to simplify the deck stocking process and to keep an even progression of power in the larger decks. Giving equal power to both smaller and larger decks keeps the game both fun, interesting and balanced. To encourage a small deck which can more readily access 'key power cards' such as entities and exceptions discourages the variety found in a larger decks. Allowing the larger decks the same percentage of entities and exceptions allows larger decks to flourish, making each game different even when playing against the same opponents.

CARD CLASSES DEFINED FOR GALACTIC EMPIRES

A card's class is designated in any of two ways. Either the small text just below the art window on the left hand side and/or the shape of the corners of the art window. This article introduces two new concepts in card classes, Prototype & Conjectural class cards.

PASSIVE (P) CLASS CARDS

- Only equipment is currently classified as being either Passive or Non-passive. All other cards with the exception of ability cards are inherently Passive.
- Passive class cards may be engaged on disengaged cards.

NON-PASSIVE (NP) CLASS CARDS

- Only equipment is currently classified as being either Passive or Non-passive. All ability cards are inherently Non-passive.
- Non-passive class cards may not be engaged when in play on a disengaged card.

AESTHETIC CLASS CARDS

- There are no special rules involving Aesthetic class cards except those found on other cards. Certain Aesthetic and Collector class cards have rules which specifically mention Aesthetic class cards.

COLLECTOR CLASS CARDS

- There are no special rules involving Collector class cards except those found on other cards. Certain Aesthetic and Collector class cards have rules which specifically mention Collector class cards.

PERSONA CLASS CARDS

- Only 1 of any exactly identical Persona class card may be in play in any fleet at any 1 time.
- A Persona class card may not be played if an exactly identical card is already in play in any fleet.
- If a Persona class card is out of play and another card exactly identical to the first is played, if the second copy is in play when the first card returns to play, the first copy will be discarded.

PROTOTYPE CLASS CARDS

- Prototype class cards are limited to 1 of each exactly identical card in a deck. Note: This restriction of 1 per deck also prevents a Prototype class card from being placed in the reserve fleet at the start of a game.
- When stocking a Prototype class card in a deck, the card will consume 1/2 of a technology slot.
- Unused exception slots may be used as technology slots.

CONJECTURAL CLASS CARDS

- Conjectural class cards are limited to 1 of each exactly identical card in a deck. This restriction of 1 per deck also prevents a Conjectural class card from being placed in the reserve fleet at the start of a game.
- When stocking a Conjectural class card in a deck, the card will consume 1 technology slot.
- Unused exception slots may be used as technology slots.

ATTRITION CLASS CARDS

- During the Draw Cards Phase, as a card play, the top most Attrition class card in the Discard Pile may be moved to the hand.
- The number of card plays that may be used in this manner during a Draw Cards Phase may not exceed the number of card draws allowed during the phase.
- Each turn, 1 Attrition class card may be played without consuming a card play.

CYBER CLASS CARDS

- Cyber class cards are considered cyber cards regardless of whether they have cyber in their title or are considered a cyber mage.
- In addition to cyber class cards, any card with cyber in the title of the card and any card which is considered a cyber mage is a cyber card.
- The cyberspace rules are found in the current rulebook.

AESTHETIC CLASS & COLLECTOR CLASS CARDS

Aesthetic class and Collector class were designed by Mint Card Co. and Cards 4U, Inc. respectively. Anyone interested in obtaining cards from the Mint Card Co. should see their advertisement on page 9. Anyone interested in obtaining cards from Card 4U should see their advertisement on page 15.

The Aesthetic empire is dedicated to the beautification of the universe by eradicating anything they considered to be in the way of their attempt to cleanse the Far Side. Aesthetic ships have heavy weapons, capable of damaging combined terrain separately.

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H7 Time Tremor



H7 Time Tremor

- Each player must exchange the top card of their Discard Pile with a card of the same type in play in their fleet.
- The new card must be legally placed.
- Condition of the card currently in play is transferred to the replacement card.
- Discarded after use.

TOURNAMENT ANNOUNCEMENTS

TOURNAMENT RESULTS

Garden State Games Faire	Nov. 22-24, 1996	
Masters' Event	Bo Wozniak	Scorpead
Sealed Deck (Multi-player)	Bo Wozniak	Vokrean
Raritan Center	Nov. 30th, 1996	
Masters' Event	Anthony Medici	Trojan
Sealed Deck (Multi-player)	Mike Erdari	Comedy Club

UPCOMING TOURNAMENTS

Steve's Comic Relief	December 21st, 1996
Contact: George Stewart	Phone #: (610) 623-4070
	E-mail: grazer8@aol.com
Location: 24 Heritage Sq. (Off Rte. 130); Dolran, NJ	
Event: Masters' Event	
Crusades	January 10th-12th, 1997
Contact: Harald Honning	Phone #: (203) 348-1228
Location: Ramada Inn; Norwalk, Conn.	
Event: Sealed Deck (Comedy Club), Sealed Deck (Multi-player), Masters' Event, Dueling	
Dreamation (Central Jersey Regional)	Jan. 31st-Feb. 2nd, 1997
Contact: Vince Bieksha	Phone #: (908) 276-5764
Location: Holiday Inn; Rte. 1 South, Elizabethtown, NJ	
Event: Masters' Event, Dueling, Sealed Deck (Multi-player), Sealed Deck (Dueling), Indirigan Touring Game	

Dexcon (North Jersey Regional)	July 3rd-7th, 1997
Contact: Vince Bieksha	Phone #: (908) 276-5764
Location: Sheraton Hotel; East Rutherford, NJ	
Events: Masters' Event, Sealed Deck (Dueling), Sealed Deck (Multi-player), Deckathlon Event (\$2000.00 cash prize!)	
Tactical Retreat III (Open House)	April 11th-13th, 1997
Contact: Companion Games Inc.	Phone #: (607) 652-9038
Location: Scotch Valley Ski Resort; Stamford, NY	
Events: Expect anything	

PERIODIC EVENTS

Junior's Comic World	January 5th & 26th, 1997
Contact: Michael Baxter	Phone #: (219) 896-3852
Location: Knox, Indiana	
Event: Masters' Event	
Raritan Center (monthly)	December 28th, 1996
	January 25th, 1997
Contact: Vince Bieksha	Phone #: (908) 276-5764
Location: Raritan Center, Rte. 514, Edison, NJ	
Event: Masters' Event, Sealed Deck	
Grapevine Comics (monthly)	December 28th, 1996
Contact: Scott Nelson	Phone #: (209) 952-2342
Event: Masters' Event	
Mint Card Co.	Every Thursday
Contact: Terry Mahoney	Phone #: (410) 766-8071
Location: Glen Burnie, MD	
Neutral Ground	Once a month
Contact: Brian David-Marshall	Phone #: (212) 633-1299
Location: Manhattan, NY	

Invading Empires Progress Report

- A GNN Follow-up Report

Galactic forces have finished building a series of defensive bases along the borders established by the extra-galactic invaders. GNN Reporter Zebad Zarzen has received detailed intelligence from the Corporate Intelligence Agency and will continue last issue's report.

This is Zebad from GNN, reporting on the hottest conflict this side of the Galaxy since the Clydon attempted to occupy the Free Trade Zone after the Indrigan sailing to space. I have detailed updates from confirmed sources detailing the activities of each of the invading empires.

Aqaaran Crusaders: It appears that the Aqaarans have indoctrinated members of the Grand Chieftan's Touring Fleet. However, rumors that the Aqaarans have used a form of telepathic mind control to convert Marchias, the Grand Chieftan, have not been confirmed at this time. Carbidan, the captain of a Lone Wolf police cruiser, has been quoted as saying "Marchias is attempting to lead the Aqaaran invaders into war with the Gekonauak in an effort to rid the galaxy of both menaces. The Aqaarans currently have a foothold in both Kreez space and the Corporate holdings in the Free Trade Zone. They apparently choose unpopulated planets or suns in populated systems so as to communicate their message. Currently the P.O.T. have invaded Kreez space to combat the Aqaarans. The Nobles of the old P.O.T. empire are using this opportunity to reclaim an element of the P.O.T.

Gekonauak: The Gekonauak do not appear to have the technology to create a real threat to the Galaxy, but they are carving paths of destruction through Mechad and Clydon space. Due to the ready supply of energy in those regions, and the Gekonauak's ability to destroy key production facilities of small planets and systems, the Gekonauak should be considered extremely dangerous. They are capable of mounting an impressive offensive if left unchecked. They also appear to have developed a symbiotic relationship with some sort of space creature dubbed Geko gnats. Whether they brought these Geko gnats from their galaxy or they are a native of the Far Side has yet to be determined.

J'xar: Astounding discovery, Sigry II is gone! Sigry II is no longer to be found in the Sigry system. No remnants of the planet are to be found leading this reporter to believe that the planet was not destroyed. The J'x have appeared to have built what they claim to be a prototype of a stable transgalactic base which may be capable of maintaining a constant gate, from this galaxy to their home galaxy. Two battleship class units and a dreadnought have been spotted leaving the Sigry system. Apparently, the J'xar base first transported Sigry II to their galaxy as a test subject before bringing their ships through.

Loopan: No, originally classified as a galactic invader, the Loopans originated from just outside the rim of the galaxy. The Loopans have claimed space in the Free Trade Zone while infringing on both Argonian and P.O.T. space. Just recently, a full scale Loopan fleet originated from the newly discovered dark matter pocket just beyond the edge of the galactic rim by the Argonian P.O.T. border. The fleet has entered Argonian space, forcing the Zedan to move their larger units into Far Side space. The Loopans are to be considered extremely violent and not to be trusted. Reports have claimed that they have stolen Indrigan technology while attempting to enslave Indrigan females for use as payment to any Indrigan tribe willing to side with them.

Orgon: The Orgons, while not territorial, have been classified as a Class I navigational hazard. In an attempt to prevent the total annihilation of the species, Amnesty Galactica is pleading each empire to ban attacks on the smaller Orgons. Some empires claim that sectors of space with an established Orgon presence literally swarm with smaller Orgons and that the Orgons reproduce so fast that the only way to prevent being overrun by the creatures is to attack their master link.

Zedan: The Zedan appear to have entered the galaxy in an attempt to prevent a Loopan invasion. They have claimed an area in the Free Trade Zone as their base of operations. Apparently they are attempting to hire the Vektreans. The Vektreans appear to be interested in trading with the ZDI in an attempt to gain access to their unique technology. The Zedan appear to be skilled assassins and claim that by joining forces with the elite mercenaries of Vektrea, they can defend against any assault striking their combined forces.

☆☆ COMMAND DECISION ☆☆

fiction by
© Bob Peterson, Sr.

"What the hell are we doing lieutenant?" The raven-haired first officer looked at the third engineer with eyes of death. Her gorgeous frame launched across the cargo bay and immobilized his limited frame with a Toquan choke hold. "That's the third time you've questioned the captain's orders. Don't make it four," she said in a hushed but threatening voice. The bystanders wondered how she could make death threats sound so sexy.

Suddenly, the "Bodyguard II" shuddered from incoming phaser fire. "Lieutenant Jones, to the bridge!" came over the p.a. "Sanchez if our chief engineer isn't done with the solar sail in record time, shoot him. The captain wants me," she said as she walked out of the compartment. "It'll be back soon."

The passageways were choked with smoke, gasps, and the smell of desperation. At least twice, she passed crewmen she could have saved but her only concern was that the captain needed her. The bridge was a twisted wreck. The dual between the P.O.T. escort and the Vektrean destroyer had gone on so long that command had shifted from the bridge to auxiliary control and once again to the bridge.

"Jones, here, Sir."

Captain Aramax swivoted the command chair slowly around with a limp push from a bloodied leg, impeded by debris and his third degree burns.

"Report, L.T."

Jones gasped at the captain's condition. Half of his once sculpted face was gone, his breathing was labored. She couldn't understand why he was alive, let alone able to command. "Alex," she said as she reached for his good arm. "At attention, Mr. Jones, I want that report now," Aramax barked. Then, in a lower tone, "Charlotte, I need you right now."

"The solar sail has been reconfigured to your specifications.... Sir."

"Excellent Lieutenant, take every able hand to the cargo bay, parade formation. You! Front and center and await my orders."

"Yes, Sir."

The trip back was silent, the trapped were dead. The marines were passing out weapons and suiting up when she got to the cargo bay.

"That mad man is gonna space us."

"No, he's gonna blow the Bodyguard and turn this bay into a lifeboat."

"He's gonna ram so we can board."

"That's enough!" Jones barked as she pulled on her light fitting body suit, "Attention! Eyes front." They sweat.

The lieutenant's com. unit beeped on the secure command channel, the captain's channel. "Listen very closely, Charlotte. In thirty seconds I'm going to blow open the cargo bay doors. The solar sail behind you has enough of a magnetic current to seal itself to the Vektrean's hull. Most of you will make it. I'm tractoring us to within 100 feet. One of us had to go, Charlotte, and you know I could never make it." Suddenly, the captain switched to the p.a. "Hold your breath, gentlemen. Take that ship for the territories!"

The cargo doors exploded outward, sending the crew toward the Vektrean ship with the speed of a violent explosive decompression. Almost instantly, Charlotte's suit gave a low pressure warning. "Great, a helmet malfunction," she thought. The seldom used solar sail performed admirably, trapping a small amount of air, as well as the crew, against the hull of the enemy ship.

Shaking her head, Charlotte looked around, "We made it," she said out loud, blood oozed from her deafening left ear.

"Ho didn't," someone, Higgins she thought, gestured toward the third engineer's flattened body. Some was amazed at how compressed his body was under the solar sail, only inches thick. "Everyone dies. Fall into squads. Marines, I need an opening."

She never regained the use of the ear. She never stopped loving her captain, and, of course, she took the Vektrean ship.

INDIRIGAN NOMADS

The Indirigans (pronounced Inn-deer-ih-guns) are a race of extremely patriarchal humanoids who never evolved beyond the hunter-gatherer stage of societal development. While they are intelligent and quick to learn, their ideas on social development stagnated early in their history. While their society might seem abhorrent to us, it is completely natural to them, and is indicative of many details of their lives. The design of Indirigan starships is directly affected by their nomadic lifestyle and social infancy.

The race developed starships and warp technology, and in the ultimate of nomadic spirits left their planets behind to lead a completely non-terrestrial existence. The abandoned homeworlds of the Indirigans are located on the Far Side of the Milky Way Galaxy. What was once Indirigan space became a huge Free Trade Zone for the surrounding races when the Indirigans left their homeworlds behind. These worlds were stripped of most things Indirigan. What remained were depopulated planets, the remaining inhabitants were of many assorted races. These worlds eventually became the trade meccas of the newly formed Free Trade Zone. The Indirigans never returned to these worlds.

APPEARANCE: The Indirigans are humanoids of approximately one and one third meters in height and of slender muscular build. They are light red skinned and most have red hair, although blond, brown or even greenish hair is not completely uncommon. Their hair is usually long, coarse, spiked and unkempt, yet it is not disheveled.

Indirigans have rather large club-like hands and feet, but they are not clumsy. Their fingers are long and dexterous. In marine combat their stealth makes up for what they lack in size.

Females are generally several centimeters taller than males, reaching 1.4 meters. Males usually remain under 1.2 meters. Both sexes are equally muscular and rugged. Individuals are generally in good physical condition, partially due to the Indirigan practice of letting the weak and infirm die.

GOVERNMENT: The tribe is the only form of government the Indirigan Nomads have. A tribe consists of a chief (roughly equivalent to an admiral in a starfleet) and several sub-chiefs (captains). Each tribe wanders space in from 1 to 14 starships, with perhaps an additional five to ten freighter-type ships.

There have been tribes as small as one ship, usually a despondent or outcast sub chief going his own way. This is rare, however, as most often the sub-chief would simply be replaced with someone more compliant and/or loyal.

NOMADIC LIFESTYLE: Indirigans wander space for the sake of wandering. When a system is encountered many Indirigans will attempt to occupy it and strip it of its value. If a prominent show of force is displayed they will eventually back down and depart from the system. Only a stupid chief will destroy his home for a stationary system or planet. Remember that while other fleets are used to defend homes, the Indirigans' fleets are their homes.

If an opportunity to overwhelm a solar system presents itself many Indirigans will ruthlessly scavenge everything the system has to offer. There were several tribes that did not use aggressive tactics, using legitimate trade instead. These tribes were usually referred to as 'Indirigan Merchants' while the more aggressive tribes were often called 'Indirigan Gypsies' or 'Indirigan Marauders'. Indirigan merchants specialized in low-tech goods, ore, food stuffs etc.

Indirigan ships also had large numbers of heavy transport shuttles, used to transport the system's resources from the surface to the waiting ships. Indirigan merchants used them to transport goods.

The Indirigans did not build bases or other such stationary

units. Their base of operations was always the flagship, or most appropriate ship, in the tribe's fleet.

SOCIAL STRUCTURE: A chief's political strength is determined by how many ships are in his fleet and by how many (and of what quality) Indirigan females he and his tribesmen possess.

The Indirigans believe that the possession of females is not slavery, but a means of promoting healthy reproduction. When two tribes cross paths, they engage in combat over their females. Boarding party raids are never performed for the sake of causing damage, but to capture as many females as possible. The raids are a means of preventing societal problems such as inbreeding and to improve the entire reproductive process.

Indirigan males are not interested in females of other races. In fact most captives are either eaten or dropped off at a nearby planet after combat ceases.

On rare occasion two or more tribes will ally to conquer a valuable or strong system. This alliance, however, usually degenerates into a squabble over females within several weeks. It would be extremely rare if this feuding did not occur. Note that Indirigans never trade females for the females would not permit it!

SOCIAL COMBAT: Many times, when a chief found himself low on prized females he would engage another chief in social combat. This was initiated by dropping the shields upon approach as an invitation to the chief of the other tribe to drop his shields allowing immediate boarding party action to begin. This became a common and obvious tactic, so much so, that chiefs with plenty of females would simply ignore this invitation, until the challenging chief sent transmissions of the most desirable females he had as an enticement.

It was considered unacceptable, even uncouth, to fire weapons on these down shields without giving a warning that social combat was not desired and that true combat would be substituted.

INDIRIGAN FEMALES: The more ambitious females will often seek to be (or even facilitate being) captured by a powerful male as a method of gaining a greater societal status. Usually unmarried females are the only ones taken captive by the raiding males. Most married females are tattooed for identification and to discourage raiding males, but many such markings have been tattooed over, several times. Unmarried Indirigan females don't have such tattoos.

Indirigan females outnumber Indirigan males by nearly four to one. It is not uncommon for an Indirigan male to possess more than one wife. Generally it is the female who decides if a male can own her. If she does not desire the proposed marriage she simply declines the tattoo offered by the male and remains in the pool of unmarried females waiting capture by a more acceptable male. Rejecting one male means she is rejecting the entire tribe, therefore, she cannot express interest in another male in the same tribe (unless captured by another tribe and then recaptured). The male must still provide for her until such time as she is captured by a male from another tribe. It is not uncommon for such females to be recaptured by another male in the first tribe whom she did find acceptable, but could not simply go to on her own.

TRIBE FORMATION: When the Indirigan terrestrials (as those who actually lived on planets were called) left their planets approximately ten groups formed. These groups were the pre-tribes. They consisted of forty to sixty ships each. Obviously, fleets this large were impossible to organize, control and orchestrate. Within a year all of the pre-tribes broke down into smaller groups, the size of the current tribes. These tribes consisted of from 1 to 14 ships, plus several freighters.

TRIBE PROFILES

After the breakdown of the pre-tribes, there were nearly 75 different Indirigan tribes. Each tribe consisted of from one to 14 ships. Most tribes could not possess one or more of every ship type. A 'Tribe Profile' is simply a listing of the activities of each tribe and possibly names of some of the more important members of that tribe and perhaps names of the ships. Eight tribe profiles are given below. More will be presented next issue.

The Grand Chieftain's Touring Fleet

This tribe was the tribe of Grand Chieftain Marchias. Marchias was the leader of the Indirigans and lead the first pre-tribe from Indirigan Space. His tribe simply toured the galaxy collecting taxes from many of the other tribes whenever he encountered them. He managed to keep his fleet in funds rather easily.

Marchias had one added advantage: He could exchange one of his own ships for one ship from any tribe he encountered. The ship he offered had to be near the strength of the ship he chose to take. If he choose to take a ship from an encountered tribe then that tribe was not charged taxes during that encounter. There were several other rules that applied, such as never taking the flagship of the other fleet.

Primary Activity: Nomad

Secondary Activity: Tax Collecting, Ship Construction

Travel Mode: Random

Hostility Level: Moderate

Crew: Tribes could (and did) engage the Grand Chieftain's Touring Fleet in social combat, however, they never engaged it in actual combat. Grand Chieftain Marchias (and his descendants) were revered by the general Indirigan populace. There were very few that felt any disrespect for him. Marchias was cautious and only took a ship from another tribe when he felt that tribe's chief needed a 'slap on the wrist'. It was rare for him to take a ship just because he desired it. He occasionally used trades to give a loyal tribe a newly built ship, often for a ravaged hull.

The Grand Chieftain's fleet was the only tribe that could construct ships larger than a destroyer.

Many of Marchias' sons were chiefs of their own tribes, Wolf and Noaha for example. There is no exact record of how many sons Marchias had and Wolf's files did not show patriarchal records.

Marchias lived for nearly 200 years. He slowly lost a slight amount of power as new chiefs took control of widely spreading tribes. However, there was never a dispute over his right to levy the taxes that he did.

The Vacaters of Bolaar V

The Vacaters of Bolaar V consisted primarily of Indirigans who were occupying Bolaar V when the 'calling' came to abandon Indirigan Space. This tribe traded in Indirigan Space for some time before it went through the wormhole in the Homecloud Nebula, causing all kinds of trouble on the near side of the galaxy.

Primary Activity: Merchant

Secondary Activity: Low-Tech Manufacturing

Travel Mode: Non-linear, Many stops, Erratic

Hostility Level: Low to Moderate

Crew: The Chief of the Vacater Tribe was Livil son of Weasali. He was a fairly effective leader and negotiated all the trade of the goods manufactured by the tribe. He was succeeded by his son Wevile who made the decision to go through the wormhole. More aggressive, Wevile initiated several planetary occupations on the near side.

The Invincible Loner

This tribe consisted of only one ship, the SSCS 'Invincible Indirigan'. The 'Invincible Indirigan' primarily sought out ship combat, engaging freighter convoys to resupply, other tribes for social combat, and fleet ships for the challenge of it.

Primary Activity: Nomad

Secondary Activity: Freightier convoy attacks

Travel Mode: Random, Resupply by attacking freighters

Hostility Level: Moderate

Crew: Noaha, the 'Invincible Indirigan's' captain, was a gambling man. He engaged in unnecessary combat for the fun and challenge of doing so. Having a huge ship made it difficult for his opponents.

The Vicious Six

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

Primary Activity: Marauder/Pirate

Secondary Activity: Scavenger

Travel Mode: Spiraling path, Many stops for raiding purposes

Hostility Level: Extremely High

Crew: The Chief of the Vicious Six was Murinca. Murinca was a savage and most of the men in his tribe were too. The Vicious Six referenced the six ships in his fleet. All six were painted black with blood red accents. This tribe had no freighters.

Murinca's men usually killed the crew or occupants of the planet or ship being raided. They would even kill Indirigan males from other tribes during social combat.

After an encounter with the Mechad (in which the Vicious Six became the Vicious Five, losing the Command Cruiser) the Vicious Six was not heard from again on the Far Side.

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Lone Wolf's Tribe

Wolf was the Chief of Indirigan Security Forces when the 'calling' came. He was unable to leave his law enforcement beliefs behind to assume nomadic (and often criminal) ways. He therefore took to defending various worlds from marauding Indirigan Tribes.

Primary Activity: Marauder interception & Prevention
Secondary Activity: Police cruiser construction
Travel Mode: To nearest planetary assault attempt
Hostility Level: Defensive but Extremely High
Crew: Wolf accumulated most of the tribe profiles given here (and many others) to keep tabs on the various tribes. He was able to determine when and where one would strike and occasionally be there just beforehand.

Wolf used the construction facilities on the DN *Lone Wolf* to construct a police cruiser and light police cruiser of his own unique design.

Andromeda Bound

This tribe, known only as 'Andromeda Bound' cut through the Krezib Capitalist Alliance and exited this galaxy bound for the galaxy of Andromeda. It totally ravaged a Krezib Capitalist Alliance core world before leaving the Milky Way. Half of this tribe has returned. Having encountered the Gekonauak on their intergalactic journey, they returned to warn the Grand Chieftain.

Primary Activity: Nomad
Secondary Activity: None
Travel Mode: Linear, Stops only to resupply
Hostility Level: High
Crew: No data.

The Scientists

The Scientists consisted of a fleet of science ships on a survey mission when the calling came. This tribe now wanders the Galaxy in search of interesting points of study. They generally do not attack (except for social combat), but sell any interesting findings to the local powers that be in exchange for supplies.

Primary Activity: Research
Secondary Activity: Nomad
Travel Mode: Generally in direction of nearest unstudied point
Hostility Level: Vary Low
Crew: No data.

The Propagationists

The Propagationists sought to spread Indirigan settlers throughout the galaxy. A fair portion of Indirigan people did not want to leave their terrestrial lives, but were forced to. Later, many chiefs realized that this was not a good decision. The chief of the Propagationists decided to make good this initial error by dropping off these settlers on various planets throughout the galaxy. After 40 percent of his tribe elected to go terrestrial, he instituted a law that each male must produce at least five children with each of his wives before being allowed to settle.

Primary Activity: Nomad
Secondary Activity: Propagation (Ahem)
Travel Mode: Random, Stops to resupply or drop off settlers
Hostility Level: Moderate
Crew: The name of the captain was never ascertained, but was believed to be Vesperas (actually Vesperas-1 through Vesperas-?). There were many Vesperas's in this tribe and it is believed that Vesperas named over 60 male children (from more than 12 wives) after himself in chronological order. After his death in Y169, several of his sons assumed command at different times.


Editor's Note: Next Issue will contain the tribe profiles of the new Indirigan tribes. A new tribe, the Infected tribe's history is found on page 16.

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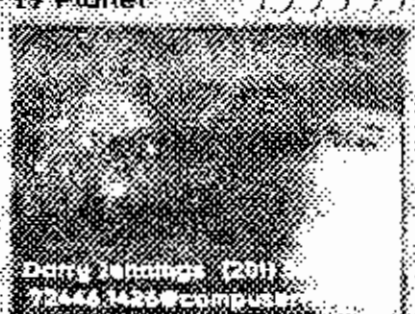
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"The Infected"

BY ANDRE MCINNIS, DAVE CHOW, AND GERRY SHIT.

The Infected were not always the hunted outcasts that they are today. Many years ago they were known as the Healers. Welcomed by nearly all spacefaring species with open arms, the Healers traded their vast medical knowledge for much needed supplies and resources. Unlike many Indirigan tribes, the Healers travelled the Far Side of the Galaxy seeking to cure the sick, not to raid the weak!

During this time the tribe made contact with a species known as the Turrellians. The Turrellian homeworld had been ravaged by a terrible plague that had reduced their population by 80%. If the Healers could not find a cure immediately, the Turrellians were doomed. The Healers set themselves to the task, yet try as they may, all attempts met with either failure. Within five weeks after their initial contact with the Healers, the people of Turrel V ceased to exist and the Healers mourned the Far Side's loss.

Saddened, the tribe moved on and soon made contact with the inhabitants of Klic'narak VII, a peaceful Insectoid race. Tragically, and despite intensive decontamination efforts, the Indirigans of the Healers tribe had become infected with the plague that had ravaged Turrel V. Although not lethal to themselves, they were carriers and able to transmit the disease to others. Unfortunately for the Klic'naraks, this only became known after First Contact. Within two months they were all but wiped out, victims of the plague.

Horrified, the Chieftain of the Healers immediately ordered a fleet-wide quarantine, decreeing that no one may have physical contact with any living being outside of the fleet until a cure is discovered.

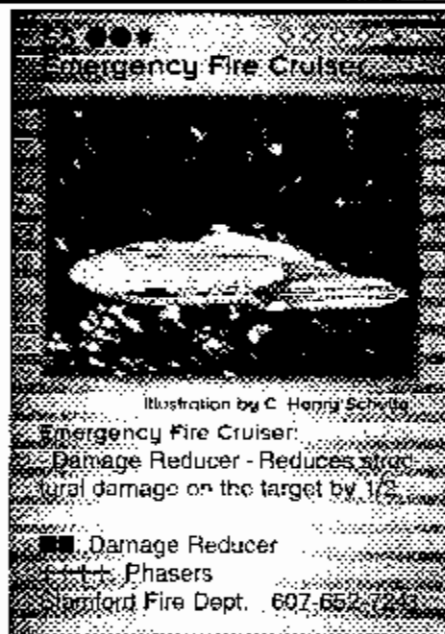
A foolish act by an Infected sub-chief brought one ray of hope to the tribe. While on a survey mission for the tribe, a lone Infected Destroyer encountered a lone Nagiridni vessel. Succumbing to their taunts, the Infected sub-chief lowered shields, and engaged in social combat. Within hours of their return to their vessel, the Nagiridni boarding parties were dying from the plague. The Nagiridni who had defended against Infected boarding parties fell soon after. The remaining Nagiridni crew were doomed, and followed their shipmates within a week. Amazingly, the crew members attending the captured Infected tribe females were the last to go. They only came down with the plague when a failure in quarantine procedures infected their quarters. The females of both tribes survived, unharmed and untouched by the plague. From this, the Infected sub-chief, an otherwise competent healer, was able to determine that Indirigan females are immune to the effects of the plague.

This fact has been born out by later meetings with other tribes. While the boarding parties of both tribes require extreme precautions, such as the use of automatons, Indirigan Social Combat can occur safely.

Unfortunately, when the other empires found out that the tribe was infected with a disease that was 97% lethal to all life forms, the Healers found themselves hunted by nearly every race and empire on the Far Side. Even the Mechad Holdfast seeks to destroy them, leading many to conjecture that the plague may be an advanced form of nanotech virus. Most empires live in such fear of accidental contamination that all contact is forbidden, making negotiations impossible.

Luckily the tribe was not without friends. Many worlds and civilizations owed their continued existence to the Healers. These few allies offered what support they could, be it military or economic. By using automatons scientists from these planets were able to board the Infected ships to make use of their advanced medical facilities in an attempt to aid the search for a cure.

As an attempt to warn others, the tribe has adopted the name "The Infected." At present, they wander the Far Side of the Galaxy, hiding from the genocidal assault of other empires, searching in vain for a cure so they may one day stop running and return to healing the sick.



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INDIRIGAN TOURING GAME RULES

A GALACTIC EMPIRES GAME VARIANT

- All players must represent an Indirigan Tribe, using that tribe as their deck's main empire. Please note that, when playing an Indirigan tribe as your main empire, your main empire ships may ignore restrictions regarding the eliminating of Indirigan ships before targeting non-Indirigan ships and bases.

- Be prepared to keep track of any Indirigan females which may be captured from your fleet. We suggest having a small supply of card protectors with your name on them. That way, when an Indirigan female is captured, you can mark it as yours.

- Indirigan Touring game tournaments will involve a center deck (provided by the tournament organizer) from which cards may be captured by attack capable crew which are capable of capturing crew (not those which kill crew). The attack capable crew must be on an Indirigan ship to be eligible to "raid" the center deck. The crew performing the capture must perform a there-and-back mission to the center deck to expose the top card. If the card is of a strength that may be captured by that crew, the capture rules detailed below are used. If the strength of the card exceeds the capability of the crew, the card is placed in the center Discard Pile. If the center deck becomes exhausted, the discards are shuffled to form a new center deck. Each player may only attempt to capture a card from the center deck once each turn.

- All cards captured from the center deck are kept by their new owner. If the card is an Indirigan female, it must be moved to the capturing crew's ship. Otherwise, the card may either be immediately played (not a card play) or moved to the hand.

- No player may start the game with more than 1 Indirigan female in their reserve foot.

- Any player drawing a victory celebration may draw from the center deck.

- If any player has 25 unmodified strength points of Indirigan females (not counting clones, ID changes, etc.) in the fleet at the beginning of their turn, the game immediately ends with that person being declared a winner. Eliminating the other players will still result in a win.

GALACTIC EMPIRES™ INDIRIGAN TRIBE OFFER

Companion Games introduces a limited time offer just in time for next summer's Indirigan Touring Game tournaments. Create your own Indirigan ship or tribe designed to your specifications. The tribe packages detailed below include a chieftain (a crew card) for your tribe. Large tribes will even get their own custom terrain. When placing an order for a tribe, please let us know what function you would like your chieftain to have. For those tribes which receive a free terrain, just design a terrain using the formula on page 29. Either keep the terrain within the value listed below or create a better terrain and only pay the difference.

Anyone who purchases a single ship may either have it be from its own tribe or allow us to place it in a tribe of our choice. That way, your ship will be part of a small tribe owned by several players.

Those who order a tribe package will receive, in addition to the standard exchange, a complete set of the Touring Game promo cards which can only be obtained through this offer or by winning an Indirigan Touring Game. See below for the price of each card listed in Indirigan Delics, of course!

Promotional Indirigan Tribe Offer

Design your own Indirigan ship or tribe. You will receive 2000 custom cards, designed to your specifications, for a minimum of \$200. To design your own Indirigan ship, simply, 1) choose one of the hull types listed; 2) select which variations you like; and 3) select which special options you would like.

Stock Hull Types

We reserve the option of renaming the ship. For example, A medium cruiser maxed out on weapons may be renamed a War Cruiser. A heavy cruiser with research production may be named a Fleet Survey Cruiser.

Stock Hull Types	Cost	Stock Hull Types	Cost	Stock Hull Types	Cost
S2 ● Patrol Ship + (Patrol ship clause, recommend option D)	◆◆◆ \$225	S5 ●●● Destroyer ■●/++	◆◆◆◆ \$250	S7 ●●●● Command Cruiser ● ■●/++++	◆◆◆◆◆◆ \$475
S3 ●● Freighter ■/++ (Terrain modifier: +●●●)	◆◆◆ \$200	S5 ●●● Command Destroyer ● ■/++	◆◆◆◆◆ \$325	S8 ●●●●● Dreadnought ■●●/+++++	◆◆◆◆◆◆ \$500
S3 ●●● Escort (escort clause) ■/+	◆◆◆◆ \$200	S6 ●●● Light Cruiser ■●/+++	◆◆◆◆ \$300	S9 ●●●●● Dreadnought ■●●/+++++	◆◆◆◆◆◆◆ \$550
S4 ●●●● Engate ■/+++	◆◆◆◆◆ \$200	S6 ●●● Medium Cruiser ■●●/+++	◆◆◆◆◆ \$350	S10 ●●●●●● Battleship ■●●●/+++++	◆◆◆◆◆◆◆◆ \$750
S4 ●●● Tug ■/++ (Terrain modifier: 2x0)	◆◆◆◆◆ \$275	S7 ●●●●● Heavy Cruiser ■●●/++++	◆◆◆◆◆◆ \$400		

Variations: (Limit of variations: \$100 extra;

- A: Convert 1 heavy weapon into a phaser no charge
- B: Convert 1 phaser into a heavy weapon no charge
- C: Convert 1 supply into 1 energy (engagement) no charge
- D: Reduce engagement by 1 supply \$30
- E: Extra Phasers \$50 each
- F: Extra Heavy Weapons \$40 each
- G: Extra Shields \$20 each
- H: Generated research \$10 each
- I: Generated ammunition \$20 each
- J: Scout function (based on generated research) \$10/□
- K: Personal class ship (raise limit of variations to \$160; no charge

Notes on Variations

- B: If chosen for a tribe package, this option will only affect those units whose phasers outnumber their heavy weapons by 2 (i.e. the light cruiser, command cruiser, dreadnought and battleship).
- D: Option D may not be combined with option C.
- H&I: If purchased for an entire tribe package, the weakest 1/4 of the fleet produce 1 less point and the strongest 1/4 of the fleet will produce 1 more point.
- K: If purchased for an entire tribe package, only half the fleet (the stronger half) become personal class. All will have the increased limit.

Special Options:

- N: Mine deployment system \$50 each
- O: Electronic warfare system \$30 each
- P: Pirate Tribe Option \$50
 - Convert all but 1 supply into economy
 - Hull (round down) of the heavies are specialized weapons mounts.
 - Choose 1 of the following
 - May use foreign technology;
 - May move against terrain, raising its engagement cost.
- Q: Escort option (ship size 3-6 only) \$10 x hull str.
- R: Carrier option (beam shuttles and fighters) \$20
- S: Prototype class unit \$50
 - Choose 1 of the following
 - Phasers may fire back as a reaction
 - Regenerate 3 shields per turn (not 1)
 - Suggest your own!

Notes on Specials

- N&O: If purchased for an entire tribe package, the weakest 1/4 of the fleet produce 1 less point and the strongest 1/4 of the fleet will produce 1 more point.
- P: Option P may not be combined with option C.
- Q, R & S: Tribe packages must purchase these options on a ship by ship basis.

When purchasing a tribe package, a variation or special may be purchased for the entire fleet at a reduced cost (compared to purchasing the option for each ship in the fleet). Any variation or special option purchased (except Q, R and S) for the entire fleet will receive the same % of as listed in the tribe package for the basic hull cost.

<p>Lesser tribe package 4 ships: 25% off the basic hull costs (min. \$1000) + free C5 tribe sub-chieftain + a complete set of the Touring Game promo cards. Anyone who orders a lesser tribe and a terrain card may have 1 tribe specific bonus added to the terrain at an additional cost.</p>	<p>Greater tribe package 8 ships: 35% off basic hull costs (min. \$1600) free C7 tribe chieftain - free T6 Empire terrain (\$300 value) - 3 sets of the Touring Game promo cards.</p>	<p>Grand fleet tribe package 14 ships (1 of each): 50% off basic hull costs (this is a basic hull cost of \$2500) + free C0 tribe chieftain (with command point) + free T8 Empire terrain (\$500 value) + a complete set of the Touring Game promo cards</p>
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- Indirigan Boarding Party
- Heavy Cargo Packs
- Hydroponics Facility
- Multi-purpose phasers
- The Insipid Tribe's Dreadnought (slightly damaged)
- Grand Chieftain's tribe Command Cruiser
- The Lone Wolf (Lone Wolf's personal dreadnought)
- Grand Chieftain's Right of Trade

- J: Print 25% of your promo cards in German (approximately 500 each).
 - K: Hologram foil special effects on your card at an additional cost of \$400 per card. This additional cost is in addition to any minimum cost. This offer may be voided if less than 10 requests for foil are received for a promotional print run.
- These options are based on availability on a print run by print run basis. We reserve the right to drop any of these additional options from a print run. Any additional cost for an option not provided would be refunded. The reserving of this right is necessary due to possibility of unforeseen problems involved in the printing process.

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A3	Empire Position	Very Rare	Ans Multimedia Inc.
A3	Primitive Society	Uncommon	Jaas
RA3	Shock Attack	Very Rare	Robert A. Kraus
A4	Hostile Environment Automaton	Uncommon	Alan Clark
A4	Officer Training	Very Rare	Aaron Williams
A4	Planar Rise	Uncommon	Ans Multimedia Inc.
RA4	Shock Attack	Very Rare	Robert A. Kraus
A4	Scout Base	Uncommon	Ans Multimedia Inc.
A4	Trandu City	Uncommon	Andrew Smith
A4	Warrior	Uncommon	Robert A. Kraus
A5	Helpless Position	Very Rare	Ans Multimedia Inc.
A5	Hire Breathing	Uncommon	David Lee Anderson
A6	Solar Cannon (2 Versions)	Very Rare	Ans Multimedia Inc.
A6	Senior Officer Training	Very Rare	Aaron Williams
RA7	Personal Transportation	Very Rare	David Lee Anderson
A7	Solar Tank	Uncommon	Ans Multimedia Inc.
A7	Spontial Hamlet	Very Rare	Alan Clark
RA8	Organ Separator	Very Rare	Elvis McMaad
B5	Bio-Jet	Uncommon	Kris MacIntyre
B5	Weather Satellite	Uncommon	Kris MacIntyre
B4	Flight School	Uncommon	David Lee Anderson
B5	Incubator Base	Uncommon	Kris MacIntyre
B6	Planar Conversion Station	Uncommon	N. Taylor Richmond
B6	Space Highway	Very Rare	Alan Clark
B8	Learning Station	Uncommon	David Lee Anderson
B7	Defender Base	Very Rare	Aaron Williams
B8	Heavy Defender Base	Very Rare	Aaron Williams
B2S1	Scout Patrol Craft (Aquarian)	Very Rare	C. Henry Schulte
B3S1	Aquarian Flight Base	Uncommon	C. Henry Schulte
B4S2	High Craft (Aquarian)	Uncommon	C. Henry Schulte
B4S3	Surface Craft (Aquarian)	Very Rare	C. Henry Schulte
B5S3	Submersible (Aquarian)	Very Rare	C. Henry Schulte
B6S3	Infantry Ship (Aquarian)	Very Rare	C. Henry Schulte
B6S2	Outpost Craft (Aquarian)	Very Rare	C. Henry Schulte
B7S5	Command Post (Aquarian)	Very Rare	C. Henry Schulte
B8S4	Aquarian Expedition	Very Rare	C. Henry Schulte
B8S6	Aquarian Star Base	Very Rare	C. Henry Schulte
B7S6	Aquarian Sun Base	Empty	C. Henry Schulte
B7	Booster Pirate Base	Very Rare	Alan Clark
B7	Clydean Warcraft Base*	Uncommon	David Lee Anderson
B7	Corporate Defender Base	Very Rare	David Lee Anderson
B8	Corporate Economic Base	Very Rare	David Lee Anderson
B5	Deep Jump Base	Uncommon	Alan Clark
B7	Kreb2 Capsule Base	Very Rare	Alan Clark
B6	Mechad Power Base	Uncommon	George T. Herne Jr.
B7	P.O.T. Centaurian Base	Very Rare	David Lee Anderson
B8	P.O.T. Technan Base	Very Rare	David Lee Anderson
B7	Zenon Invasion Base	Uncommon	George T. Herne Jr.

* This card was misprinted during the initial print run. Approximately 100 copies of the misprint are currently in existence.

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RA5	Rebuke Specialist	Uncommon	David A. Chery
C6	Vedran Shifter	Very Rare	David Lee Anderson
C7	Regellan Fleet Coordinator	Very Rare	Alan Clark
C8	Mysic	Very Rare	David Lee Anderson
C9	Zenon Infiltrator	Very Rare	David Lee Anderson
I11	Organ Seed	Uncommon	
D1	Palful Organism	Rare	Elvis McMaad
D2	Organ Garig	Uncommon	
D2	Organism	Rare	Elvis McMaad
D3	Large Patrol Organism	Uncommon	Elvis McMaad
D3	Organ Emalgamale	Uncommon	
D3	Organ Growth	Rare	Elvis McMaad
D4	Organ Slath	Rare	Elvis McMaad
D4	Organ Sludge	Rare	Elvis McMaad
D5	Organ Vire	Rare	Elvis McMaad
D5	Organ Slag	Rare	Elvis McMaad
D6	Organ Attacher	Rare	Elvis McMaad
D6	Organ Ingotter	Very Rare	Elvis McMaad
D7	Organ Converter	Very Rare	Elvis McMaad
D8	Organ Stone	Very Rare	Elvis McMaad
D8	Organ Slicer	Very Rare	Elvis McMaad
D9	Organ Bomb	Very Rare	Elvis McMaad
E1	Observation Window	Uncommon	David Lee Anderson
E1	Personal Lighter	Uncommon	David Lee Anderson
E2	Base Responder	Very Rare	C. Henry Schulte
E2	Satellite OR System	Uncommon	Ans Multimedia Inc.
E3	Orbit Mine	Uncommon	Alan Clark
E3	Orb Shield	Uncommon	David Lee Anderson
E4	Energy Panels	Uncommon	Ans Multimedia Inc.
E4	Mining Drone	Uncommon	David Lee Anderson
E4	Sensor Mine	Uncommon	Armand Cabrera
E4	Target Acquisition Link (2 Versions)	Very Rare	George T. Herne Jr.
E4	Thermographic Display (2 Versions)	Very Rare	Bob Wessau
E4	Transgate Stabilizers	Very Rare	George T. Herne Jr.
E5	Clydean Warcraft Dock	Uncommon	Alan Clark
RA5	Hazard Transceiver	Uncommon	David Lee Anderson
H25	Kreb2 Kill-Fighter	Uncommon	David Lee Anderson
E5	Techna Headset (2 Versions)	Very Rare	Elvis McMaad
RA20	Mechad Virus Fighter	Uncommon	Alan Clark
E6	Phaser Bolt System	Very Rare	George T. Herne Jr.
RA6	Scorpeid Slings	Very Rare	David Lee Anderson
RA2	Irancon Time Bomb	Very Rare	Alan Clark
E8	Transgate Stabilizers	Very Rare	George T. Herne Jr.
RA9	Mechad Core Fighter	Very Rare	Alan Clark
G3	Prisoners	Uncommon	David A. Chery
G4	Leopon Capture Mission	Uncommon	David A. Chery
H2	Space Time Rift	Very Rare	Randy Appund-Hall
H4	Corbel Lava	Uncommon	Kris MacIntyre
H4	Space-Time Hit	Very Rare	Randy Appund-Hall
H4	Sudlight Debris	Very Rare	David Lee Anderson
H5	Quantum Flare	Uncommon	Andrew Smith
H6	Spacial Disjunction	Uncommon	Jaas
H6	Star Spindle	Very Rare	Armand Cabrera
H6	Surface Explosions	Very Rare	Ans Multimedia Inc.
H6	Surface Vortex	Uncommon	Ans Multimedia Inc.
H7	Sublight Debris	Very Rare	David Lee Anderson
H9	Star Stride	Very Rare	Armand Cabrera
H10	Extreme Conflict	Empty	Alan Guitierrez
I2	Javelin	Uncommon	Alan Clark
I4	Timeless City	Uncommon	David Lee Anderson
I5	Leisure Station	Uncommon	David Lee Anderson
L3	Ancient Artifact - Gauntlet of Time	Very Rare	Scott Warner
RA6	Spontaneous Explosion	Uncommon	Armand Cabrera
L9	Parallel Timesight	Very Rare	George T. Herne Jr.
RA10	Emergency Evacuation	Empty	Alan Guitierrez
M1	Neke Chalk	Very Rare	Alan Clark
M2	Neke Chalk	Very Rare	Alan Clark
M4	Autonomous Beast	Uncommon	Armand Cabrera
M5	Boarding Beast	Uncommon	David A. Chery
M8	Battle Ark	Very Rare	Randy Tarakas' Her
N3	Traveler	Uncommon	Alan Clark
O3	Tight Maneuver	Uncommon	George T. Herne Jr.
O4	Organic Energy	Uncommon	Elvis McMaad
O4	Starship Insurance	Very Rare	Yves McMaad
RA4	Temporary Insanity	Very Rare	Armand Cabrera
O4	Fighter Combat Training	Uncommon	Randy Tarakas' Her
RA5	Fast Maneuver	Uncommon	David Lee Anderson
O5	Strafing Attack	Uncommon	David Lee Anderson

R/C6	Crash Maneuver	Uncommon	David Lee Anderson	S3	Zedan Destroyer	Uncommon	George T. Horne Jr.
O6	Demotion	Uncommon	David Lee Anderson	S3	Zedan Troop Ship	Uncommon	George T. Horne Jr.
O6	Starship Insurance	Very Rare	Michael Trapp	S4	Zedan Heavy Destroyer	Rare	George T. Horne Jr.
R/C6	Surprise Maneuver	Uncommon	Alan Clark	S4	Zedan Light Cruiser	Rare	George T. Horne Jr.
R/C6	Temporary Inactivity	Very Rare	Arnold Connor	S4	Zedan Minesweeper	Uncommon	George T. Horne Jr.
O7	Vacation	Uncommon	David Lee Anderson	S5	Zedan Carrier	Uncommon	George T. Horne Jr.
O8	Insanity - Hallucinatory Space	Very Rare	Hancy Takas' Huzi	S5	Zedan Patrol Ship Tercer	Rare	George T. Horne Jr.
O8	Insanity - Space Healeration	Very Rare	Hancy Takas' Huzi	S5	Zedan War Cruiser	Rare	George T. Horne Jr.
S4	Converted Freighter	Uncommon	David Lee Anderson	S6	Zedan Command Cruiser	Very Rare	George T. Horne Jr.
S7	Colony Ship	Very Rare	Alan Clark	S6	Zedan Spy Cruiser	Very Rare	George T. Horne Jr.
S9	Colony Ship	Very Rare	Alan Clark	S7	Zedan Battlecruiser	Very Rare	George T. Horne Jr.
S2/B1	Patrol Craft (Aqaaran)	Very Rare	C. Henry Schulte	S7	Zedan Survey Cruiser	Uncommon	George T. Horne Jr.
S3/B1	Aqaaran Carrier Craft	Uncommon	C. Henry Schulte	S8	Zedan Dreadnought	Very Rare	George T. Horne Jr.
S4/D0	Destroyer (Aqaaran)	Very Rare	C. Henry Schulte	S9	Zedan Battleship	Very Rare	George T. Horne Jr.
S4/B2	Light Craft (Aqaaran)	Very Rare	C. Henry Schulte	S10	Zedan Flagship	Very Rare	George T. Horne Jr.
S4/H3	Water Tanker (Aqaaran)	Very Rare	C. Henry Schulte	T1	Lagrange Point	Very Rare	Felix McMead
S5/B2	Defender Craft (Aqaaran)	Very Rare	C. Henry Schulte	I1	Moon - Dry Moon	Very Rare	C. Henry Schulte
S5/B3	Supporter (Aqaaran)	Very Rare	C. Henry Schulte	I2	Barned Moon	Uncommon	Kris MacIntyre
S6/B5	Heavy Craft (Aqaaran)	Very Rare	C. Henry Schulte	I2	Dark Mountain	Very Rare	Eva McMaar
S7/H5	Command Craft (Aqaaran)	Very Rare	C. Henry Schulte	T/S2	Vedran Astromic Freighter	Uncommon	Arnold Connor
S7/H9	Producer (Aqaaran)	Very Rare	C. Henry Schulte	T3	Moon - Dimensional Moon	Uncommon	Kas MacIntyre
S8/H4	Aqaaran Dreadnought Craft	Very Rare	C. Henry Schulte	T3	Moon - Trogian Moon	Uncommon	Kas MacIntyre
S8/B0	Aqaaran Battleship	Very Rare	C. Henry Schulte	T4	Dark Mountain	Very Rare	Eva McMaar
S10/B6	Aqaaran Flagship	Very Rare	C. Henry Schulte	T4	Moon - Gekonauk Moon	Very Rare	C. Henry Schulte
S7	Argonian Defender	Uncommon	George Hanna Jr.	T4	Planet - Conquered Planet	Very Rare	C. Henry Schulte
S1	Gekonauk Home (2 versions)	Very Rare	Robert A. Kraus	T4	Vacation Planet - Gal Ward	Uncommon	Kris MacIntyre
S2	Gekonauk Blinger	Uncommon	Robert A. Kraus	T5	Silhouette	Very Rare	C. Henry Schulte
S3	Gekonauk Invader	Rare	Robert A. Kraus	T5	Planet - Zil Random Colony	Very Rare	C. Henry Schulte
S3	Gekonauk Swarmer	Uncommon	Robert A. Kraus	T6	Orion Nebula	Uncommon	Art Multimedia Inc.
S3	Gekonauk Wasp	Rare	Robert A. Kraus	T6	Planet - Troglan Outpost	Uncommon	David Lee Anderson
S4	Gekonauk Apprentice	Rare	Robert A. Kraus & Kim Garvin	T6	Sun - Craft Site	Very Rare	Elvis McMaar
S4	Gekonauk Kamikaze	Uncommon	Robert A. Kraus	T7	Planet - Gekonauk Outpost	Very Rare	C. Henry Schulte
S4	Gekonauk Trooper	Rare	Robert A. Kraus & Kim Garvin				
S5	Gekonauk Soldier	Uncommon	Robert A. Kraus				
S5	Gekonauk Subwarmer	Rare	Robert A. Kraus				
S5	Gekonauk Worker	Very Rare	Tuber A. Kraus				
S6	Gekonauk Commander	Very Rare	Tuber A. Kraus				
S6	Gekonauk Warrior	Very Rare	Robert A. Kraus				
S7	Gekonauk Queen	Very Rare	Robert A. Kraus				
S7	Gekonauk Samurai	Very Rare	Robert A. Kraus				
S8	Gekonauk King	Very Rare	Robert A. Kraus				
S8	Gekonauk Shaman Warrior	Very Rare	Robert A. Kraus				
S0	Freighter - Andromeda Bound Freighter	Uncommon	George T. Horne Jr.				
S4	Heavy Freighter - Andromeda Bound Freighter	Uncommon	George T. Horne Jr.				
S5	Survey Cruiser - Andromeda Bound Cruiser	Uncommon	George T. Horne Jr.				
S6	Command Cruiser - Andromeda Bound Cruiser	Uncommon	George T. Horne Jr.				
S7	Battleship - Andromeda Bound Cruiser	Uncommon	George T. Horne Jr.				
S7	Multirole Cruiser - Andromeda Bound Cruiser	Uncommon	George T. Horne Jr.				
S1	J'xar Armed Jumpship	Rare	Alan Gutierrez				
S2	J'xar Medium Jumpship	Rare	Alan Gutierrez				
S4	J'xar Minesweeper Jumpship	Uncommon	George T. Horne Jr.				
S4	J'xar Troop Ship	Uncommon	George T. Horne Jr.				
S4	J'xar Heavy Jumpship	Uncommon	George T. Horne Jr.				
S4	J'xar Long Launcher	Common	Alan Gutierrez				
S4	J'xar Light Cruiser	Common	Alan Gutierrez				
S4	J'xar Scout Ship	Uncommon	George T. Horne Jr.				
S5	J'xar Escort Cruiser	Rare	Alan Gutierrez				
S5	J'xar Science Ship	Uncommon	George T. Horne Jr.				
S5	J'xar Command Cruiser	Very Rare	Alan Gutierrez				
S5	J'xar Heavy Cruiser	Rare	Alan Gutierrez				
S7	J'xar Battleship	Very Rare	Alan Gutierrez				
S4	J'xar Dreadnought	Very Rare	Alan Gutierrez				
S9	J'xar Battleship	Very Rare	Alan Gutierrez				
S10	J'xar Flagship	Very Rare	Alan Gutierrez				
S6	Krebz Light Defender	Very Rare	Concha Wald				
S7	Krebz Heavy Defender	Very Rare	Concha Wald				
S7	Lanzar Troop Ship	Uncommon	Sigmund Fye				
S8	Lanzar Dreadnought	Uncommon	Sigmund Fye				
S9	Lanzar Battleship	Uncommon	Sigmund Fye				
S4	Trogon Destroyer	Uncommon	David Lee Anderson				
S5	Trogon Carrier	Uncommon	Alan Clark				
S6	Trogon Light Cruiser	Uncommon	David Lee Anderson				
S8	Trogon Dreadnought	Very Rare	Alan Clark				
S1	Zedan Patrol Scout	Uncommon	George T. Horne Jr.				
S1	Zedan Patrol Ship	Very Rare	George T. Horne Jr.				
S2	Zedan Escort	Uncommon	George T. Horne Jr.				
S2	Zedan Light Scout	Uncommon	George T. Horne Jr.				

CARD COMMENTARIES:

- E4 Target Acquisition Link:** This card has two versions.
- E4 Thermographic Display:** This card has two versions.
- E5 Technical Readout:** This card has two versions.
- S1 Gekonauk Hornet:** As mentioned in *Galactic Fire #2*, this card has two versions. See the "Did You Know That..." section below for information on cards with two versions.

DID YOU KNOW THAT...:

- Any card which has more than 1 version released in the same expansion will operate as printed on the card being used. However, the two versions are considered to be exactly identical (limiting how many may be included in a deck). This is similar to how the custom cards and game supply ships work.
- Even though a J'xar jumpship doesn't automatically operate in reaction when deployed in reaction, the J'x Pyre Class minesweeper could be gated into play (fully engaged) and may then react to negate a mine explosion.
- The Aqaarans are particularly adept at modifying the timeline. The ability of the Aqaaran units to become bases during the Allocation Phase allows the L6 Modified Timeline (found in Time Gates and reprinted in Universe Edition) to be used without too much difficulty. The additional turn will even allow the Aqaaran units to leave the terrain to protect the Sector HQ.

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F7	Time Temp
R10	Revolver Hallucination
R04	Strategic Deployment
Q1	Patrol Ship Factory
Q5	White Ship
Q5	Boat Patrol Radar
T5	Planet Paradise Planet
T6	Planet Death World
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A1	Scientific Knowledge
P13	Emergency Medical Technician
A3	Phil Background
A5	Communications Training
T1	Society Background
R6	Encourage Platoon
R6	Toy Tangle (Play)
S6	Science Academy
C1	Linguistics & Religion
C2	Etymology
C3	The Invading Arms Dealer
D14	Engineering Corps
C1	Anatomical
R05	Ecological
C8	Freelance Furit
C10	The Invading Arms Dealer
D7	Ice Dragons
R17	Intruder Alert System
L5	Black Market
L5	Shuttle Bay Expander
L8	Allied Terrain
M0	Color Boost
R04	Comfy Carpet
Q4	Ministry Ship
Q1	Graco Convention
Q6	Empire In Conflict
Q10	Empire In Conflict
S6	Ship of the Ancients
T4	Whirlwind

Nabones/Tactical Tetra 96'	Alfred Gutierrez
Galactic Fire #2	David A. Cherry
A, Galactic Intercom 2	Gary A. Kern
Tournament	Melissa Hanson
Primary Tactics (1 in 8)	Galactic Fire #2
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Play Mat #1	George T. Hanna Jr
NP	Tim Adams
NP	Primary Tactics (7 in 8)
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Venus 2 (1 in 3)	Mark Poole
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T1	Infiltrator Satellite	201-882-1714	Sigmund Frye
H2	Access Field	201-882-1714	
I3	Come - Media's Comet	201-882-1714	Bob Wesson



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T3/7	Satellite - Transon Satellite	201-862-1714	Kris MacIntyre	T2	Moon - Gargan Moon	410-766-8071	F. Vis McMaad
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T1	Planet - Custom Planet (PHM Express)	215-564-7555	Kris MacIntyre	T3	Space Wars	410-766-8071	C. Henry Schulte
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T6	Planet - Galactic Trade World (Dan Cassidini)	904-801-1811	Andrew Smith	T4	Phillips Moon - Custom Phillip's Moon	Penning	Kris MacIntyre
T6/5	Madron Field	904-399-1714	Bob Wesson	T4	Planet - Custom Planet (Supply Depot)	410-766-8071	C. Henry Schulte
T6	Star - Red Giant Star	201-862-1714	Sigmund Frye	T4	Planet - Planet of the Cheesecake	717-261-8471	Elvis McMaad
T6	System - Custom System (Mac Jack's Field)	201-862-1714	Andrew Smith	T4	Star - Planet - Heavensky World	604-951-1614	Andrew Smith
T6	System - S&A Games	217-787-7893	Kris MacIntyre	T1	Academy Twin	410-766-8071	C. Henry Schulte
T6	Phillips's World - Custom Phillip's World	201-862-1714	Kris MacIntyre	T1	Hange Maze	410-766-8071	Elvis McMaad
T6	Planet - Command Center	201-862-1714	Sigmund Frye	T6	Planet - Custom Military Reservation	904-399-1789	Elvis McMaad
T6	Planet - Custom Planet (Planet "Kalyon")	201-862-1714	Sigmund Frye	T6	Planet - Custom Planet (PGM Express)	410-766-8071	C. Henry Schulte
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T6	System - Custom System (Sordaris Retreat)	201-862-1714	Kris MacIntyre	T6	Loxix Prime (Anthony Mead)	201-862-1714	C. Henry Schulte
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T7	Planet - Custom Planet (Collector's World)	700-730-8048	Bob Wesson	T6	Website (http://www.snl.com/showcase/peeps/artch.htm)	717-836-8502	George T. Henne Jr.
T7	Planet - Custom Planet (Fossil's World)	201-862-1714	Kris MacIntyre	T7	Planet - Custom Planet ("Dagwood World")	410-766-8071	Sigmund Frye
T7	Planet - Custom Planet (Silver Eagle Wargames...)	201-862-1714	Kris MacIntyre	T7	Planet - Custom Planet (New World Acoustic)	410-766-8071	F. Vis McMaad
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T10	System - Mayfair System Galaxy Express 899	817-617-3650					
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A1	Dragon Marksman	Aesthetic	410-766-8071	Elvis McMaad			
B4	Union Hall		410-766-8071	Elvis McMaad			
B5	Dog House (Wardog)		904-399-1975	George T. Henne Jr.			
B5	The House of Cards	Persona Collector	700-730-8048	Elvis McMaad			
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B7	Collector's Library	Collector	700-730-8048	George T. Henne Jr.			
C1	Portrait Art's		410-766-8071	Robert A. Kraus			
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C5	War Dog (Wardog)		924-395-1975	Virginia G. Mills			
C7	The Collector	Collector	201-862-1714	Robert A. Kraus			
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D1	landing Dragoness		410-766-8071	D. Maroney			
D3/5	Imperial Dragoness		410-766-8071	D. Maroney			
D5	Braced Dragoness (Cards Unit TD)		600-735-6514	Walter Walker			
D7	Dragoness Collector	Collector	700-730-8048	Lawrence Lake			
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D7	Paint Job	P. Aesthetic	410-766-8071	George T. Henne Jr.			
HF-5	Aesthetic Fighter	P. Aesthetic	410-766-8071	Sigmund Frye			
HF-5	Cleaning Ammunition	NP. Aesthetic	410-766-8071	Sigmund Frye			
HF-5	Hex Shuffle		410-766-8071	Robert A. Kraus			
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I3	Cleaning Device	NP. Aesthetic	715-756-3071	Sigmund Frye			
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I7	Collectors Box	Collector	700-730-8048	D. Maroney			
I5	Mint Card Bar & Grill		410-766-8071	Robert A. Kraus			
L1	Collector's Artifact	Wizards Orc	410-766-8071	Sigmund Frye			
L1	Artifact - Galactic Pentagon		410-766-8071	Sigmund Frye			
L7	Artifact - Collector Job	Collector	700-730-8048	Sigmund Frye			
M1	Armature Creature	Aesthetic	410-766-8071	Elvis McMaad			
M1	Aesthetic Monster	Aesthetic	410-766-8071	Elvis McMaad			
M5	Aesthetic Beast	Aesthetic	410-766-8071	Elvis McMaad			
M5	Artifact: Gilt	Aesthetic	410-766-8071	D. Maroney			
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S7	Collector's Hagshu	Persona	700-730-8048	C. Henry Schulte			

CARD COMMENTARIES:

B3 Secret Research Base: The phone number was misprinted on the card. To obtain the card, contact the number found on this list.

T5 Planet - Galactic Trade World: The phone number in the previous issues was incorrect (our number was listed). To obtain the card, contact the number found on this list.

DID YOU KNOW THAT...:

- In addition to a new minor empire, the Violator's Pirates, most of which may raid opponent terrain, the Nagridni Pirate Tribe (an Indirigan tribe) received an Aggressor cruiser capable of stealing its engagement cost and ammunition requirements. To foil a pesky raiding fleet, try the G1 Spatial Manipulation, which is capable of diverting or damaging ships moving against the fleet.

- The S9 Violator's Pirate Battleship is the only black and white Galactic Empires card in existence.

Top 5 list of functions for the R/C1 Wanna-be Game Designer

1. Negate a strength 1 time card just played.
2. All other crew at location are 1 point stronger.
3. Discard your hand and open a sealed Galactic Empires booster pack, adding it to your hand.
4. When played, prevent 1 point of damage at location from an opponent volley.
5. When played to a patrol ship in the fleet, return the patrol ship to the hand.

Top 5 list of unapproved functions

1. Cause 25 points of damage to all opponent Sector HQs.
2. Cause all opponents to discard all point symbol cards in their hands (too unbalancing).
3. Anything that allows you to look through your deck for a card.
4. Anything involving the drawing of cards.
5. Anything with the phrase 'as if'.

Trial of the Century

A BOARD GAME REVIEW BY NICK SAUER

Continued from page 3.

Also, there is a sequence called "approach the bench" that I didn't describe above (as I didn't want to make this already too long review any longer) that has a similar balancing effect. Buy the game if you want to find out how an "approach the bench" works.

The card deck and their interactions with one another and the board spaces is the heart of the whole game system. This is a really handy design feature as it means that Companion can issue lower cost new card decks that will completely change how the game plays. This will help keep the game from becoming too predictable as you can just change the deck you play with each game. The rules (and the fact that all the cards in the game's deck are labeled "1") kind of hint that if this game proves successful this is exactly what the Companion Games folks intends to do.

The game also plays extremely fast. Half an hour to 45 minutes is about all any of the games I played took. This combined with the rather easy style of play make Trial of the Century an excellent "between heavy games" kind of game. It may not be the type of game people actively get together to play unless they are gaming junkies like me who are into games with really different and intriguing rules systems. However, as a "warm up" game before a longer game or, just a quick game during a regular social occasion, it's a great game.

Overall, I am very impressed with Companion Games first step into the board gaming area of the industry. Trial of the Century sells for \$25 which is a pretty reasonable price given today's game prices. Between the quality of the components, the humor content, wild game play and obvious upwards expandability I would say this is one of the better board gaming buys of the year.

D6 ●* Brood Dragoness



Brood Dragoness:

Left 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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STAR FLEET BATTLES™ SUPPORT MATERIAL

The following pages contain playtest material for the Leopans, a rather unique Far Side race. The Leopans use an advanced form of armor known as an armor system capable of dispersing energy and distributing impact. Their weapon, the plasma degenerator, is designed to erode shields to satisfy their need for personal combat. The Leopans specialize in boarding party actions not represented in these rules. These rules and the rules for the phaser resonators found on certain Leopan ships may be found in a future issue.

A LEOPAN TACTICS OVERVIEW

There are actually quite a few things a Leopan captain needs to understand before going into battle.

Transporters: Power your transporters! Having no shields will allow you easy deployment of T-bombs. Use your T-bombs to guide your enemy's movement. You will also need your transporters to perform hit-and-run raids. Your opponent may try to take advantage of your lack of transporter defense, be prepared to retaliate.

Don't fear small mines or seeking weapons: The Leopan Armor System allows the ship to shrug off small amounts of damage while suffering only a minimum of loss. Don't take damage that you don't have to take. However, if turning into the drones is the difference between exchanging blows or taking the drones on the rear, it is better to turn and fight. The best plan when flying into drones is to try to hit them one at a time. Too many drones in a cluster will cause internal damage. The same drones striking one impulse after the next will only result in the loss of about 1 armor system box per drone.

Maximize your armor system: When allocating energy for armor system reinforcements, you should use the armor system chart on the SSD to minimize your armor system loss the same way you should use the turn mode chart on the SSD to minimize your turning radius. Keep the strength of the armor system one point short of the next group of four (i.e. 15, 19, 23, etc.). This allows a greater damage prevention to armor system loss ratio.

Know when to overload: On the average, overloading a plasma degenerator will not result in the facing shield taking additional damage. Only overload the plasma degenerators if an adjacent shield has taken significant damage. This will allow additional damage on that shield facing.

Use the degeneration, don't lose it: If the initial damage caused by a volley is enough to destroy an opponent's shield, the following degeneration will be lost. It may be best to hold back a weapon or two for the following impulse. In addition to taking advantage of the M'zia effect, the degeneration will not go to waste.



A Leopan Heavy War Cruiser

Illustration © 1996 Mut Studios

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

Guaranteed M'zia: If you can hold back on a plasma degenerator or two and enough battery power to overload them when taking down an opponent's facing shield, short of an HET by your opponent, your plasma degenerators are guaranteed to hit the same shield facing with some damage. If your opponent turns, the overloaded plasma degenerators will hit the shield. If your opponent couldn't turn, you are better off saving phasers instead of the PDs.

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(CR-1.0) LEOPAN ARMOR SYSTEM

The Leopan have developed a system of armor which provides superior protection to standard conventional armor. Through the use of an advanced interlocking design, an energy dispersive weave and inertia dampening system, the Leopan armor is more resistant to battle damage.

(CR-1.1) DESIGNATION

(CR-1.11) SSD: Leopan armor is designated on the SSD with the label "Armor System". The label will be accompanied by the weapon arc protected by the Armor System. All boxes which protect a similar arc are considered a single bank. The "strength" of the Armor System is defined as the number of undamaged boxes in the bank.

(CR-1.111) CAMPAIGN STATUS: In a campaign or other extended scenario game, the strength of an armor bank may be reduced to represent previous battle damage. If this is the case, the scenario will note such by the use of the following standard: (FH: X) or (RH: X), where X will equal the current strength of the armor systems of the unit in question.

(CR-1.12) POSITION: Leopan Armor covers broader arcs than conventional shields.

(CR-1.121) ARCS: Each Armor System bank will cover one or more shield facings. The shield facings covered will either be designated by firing arc denotation (i.e. an Armor System - FH would protect against any damage which would normally strike the #1, #6 and/or #2 shields) or one or more shield facing numbers (i.e. an Armor System - #1/#2 would protect against any damage which would normally strike those shields).

For clarifications in combat, players are directed to the rules regarding Andromedan ships and their Power Absorber Panels or Interceptors and their two shield arcs. These rules explain how certain situations may arise in combat which may complicate the determination of which armor bank will be affected by damage.

(CR-1.122) LARGE GROUND BASES: This consists of combat bases placed on the surface of a planet. Use the same procedures listed in (P2.731) except each arc covered would have an armor bank value equal to 150% of the nominal armor bank.

(CR-1.123) OTHER NON-SHIP UNITS: Only units of size class-5 or larger are equipped with armor systems. Other units such as drones, fighters, or shuttles are incapable of using the Leopan armor system.

(CR-1.13) STATUS: The Leopan armor system is a passive system in that it requires no energy to operate or function. In this sense, there is no comparison to shields with their multiple possible functions (full, minimum, or down). Note that because of this, armor systems can never be "dropped."

An armor bank which has sustained any strength loss is considered damaged. An armor bank which has a strength value of zero is considered damaged, but NOT destroyed.

(CR-1.14) EXCLUSIVE USE: Only Leopan units are equipped with the Leopan armor system. No other race has been known to have used it.

It should be noted that Leopan armor is a "system" which could not be removed from a Leopan unit as it is an integral part of the hull and such removal would make both the unit and the armor useless.

(CR-1.2) OPERATION

(CR-1.21) PROCEDURE: When a unit with a Leopan armor system bank sustains damage, the following procedure is used. (NOTE: As there are several times in which a unit may be damaged, the following procedure may be used several times during a turn, impulse, or

even stage.)

(CR-1.211) STRENGTH OF ARMOR: The current strength of the target armor bank is determined by adding the number of undamaged armor boxes in the bank protecting the arc being damaged and any reinforcements created using (CR-1.23).

(CR-1.212) EFFECT: The damage being scored is reduced by an amount of damage equal to the strength of the armor system. The remaining damage bypasses the armor system and is scored as normal. When this is done, a number of armor system boxes are damaged equal to 1/4 of the damage prevented by the armor system (drop fractions).

Example: An undamaged Leopan BC is struck on its FH armor system by a volley causing 30 points. This damage is reduced by 18 points (the BC has 18 FH armor system boxes). In doing so, the BC loses 4 FH armor system boxes (1/4 of 18). The remaining 12 points would be assigned to the FH armor (standard armor) which has seven boxes (all are destroyed). The remaining 5 points of damage are allocated using the DAC (D4.21).

(CR-1.213) ASSIGNMENT: The assignment of lost armor points is applied at the same point that Shield Damage is marked.

(CR-1.22) ENVELOPING WEAPONS: If an enveloping weapon strikes a single bank from more than one shield facing, the damage being applied from each shield facing is added together before it is applied to the Armor System. If more than one armor system bank is hit, conduct the damage on each bank as a separate volley.

(CR-1.23) REINFORCEMENT: An armor bank can be reinforced, although in a different manner than shields. Each armor bank must be individually reinforced. There is no equivalent to general reinforcement for armor systems.

(CR-1.231) COST: Every 2 points of power supplied for specific reinforcements increases the strength of the affected armor system by 1 point for the duration of the current turn. This may be done during allocation or at any time when shield reinforcement would be allowed.

(CR-1.232) EFFECT: The increase in strength of an armor system allows additional damage to be prevented as stated in (CR-1.212). This increase in strength last until the end of the turn and is not expended on use. When damage is assigned to a reinforced armor bank, the damaged boxes must be real boxes, not reinforcements.

Example: If, in the example following (CR-1.212), the Leopan BC had allocated 10 energy for 5 points of reinforcement on the FH armor system, they would have prevented 23 points with the armor system (18 + 5). This would result in the loss of 5 armor boxes. The remaining 7 points would be scored on the FH armor (standard armor). This would leave the BC's FH armor system with 13 boxes plus 5 points of reinforcements (which last until the end of the turn.)

(CR-1.233) LIMIT: Reinforcements may not increase the strength of a particular armor bank beyond the number of intact armor system boxes (i.e. current un-reinforced strength) multiplied by 4. If damage to the armor bank causes the current strength of the armor bank to exceed this value, the excess reinforcements are lost.

(CR-1.24) REPAIR: An armor bank cannot be repaired by Damage Control (D9.2) since that procedure is only used for shields. An armor system box may be repaired by Continuous Damage Control (D9.7). An armor armor system can also be repaired by Repair systems (G17.0), but it cannot be repaired by Emergency Damage Repair (D14.23).

(CR-1.241) COST: It costs 4 points to repair one armor system box.

(CR-1.242) CDR BONUS: A unit may make an amount of armor point repair up to its undamaged Damage Control rating. This is in addition to repairs which it may normally make using CDR. Thus, it is possible for a unit with a Damage Control rating of 4 to repair up to

a total of 8 armor system boxes, 4 with its normal allowed repairs, and 4 additional armor system box repairs.

(CR-1.243) REPAIR SYSTEM LIMITATIONS: A unit cannot repair its own armor using repair systems (G17.0). Repair systems can only be used to repair armor on OTHER units.

(CR-1.25) DETECTING STRENGTH OF AN ARMOR BANK: The strength of a given armor bank is generally known to your opponent.

(CR-1.251) Rule (D4.14) provides that the ship portion of the SSD can be inspected at any time, so the enemy will usually know how much damage has been scored on a given armor bank and how much strength remains on a given armor bank.

(CR-1.252) If using the optional Tactical Intelligence rule (D17.0), this information will not be known except as provided therein.

(CR-1.3) LEAKY ARMOR SYSTEMS (Optional)

This parallels the rule presented in (D3.6). An armor bank would leak the same as a shield; The same ratio of damage: internal damage would be used. Damage which leaks through an Armor System bank will also leak through the internal armor.

This leak will not affect the strength of the armor bank unless as provided in (CR-1.21).

(CR-1.4) INTERACTIONS

Leopan armor systems, with the exception of the above rules, it is treated exactly the same as armor. The following rules clarify these situations:

(CR-1.41) SEEKING WEAPONS:

(CR-1.411) SPEARFISH DRONES: The spearfish drone will penetrate armor normally according to its special rules. This is in regards to amount of internal damage cause by the drone. Any damage which would normally be done against the shields of a unit affect the armor according to (CR-1.21).

(CR-1.42) SHIP SYSTEMS:

(CR-1.421) TRANSPORTERS: Leopan armor does NOT block or hinder the effects of transporters in any way.

(CR-1.422) ESG: The damage caused by the impact of a ESG is treated as weapons fire; use (CR-1.21) normally.

(CR-1.43) TERRAIN can affect Leopan armor.

(CR-1.431) DAMAGE: Any terrain effect which can cause damage will affect Leopan armor normally under the procedures of (CR-1.21). This includes ring material (P2.223), asteroids (P3.2), pulsar waves (P5.23), gravity waves (P9.31), dust clouds (P13.2), etc.

(CR-1.432) NEBULAE: There is no effect on Leopan armor from being in a nebula.

(CR-1.433) WYN RADIATION ZONE: There is no effect on Leopan armor from the WYN radiation zone. Leopan armor does not protect the ship from the suffering the effects of the WYN radiation zone.

(CR-1.434) HEAT ZONES: Leopan armor is unaffected by a heat zone (P10.1). However, Leopan armor does not protect the ship from sustaining internal damage from the heat zone.

(CR-1.435) RADIATION ZONE: Leopan armor systems will protect the ship from the (P15.1) provided each armor bank has a strength greater than zero. If any armor bank has a strength of zero, the (P15.1) effect will apply until all armor system banks have a strength greater than zero.

(DW-13.0) PLASMA DEGENERATORS

The Leopan use the Plasma Degenerator as their heavy weapon. The weapon functions by harnessing the energy of a plasma implosion in the firing chamber. This results in a powerful beam of energy which can damage shields and ships with ease.

Plasma degenerators are unique in the fact that they may be fired overloaded at ANY range.

(DW-13.1) DESIGNATION

(DW-13.11) SSD: Each box labeled "PD" represents one plasma degenerator. Each is armed, fired, damaged and recovered separately.

(DW-13.12) DESTRUCTION: A plasma degenerator is destroyed on a "TORPEDO" hit from the DAC (D4.21).

(DW-13.13) COST TO REPAIR: A plasma degenerator can be repaired for 6 repair points. This amount can be provided by CDR (D9.0), or Repair Systems (G17.0). EDR may also be used normally to repair plasma degenerators.

(DW-13.14) OPTION MOUNTS: It costs +2 BPV points to use a plasma degenerator in an option mount. It may be placed in any type of option mount, including wing mounts but not phaser option mounts.

(DW-13.141) FIRING ARC: The plasma degenerator in an option mount can only have a 120 degree firing arc which cannot be expanded.

(DW-13.2) ARMING PROCEDURE

(DW-13.21) ARMING: A plasma degenerator requires 3 points of WARP energy to arm. It may be fired on the turn of arming. This power can be allocated or from reserve warp.

(DW-13.22) DISCHARGE: If a plasma degenerator is not fired by the end of a given turn, it must be discharged (E1.24), a plasma degenerator cannot be held.

(DW-13.3) FIRING PROCEDURE

(DW-13.31) FIRING PROCEDURE: The range to the target is cross-indexed with the line labeled HIT# on the PLASMA DEGENERATOR COMBAT CHART. A single die is rolled, and if the number on the die lies between the probabilities given (inclusive), a hit is scored, causing damage as shown below.

(DW-13.32)

PLASMA DEGENERATOR COMBAT CHART

RANGE	0-4	5-9	10-14	15-19	20-30
HIT #	1-6	1-5	1-4	1-3	1-2
DAMAGE	4	4	3	3	3
DEGEN.	2	2	2	1	1
O/L DMG	2/5/2	2/4/2	2/3/2	1/3/1	1/2/1
O/L DGN.	1/3/1	1/2/1	1/1/1	1/1/1	1/1/1

(DW-13.33) DEGENERATION: In addition to the normal damage scored on the facing shield when a plasma hits, the shield stuck will take an amount of damage listed as degeneration on the following impulse during 6D2 Direct-fire Weapons Stage, just before the PPD step. Degeneration damage may only damage shields and will not cause internal damage. It will be scored on reinforcements before causing shield boxes to be lost.

(DW-13.34) RANGE EFFECTS: When firing without a lock-on, use effective range to determine the probability of a hit and the true range to determine the damage scored.

(DW-13.34) MAXIMUM RANGE: The maximum effective range for a plasma degenerator is 30 hexes.

(DW-13.35) DIE ROLL MODIFIERS: The fire of a plasma degenerator can be affected by several die roll modifiers; see (E1.8). A plasma degenerator is a hit-or-miss weapon (E1.821).

(DW-13.36) FIRING RATE: A plasma degenerator can fire once per turn, but not within 1/4 turn (8 impulses) from a previous firing. Discharging the plasma degenerator is not considered firing for this purpose.

(DW-13.37) TYPE: A plasma degenerator is a direct-fire heavy weapon. It is fired in the Direct-Fire Weapons Stage (6D2) of the Sequence of Play (Annex #2).

(DW-13.4) OVERLOADS (Advanced)

A plasma degenerator may be overloaded like other heavy weapons. However there are certain differences in how, and what effect, overloading a plasma degenerator has.

(DW-13.41) RESERVE POWER ONLY: A plasma degenerator can ONLY be overloaded with reserve warp and ONLY at the moment the fire is declared. It is not possible to overload a plasma degenerator during the Energy Allocation Phase.

(DW-13.411) AMOUNT: A plasma degenerator requires 3 points of RESERVE WARP to be overloaded.

(DW-13.412) ARM AND OVERLOAD: It is possible to arm a plasma degenerator (provided that it had not fired or been armed during that turn) and overload it. The only restriction is that the player must have provided a total of 6 energy points (3 to arm and 3 to overload) from RESERVE WARP.

(DW-13.42) RANGE LIMITATION: Unlike conventional weapons, a plasma degenerator may fire overloaded at any range (within the limits of its non-overloaded range); there is no 8 hex range limitation.

(DW-13.43) DAMAGE: The damage and degeneration scored by an overloaded plasma degenerator is scored on the 3 nearest shields. The center value is applied to the facing shield with the first and last value being applied to the adjacent shield.

(DW-13.44) FOLLOWING TURN RESTRICTION: The power required to fire an overloaded plasma degenerator puts a tremendous strain on the weapon, super-heating the firing chamber.

A plasma degenerator which is fired overloaded cannot be armed on the subsequent cool down turn. On the turn after this cool down turn, the weapon may be armed normally.

EXAMPLE: On turn 1, a player arms a plasma degenerator during energy allocation.

On the same turn, during impulse #24, the player uses battery power (reserve warp) to provide overload energy for that plasma degenerator and fires it.

On turn 2, the player cannot arm the plasma degenerator for any purpose. It is cooling down.

On turn 3, the player may arm the weapon normally, and could even overload it during that turn.

(DW-13.45) FEEDBACK: At range 0 or 1, the plasma degenerator firing ship will take 2 points of feedback damage for each overloaded PD which is fired and which hits. The feedback would be applied to the facing shield arc. The Leopan armor system will protect against

feedback damage. Also, when on a ship equipped with shields, the facing shield will be subject to 1 point of degeneration on the following impulse. NOTE: This feedback damage is not deducted from the warhead.

(DW-13.5) INTERACTIONS

(DW-13.50) GENERAL: It is important when judging any interactions that a plasma degenerator is a direct-fire weapon. It is important to remember this fact when there is a situation which may not be covered in those rules.

(DW-13.51) COMBAT SYSTEMS

(DW-13.511) NON VIOLENT COMBAT: The plasma degenerator cannot use non-violent combat (D6.4).

(DW-13.512) PA PANELS: A plasma degenerator has no special damage rules (ala "disruptor reek") when fired at an Andromedan unit.

(DW-13.513) AEGIS FIRE CONTROL cannot control the fire of a plasma degenerator.

(DW-13.52) SEEKING WEAPONS: A plasma degenerator can be fired at, and can damage the following types of seeking weapons: Drones, TRAMS, Hyperdrones, Seeking Shuttles, and Boomerang Fusers.

A Plasma degenerator cannot damage Boomerangs or Plasma Torpedoes.

(DW-13.521) DRONES: A plasma degenerator is considered a penalized weapon (FD1.52) when fired at drones.

(DW-13.53) SHIP SYSTEMS

(DW-13.531) WEB: A plasma degenerator can fire into or out of a web hex, but cannot fire through a web hex with a strength greater than zero.

(DW-13.532) STASIS: A plasma degenerator cannot affect a target which is in stasis.

(DW-13.533) ESGs: A plasma degenerator can fire through an ESG with no effect. An ESG does not affect the fire of a plasma degenerator.

(DW-13.54) MINES: A plasma degenerator cannot damage a mine, nor can its fire trigger a mine.

(DW-13.541) CAPTOR MINES: A plasma degenerator can be placed in a captor mine. Note that DefSats may have plasma degenerators as well. Note that in either of these units, a plasma degenerator may NEVER fire overloaded.

(DW-13.55) TERRAIN EFFECTS

(DW-13.550) GENERAL: Terrain normally affects a plasma degenerator as any other direct fire weapon.

(DW-13.551) ATMOSPHERE: A plasma degenerator loses 25% of its damage when passing through one hex of atmosphere, rounding down. This effect is cumulative when firing through multiple hexes of atmosphere.

(DW-13.552) ASTEROIDS: A plasma degenerator may be used to clear a path through asteroids (P3.25).

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An informative look at Robert A. Kraus

ABOUT ROBERT A. KRAUS

Robert A. Kraus, known as Rob to his friends, was born in Canton, Ohio. Having always been a lover of creativity, Mr. Kraus wanted originally to be a writer. Upon entering Central Howard High School's art program, his interests swayed towards the visual arts. It was then that characters began to take form and stories developed.

At age 17, still a senior in high school, his talents landed him a job in the commercial art field, while on the side Kraus kept drawing and refining his comic and fantasy imagery developing a specialty in pen and ink illustration.

ABOUT RAK GRAPHICS

In 1985, Mr. Kraus ventured to start his own business. RAK Graphics began taking shape with 1000 copies of his first comic book, Thundermace #1, featuring a Chakan the Forever Man vignette as the backup. Thundermace soon began selling through distributors as well as the many comic book conventions Kraus attended with the intent of meeting, pleasing, and creating new fans.

Soon RAK's bookline expanded with Stephen Darklord the Survivor and Buce-n-Gar. About this time another quest into the business world began; many of Kraus' designs didn't necessarily fit into the storylines of his comic books, but were definitely worth exhibition. Thus the making of RAK Graphics' fantasy tee-shirt line... yet another hit!

Although the tee-shirts quickly became a great success, the comic book element remained the central focus of RAK. Mr. Kraus found that Thundermace's backup character, Chakan was rapidly moving into the spotlight among his fans. So, in an effort to please (and promote) Chakan the Forever Man starred in his own graphic novel.

In 1990, a representative from Sega of America, Inc. having purchased a Chakan comic, contacted Robert Kraus with the proposal of creating a video game centered around Chakan and his story. Kraus recalls; "I couldn't believe it, I've always had the utmost confidence in my artwork, but it is very gratifying to know that Sega felt the same way. I'm more than pleased with the way Chakan has been translated to video game format, the people at Sega did a great job."

After the release of approximately 20 publications the demand for personal sketches of many of Kraus' characters sparked a new line of RAK prints and posters, again predominantly black & white illustrations, although Kraus looks to complete more color work in the near future.

In 1994, Robert A. Kraus did the first of over 200 illustrations for Companion Games Inc. Chakan has appeared on several Galactic Empires cards and even appears on a Trial of the Century card. Trial of the Century, a hilarious board game, was exclusively illustrated by Robert A. Kraus. He has proven himself capable of serious art, such as the Marauder and Primordial Warrior to humorous art, such as the Pizza Delivery Alien and Buffy the Time Knight Slayer. He is currently working on art for Jurassic Jones, a dinosaur game designed for young children.

Illustration: The illustration shown below is found on T6 Death World. An exclusive Galactic Empires promotional card available only through RAK Graphics. For info call 330-535-1094.

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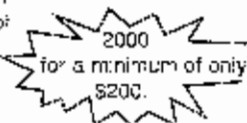
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- N/A
- (■) - \$100 (may exceed limit of 2)

- Base Cost = Strength Cost + Add-on points Cost + Additional Points
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 - ↳ Multiplicative (↳ 2x Supply, ↳ 2x Energy, ↳ 2x Research)
 - ↳ Additive (↳ + Supply, ↳ + Energy, ↳ + Research). Adds 1/2 the strength
- ↳ Planetary Shield. The shields of this base protect the terrain from card damage.
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- Research (□) - \$20
- Ammunition (■) - \$10

- (Maximum point limit: \$20 per strength point-\$20)
- Options (+20% of basic cost)
- ↳ Structure takes half damage from heavy weapons.
- ↳ Cannot be affected by one of the following (↳ 1s, ↳ Ms, ↳ Os)
- ↳ Shields equal to its strength.
- ↳ Scout functions (based on the research output of the terrain)

- ↳ View card from a hand. ↳ ↳ ↳ - View a card draw
- ↳ View top card of a deck. ↳ ↳ ↳ ↳ - View a hand, expose 1 card.

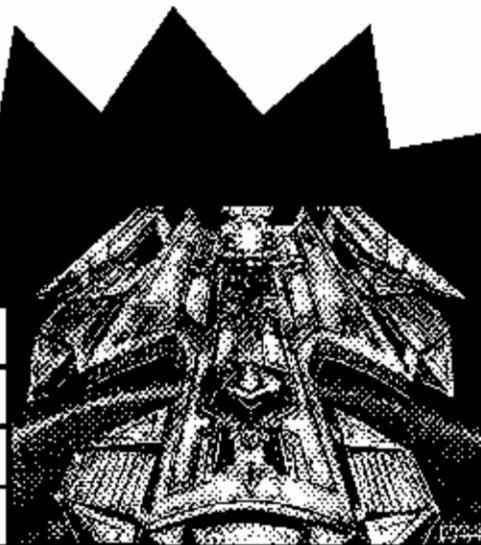
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CGE-GF Subscription (6 issues) \$19.95

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Argonians-2: 5 Argonian scenarios, 6 pages of ship descriptions, history, and more than 30 SSDs for Argonian units.

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93S02 Arg.-1, 93S04 Arg.-2, 96S06 Arg.-3 \$8.50 ea.

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94S08 Far Side-1 \$9.95

Indirigans-1: Rules, several scenarios, and SSDs for the basic Indirigan units.

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Krebiz-1: Krebiz history, special rules, ship descriptions, a fleet data table, annexes, 3 scenarios, Krebiz ship names, and 27 SSDs.

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 Command Point _____ (⊙) x \$50 \$ _____
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 Planetary Shield. (Supply, Energy, or Research)
 Carrier Base.

Options _____ x \$ _____ (Option 20% Basic cost)
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Structure takes half damage from heavy weapons.
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I want to lodge a complaint. I'm writing this letter to complain about the promo cards that you can order for yourself. Why should somebody else have an advantage over me just because he has more money than I do. I thought that this game wasn't one of those games that it boils down to he who has the most money wins. I understand I could buy these individual promo cards from these independent sources, so I could have copies of the cards also. And most times the prices of the cards are quite reasonable. My real problem is not with the concept of your own promo card, but with the "indestructible" terrain.

The main tactic of the game used to be to deprive your opponent of terrain. With the added promo cards it is now impossible to do this. I used to be able to shoot my opponents terrain with weapons fire. But now most of the promo terrain is either "weapons damage applied to the structure is reduced by 1/2" or the terrain has shields or both. Now I have to concentrate all my efforts to destroy one of these new terrain and this still might not be enough since most of them produce enough economy to repair any damage I can cause. I once was able to do card damage to an opponent terrain so he couldn't repair it, or I used to play cards against an opponent terrain to shut it down. I could play monster games with scardig blobs, play hazards against the terrain with time warps or crab pulsars, or I could smash terrain with interplanetary conflict or even comet impact. But now with 2 out of 3 categories (hazards, monsters and occurrences) not being able to affect this terrain. I have to stock all three categories and hope that I get the category that the terrain is susceptible to. Some of the terrain actually has defense for both weapons fire and card plays.

I know what you're going to say, "Heaven forbid that the worst thing these promo terrain do is allow my opponent to actually engage a ship". But think of the consequence. Now that my opponent can engage his ships I now have to stock more reaction cards in my deck to compensate for this. I think that this should not be the solution to my problem. Is this just a switch in tactics that I have been forced into? Do I have to start playing with cards like galactic depression out of Persona just to be able to effect my opponent. Or do I have to start using raiding mission tactics and steal my opponent's resources. Yes I could change my tactics by why should I be forced to. Change is good, but this particular change could upset the natural balance of the game.

What were they thinking?!!

Examining the Pros and the Cons of Promo Cards

BY ANDREW SMITH



This is typical of what I hear and read continually. Stop your whining. I'm sick of it. None of you would have complained if we came out with these terrain in one of our expansions. So what is your problem. It is actually easier and cheaper to complete a set of promo cards than to complete a set of one of our expansions.

One complaint that I usually hear is the price of completing a set of promo cards. And the difficulty of collecting the set. I don't believe this to be a valid argument since a complete listing of promo cards is in this magazine. All someone would have to do is contact an individual who has purchased a promo card and buy it from him directly. I understand the difficulty of calling around each individual and buying from each of them. They have complete sets of the promo cards and are willing to sell to you. The pricing of these sets are usually quite reasonable (approximately \$1 a card, the same price you pay for the random very rare found in each booster).

Another complaint I hear is not being able to shut down or destroy the terrain. Since when was this the object of the game. Last time I checked, destroying someone's terrain is not actually how you won the game. There are a couple of answers to this. The worst these terrains are doing is allowing people to engage their ships. We think this is better because everybody has been on the receiving end of somebody shutting down ships by either destroying or shutting down terrain and it's not a whole lot of fun. Remember, the object of the game is to have fun. These terrain allow you to actually function in the game. Another point that should be made is that these terrain do not protect the Sector HQ.

Yes, with the release of these "indestructible" terrain you will have to develop a different strategy. Instead of crying about it, why not just deal with it! Without change the game would become stagnant. Just like with the release of each expansion there are new strategies that have to be developed. Galactic depression is a good start since most of the promo terrain have an excess of economy. There are many other useful cards that have been released in the past expansions (corrupt politician, anti-matter equivalent, surface probe, quantum black hole, etc.) that can enhance terrain pounding. Terrain pounding was far too easy. Now with these terrain it makes it more of a challenge.

Yes, with the release of these "indestructible" terrain you will have to develop a different strategy. Instead of crying about it, why not just deal with it! Without change the game would become stagnant. Just like with the release of each expansion there are new strategies that have to be developed. Galactic depression is a good start since most of the promo terrain have an excess of economy. There are many other useful cards that have been released in the past expansions (corrupt politician, anti-matter equivalent, surface probe, quantum black hole, etc.) that can enhance terrain pounding. Terrain pounding was far too easy. Now with these terrain it makes it more of a challenge.

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All Illustrations by Robert A. Kraus
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Eye-Witness



When played, prevents an opponent's attempt to remove or discard a card from your play area.

Maid

6 4



Use the function of your token's board space again. May not be played during an Approach the Bench or Verdict Sequence.

Grumpy

1 12



Judge Neato



Move any 1 Attorney Token forward to the next corner space.

Alibi 9 1



Show 1 card and play it (if eligible). Otherwise, add it to your hand.

