



Presents:

# Galactic Intercom #3

The GALACTIC EMPIRES Bimonthly Newsletter

February 1995

**THIS ISSUE: NEW EMPIRES & Q&A!****IN THIS ISSUE:**

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**NEXT ISSUE:** Next issue provides you with tactics, detailed backgrounds on the various galactic empires.

**TOURNAMENT RULES DELAYED:**

Please Note: The tournament rules are still in final testing and will be published next issue.

**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, Indirigans-1, Far Side-1, and Mechad-1 as well as issues 1-18 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 March 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. Will not be reprinted so get it now.

**Primary Edition:** The Primary Edition (series-2) consists of 430 cards, 8 empires, 9 limited 'entity' cards.

**Other Materials:** Galactic Empires Poster #1 'Battle Scene' 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 or Beta Basic Deck and Alpha or Beta Series-1 expansions are nearly gone (20 each left at the time of this printing). The Primary Edition full color, 2-sided, 440 card poster is in production now. Shows all art & text on all Primary cards. Great for checking out the cards you're missing. Coming in March 1995.

Galactic Empires, New Empires, Powers of the Mind, Galactic Intercom and In-Coming Fire are trademarks of Companion Games Inc. All rights reserved.

**NEW EMPIRES:**

New Empires has been completed and will ship in March. This release adds 4 new major empires and one minor empire to Galactic Empires.

New Empires contains 200 all-new cards (no lefts & rights) and 10 'entity' Cards. Print quantities are extremely limited and there are less than 4000 of each 'entity' card.

**Basic Deck C:** Contains 50 non-random cards. These include starter ships for the Tufor, Plasma Occupied Territory and Scorpeads. Clydons can only be found in the Expansion Packs. Only \$6.95 retail!

**Expansion Packs:** These 12 card packs contain 5 common, 4 uncommon, 2 rare and 1 very rare card. One expansion pack in each display box contains an ultra-rare 'entity' card replacing the very rare card.

**PLAYER CONTACT LIST:**

Fax, write or email Companion Games with your name, Phone# and /or email address to be listed in GI #4.

**TOURNAMENT WINNERS CARD:**

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

**TOURNAMENT REPORTS:**

**Crusades:** Jan 14-15, Darien CT. Companion Games sponsored Primary Edition Tournament: Donald Clarke (Indirigan) 1st, Rich Van Alstyne (Corporation) 2nd, Lou Cerreta (Argonian) 3rd. Judge: John M. Hammer.

**Total Confusion:** Feb 23-26, Marlboro MA. C.G. sponsored Primary Edition Tournament: Dan Gosselin (Argonian) 1st. Judge: John M. Hammer.

**Days of Knights:** Feb 11, Newark, DE. 1st Thayne Finley (Corp), 2nd Mark Le Roy (Dragons), 3rd Roger Rigby (Arg). 12 Players, much fun was had by all. L8 Targeting error was key card in finals. Tournament the 2nd Saturday of every month. Next one March 11, 1995.

**WAR VETERANS TO DATE:** Todd Morton (Arg), Alan Gopin (Krb), Donald Clarke (Ind), Dan Gosselin (Arg), Thayne Finley (Corp). Missing from this list? Write or fax us with details!

## Biography of Susan Van Camp

It started with horses. Me and my sisters were obsessed: We would draw horses, write about horses, and dream about the day when we owned horses. It was a common fixation for a twelve year-old girl.

Eventually, one of my sisters Margaret actually made the dream come true. She got to buy a horse, ride it, and give it a cool name (Thunder). Meanwhile, I learned to draw horses. This took some time. I was fourteen before I figured out that a horse's back legs bent forward, not backwards.

My fixation with horses faded, but my obsession with drawing kept going. It survived several years of fine arts college, where I learned that 'real' artists throw paint at canvas. While I was trying to figure out what I was going to be when I grew up, I drew and painted for relaxation. The more I played at painting the more I began to dream of doing art rather than owning a horse, although I haven't entirely given up on the horse.

It took the prodding of a friend to get me to make up my mind. He knew my work, and wanted me to send some of my artwork to a science fiction art show. He twisted my arm until I decided to humor him and sent some art to the show he recommended. I didn't expect much, so I was flabbergasted when I learned that one of my paintings had sold for several hundred dollars. At that point, I realized that I might be able to make a living with my art. I began sending art to science fiction shows around the country. Being a gamer I also started talking to game companies and started doing assignments for them. I've done work for TSR, FASA and Wizards of the Coast.

I was pleased when Rick Rausch of Companion Games asked me to do artwork for Galactic Empires. One of the first cards I did for Empires was Monster Healing. The idea of this card appealed to me: I like monsters. In fact, when I read a story about a knight fighting a dragon, I always root for the dragon. It was fun to do a painting where the monster has the upper hand.

My media is acrylic, a polymer based paint. It's fast drying and flexible. It can be used like oil paint, watercolors or with an airbrush. I've used all three of these techniques to create my paintings for Galactic Empires.

I've enjoyed working with Companion Games. I'm looking forward to painting art for more cards in future editions of Galactic Empires. I hope I'm assigned to do more monsters, or maybe even a horse.

## Tournament Announcement:

There will be a Galactic Empires and Magic Tournament held at Freehold Raceway Mall in New Jersey on April 8th and 9th.

Magic Tournament: 10:00 AM Saturday April 8th.

Galactic Empires Beginners Tournament/ Demo: 3 PM Saturday April 8th.

Galactic Empires Tournament: 11 AM Sunday April 9th.

Prizes: A C4 War Veteran card will be awarded to the winner of the Galactic Empires Tournament. There will be other prizes yet to be determined.

Address:

Comic Relief of Freehold

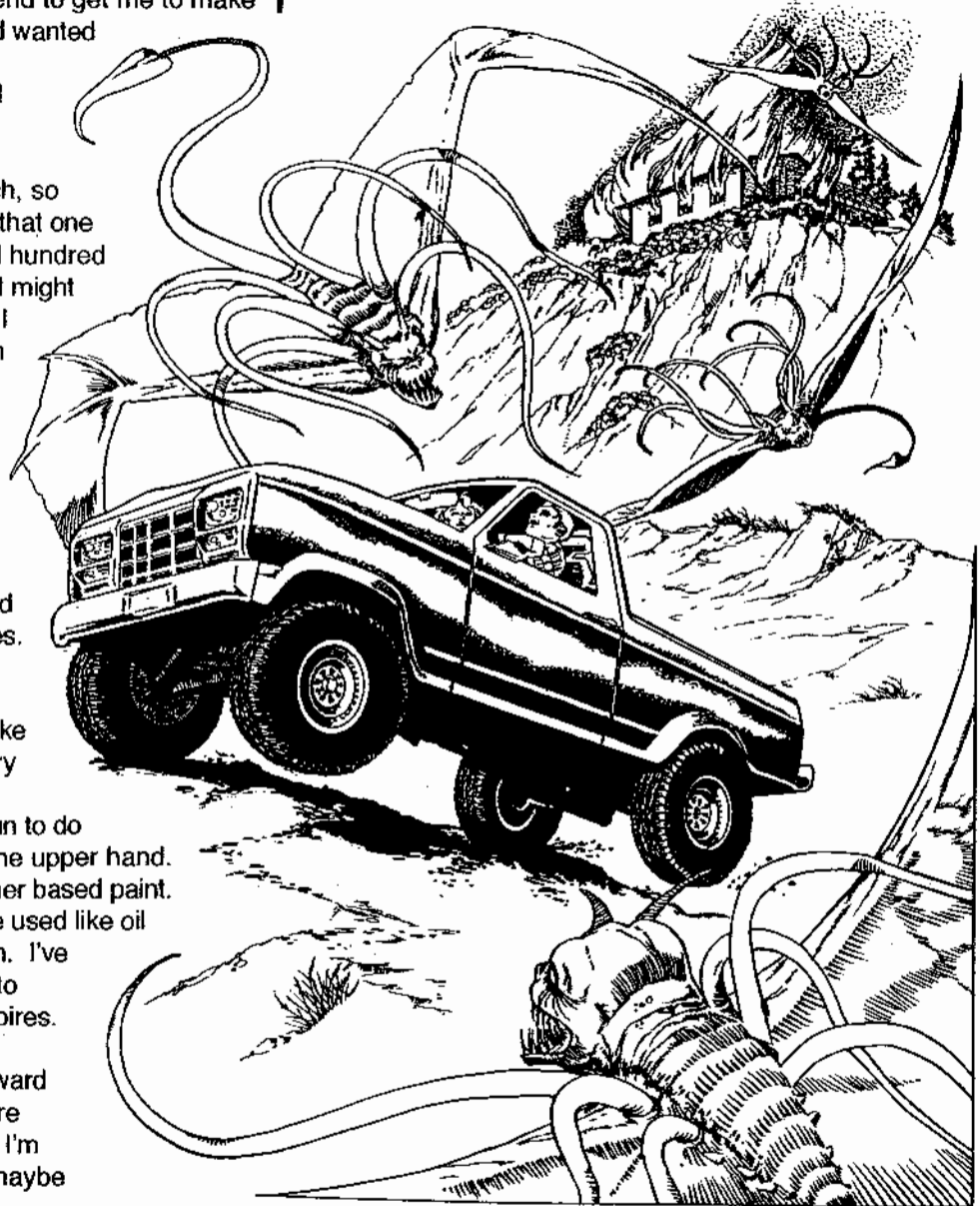
c/o Galactic Empires/ Magic Tournament

3710 Route 9 South

Raceway Mall

Freehold, N.J. 07728

Phone: voice 908-577-1601 Fax 908-294-0449



**More Card Q&A for Primary Edition:**

The following examples will be easier to understand if you pull the applicable cards from your deck and place them in front of you as you go through the examples.

**Q:** Can an R/L1 Lucky Crew Action be used to prevent an M3 Alien Parasites card from affecting a crew card stacked with the ship on which the Alien Parasites are played?

**A:** The Alien Parasites card affects a SHIP CARD, not the CREW CARDS associated with that ship. Also, the Lucky Crew Action card states that it protects a crew CARD (the wording here is important), not the unrepresented crew of a ship. Therefore, the Lucky Crew Action card has no function in this case. Note that any crew cards on the ship affected by the Alien Parasites card are affected by the Alien Parasites only in so far as the Alien Parasites card forces the ship to be disengaged. Note also that the Alien Parasites card is an M (monster) card, and so while a science officer would negate its effects, a doctor would be a waste of time (except for the research points it would generate) - - - it is not an illness or an injury.

**Q:** The R/L1 Lucky Crew Action card states that it will allow any one card played against a crew card to be ignored. Does this only affect cards that are played (such as an illness card) or does it also affect actions taken by cards (such as an attack by a boarding party)?

**A:** The Lucky Crew Action card will protect a crew card from either a played card or an action taken by another card. The same thing applies to such other cards as the R/C6 Spy. Don't interpret this too broadly; it will not save a crew card if the ship on which it is played is destroyed by a card play - - - the negated card or action must have been applied directly against the involved crew card.

**Q:** Does an attacking crew card such as a C1 Boarding Party or a C6 Mercenary, carried to its target by a shuttlecraft (any), function only if the target's shields are down or will the shuttlecraft ignore the target's shields?

**A:** The shuttlecraft will ignore the target's shields. This would allow a single R/E3 Shuttlecraft and a single C1 Boarding Party to destroy an S1 Fleet Freighter - - - even if the Fleet Freighter were completely undamaged with all 3 of its shield points intact, because the Boarding Party will score 1 point of damage against the strength of the ship, and the ship has only 1 point of strength. Please note that a single R/E3 Shuttlecraft can transport only one crew card on one there-and-back mission per turn (unless some card states that it can accompany another card, such as the R/C4 Security Officer).

**Q:** Can an R/E2 Transporter be used for a there-and-back boarding party mission? Based on the text of the C1 Boarding Party card and others, the answer seems to be clearly yes, but the transporter card seems to imply that it does only one-way transports on a turn (one turn, send them there, next turn, get them back).

**A:** A Transporter will work for a there-and-back mission with a Boarding Party because the Boarding Party card says that it can be so used. Most other there-and-back crew cards also allow the Transporter card to be used in this manner.

**Q:** Can an R/E3 Shuttlecraft move from one location to another and function with a boarding party for a there-and-back mission on the same turn? Can an R/E3 Shuttlecraft function with a boarding party for a there-and-back mission and fire its phaser on the same turn?

**A:** No to both questions. The Shuttlecraft card very clearly states that it may do ONE of its several functions each turn.

**Q:** Can repair points be used to restore damaged shield points?

**A:** Yes, normal shields can be repaired with repair points. The Mechad EMF field, while in most ways just like a shield, cannot be repaired with repair points.

**Q:** Can a Mechad EMF be repaired, for instance with an R/O4 Repair Delivery card?

**A:** No. Once a Mechad EMF is reduced in strength or knocked down, it cannot be raised again until the Mechad player's next Point Allocation Phase or by some special card play that allows energy points to be applied to the ship or when the ship is disengaged during the owning player's next Engagement Phase.

**Q:** What happens to a Mechad ship's EMF strength if a node refit card is added during a Card Play Phase? What happens if a node refit card is destroyed?

**A:** The addition or subtraction of a node refit card has no effect on the strength of the electromagnetic field until energy is allocated through the nodes and the strength of the field is again determined, most likely during the owning player's next Allocation Phase.

**Q:** What happens to a Mechad ship's EMF strength if the ship is forced into the Disengaged condition by a card play? What happens to a Mechad Ship's EMF strength if the ship suffers from a breakdown card? Does a breakdown card affect Node Refit cards on the ship?

**A:** As soon as the Mechad ship is Disengaged, regardless of when this happens or the amount of damage applied to the EMF before it becomes Disengaged, its EMF strength changes so that it is equal to the unmodified maximum strength of the ship. A breakdown card will not affect the EMF strength of a ship. A breakdown card will not prevent a Node Refit card from operating, just as it will not prevent a shield refit card from operating.

**Q:** If energy is applied through the nodes of a Mechad ship outside the Allocation Phase due to a special card play, does the applied energy add to the current strength of the EMF or is the EMF strength determined solely by the amount of energy applied at that time, ignoring energy applied earlier?

A: Energy applied earlier is ignored. The strength of the EMF is determined using only the energy last applied at one time. Note that allocation of points for EMF strength outside the Allocation Phase would be very rare.

Q: Will an M3 Shield Fiend affect a Mechad EMF, dropping it to zero strength?

A: Yes. The rules state that the EMF is treated exactly like shields except as noted, and so the EMF will be reduced to zero strength by the play of a Shield Fiend.

Q: How is the Mechad distortion cannon used? It is a heavy weapon, but since it scores 1 point of damage on an entire fleet's worth of ships it violates the one-target-at-a-time rule. Furthermore, if it is used to score damage on all the ships in a fleet, then those ships, having been the target of a volley of damage that player's turn, cannot again be targeted - - - making the distortion cannon pretty useless.

A: All distortion cannon fire must occur at the beginning of a player's Weapons Fire Phase before any other weapons are fired. Damage from a distortion cannon is not treated as a volley of damage and cannot be affected or modified by cards or rules which would normally modify a volley of damage (such as the T5 Homecloud Nebula, the C6 Captain, or O3 Offensive Electronic Warfare). The Mechad distortion cannon is a very unique heavy weapon in many ways - - - for instance, it does not affect terrain - - - and is treated very differently than any other weapon in the game. Technically, it is not really a "weapon" but instead causes a form of hazard-like damage; however, its damage cannot be affected or modified by cards or rules which affect damage from hazards, either. This will be made more clear in the next printing of the rulebook.

Q: Do health-affecting cards such as an illness, injury, or insanity affect crew cards on Mechad ships? After all, these crew are supposed to all be built-in pieces of equipment.

A: Yes, health-affecting cards will affect Mechad crew cards, as will any other disease-like cards which affect things other than crew cards. Assume that if played on a Mechad ship or crew card the illness represents a computer virus, or that the injury represents some mechanical damage, and so forth.

Q: Can the A automata cards, such as the A1 Lesser Automaton, be played on crew cards which are in play with Mechad ships? After all, they are already mechanical in nature.

A: Yes, those cards can be played on Mechad crew cards, too. Assume that the automata cards represent especially tough and well-designed equipment in the case of the Mechad.

Q: Why do space dragons have wings? There is no air in space. Why do space dragons have nostrils? There is nothing to breathe in space. Why do space dragons... ?

A: Space dragons are powerful beings of indeterminate and extradimensional nature. The dragon form is the manifestation of the creature in our dimension. Their awesome power, both physical and psionic, is nearly incomprehensible both in magnitude and type. Display systems and human (and alien) minds interpret the signals as dragons to make them comprehensible and to prevent psychic and electronic overload. Space dragons don't "really" look like dragons at all, but a dragon image is the closest equivalent that living minds or electronic devices can come to interpreting these signals.

Q: The H3 Pulsar card states that it can affect ships, bases, and terrain. Can it also affect dragons?

A: It will not affect M dragons because those are monster cards. However, D dragons can be affected by a Pulsar because these dragons can be affected by anything that can affect ships except as noted in the rules. No equipment, crew, or occurrences can be played directly on a dragon card nor may the effects of these cards be applied directly to them. Dragon cards are not exempted from hazard card damage that can affect ships.

Q: Some cards which generate repair points designate these as healing points which can only be used by dragons. Some cards which generate repair points designate these points as healing points which can only be used by monsters and dragons. Which is correct?

A: Both are correct. If a card states that its healing points can only be used by dragons (such as the T5 Dragon Cave), then only D dragons can benefit from those healing points. If a card states that its healing points can only be used by dragons and monsters (such as the T9 Dragon Lair), then any dragon or monster (except those which specifically state they cannot be repaired/healed) can benefit from those healing points.

Q: The M3 Invenco Guardian card states that it cannot be repaired. Can it be healed with healing points?

A: No, it cannot be repaired even with healing points that can apply to monsters. The Invenco Guardian card specifically prohibits itself from being repaired.

Q: Escort ships state that they can intercept damage applied to another ship as a reaction, but they are not reaction cards. Exactly how does this work?

A: After the attacking player designates the number of points of damage in his volley, the defending player with the escort ship may have the escort ship intercept any number of those damage points (but no more than would destroy the escort - remember, 1 intercepted damage point becomes 2 damage points on the escort). This counts as a volley of damage against both the original target ship and the escort ship, and so neither can again be targeted during that player turn. Note that an escort ship can intercept any damage applied to a strength 7 or stronger ship, not just damage from a weapons volley. Note also that an escort can react multiple times per turn, even multiple times during a single opponent player's Weapons Fire Phase.



Q: Can a ship with minesweeping ability negate a mine explosion applied against another player's fleet or only those applied against its own fleet? How does it do this, since it's not a reaction card?

A: Second part of the question first: Remember, card rules supersede standard rules. The minesweeping cards state that they can minesweep as a reaction, and therefore they can do so. As for the first part of the question: A minesweeper may negate ANY mine explosion regardless of the fleet against which it is applied, based simply on the wording of the card rule. And note that the minesweeper negates a mine EXPLOSION, not a mine DAMAGE POINT, so a single mine explosion which causes 2 damage points (such as the E2 Nuclear Mine) would be completely negated by a single minesweeping reaction.

Q: Can a minesweeper affect the damage from an H3 Small Minefield?

A: Yes, although in this case each damage point is treated as a separate mine explosion since the minefield damage does not represent damage from one mine explosion.

Q: Given that a card generates points but is a ship, base, or dragon card which is not yet engaged, or needs points to operate and did not receive those points on the previous turn, or is stacked with a ship or base which has not yet been engaged. Given also that it is the Allocation Phase. Will that card generate its points and can those points be allocated during the current turn or must the card (or its associated card) first be engaged on the current turn and then generate its points on the following turn (assuming it is still engaged at that time)?

A: As long as a card WILL be engaged during the current Allocation Phase, it will generate its points during that Allocation Phase. For example, if an S1 Fleet Freighter was played on the previous turn and is therefore disengaged, on the current turn it will generate its +2 economy points (assuming it is stacked with a terrain card) during the Allocation Phase as long as it WILL RECEIVE its needed points during that Allocation Phase and be engaged during the present turn's Engagement Phase.

Q: At what point are the bonuses to resources/economy from a freighter/tug/base awarded? Specifically, I have a tug on a particular planet and the tug is disengaged. Can I get the bonus from the tug anyway?

A: You get terrain bonuses from ships and bases as long as the ship or base WILL BE engaged on that turn. So, calculate the points generated WITH the bonuses, but then those ships and bases which provided bonuses MUST be engaged first. If insufficient points were generated to engage all units which provided bonuses, then those units which were not engaged will not provide bonuses that turn. This is covered clearly in the Primary rules.

Q: If I have my maximum number of ships in play and during my turn I play a C6 Captain, when do I get the extra command point and when can I put another ship into my fleet?

A: The Captain generates his command point when all other points are generated; during the Allocation Phase. That means that the command point does not become available until the next turn, and so an additional ship may not be put into your fleet until that time. The same procedure applies to command points generated by ships and other cards. Note that some cards might specify that their points become available immediately, outside the normal sequence of play.

Q: The O5 Derelict Spacecraft states that it is played during the Allocation Phase. Does this card count against the 3 allowed card plays during a turn even though it is not played during a Card Play Phase?

A: Yes, it still counts as one of the 3 allowed card plays during a turn. Note that cards discarded from your hand also count against the 3 allowed card plays, and discards occur during the Discard Cards Phase - - - not the Card Play Phase.

Q: The E6 Reserve Power card states that it may be played during either an Allocation Phase or a Card Play Phase and that its points are available for "immediate use". If played during a Card Play Phase, may equipment be activated or a ship engaged even though this would be performed outside the Engagement Phase when such things are normally done?

A: Yes. The key word here is "normally". Remember that card rules supersede normal rules. There wouldn't be much point in being able to play the card and apply its points during a Card Play Phase unless those points could have an immediate impact. The effect of using this card will often be to do exactly what you described - - - engage a ship or a special equipment card during a Card Play Phase.

Q: There are several different Krebiz armor cards which can add to the strength of a Krebiz cruiser. Is there a maximum number of additional points that can be added from Krebiz armor cards?

A: There is no maximum to the amount of strength points that may be added by armor cards.

Q: Do Krebiz armor cards just allow the ship to absorb more damage before it is destroyed, or does it really increase the strength of the ship?

A: Krebiz armor cards increase the strength of the ship for ALL purposes. After all, the cards do state "+x points of strength" and that seems to be pretty clear.

Q: An R/E3 Shuttlecraft can transport up to 3 crew cards from one location to another but normally can transport only 1 crew card on a there-and-back mission. How many crew cards can an R/E2 Transporter send on a there-and-back mission?

A: There is no limit to the number of crew cards that can be moved by a Transporter. However, for a there-and-back mission, all of the crew cards must be at the Transporter's location and must all perform their missions at the same location (although the missions can all be different). For a simple change of location, all the involved crew cards must begin at a single remote location and be moved to the Transporter's location, or begin at the Transporter's location and be moved to the same remote location.

Q: The M5 Surface Monster states that it can be damaged by boarding party damage points. How is this done?

A: Any boarding party or other crew card that can score damage points can score those damage points against this monster, either by being in the same location as the monster or with a there-and-back mission to the location with the monster.

Q: Does the M5 Zarom score its damage every turn or only once, on the turn it is played?

A: The Zarom will score its damage on every turn until it is destroyed.

Q: Against whose command rating does a ship count if it is affected by an M6 Mind Control Beast?

A: The affected ship counts against that ship's original owner's command rating. Please note that neither the ship's owner nor the Mind Control Beast's owner may self-destruct (discard) the ship while the Mind Control Beast is in effect.

Q: The rules state that the target player may only play reaction cards which affect weapons fire at a designated time during the firing player's Weapons Fire Phase. May other (non-target, non-firing) players play reaction cards during the firing player's Weapons Fire Phase?

A: Any player, except the player who is taking his turn, may play reaction cards in reaction mode during any point in a turn, including the firing player's Weapons Fire Phase. However, the play of reaction cards WHICH AFFECT THE FIRING PLAYER'S WEAPONS FIRE may occur only at the designated time. Any other type of reaction card may be played in reaction mode at ANY time.

Q: Can a shuttlecraft be played in reaction mode for purposes other than rescuing crew? Can it be played in reaction to the playing of a M4 Space Dragon on one of my ships, to grab my science officer from a different ship and keep the Space Dragon from harming the target ship? How about its single phaser shot?

A: A shuttlecraft can be played as a reaction as long as it takes any of its allowed actions immediately upon being played. Therefore, any of the actions you describe would be permitted. Note that it could be played as a reaction to take its one phaser shot only during another player's weapons fire phase.

Q: Does the O3 Offensive Electronic Warfare card, which states that it increases a ship's next weapons fire by 2 damage points, have to be used on the turn it is played? The card says that it is discarded after use.

A: The card is used the instant the ship on which it is played next fires a weapon. That weapon fire might occur on the turn the card is played, or several turns thereafter. Nothing on the card indicates that its benefit must be used on the turn it is played. The card is discarded as soon as its benefit is used, which is as soon as the ship next fires a weapon.

Q: Does the L3 Lucky Targeting card affect all weapons fire from a ship during one turn, or only the next weapon fire from that ship?

A: Lucky Targeting will affect all weapons fire from a single ship or base during a single turn. The card is then discarded. The card is not discarded until it is USED, but once it is played it must be used the next time the ship or base fires a weapon.

Q: Is the phaser on the R/E3 Shuttlecraft usable only once while it is in active play, or once per turn?

A: The shuttle can fire its phaser only once, period, unless it is removed from play and then put back into play somehow (there are several ways this can happen, for instance when a forced retreat is played onto the shuttle's ship) or some special rule, like the fighter pilot or a ship which is a carrier, is in effect. Also, the shuttle cannot fire its phaser if it is going to or already has performed one of its other functions. As the card states, it may perform ONE of the listed functions each turn.

Q: Say I only have one ship in play, no bases. I have some crew upon that ship, a shuttlecraft in my hand, and an enemy who is about to destroy the ship. Can I use the shuttlecraft to save my crew? If so, I suppose they (shuttle + crew) wind up going to one of my terrains.

A: Unfortunately, a shuttlecraft cannot be played onto a terrain card. The rules state that equipment cards must be played on ship or base cards only. Therefore, you would not be able to rescue those crew with a shuttlecraft played in reaction mode.

Q: Planets aren't unique? I can have two Bolaar V cards out, or the Argonian player can have one and the Krebiz player have one too? Seems odd...

A: The notes section on every card is just for flavor. The little blurbs have no effect on play. Please remember that this is a fairly abstract card game, not a serious historical, tactical, or strategic simulation.

Q: Do reaction cards stay in play after they are used? For example, if I use a shuttlecraft to rescue some crew, is that shuttle now on the ship or base on which it was played after the rescue, and can it be used in regular (non-reactive) mode after that?

A: Yes, except in the case of cards which are discarded after use such as a tractor beam.

# GALACTIC INTERCOM #3

# NEW EMPIRES CARD LIST

A 1	Medical Scanner	Common	Darryl Elliott	M 8	Redglon	Very Rare	Dan Gilman
A 1	Strategy	Uncommon	Douglas Shuler	M 9	Stuff Reaper	Very Rare	Paul 'Prof' Herbert
A 2	Logic	Common	John Matson	O 3	Illness - Aldibrik Ailment	Common	John Matson
A 3	Deviant	Common	Darryl Elliott	O 4	False Distress Call	Uncommon	Paul 'Prof' Herbert
A 4	Artifact - War Medal of York	Uncommon	April Lee	O 4	Illness - Space Deterioration	Uncommon	April Lee
A 4	Assault Rifle	Uncommon	Douglas Shuler	O 5	Cerebral Void	Uncommon	John Matson
A 4	Bionic Enhancement	Common	Ben Peck	O 5	Orbital Decay	Uncommon	Ted Beargeon
A 4	Dermidion Expertise	Uncommon	Ron Rousseille II	R/O 5	Warning Buoy	Rare	Doug Savage
R/A 4	Genetic Mutation	Common	Susan Van Camp	R/O 6	Devolution	Rare	Susan Van Camp
A 5	Anarchist	Rare	John Matson	O 6	Political Clout	Rare	Nivard
A 5	Battle Suit	Uncommon	Mark Poole	O 8	Structural Degeneration	Very Rare	Brian Wackwitz
A 5	Mind Mold Symbionts	Rare	Edward P. Beard Jr.	O 8	Tarragym Effect	Rare	Alec Keating
A 6	Double Agent	Rare	Douglas Shuler	O 9	Ship Collision	Rare	Ron Rousseille II
A 6	Mental Anguish	Rare	Bryon Wackwitz	S 4	Refueler	Rare	Michael Trapp
A 6	Promotion	Uncommon	John Matson	S 5	Emergency Rescue Ship	Rare	Darryl Elliott
R/A 7	Cyborg Death	Very Rare	Melissa A. Benson	S 5	Super Tanker	Very Rare	N. Taylor Blanchard
A 7	Miscreant	Very Rare	Susan Van Camp	S 6	Independant Pirate Cruiser	Uncommon	Ted Beargeon
A 8	Duo-Brain	Very Rare	Ben Peck	S 5	Bolaar Heavy Cargo Express	Very Rare	Gary A. Kalin
R/A 9	Accidental Evolution	Very Rare	Susan Van Camp	R/S 1	Clydon Science Craft	Uncommon	Doug Chaffee
B 2	Ancient Ruins	Common	Randy Asplund-Faith	R/S 1	Clydon Scout Craft	Uncommon	Doug Chaffee
B 3	Heavy Planetary Shield	Uncommon	Randy Asplund-Faith	R/S 1	Clydon Mine Craft	Uncommon	Doug Chaffee
B 5	Penal Colony	Rare	N. Taylor Blanchard	R/S 1	Clydon War Craft	Rare	Doug Chaffee
B 5	Tutor Science Platform	Uncommon	Randy Tarkas' Hoar	R/S 2	Clydon Battle Craft	Very Rare	Doug Chaffee
B 6	Evil Temple	Very Rare	April Lee	R/S 2	Clydon Carrier Craft	Rare	Doug Chaffee
B 6	Hospital	Rare	Michael Trapp	S 2	Clydon Ultra-Light Cruiser	Uncommon	Doug Chaffee
B 7	Spiritual Temple	Uncommon	Susan Van Camp	S 3	Clydon Light Star Cruiser	Uncommon	Doug Chaffee
B 8	Manufacturing Plant	Very Rare	Michael Trapp	S 4	Clydon Medium Star Cruiser	Rare	Doug Chaffee
B 9	Repair Base	Very Rare	Darryl Elliott	S 5	Clydon Heavy Star Cruiser	Very Rare	Doug Chaffee
C 1	SYSOP	Common	Edward P. Beard Jr.	S 5	Clydon War Cruiser	Rare	Doug Chaffee
C 2	Cyber-Programmer	Common	Ben Peck	S 6	Clydon Man-O-War	Very Rare	Doug Chaffee
R/C 2	Science Officer	Common	Susan Van Camp	S 2	Nagridni Pirate Scout	Uncommon	Gary A. Kalin
C 3	Escaped Prisoner	Uncommon	Douglas Shuler	S 5	Nagridni Pirate Destroyer	Rare	Gary A. Kalin
C 3	Green Fighter Pilot	Common	Douglas Shuler	S 6	Nagridni Pirate Cruiser	Very Rare	Gary A. Kalin
C 3	Media Personality	Common	Ne'Ne Tina A. Thomas	S 1	P. O. T. Armed Launch	Common	Randy Asplund-Faith
C 4	Cyber Mage	Common	Nivard	S 2	P. O. T. Escort	Common	Randy Asplund-Faith
C 4	Intelligence Officer	Uncommon	Susan Van Camp	S 3	P. O. T. Science Cutter	Common	Randy Asplund-Faith
C 4	Lieutenant	Uncommon	Lawrence Allen Williams	S 3	P. O. T. Frigate	Common	Randy Asplund-Faith
C 4	Teamster	Common	Paul 'Prof' Herbert	S 4	P. O. T. Minesweeper	Uncommon	Randy Asplund-Faith
C 6	Ace Fighter Pilot	Rare	Mark Poole	S 4	P. O. T. Destroyer	Common	Randy Asplund-Faith
R/C 6	Administrator	Uncommon	Ben Peck	S 5	P. O. T. Medium Cruiser	Rare	Randy Asplund-Faith
C 6	Bureaucrat	Uncommon	Paul 'Prof' Herbert	S 5	P. O. T. Light Cruiser	Rare	Randy Asplund-Faith
C 6	Cyber Mage	Very Rare	Melissa Benson	S 6	P. O. T. Scout Cruiser	Uncommon	Randy Asplund-Faith
C 8	Prophet	Rare	Mark Poole	S 6	P. O. T. Heavy Cruiser	Rare	Randy Asplund-Faith
C 8	Slave Trader	Very Rare	Melissa Benson	S 6	P. O. T. Command Cruiser	Rare	Randy Asplund-Faith
C 8	Tactician	Rare	Ne'Ne Thomas & Catherine Buck	S 6	P. O. T. Fighter Carrier	Rare	Randy Asplund-Faith
C 7	Android	Rare	Lawrence Allen Williams	S 7	P. O. T. Battlecruiser	Very Rare	Randy Asplund-Faith
C 7	Research Developer	Very Rare	Susan Van Camp	S 8	P. O. T. Dreadnought	Very Rare	Randy Asplund-Faith
C 7	Tactical Officer	Very Rare	Susan Van Camp	S 9	P. O. T. Battleship	Very Rare	Randy Asplund-Faith
C 8	Spiritual Leader	Very Rare	Dan Gilman	S 2	Scorpead Escort	Common	Mark Poole
R/C 9	Master Spy	Very Rare	Paul 'Prof' Herbert	S 2	Scorpead Frigate	Common	Mark Poole
D 1	Phase Dragoness	Rare	Susan Van Camp	S 3	Scorpead Destroyer	Common	Mark Poole
D 3	Plasma Dragoness	Common	Edward P. Beard Jr.	S 4	Scorpead Science Ship	Common	Mark Poole
D 4	Magus Dragoness	Uncommon	Edward P. Beard Jr.	S 4	Scorpead Minesweeper	Uncommon	Mark Poole
D 6	Astral Dragoness	Rare	Randy Tarkas' Hoar	S 5	Scorpead Light Cruiser	Common	Mark Poole
D 7	Vortex Dragoness	Very Rare	Edward P. Beard Jr.	S 5	Scorpead Scout Cruiser	Uncommon	Mark Poole
D 8	Neutrino Dragoness	Very Rare	Edward P. Beard Jr.	S 6	Scorpead Heavy Cruiser	Rare	Mark Poole
D 8	Undead Dragoness	Very Rare	Edward P. Beard Jr.	S 6	Scorpead Command Cruiser	Rare	Mark Poole
R/E 1	Civilian Transporter	Common	N. Taylor Blanchard	S 7	Scorpead Battlecruiser	Very Rare	Mark Poole
E 1	Explosive Mine	Common	Ralph Pecchia Jr.	S 8	Scorpead Dreadnought	Very Rare	Mark Poole
R/E 2	Transport Shuttle	Common	Christina Wald	S 9	Scorpead Battleship	Very Rare	Mark Poole
E 3	Clydon Energy Armor	Uncommon	Doug Chaffee	S 2	Tutor Escort	Common	Randy Tarkas' Hoar
R/E 3	Phaser Fighter	Uncommon	N. Taylor Blanchard	S 3	Tutor Cutter	Common	Randy Tarkas' Hoar
E 3	Radial Dish	Common	Ralph Pecchia Jr.	S 3	Tutor Light Fighter Carrier	Common	Randy Tarkas' Hoar
E 4	Monster Defense System	Uncommon	Ron Rousseille II	S 4	Tutor Light Cruiser	Uncommon	Randy Tarkas' Hoar
E 4	Transporter Mine	Uncommon	Nivard	S 4	Tutor Research Scout	Common	Randy Tarkas' Hoar
E 5	Defense Grid	Rare	Randy Asplund-Faith	S 4	Tutor Mine Layer	Uncommon	Randy Tarkas' Hoar
E 5	Robotic Crew	Common	Ted Beargeon	S 4	Tutor Destroyer	Common	Randy Tarkas' Hoar
E 6	Stasis Mine	Rare	Alec Keating	S 5	Tutor Heavy Cruiser	Rare	Randy Tarkas' Hoar
R/E 6	Tactical Fighter	Very Rare	Randy Asplund-Faith	S 6	Tutor Mine Cruiser	Rare	Randy Tarkas' Hoar
E 7	Cloning Device	Very Rare	Brian Wackwitz	S 6	Tutor Command Launch	Rare	Randy Tarkas' Hoar
E 7	Phaser Magnifier Refit	Very Rare	Doug Doug Savage	S 6	Tutor Fighter Carrier	Rare	Randy Tarkas' Hoar
R/E 8	Assault Fighter	Very Rare	Darryl Elliott	S 7	Tutor War Cruiser	Very Rare	Randy Tarkas' Hoar
E 8	Mechad Network Interface	Very Rare	Christina Wald	S 8	Tutor Dreadnought	Very Rare	Randy Tarkas' Hoar
E 8	Mine Deployment System	Very Rare	Ralph Pecchia Jr.	S 9	Tutor Battleship	Very Rare	Randy Tarkas' Hoar
R/E 9	Hologram	Very Rare	Doug Chaffee	S 7	Vektreen Dreadnought	Very Rare	Gary A. Kalin
H 2	Supersonic Flow	Common	Ben Peck	T 1	Energy Moon	Common	Randy Asplund-Faith
H 3	Cyber Disturbance	Uncommon	Randy Tarkas' Hoar	T 2	Captured Moon	Common	Randy Asplund-Faith
H 3	Magnetic Cloud	Common	Michael Trapp	T 3	Agro Moon	Common	Randy Asplund-Faith
H 4	Gravity Pocket	Uncommon	Christina Wald	T 3	Minor Planet - Bosheegh	Common	Randy Asplund-Faith
H 4	Star Quake	Uncommon	Mitchell Davidson Bentley	T 3	Periodic Comet - Rom's	Common	Randy Asplund-Faith
H 6	Aliven Wave	Rare	Nivard	T 3	Planet - Zambarez	Uncommon	Randy Asplund-Faith
H 6	Cosmic Cyclone	Very Rare	Mitchell Davidson Bentley	T 3	Protostar - Blayok	Common	Randy Asplund-Faith
H 7	Distortion Pocket	Very Rare	Michael Trapp	T 4	Vacation Planet - Embrosia	Rare	Christina Wald
R/H 7	Interstellar Plasma	Rare	Ne'Ne Tina A. Thomas	T 4	Lesser System - Obelisk	Common	Randy Asplund-Faith
L 2	Lucky Mine Explosion	Common	April Lee	T 5	Dependency World	Rare	Ne'Ne Tina A. Thomas
L 3	Aurora Effect	Uncommon	Ralph Pecchia Jr.	T 5	Pirate System	Rare	Mitchell Davidson Bentley
L 3	Intoxication	Uncommon	Brian Wackwitz	T 5	System - Pentair	Rare	Randy Asplund-Faith
L 4	Parallel Universe	Common	Ron Rousseille II	T 6	System - Femerazi	Uncommon	Ne'Ne Tina A. Thomas
R/L 4	Scientif. Enhanced Tectonic Plate Struct.	Rare	Randy Asplund-Faith	T 7	Comet - Scorpead Lore	Very Rare	Randy Asplund-Faith
L 6	Artifact - Dragon Gem of Protection	Rare	Melissa Benson	T 7	Planet - Sensor	Very Rare	Ne'Ne Tina A. Thomas
L 6	Artifact - Krebiz Monolith	Rare	N. Taylor Blanchard	T 8	Plasmatic Nebula	Very Rare	Mitchell Davidson Bentley
L 6	Command Disjunction	Uncommon	April Lee	T 9	Gas Giant	Very Rare	Mitchell Davidson Bentley
L 7	Artifact - Star Gate	Very Rare	Randy Asplund-Faith				
L 8	Artifact - Galactic Prism	Very Rare	Ted Beargeon				
R/M 1	Sextaraan Web Crawlers	Common	Randy Asplund-Faith				
M 2	Rat Infestation	Common	Susan Van Camp				
M 2	Skullets	Uncommon	Paul 'Prof' Herbert				
M 2	Vymezies Particle	Common	Lawrence Allen Williams				
M 3	Phantom	Uncommon	Ben Peck				
M 3	Phase Rats	Uncommon	Paul 'Prof' Herbert				
M 3	Scandig Blob	Common	Alec Keating				
M 4	The Soulless	Uncommon	Ben Peck				
M 4	Vymezies Matter	Uncommon	Lawrence Allen Williams				
M 5	Symmetganic Cloud	Rare	Ron Rousseille II				
M 5	Tectonic Burrower	Uncommon	Paul 'Prof' Herbert				
M 6	Void Angel	Rare	Ne'Ne Tina A. Thomas				
M 6	Vymezies Blaze	Rare	Lawrence Allen Williams				
M 7	Cyber Mites	Rare	Doug Savage				

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C 10	Supreme Leader	Special	Mark Poole
R/C 10	Yorf the Forsaken	Special	April Lee
M 10	Zaggoth Guardian	Special	Doug Chaffee
M 10	Zaggoth Mordeth	Special	Lawrence Allen Williams
O 10	Time Portal	Special	Melissa Benson
T 10	Clydon Super - massive Planet	Special	Randy Asplund-Faith

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