



Presents:

# Galactic Intercom #2

The GALACTIC EMPIRES Bimonthly Newsletter

December 1994

## THIS ISSUE: PRIMARY EDITION PLUS!

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### NEXT ISSUE:

Next issue provides you with more Q&A, tactics, detailed backgrounds on the various galactic empires, and an in-depth look at New Empires.

### AMERICA ONLINE:

Contact Companion Games on America Online. Our email address is 'CompanionG'. You can send us Email from other on-line services via Internet by using the address 'companiong@aol.com' (no quotes or spaces).

### PRODUCT UPDATE:

#### Unofficial SFB Compatibles:

Use your favorite galactic empire within the SFB game system. The following 48 page sourcebooks are available: Krebiz 1, 2 & 3, Argonians 1 & 2, Indigans-1 and Far Side-1, as well as issues 1-17 of In-Coming Fire (the monthly Companion Games compatibles newsletter). There are very few back issues of #1-6 left so get them now if you want them, \$1.50 each back issue. Mechad-1 will ship in January 1995.

#### Galactic Empires:

**Introductory Edition:** The Alpha run of Introductory Edition (series-1) is sold out and only limited quantities of the beta run remain. Introductory Edition will not be reprinted so get it now.

**Primary Edition:** The Primary Edition (series-2) started shipping December 19th. Most stores will see it soon after Christmas. This set is phenomenally!

**Other Materials:** Galactic Empires Poster #1 'Battle Scene' (the same art work from the cover of Far Side-1) and the Galactic Empires T-Shirt (X-LG only) featuring card cover art are available now. The limited edition uncut print sheets (250 total in print of each) of Alpha Basic Deck and Alpha Series-1 expansions are nearly gone (20 each left at the time of this printing).

The Primary Edition full color, 2-sided, 430 card poster is in production now. Shows all art & text on all Primary Cards. Great for checking out the cards your missing.

### PLAYTEST CARDS:

Page 5 of this issue presents 9 playtest cards to appear in New Empires. Those of you interested in playtesting can photocopy this sheet onto an 8 1/2 x 11 full sized sticker sheet (available in most business supply stores), cut out the cards and stick them onto one side of a Galactic Empires playing card (or any poker sized playing card). This will enable you to test these cards as you play. Quality reports received before 02/01/95 will receive playtest credit and possibly other compensation.

### CARD DESIGN CONTEST:

Companion Games is holding a card design contest. Mail as many card entries as you wish before 02/01/94.

We will select one card from each category (T, S, B, D, C, A, O, H, M and L). The winner of each category will have the card published in a future release, receive the autographed original of the artwork completed for the card and a complete set of cards from the release containing the card. Some of these might make it into New Empires, but most will appear in our 'secret' Summer release.

### TOURNAMENT WINNER'S CARD:

The C4 War Veteran card can only be obtained by winners of tournaments. To qualify, Judges must provide Companion Games with a copy of 1) the convention preregistration book listing the Galactic Empires event, 2) the on-site book listing the Galactic Empires event, 3) a list of players who made the finals, empires they played, ranking for each and the winner's name, address and phone number. 4) The Judge's name and address. Companion Games will then send the C4 War Veteran directly to the winner and publish the outcome of the tournament here in Galactic Intercom.

### TOURNAMENT REPORTS:

**Games Day Five:** On 11/19/94 at the Games Day Five Convention in Des Moines Iowa Todd Morton won the first War Veteran ever issued in an Introductory Edition Tournament. Todd Morton (Argonian) 1st, Will Alan (Krebiz) 2nd, Joe Lathrop (Krebiz) 3rd, Judge, Tad Peer.

**Companion Games Open House:** On 12/17/94 at the Companion Games open house in Stamford, NY Alan Gopin won the first-ever Primary Edition event: Alan Gopin (Krebiz) 1st, Carl Schulle (Mechad) 2nd, Tony Medici (Argonian), Dave VanCleaf (Mechad), Nick Sauer (Corporation).

**GALACTIC EMPIRES PRODUCT DETAILS:**

by C. Henry Schulte

The questions asked most often by players (and dealers for that matter) calling Companion Games' toll-free number (1-800-49 GAMES) is 1) How can I tell the difference between the Alpha, Beta, Introductory, Primary and New Empires? and 2) What are the number of cards in each set and how many of each were printed? This article will help to clarify this.

**THE EDITIONS:**

**INTRODUCTORY EDITION:**

Introductory Edition consisted of two print runs, Alpha and Beta. Introductory Edition is also known as series-1. This was a limited set of cards chosen from our playtest set of over 400. It was meant to test the waters for the product before spending huge amounts of funds on a major production run. There are only 2 major empires in Introductory Edition, with 2 minor empires appearing in a limited capacity.

The Alpha card set consisted of 91 different cards (the Alpha rule book back cover stated 92, but one card which was supposed to have a left and right version didn't). The left and rights (two cards which are the same except for the artwork being flipped horizontally on one of them) are counted as different cards for purposes of how many cards there are in the set. These cards were published on linen finished card stock which was 12pt before compression and 10.5pt after. The only significant difference between an Alpha card and a Beta card is that the Alpha cards do not have a 'TM' on the back (Galactic Empires side) of the card. The Alphas were packaged in clear plastic shrink wrap without boxes or flow wrapping due to a delay at packaging.

The Beta card set consisted of 90 different cards (13 of which did not appear in the Alpha version; 14 Alpha cards did not appear in the Beta version). Left and rights are counted as different cards for purposes of how many cards there are in the set. Beta cards were published on linen finished card stock which was 12pt before compression and 10.5pt after. The Beta cards have a 'TM' on the back side of the card just beneath the last 's' in Galactic Empires. The Betas were packaged in full color deck boxes and silver flow wrapped Expansion Packs (boosters).

Introductory Edition had 50 card Basic Decks at \$9.95 and 10 card Expansion Packs at \$2.45. The Basic Decks were completely identical to each other. The Expansion Packs were random with 6 common and 4 uncommon/rare cards in each.

**Introductory Edition Print Quantities (Exact):**

Rarity:	Ratio to Rare	Alpha	Betas
Very Common	6.7:1	19,600	168,000
Common	3.4:1	9800	84,000
Uncommon	2:1	5840	34,800
Rare	1:1	2920	17,400
Very Rare	none	none	none
Special (Entity)	none	none	none

**PRIMARY EDITION:**

This edition was how the game was first tested. It is the complete core card set for Galactic Empires. Primary Edition is also known as series-2. There are 430 different cards in the Primary Edition of which only 5 cards have a left and right version. These cards were published on a 12pt card stock which does not have a linen finish (eases viewing the new fantastic artwork). Primary cards are different from Alpha and Beta cards in several ways: There are no text boxes at the bottom of the card, the background texture flows right under the text and the artist of each card is shown in print just under the image. Additionally, primary cards may seem crisper since the print resolution was increased. There are 8 usable empires in Primary Edition.

Primary Edition has 55 card Basic Decks at \$8.95 and 12 card Expansion Packs at \$2.45. The decks have 50 completely identical common cards and 5 random uncommon cards. There are 2 different starter decks (A&B) which give you 2 major empires each. The Expansion Packs are random with 5 common, 4 uncommon, 2 rare and 1 very rare card in each. Additionally, there is 1 entity card packed at random in each display box.

Entity cards are ultra-rare strength 10 cards which represent legendary beings, unique ships, singular events etc. There are 9 different entity cards which may be found in the Primary Edition. They are the most powerful cards in the game and are never printed in more than 1 print run.

When the first printing of Primary Edition is exhausted, it will be reprinted as the Unlimited Edition and remain in print. The entity cards will not appear in this reprint.

**Primary Edition Print Quantities (Projected as of 12/94):**

Rarity:	Ratio to Very Rare	Projected Primary
Very Common	13:1	400,000
Common	8:1	240,000
Uncommon	4:1	120,000
Rare	2:1	60,000
Very Rare	1:1	30,000
Special (Entity)	1/2:1	15,000

**NEW EMPIRES:**

New Empires is an add-on card set for use with Galactic Empires. New Empires is also known as series-3. There are 200 different cards in New Empires; no cards have a left and right version. These cards will be published on the same stock and format as the Primary Edition. There are 4 new empires (bringing the total to 12) available in New Empires.

New Empires will have 50 card Basic Decks at \$7.95 and 12 card Expansion Packs at \$2.45.

There will be 10 entity cards found in the first run of New Empires in addition to the 200 mentioned above.

When the first printing of New Empires is exhausted, it will be reprinted in an unlimited edition (minus the entity cards).

A 1	Point Symbols	Very Common	C. Henry Schulte	E 1	Probe	Common	Gary A. Kalin
A 1	Lesser Automaton	Uncommon	Cline A. Siegenthaler	E 1	Shield Refit	Uncommon	Gary A. Kalin
A 1	Millennia Molting	Uncommon	Ron Roussele II	R/E 2	Argonian Gaseous Protection Chamber	Uncommon	Paul 'Prof' Herbert
A 2	Hand-Held Weapon	Uncommon	Lawrence Allen Williams	E 2	Krebiz Armor	Uncommon	Gary A. Kalin
A 2	Stick Bargainer	Very Rare	Ted Beargeon	E 2	Laboratory	Common	Cline A. Siegenthaler
A 3	Automaton	Rare	Cline A. Siegenthaler	E 2	Nuclear Mine	Very Common	Alec Keating
A 3	Tri-Millennia Molting	Rare	Ron Roussele II	E 2	Phaser Refit	Common	Gary A. Kalin
A 4	Hot Nobellium	Rare	Paul 'Prof' Herbert	E 2	Phaser Refit (w/Shield Refit art) (MPC)	Out of Print	Gary A. Kalin
A 5	Ancient Molting	Very Rare	Paul 'Prof' Herbert	E 2	Repulsion Beam	Very Rare	Gary A. Kalin
A 5	Greater Automaton	Very Rare	Cline A. Siegenthaler	R/E 2	Tractor Beam	Rare	Gary A. Kalin
A 6	Captain's Bluff	Very Rare	Melissa Benson	R/E 2	Transporter	Very Common	Gary A. Kalin
A 6	Omniscience	Very Rare	Ne'Ne' Tina A. Thomas	R/E 2	Transporter (top) - Nuclear Mine (bottom) (MPC)	Out of Print	Alec Keating
A 7	Eon Molting	Very Rare	Edward P. Beard Jr.	E 3	Cargo - Indingan Packs	Uncommon	Gary A. Kalin
A 9	Dragon Automaton	Very Rare	Edward P. Beard Jr.	R/E 3	Emergency Power	Rare	Ted Beargeon
B 1	Commercial Outpost	Common	Ben Peck	E 3	Engine Synchronization	Common	Ted Beargeon
B 1	Planetary Shield	Common	Gary A. Kalin	E 3	Heavy Shield Refit	Rare	Gary A. Kalin
B 2	Defensive Satellites - Planet Left	Common	Gary A. Kalin	E 3	Heavy Weapon Refit	Uncommon	Ted Beargeon
B 2	Defensive Satellites - Planet Right	Common	Gary A. Kalin	E 3	Krebiz Armor	Rare	Gary A. Kalin
B 2	Fighter Garrison	Uncommon	Ted Beargeon	E 3	Reserve Power	Rare	Lawrence Allen Williams
B 3	Power Generation Platform	Rare	Nivard	R/E 3	Shuttlecraft - Front Left	Common	Gary A. Kalin
B 3	Repair Station	Uncommon	Michael Trapp	R/E 3	Shuttlecraft - Front Right	Common	Gary A. Kalin
B 3	Space Station	Uncommon	Gary A. Kalin	R/E 4	Anti-Tractor	Uncommon	Ralph Pecchia Jr.
B 4	Base Station	Rare	Gary A. Kalin	R/E 4	Argonian Hull Rotation	Uncommon	Gary A. Kalin
B 4	Planetary Phaser Base	Uncommon	Douglas Shuler	E 4	Hangar Bay	Very Rare	Ted Beargeon
B 4	Research Base	Uncommon	Michael Trapp	E 4	Heavy Phaser Refit	Uncommon	Gary A. Kalin
B 5	Administrative Facility	Rare	Lawrence Allen Williams	R/E 4	Heavy Shuttlecraft	Uncommon	Gary A. Kalin
B 6	Battestation	Rare	Michael Trapp	R/E 4	Multi-Purpose Phasers	Rare	Dan Gilman
B 7	Academy	Very Rare	Ted Beargeon	E 4	Shuttle Bomb	Uncommon	Ralph Pecchia Jr.
B 8	Shipyard	Very Rare	Lawrence Allen Williams	E 4	Stellar Map	Very Rare	Mark Poole
B 9	Starbase	Very Rare	Mark Poole	E 4	Tram Refit	Uncommon	Douglas Chaffee
R/C 1	Bar Tender	Rare	Ron Roussele II	E 5	Antimatter Mine	Very Rare	Melissa Benson
C 1	Boarding Party - Corporate Humans - Matson	Very Common	John D. Matson	E 5	Distribution Nodes	Uncommon	C. Henry Schulte
C 1	Confidential First Chief Exec. Deputy Asst. to the...	Uncommon	Nivard	R/E 5	Fighter	Rare	Christina Wald
R/C 1	Crewman	Very Common	Lawrence Allen Williams	E 5	Volatile Cargo	Very Rare	Gary A. Kalin
C 1	Indingan Female	Rare	Melissa Benson	E 5	Deflection Transfer Device	Very Rare	Christina Wald
C 2	Civilian Captain	Common	April Lee	E 6	Heavy Weapon Refit	Rare	Beargeon
R/C 2	Doctor - Krebiz	Common	Leslie Rigley	E 6	Indingan Repair Bay	Very Rare	Gary A. Kalin
C 2	Ensign	Common	Ne'Ne' Tina A. Thomas	E 6	Reserve Power	Very Rare	Alec Keating
C 2	Helmsman	Common	Melissa Benson	E 6	Sabot Sequencer	Very Rare	Gary A. Kalin
C 2	Mercenary	Common	Douglas Shuler	E 6	Super Computer	Rare	Cline A. Siegenthaler
C 2	Ordinance Officer	Uncommon	Nivard	E 6	Warp Field Destabilization Gun	Very Rare	Michael Trapp
C 3	Engineer - Indingan - No Shoulders	Rare	Ryan Gable	E 6	Argonian Strobe	Very Rare	Gary A. Kalin
C 3	Nurse	Uncommon	Ne'Ne' Tina A. Thomas	R/E 7	Heavy Fighter	Very Rare	Ron Roussele II
C 3	Technician	Common	Paul 'Prof' Herbert	E 7	Mine Rack	Very Rare	Gary A. Kalin
C 4	Boarding Party - Corporate Special Team	Rare	Ne'Ne' Tina A. Thomas	E 7	Argonian Energy Flux Mode Enhancement	Very Rare	Ted Beargeon
C 4	Bounty Hunter	Uncommon	Robert A. Kraus	E 8	Bolarr Phaser Capacitors	Very Rare	Gary A. Kalin
C 4	Corrupt Politician	Uncommon	Ben Peck	E 8	Fuser	Very Rare	Gary A. Kalin
C 4	Fighter Pilot	Very Rare	Gary A. Kalin	E 9	Distribution Nodes	Very Rare	C. Henry Schulte
R/C 4	Marine - Corporate Human - Matson	Uncommon	John D. Matson	E 9	Personal Corvette	Very Rare	Mark Poole
C 4	Navigator	Rare	Melissa Benson	E 9	Shroud	Very Rare	Ben Peck
C 4	Pirate Captain	Rare	Ne'Ne' Tina A. Thomas	H 1	Divergent Anomaly	Common	Michael Trapp
R/C 4	Security Officer	Uncommon	Melissa Benson	H 1	Dust Cloud	Common	Mitchell Davidson Bentley
C 4	Spiritual Leader	Rare	April Lee	H 1	Time Warp	Very Rare	Gary A. Kalin
C 5	Ambassador	Very Rare	Ron Roussele II	H 2	Gravity Wave	Common	Mark Poole
C 5	Communications Officer	Uncommon	Randy 'Tarkas' Hoar	H 2	Ion Storm	Common	Joseph H. Haveman
R/C 5	Mutineer	Very Rare	Nivard	H 2	Meteor Shower	Uncommon	Douglas Shuler
C 5	Quartermaster	Very Rare	Paul 'Prof' Herbert	H 3	Pulsar	Common	Gary A. Kalin
R/C 5	Spy Technician	Very Rare	Ron Roussele II	H 3	Quasar	Rare	Michael Trapp
C 5	Suicide Squad	Rare	Douglas Shuler	H 3	Radioactive Dust Cloud	Uncommon	Douglas Shuler
C 5	Weapons Officer	Rare	John D. Matson	H 3	Small Mine Field	Rare	Ron Roussele II
R/C 8	Ancient Spacefarer	Very Rare	April Lee	H 4	Cosmic Flays	Rare	Mark Poole
C 6	Base Commander	Very Rare	Mark Poole	H 4	Nova - Effect Left	Uncommon	Richard J. Rausch
C 6	Captain - Mazgar	Rare	Leslie Rigley	H 4	Nova - Effect Right	Uncommon	Richard J. Rausch
R/C 6	Clone	Very Rare	Ne'Ne' Tina A. Thomas	H 4	Warp Funnel	Uncommon	Gary A. Kalin
R/C 6	Commando	Rare	Lawrence Allen Williams	H 5	EM Burst	Uncommon	Mitchell Davidson Bentley
R/C 6	Damage Control Team	Rare	Ben Peck	H 5	Ion Storm	Rare	Joseph H. Haveman
C 6	Mercenary	Rare	Robert A. Kraus	H 5	Temporal Space Rift	Very Rare	Mark Poole
C 6	Operations Officer	Rare	Ben Peck	H 8	Crab Pulsar	Rare	Mitchell Davidson Bentley
R/C 6	Planetary Leader	Very Rare	Ne'Ne' Tina A. Thomas	H 6	Large Mine Field	Very Rare	Alec Keating
R/C 6	Science Officer - Bolarr	Rare	Douglas Shuler	H 6	Type II Supernova	Very Rare	Gary A. Kalin
R/C 6	Spy	Rare	Nivard	H 7	Antimatter Singularity	Very Rare	Michael Trapp
R/C 6	Squadron Commander	Very Rare	Christina Wald	H 7	Maelstrom	Very Rare	Douglas Shuler
R/C 6	Telepath	Very Rare	Ne'Ne' Tina A. Thomas	H 8	Gravity Pocket	Very Rare	Christina Wald
C 7	Boarding Party	Very Rare	April Lee	H 9	Dimensional Portal	Very Rare	Christina Wald
R/C 7	Doctor	Rare	Ron Roussele II	H 9	Tuforeous Dead Zone	Very Rare	Douglas Shuler
R/C 7	Doctor - Krebiz (MPC)	Out of Print	Leslie Rigley	R/L 1	Lucky Crew Action	Very Common	Susan Van Camp
C 7	Mystic Wanderer	Very Rare	Douglas Shuler	R/L 2	Malpractice	Common	Christina Wald
C 7	Reserve Commodore	Very Rare	Christina Wald	R/L 2	Phaser Malfunction	Very Rare	Mark Poole
C 7	Saboteur	Rare	Mark Poole	L 2	Warp Engine Breach	Rare	Michael Trapp
C 8	Assassin	Very Rare	Melissa Benson	L 3	Lucky Targeting	Common	Michael Trapp
C 8	Commodore	Very Rare	Ron Roussele II	L 3	Pirate's Cache	Uncommon	Douglas Shuler
C 8	General	Very Rare	Mark Poole	R/L 3	Repair Malfunction	Rare	Ron Roussele II
C 8	Mechad Overlord	Very Rare	Robert A. Kraus	R/L 3	Transporter Malfunction	Uncommon	Douglas Shuler
C 8	Rear Admiral	Very Rare	Susan Van Camp	R/L 3	Unlucky Targeting	Rare	Michael Trapp
C 9	Admiral	Very Rare	Melissa Benson	L 4	Cursed Alien Artifact	Uncommon	Randy 'Tarkas' Hoar
C 9	Indingan Chieftain	Very Rare	Dan Gilman	L 4	Lucky Shield Repair	Rare	Lawrence Allen Williams
C 9	Marauder	Very Rare	Robert A. Kraus	R/L 4	Miscommunications	Very Rare	Douglas Shuler
D 1	Dragon Hatchling	Uncommon	Robert A. Kraus	R/L 4	Monster Healing	Rare	Susan Van Camp
D 1	Scintillating Dragoness	Uncommon	Edward P. Beard Jr.	R/L 4	Monster Overstrike	Very Rare	Lawrence Allen Williams
D 2	Dragon Hatchling	Rare	Robert A. Kraus	L 4	Navigational Error	Very Rare	Paul 'Prof' Herbert
D 2	Oort Dragoness	Uncommon	Robert A. Kraus	R/L 4	Shuttle Malfunction	Uncommon	Ted Beargeon
D 3	Dark Dragoness	Rare	Edward P. Beard Jr.	L 4	Unsuccessful Minesweeping	Uncommon	Mark Poole
D 3	Quark Dragoness	Rare	Edward P. Beard Jr.	R/L 5	Defensive Override	Rare	Gary A. Kalin
D 4	Comet Dragoness	Uncommon	Robert A. Kraus	R/L 5	Heavy Weapons Backfire	Rare	Michael Trapp
D 4	Radiation Dragoness	Very Rare	Edward P. Beard Jr.	R/L 6	Distress Beacon	Very Rare	Mark Poole
D 5	Hydrogen Dragoness	Rare	Robert A. Kraus	R/L 6	Lucky Maneuver	Very Rare	Ben Peck
D 5	Void Dragoness	Very Rare	Lawrence Allen Williams	L 7	Alien Artifact	Very Rare	Christina Wald
R/D 6	Solar Dragoness	Very Rare	Edward P. Beard Jr.	R/L 7	Anomaly Portal	Very Rare	Ron Roussele II
D 7	Neutron Dragoness	Very Rare	Edward P. Beard Jr.	L 7	Expeditious Reserves	Very Rare	Douglas Shuler
D 8	Moon Dragoness	Very Rare	Edward P. Beard Jr.	R/L 8	Advanced Preparedness	Very Rare	Ron Roussele II
D 8	Surface Dragoness	Very Rare	Edward P. Beard Jr.	R/L 8	Demigod Diversion	Very Rare	Mark Poole
D 9	Ether Dragoness	Very Rare	Douglas Chaffee	R/L 8	Targeting Error	Very Rare	Ralph Pecchia Jr.
D 9	Nebula Dragon	Very Rare	Edward P. Beard Jr.	L 9	Accelerated Timeline	Very Rare	Paul 'Prof' Herbert
E 1	Cargo	Common	Gary A. Kalin	L 9	Lost Fleet	Very Rare	Ted Beargeon
E 1	Distribution Node	Common	C. Henry Schulte	M 1	Research Delfier	Rare	Paul 'Prof' Herbert
E 1	Escape Pod	Common	Paul 'Prof' Herbert	M 1	Small Phaser Eel	Very Common	Gary A. Kalin
R/E 1	False Mine	Uncommon	Doug Savage	M 2	Planet Gouge	Uncommon	Gary A. Kalin
E 1	Fuser Mechanism	Very Common	Gary A. Kalin	M 2	Snare Vines	Uncommon	April Lee
E 1	Krebiz Armor	Common	Gary A. Kalin	M 2	Space Vertigo	Very Common	Ben Peck
E 1	Krebiz Capsule Engine Pack	Uncommon	Gary A. Kalin	M 3	Alien Parasites	Uncommon	Doug Savage
E 1	Krebiz Pseudo Capsule	Uncommon	Gary A. Kalin	M 3	Invincio Guardian	Common	Melissa Benson
				M 3	Shadow	Uncommon	Robert A. Kraus

M 3	Shield Fiend	Common	Gary A. Kalin	S 7	Bolaar Dreadnought	Very Rare	Ted Beargeon
M 4	Harvesters	Very Rare	Melissa Benson	S 2	Corporate Escort	Common	Gregg Glymph
M 4	Sirens	Uncommon	Douglas Shuler	S 2	Corporate Frigate	Common	Gregg Glymph
M 4	Space Dragon	Uncommon	Ryan Gable	S 3	Corporate Destroyer	Common	Gregg Glymph
M 4	Spacetacean	Rare	Mark Poole	S 4	Corporate Light Cruiser	Common	Gregg Glymph
M 5	Astromorph	Rare	Douglas Shuler	S 4	Corporate Minesweeper	Uncommon	Gregg Glymph
M 5	Large Phaser Eel	Rare	Gary A. Kalin	S 5	Corporate Scout Cruiser	Common	Gregg Glymph
M 5	Occumbus	Rare	Lawrence Allen Williams	S 6	Corporate Heavy Cruiser	Uncommon	Gregg Glymph
M 5	Power Leech	Rare	Ron Roussele II	S 7	Corporate Battlecruiser	Rare	Gregg Glymph
M 5	Ship Mimic	Very Rare	Ralph Pecchia Jr	S 7	Corporate Command Cruiser	Rare	Gregg Glymph
M 5	Surface Monster	Rare	Ne'Ne' Tina A. Thomas	S 8	Corporate Dreadnought	Very Rare	Gregg Glymph
M 5	Zarom	Rare	April Lee	S 8	Corporate Battleship	Very Rare	Gregg Glymph
M 6	Invinco Guardian	Rare	Gary A. Kalin	S 3	Indrigan Light Carrier	Common	Gary A. Kalin
M 6	Mind Control Beast	Very Rare	Edward P. Beard Jr.	S 3	Indrigan Escort	Common	Gary A. Kalin
M 6	Scantari Snails	Very Rare	Robert A. Kraus	S 4	Indrigan Frigate	Very Common	Gary A. Kalin
M 6	Seductress	Very Rare	April Lee	S 5	Indrigan Destroyer	Uncommon	Gary A. Kalin
M 6	Shuttle Eater	Very Rare	Nivard	S 6	Indrigan Light Cruiser	Rare	Gary A. Kalin
M 6	Mallikily's Eye	Rare	Lawrence Allen Williams	S 6	Indrigan Medium Cruiser	Rare	Gary A. Kalin
M 7	Juggernaut	Very Rare	Ron Roussele II	S 7	Indrigan Heavy Cruiser	Very Rare	Gary A. Kalin
M 7	Tri-lateral Textangula	Very Rare	Edward P. Beard Jr.	S 7	Indrigan Battlecruiser	Very Rare	Gary A. Kalin
M 8	Fatal Horror	Very Rare	Paul 'Prof' Herbert	S 8	Indrigan Heavy Carrier	Very Rare	Gary A. Kalin
M 8	Ship Collector	Very Rare	Robert A. Kraus	S 9	Indrigan Dreadnought	Very Rare	Gary A. Kalin
M 9	Huge Phaser Eel	Very Rare	Ron Roussele II	S 1	Krebiz Escort Capsule	Uncommon	Gary A. Kalin
M 9	Kraken	Very Rare	Mark Poole	S 1	Krebiz Light Capsule	Common	Gary A. Kalin
R/M 9	Luck Demon	Very Rare	April Lee	S 1	Krebiz Light Carrier Capsule	Uncommon	Gary A. Kalin
O 1	Breakdown	Common	Gary A. Kalin	S 1	Krebiz Medium Capsule	Common	Gary A. Kalin
O 1	Illness	Common	Ne'Ne' Tina A. Thomas	S 1	Krebiz Minesweeper Capsule	Uncommon	Gary A. Kalin
R/O 1	Sun Spot	Uncommon	Ne'Ne' Tina A. Thomas	S 1	Krebiz Science Capsule	Uncommon	Gary A. Kalin
O 2	Comet Impact	Rare	Douglas Shuler	S 2	Krebiz Battle Capsule	Rare	Gary A. Kalin
O 2	Gold Vein	Uncommon	Susan Van Camp	S 2	Krebiz Carrier Capsule	Uncommon	Gary A. Kalin
O 2	Injury	Common	Ben Peck	S 2	Krebiz Clipper Frigate - Front Left	Common	Gary A. Kalin
O 2	Natural Disaster	Uncommon	Susan Van Camp	S 2	Krebiz Clipper Frigate - Front Right	Uncommon	Gary A. Kalin
O 2	Serious Hull Breach	Rare	April Lee	S 2	Krebiz Command Capsule	Rare	Gary A. Kalin
O 2	Space Debris	Uncommon	Ne'Ne' Tina A. Thomas	S 2	Krebiz Heavy Capsule	Common	Gary A. Kalin
O 3	Bureaucracy	Rare	Ben Peck	S 2	Krebiz Scout Capsule	Very Rare	Gary A. Kalin
R/O 3	Defensive Electronic Warfare	Uncommon	Nivard	S 3	Krebiz Dreadnought Capsule	Common	Gary A. Kalin
O 3	Early Warning Beacon	Common	Michael Trapp	S 3	Krebiz Pincer Destroyer	Common	Gary A. Kalin
O 3	Forced Retreat	Common	Gary A. Kalin	S 4	Krebiz Mandible Lt. Cruiser - Blue Planet	Common	Gary A. Kalin
O 3	Offensive Electronic Warfare	Common	Ron Roussele II	S 5	Krebiz Claw Heavy Cruiser - Dust Trails	Common	Gary A. Kalin
R/O 3	Offensive/Defensive Electronic Warfare	Uncommon	Ben Peck	S 6	Krebiz Kraken Dreadnought	Rare	Gary A. Kalin
O 3	Wandering Desire	Rare	Ralph Pecchia Jr	S 2	Mechad Escort	Common	Mark Poole
O 4	Information Leak	Uncommon	Ron Roussele II	S 2	Mechad Frigate	Common	Mark Poole
O 4	Love Interest	Common	Ne'Ne' Tina A. Thomas	S 3	Mechad Destroyer	Common	Mark Poole
R/O 4	Repair Delivery	Very Rare	Gary A. Kalin	S 3	Mechad Light Cruiser	Common	Mark Poole
O 5	Breakdown	Very Rare	Gary A. Kalin	S 4	Mechad Medium Cruiser	Uncommon	Mark Poole
O 5	Derelect Spacecraft	Uncommon	Gary A. Kalin	S 4	Mechad Scout Cruiser	Uncommon	Mark Poole
O 5	Dragon Coupling	Very Rare	Lawrence Allen Williams	S 5	Mechad Heavy Cruiser	Common	Mark Poole
R/O 5	Evasive Maneuvers	Rare	Edward P. Beard Jr.	S 6	Mechad Battlecruiser	Rare	Mark Poole
O 5	Forced Retreat	Rare	Melissa Benson	S 6	Mechad Command Cruiser	Rare	Mark Poole
O 5	Illness	Uncommon	Gary A. Kalin	S 7	Mechad Dreadnought	Very Rare	Mark Poole
O 5	Insanity	Uncommon	Jay Muchhalia	S 8	Mechad Battleship	Very Rare	Mark Poole
O 5	Pirate Activity	Uncommon	Robert A. Kraus	S 2	Vektrea Mercenaries Frigate	Uncommon	Gary A. Kalin
O 5	Political Uproaval	Very Rare	Douglas Shuler	S 3	Vektrea Mercenaries Destroyer	Uncommon	Gary A. Kalin
R/O 5	Tactical Retreat	Rare	Nivard	S 4	Vektrea Mercenaries Light Cruiser	Uncommon	Gary A. Kalin
O 5	Terraforming	Very Rare	Paul 'Prof' Herbert	S 5	Vektrea Mercenaries Heavy Cruiser	Uncommon	Gary A. Kalin
O 5	Wandering Desire	Rare	Ben Peck	S 6	Vektrea Battlecruiser	Very Rare	Gary A. Kalin
O 8	Alien Abduction	Very Rare	Melissa Benson	T 1	Captured Satellite	Uncommon	Gary A. Kalin
O 6	Bnbe Pirate	Rare	Lawrence Allen Williams	T 1	Large Asteroid	Common	Gary A. Kalin
O 6	Broken Supply Lines	Rare	Cynthia Mannino	T 1	Small Moon	Common	ST&A
R/O 6	Emergency Capsule Separation	Rare	Ron Roussele II	T 2	Comet - Biruk's	Very Common	Joseph H. Haveman
O 6	Injury	Uncommon	Gary A. Kalin	T 2	Commerce Moon	Uncommon	Richard J. Rausch
O 6	Labor Strikes	Very Rare	Jay Muchhalia	T 2	Ionized Particle Field	Common	Mark Poole
O 7	Capital Revitalization	Very Rare	Lawrence Allen Williams	T 2	Plasma Field	Common	Joseph H. Haveman
O 7	False Intelligence Report	Rare	Paul 'Prof' Herbert	T 2	Small Nebula - Kalin's Small Red	Very Common	Gary A. Kalin
O 7	Forced Retreat	Very Rare	Mark Poole	T 3	Armory Moon	Very Common	Douglas Shuler
C 7	Interplanetary Conflict	Very Rare	Nivard	T 3	Asteroid Belt - Benakis	Common	Gary A. Kalin
R/O 7	Scientific Breakthrough	Very Rare	Lawrence Allen Williams	T 3	Dragon Hole	Uncommon	Lawrence Allen Williams
O 7	Surprise Attack	Very Rare	Christina Wald	T 3	Moon	Common	ST&A
R/O 8	Alien Love Interest	Rare	Gary A. Kalin	T 3	Ore Moon	Common	Gary A. Kalin
O 8	Computer Virus	Very Rare	Ne'Ne' Tina A. Thomas	T 3	Planet - Sigry III	Uncommon	Gary A. Kalin
O 8	Economic Crises	Very Rare	Christina Wald	T 4	Planet - Podekkur Prime	Uncommon	Mark Poole
R/O 8	Emergency Damage Control - Equip Bkgrnd (MPC)	Out of Print	Ans Mulli Media	T 4	Small Moon - Aldorbk Munitions Plant	Rare	ST&A
R/O 8	Emergency Damage Control - Occur Bkgrnd	Out of Print	Paul 'Prof' Herbert	T 4	Small Planet - Bolaar IV	Uncommon	Joseph H. Haveman
O 8	Plague	Very Rare	Paul 'Prof' Herbert	T 4	Small Planet - Siobhan 7	Very Common	Richard J. Rausch
O 8	Planetary Revolt	Very Rare	Ron Roussele II	T 4	Small System - Rabuff Loctoor	Common	Beth Fay
O 8	Self Destruction	Very Rare	Ted Beargeon	T 5	Dragon Cave	Rare	Lawrence Allen Williams
O 8	Technological Breakthrough	Very Rare	April Lee	T 5	Nebula - Homecloud	Very Rare	Gary A. Kalin
O 9	Alliance Treaty	Very Rare	Christina Wald	T 5	Planet - Candor II	Uncommon	Joseph H. Haveman
O 9	Illness	Very Rare	Melissa Benson	T 5	Planet - Jnaphahr	Uncommon	Richard J. Rausch
O 9	Insanity	Very Rare	Melissa Benson	T 5	Planet - Vektrea Prime	Rare	Joseph H. Haveman
S 1	Fleet Freighter - Front Left	Common	Robert A. Kraus	T 5	Small System - Cramannerak	Uncommon	ST&A
S 1	Fleet Freighter - Front Right	Common	Gary A. Kalin	T 5	Small System - Hcsuar-Drahor	Very Common	Mitchell Bentley
S 2	Fleet Tug	Rare	Gary A. Kalin	T 5	Star	Rare	Mitchell Davidson Bentley
S 2	Independent Freighter	Uncommon	Gary A. Kalin	T 5	Twin Planets - Verkirsh I & II	Rare	Mitchell Davidson Bentley
S 2	Space Yacht	Uncommon	Michael Trapp	T 5	Vektrea Asteroid Outpost	Rare	Ted Beargeon
S 3	Independent Pirate Ship	Uncommon	Christina Wald	T 6	Asteroid Field	Rare	Gary A. Kalin
S 3	Independent Tug	Very Rare	Gary A. Kalin	T 6	Black Hole	Very Rare	Joseph H. Haveman
S 4	Independent Pirate Ship	Rare	Douglas Shuler	T 6	Comet - Sochess	Rare	Gary A. Kalin
S 4	Local Police Ship	Rare	Randy 'Tarkas' Hoar	T 6	Planet - Vom Ringed Gas Giant	Very Rare	Gary A. Kalin
S 5	Ore Carrier	Rare	Lawrence Allen Williams	T 6	System - Gorgochok System	Very Rare	Douglas Shuler
S 5	Garbage Scow	Uncommon	Lawrence Allen Williams	T 7	Planet - Krebizar	Very Rare	Mitchell Davidson Bentley
S 5	Luxury Liner	Very Rare	Ron Roussele II	T 7	System - Argo	Very Rare	Joseph H. Haveman
S 7	Independent Pirate Ship	Very Rare	Lawrence Allen Williams	T 8	Dragon Lair	Very Rare	Robert A. Kraus
S 2	Argonian Escort	Common	Mark Poole	T 8	System - Mechad System	Very Rare	Mitchell Davidson Bentley
S 3	Argonian Frigate	Common	Gary A. Kalin	T 8	System - Scandig	Very Rare	ST&A
S 3	Argonian Science Vessel	Common	Gary A. Kalin	T 9	Dragon Lair	Very Rare	Robert A. Kraus
S 4	Argonian Assault Carrier	Uncommon	Gary A. Kalin	T 9	Planet - Corporate Homeworld	Very Rare	Mitchell Davidson Bentley
S 4	Argonian Destroyer	Common	Gary A. Kalin	T 9	Vektrea Asteroid Starbase	Very Rare	Randy 'Tarkas' Hoar
S 4	Argonian Minesweeper	Uncommon	Gary A. Kalin				
S 4	Argonian Scout Cruiser	Uncommon	Gary A. Kalin				
S 5	Argonian Whitwind Light Cruiser	Common	Gary A. Kalin				
S 6	Argonian Command Cruiser	Rare	Gary A. Kalin				
S 6	Argonian Typhoon Heavy Cruiser	Uncommon	Gary A. Kalin				
S 7	Argonian Battlecruiser - Star Flight	Rare	Gary A. Kalin				
S 7	Argonian Heavy Carrier	Rare	Gary A. Kalin				
S 8	Argonian Dreadnought	Very Rare	Gary A. Kalin				
S 9	Argonian Battleship	Very Rare	Gary A. Kalin				
S 2	Bolaar Ultra Light Raider	Uncommon	Gary A. Kalin				
S 3	Bolaar Light Pirate Raider	Uncommon	Gary A. Kalin				
S 3	Bolaar Medium Raider	Uncommon	Gary A. Kalin				
S 4	Bolaar Cargo Express	Rare	Gary A. Kalin				
S 4	Bolaar Stealth Raider	Uncommon	Gary A. Kalin				
S 6	Bolaar Battlecruiser	Rare	Gary A. Kalin				

ENTITY CARDS: The following cards are not part of the Primary Edition card set, but may be found in some Primary Edition Expansion Packs.

C 10	Pmordial Warrior	Special	Robert A. Kraus
C 10	Scholar	Special	Lawrence Allen Williams
D 10	Demos Nameh - Dragon King	Special	Edward P. Beard Jr.
D 10	Draxos III - Dragon Queen of the Imperial Cluster	Special	Douglas Chaffee
E 10	Subspace Stabilizer	Special	Michael Trapp
H 10	Aku Supernova	Special	Mitchell Davidson Bentley
O 10	Planetary Destruction - The Destruction of Argon VIII	Special	Mark Poole
S 10	Indrigan Battleship	Special	Gary A. Kalin
T 10	Super-Massive Star	Special	Mitchell Davidson Bentley

TOURNAMENT WINNER'S CARD: Only winners of tournaments may receive this card (see pg. 1).

C 4	War Veteran	Special	Melissa Benson
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MPC = Misprint Cards: See pg. 8 for details on these few misprint cards.

**DECK BUILDING IN GALACTIC EMPIRES:**

The following article gives you initial insights into deck building and use of the reserve fleet. The two most important strategy factors in Galactic Empires.

**PURCHASING CARDS:**

Q: So what's the best way to buy the cards? Should I just get Primary Edition? Just get Betas?

A: Primary Edition has all the neat new art and a bigger percentage of more powerful cards than Introductory Edition. If you're not a collector you might wish to start with Primary right away, but 30 of the cards found in Beta have become at least one rarity level higher (and often 2 or 3 levels higher) in Primary Edition. This means you would be more likely to get them (or perhaps multiples of them) buying the Betas. Many of these cards are the best ones in the game including the H1 Time Warp, O4 Repair Delivery, H6 Supernova, C4 Fighter Pilot, O5 Breakdown, T5 Vorn Ringed Gas Giant, T5 Homecloud Nebula, and more.

**DECK BUILDING SUGGESTIONS:**

Q: Can you give me some general guidelines on how to build a deck?

A: Each empire has different requirements and many players build different decks for each empire.

GENERAL: Every deck should have an abundance of terrain, ship and crew cards. These seem to be the most important overall. Any card which gives you extra card plays, extra card draws or access to cards which have been discarded is an absolute must. Cards which generate command points are also critical.

ARGONIAN: The Argonians are the most straight forward empire. Generally, terrain cards which provide an even mix of points are better than terrain which provides just one type of point. Beneficial cards include: R/E2 Gaseous Protection Chamber, R/E4 Hull Rotation, E7 Strobe, E8 Energy Flux Mode Enhancement, T5 Homecloud Nebula.

KREBIZ: The Krezb also need diversified terrain. Seek to place the more powerful capsules and cruisers in your deck before selecting weaker ones. Beneficial cards include: Armor cards, E1 Capsule Engine Pack, E6 Sabot Sequencer, R/O6 Emergency Capsule Separation, T7 Planet Krezbizar.

CORPORATION: The Corporation needs lots of energy to power the variable plasma weapons. This means terrain which is heavy on energy output. Beneficial cards include: Any Heavy Weapon Refit cards, E6 Warp Field Destabilization Gun, E9 Shroud, T9 Corporate Homeworld.

MECHAD: Energy producing terrain is a must! The EM field needs tons of power. Bases are also more important since wise opponents will try to destroy your terrain whenever possible. Science officers are also good to defeat the M3 Alien Parasites card. Beneficial cards include: T5 Star, Nebula cards, Distribution Node cards, Tram Refit cards, C8 Mechad Overlord, E6 Super Computer, T8 Mechad System.

BOLAAR: The Bolaar can use foreign technology as if it were standard technology and exclusive technology as if it were foreign technology, therefore, load up on these equipment cards and the science officers and engineers. You might wish to select several of the large Indirigan ships as you don't have many big ships of your own. Beneficial cards include: E6 Deflection Transfer Device, E8 Bolaar Phaser Capacitors, R/E4 Multi-Purpose Phasers.

VEKTREAN: The Vektreens have a great abundance of command points on their ships. This allows you to drop some of the command point cards for cards with more powerful or varied functions. You might wish to select several of the large Indirigan ships as you don't have many big ships of your own. Beneficial cards include: E2 Repulsion Beam, T5 Vektreen Asteroid Outpost, T9 Vektreen Asteroid Starbase.

INDIRIGAN: The Indirigans have very big ships, but fewer than average armaments, thus phaser and heavy weapon refit cards are helpful. Supply-heavy terrain cards are vital also. Beneficial cards include: C9 Indirigan Chieftain, R/E4 Multi-Purpose Phasers, E6 Indirigan Repair Bay, E8 Fuser.

DRAGON EMPIRE: Obviously lots of dragon cards come first. The lowly D1 Scintillating dragon is a great card as it cannot be damaged by weapons, thus it protects the Sector HQ well. Wise opponents will be sure to have a good supply of damage causing hazard cards to eliminate this little guy. Crew, Equipment and Occurrence cards are less important since most cannot be played on dragon cards, but crew which generate command points are very helpful. Bases are also more important since they protect terrain and dragons need a lot of points to function. Beneficial cards include: All of the dragon terrain cards, lots of molting cards, R/L4 Monster Healing, R/L4 Monster Overstrike.

**RESERVE FLEET SELECTIONS:**

The reserve fleet is the most crucial choice you have in the game except for selecting which cards go into your deck in the first place.

GENERAL: Always at least one terrain card and one ship (or dragon) should be selected. Usually the best strength 4 or 5 card you can find in these categories is most ideal. In games with many players, a C5 Quartermaster or similar card which give added card plays or card draws is a wise choice. Other suggested possibilities include: H1 Time Warp, L4 Navigation Error, R/L4 Miscommunications, M6 Mind Control Beast, R/E4 Heavy Shuttlecraft, M5 Ship Mimic, A5 Ancient Molting (if playing the Dragon Empire). Obviously some experimentation is needed to find what's best for you and the empire which you are playing.

**CARD COMBINATIONS:**

Once play has begun, the most important strategy is combining your three card plays into one more powerful combination, i.e. the whole is greater than the sum of its parts. You'll find more on this next issue.



**ILLUSTRATOR BIOGRAPHY:**

Each issue we intend to do a small biography on one of the illustrators who created those great pieces for Galactic Empires. Next issue will feature a biography of Gary A. Kalin.

**Edward P. Beard Jr.**

Since the age of 11, Ed Beard Jr. was aware of the artistic gift that he was given and his insatiable desire to illustrate science fiction, horror and fantasy art. As the years went by, Ed found himself removed from the art community both in high school as well as in the main stream; therefore, he was not able to pursue college in the Arts. This did not prohibit him from driving forth in business. Ed began his career nationally as a large scale muralist, as well as painting portraits of government officials and celebrities.

Many in the art field soon realize they live in a feast or famine income structure, dependent on publishers for their bread and butter. In 1988 Ed decided that self-promotion was the only way to ensure a more reliable income. He relentlessly pursued the fantasy art industry, attending numerous conventions.

Since 1987, Ed has believed that you must give back what you receive. Therefore, he began teaching illustration and air brush technique. Ed says, "In my opinion, I have received the highest reward any individual could acquire by seeing incredible improvements and gratitude from students who have had their creative minds opened as a result of my working with them."

Ed's objective has always been to promote his students' work. He continually brings them as guests to conventions allowing the public to meet these talented new illustrators.

Since Ed and Carl Schulte met, Ed has enjoyed their mutual philosophies in how they approach the manufacturing of their respective games. Ed's company Destini Productions, creators of the 'Flights of Fantasy™ Collector Card Set and Game', believes in promoting its artists and writers more than just the corporate image. This is a strong point that Carl and Ed feel strongly about. As a result of this mutual belief, Ed offered his services as Co-Art Director, aiding Richard J. Rausch, with the huge responsibility of signing the artists for the Primary Edition of Galactic Empires.

Ed accomplished this by teaming fellow illustrators and his up-n-coming students providing a unique blend of veteran talent with a fresh new look. Ed's students include: Ron Rousselle II, Ralph Pecchia Jr, Doug Savage, Dan Gilman, and Alec Keating. Other illustrators who Ed was responsible for include: Paul 'Prof' Herbert, Ben Peck, Nivard, Ted Beargeon, and Melissa Benson (whose illustrative talents are well recognized).

Ed enjoys meeting the public, his fans, and young aspiring artists most of all. He hopes his past experiences will guide them to success.

**ALLOCATION PLAY AID:**

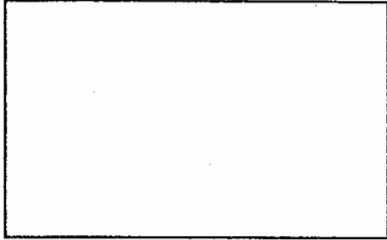
Below is a play aid which may be copied, enlarged and trimmed for use by each player. Markers are positioned on each track and are slid whenever a new card alters that fleet's output/consumption. As long as the generated points exceeds the required points that player can simply state his allocations are covered.

Required economy is not listed since economy is used differently most turns.

Required Research is not listed since research needs change based on the situation.

GENERATED ECONOMY ○	1	2	3	4	5	6	7	8	9	10	11	12
GENERATED SUPPLY ●	1	2	3	4	5	6	7	8	9	10	11	12
REQUIRED SUPPLY ●	1	2	3	4	5	6	7	8	9	10	11	12
GENERATED ENERGY ★	1	2	3	4	5	6	7	8	9	10	11	12
REQUIRED ENERGY ★	1	2	3	4	5	6	7	8	9	10	11	12
GENERATED AMMUNITION ■	1	2	3	4	5	6	7	8	9	10	11	12
REQUIRED AMMUNITION ■	1	2	3	4	5	6	7	8	9	10	11	12
GENERATED RESEARCH □	1	2	3	4	5	6	7	8	9	10	11	12

**A6 Promotion** ★

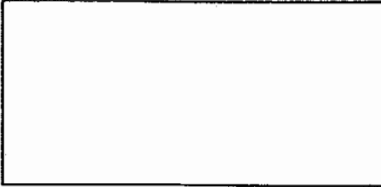


**Promotion:**

- Played on a crew card giving that card the following abilities:
- Adds 2 strength points.
- Allows the crew card to use one of its abilities twice each turn.
- Crew generates plus one command point.

**S5** ●★ ◆◆◆◆◆

**Emergency Rescue Ship**

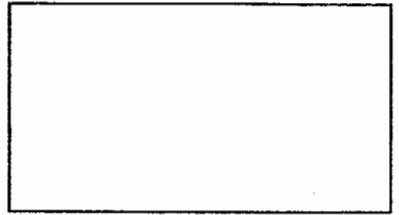


**Emergency Rescue ship:**

- When rescue ship is engaged all crew from a destroyed unit is placed on rescue ship not discarded.
- Crew cards are disengaged until research points equal to the crew's strength are applied to that crew.
- One of these disengaged crew is discarded each turn during the Engagement Phase.

✦✦: Phasers

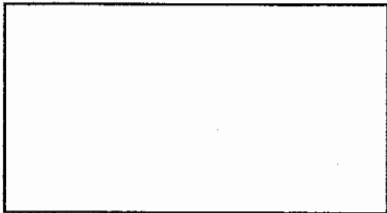
**C7 Research Developer**



**Research Developer:**

- Every 7 points of research played to a research developer allows the owning player to draw one extra card when the last of the 7 research is allocated.
- Can accumulate research points over several turns.
- Extra points are applied towards next card.

**H8 Interstellar Plasma**

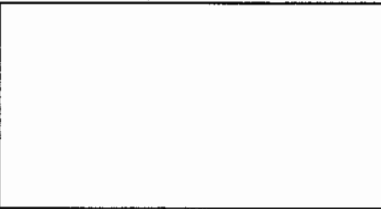


**Interstellar Plasma:**

- This unstable material has a regenerative effect on hazards and terrain.
- All damage points to terrain cards in owner's fleet are repaired.
  - Any hazard cards played by owner on opponent fleets are repaired and are considered played anew (reapply initial effects immediately, restart duration count).
  - Discarded after use.

\*\*\* ◆◆◆◆◆◆◆

**B6 Hospital** □□□□

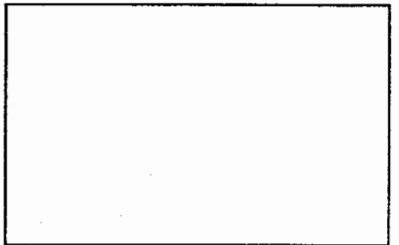


**Hospital.**

- All doctors and nurses played to a hospital are double strength and double research point output.
- No injury, illness, insanity, plague, or alien parasite cards may be played to a hospital.
- Any doctor in the fleet can negate a plague or alien parasite when the hospital is engaged.

✦✦: Phasers

**O9 Tarragym Effect**



**Tarragym Effect:**

- A unknown and undetectable cosmic event.
- Player may discard a randomly selected card from 1 opponent's hand.
- If a card has just been viewed (by means of a spy, scout ship, Visilikki's Eye, etc.) player may discard that specific card if desired.
- Discarded after use.

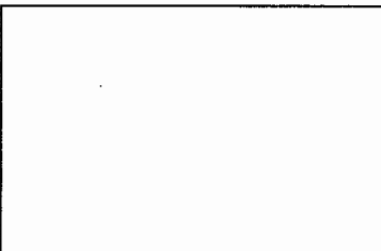
**R/E9 Hologram**



**Hologram:**

- Holograms are played on a ship or base.
- At player option, the ship or base may be removed from play and placed back into player's hand.
  - All accompanying cards remain in play and player must play a unit (of the same type) to that stack substituting for the original unit.
  - Damage applied to ship/base card is removed.
  - Does not count as a card play.
  - Exclusive Clydon technology (use as foreign technology for playtest purposes).

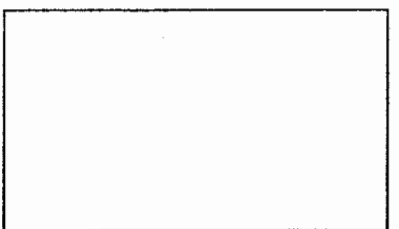
**L5 Artifact - Star Gate**



**Star Gate:**

- Allows one extra card play per turn.
- Must be played to a terrain card.
- Is destroyed when the terrain card is destroyed.

**M6 Cybermites**



**Cybermites:**

- A technologically altered computer virus strain that has beneficial effects to ship equipment.
- Allows all equipment on the ship/base to operate without energy.
- Adds 3 strength to all equipment cards at location.
- Destroyed when ship/base is destroyed.

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