



Galactic Intercom #4

The Companion Games Monthly Newsletter!

May 1995

THIS ISSUE: CAPITALIST MOVEMENT**IN THIS ISSUE:**

This issue was delayed slightly because we wanted to refine the tournament rules. The tournament rules appearing here supersede all versions published anywhere else.

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PRODUCT UPDATE:

PRIMARY EDITION UN CUT SHEETS: Companion Games has a small quantity of uncut Primary Edition print sheets. These sheets are 28" by 40" and sell for \$19.95 each. There are 4 available (Common, uncommon, rare, very rare (100 cards only)).

POWERS OF THE MIND: Three new empires added: Visonic, Psycanti and the Filarian Infestation. None of these empires have ships, instead they are beings which use advanced mental abilities to do combat with the empires and each other. 148 cards plus 4 ultra-rare 'entity' cards. Ships in July, premieres at OriginTM and DragonConTM.

TIME GATES: Time Gates presents time travel on the Far Side. This expansion sets a new standard for card game interactivity and fun. 148 cards including 4 ultra-rare 'entity' cards. Ships in August, premieres at GenConTM. Exact card count may change slightly. A complete list will appear in the next issue of Galactic Intercom.

ADVANCED TECHNOLOGIES: In playtesting right now. Expected to release in early November.

GALACTIC EMPIRES: Primary Edition has 430 cards, 8 empires and 9 ultra-rare 'entity' cards. Also: GE 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 the card cover art.

NEW EMPIRES: The 4 new empires added are Clydon, Tufor, Scorpead, and Plasma Occupied Territory. 200 cards plus 10 ultra-rare 'entity' cards found only in the first print run. New Empires will sell out shortly, our supply is low. Get it now if you need any.

Galactic Intercom: The Galactic Empires bimonthly newsletter issue #4 ships in May. Don't miss it!

SFB Compatibles: Krebiz 1-3, Argonians 1-2, Indirigans-1, Far Side-1, Mechad-1 and the Tournament Pack are available now, as well as issues 1-19 of I-CF.

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). Until July 1st, please send email to 'Hammerjohn@aol.com' since we have had several difficulties with the CompanionG address.

CRUCIAL RULE CLARIFICATIONS:

A revised FAQ is in the works and will be available at Origins and Gen Con.

Bases vs Bases: The New Empires rulebook is incorrect. Bases can fire at other bases and terrain. This variant rule (while logical) slows play and creates potential stalemates. This is not acceptable for tournament play and has been deleted from the standard game. Those players wishing to use this rule should feel free to do so. Bases cannot fire at the Sector HQ.

Variable Plasma: The NE rulebook is correct, Primary is not. Energy need only be applied one per turn per ship and is multiplied by the ammo points applied.

Specialized Weapon Mounts: These are one shot heavy weapons (1 ammo equals 1 damage). Players cannot arbitrarily declare any weapon type they choose. When a specific refit is applied to that ship, only then may the specialized weapon mounts be considered to be that weapon type. Ex: An Energy Flux Mode Enhancement Card (via engineer) will work with specialized weapons mounts making them energy fluxes at that moment. Each specialized weapon mount may only function as one weapon type at a time.

Clydon Command Points: Clydon warcraft use 1/2 a command slot each whether played on another ship or freestanding.

Discard Phase: You may discard any card type you wish so long as it is a card you played and is not under a 'no discard' restriction. Cards which are yours but under the control of another player may not be discarded until you regain control.

Removal of an Opponent: When an opponent is removed from play, all his cards are removed from play. Any card played to or against that player is placed on the owner's discard pile unless that card says it can effect multiple fleets.

MDS: An MDS can have a supply point allocated to it prior to having a mine card played to the ship. Only one mine card per MDS may be played to a ship with an MDS. Any others played to it are activated and then discarded.

OPPONENTS WANTED:

The following players are actively seeking new opponents for Galactic Empires. They have requested to have their names and phone numbers or email addresses listed here. Fax, mail or email your contact information now!

James Allen, CA

714-496-5211

Companion Games, NY

607-652-9038

John Hammer, NY 718-479-4849

Joe Kwiatkowski, NH

603-895-2528

Paul Johnson, IL

312-545-0039

Email addresses of GE players:

- ACushner@aol.com
- Bighed@aol.com
- cog8@aol.com
- DeathByRam@aol.com
- ECoker@aol.com
- egorp@aol.com
- GaetanoAG@aol.com
- JASDS@aol.com
- JTerro@aol.com
- Kartherma@aol.com
- LtCrow@aol.com
- MoxPearl@aol.com
- Norritt@aol.com
- RippleFish@aol.com
- Robert0314@aol.com
- rrorschach@aol.com
- SenBeaver@aol.com
- SILVSURFER@aol.com
- telestro@aol.com

- WakAvenger@aol.com
- Warplock@aol.com
- Zerath@aol.com
- 74140.2714@compuserve.com
- 74301.2532@compuserve.com
- 100436.3143@compuserve.com
- a.lewis16@genie.geis.com
- c.davis@genie.geis.com
- j.kozell@genie.geis.com
- RECUNNINGHAM@genie.geis.com
- m
- ai231@FreeNet.Carleton.CA
- alt6@po.CWRU.Edu
- amg@cmprime.att.com
- awt851s@nic.smsu.edu
- beanish@delphi.com
- bradach@ibm.net
- brow8765@blue.UnivNorthCo.EDU
- buckingham_j@ix.wcc.govt.nz
- ca4t6mpb@ibmmail.com
- chip@jove.acs.unt.edu
- chrome@netcom.com
- Chuck.Lawson@zeus.fasttax.com
- DaemonX@ix.netcom.com
- dante@rmii.com
- davidf@world.std.com
- davies@sna.co.umist.ac.uk
- dbsofw@netcom.com
- dburke@cse.ogi.edu
- dg@m.v.mv.com
- dja1@mulch.NoSubdomain.NoDom
- ain
- dvc@belldandy.hr.att.com
- dwkimes@ouray.denver.colorado.e
- du
- forbes@acsu.buffalo.edu
- freds@ris.com
- gans@apple.com

- glr8c@faraday.dlas.virginia.edu
- godbey@0320.ae.ge.com
- granvold@futhark.Eng.Sun.COM
- green@snoopy
- grexyguy@cyberspace.org
- hbrv050@huey.csun.edu
- hellerma@pegasus.montclair.edu
- JMV@SDDPC.SANNET.GOV
- jrklein@ping.com
- jtodd@tiger.lsu.edu
- jtodd@tiger1.ocs.lsu.edu
- jynad@clark.net
- kclien@cord.edu
- kdk@template.com
- kennyg@logica.co.uk
- kodai@winternet.com
- koth@netcom.com
- Larry_Carter_at_CorpSoftPortland@
- smtp.csof.com
- law10031@leonis.nus.sg
- mchiao@computel.com
- mcox@access1.digex.net
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- mlv1@Ra.MsState.Edu
- nfeldman@oregon.uoregon.edu
- nicholas@neko.binary9.com
- pettit@acm.org
- randalrp@rain.org
- root@sgp.hp.com
- rsimps1@umbc.edu
- s.duck1@physics.oxford.ac.uk
- sllong@pen.k12.va.us
- smithnik@labyrinth.com
- so@nuthatch.cs.duke.edu
- spacime@rmc1.crocker.com
- spirost@bnr.ca
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- uf646@freenet.victoria.bc.ca
- vaughnl@ucs.orst.edu
- wim.olderburger@orion.nl
- WMcharg@ix.netcom.com
- z920604@com.cso.niu.edu
- zacnafen@ace.com
- zardoz@sycom.mi.org

It is with deep regret that Companion Games announces the death of Richard Van Alstyne (A.K.A. Ravajr@aol.com). Richard was one of Companion Games' primary play testers and contributed greatly to all of our products. He will be truly missed.

PROMO CARD LIST:

The list below shows all the Galactic Empires promo cards and where they are located or obtained. These cards are designed as giveaways to generate new GE players.

Card	Title	Location	Artist	Tournament Legal
A 2	Scientific Knowledge	Ventura #2 (1 in 3)	Edward P. Beard Jr.	09-01-95
R/A 3	Emergency Medical Tech.	Cantrip 1	Susan Van Camp	Yes
A 3	Pilot Background	Pyramid Magazine - Aug	Ron Rousselle II	T.B.D.
A 5	Communications Training	Ventura #2 (1 in 3)	Mark Poole	09-01-95
A 6	Security Background	Chessex (Dist)	Ron Rousselle II	Yes
B 2	Espionage Platform	Pending	Randy Hoar	T.B.D.
B 6	Psy Temple	Berkeley South (Dist)	Randy Hoar	Yes
B 6	Science Academy	Hobbygame Dist. (Dist)	Randy Hoar	Yes
C 1	Opportunistic Rogue	Ventura #2 (1 in 3)	Edward P. Beard Jr.	09-01-95
C 2	Entrepreneur	Combo #6	Edward P. Beard Jr.	Yes
C 3	Time Traveling Arms Dealer	Conjure #4 (7 in 8)	Edward P. Beard Jr.	Yes
R/ C 4	Engineering Corps	Shadis #18.5 Issue	Ron Rousselle	Yes
C 5	Archeologist	Wargames West (Dist)	Susan Van Camp	Yes
R/ C 5	Exogeologist	Cantrip #2	Susan Van Camp	08/01/95
C 8	Freelance Purist	Pending	Edward P. Beard Jr.	T.B.D.
C 10	Time Traveling Arms Dealer	Conjure #4 (1 in 8)	Edward P. Beard Jr.	Yes
D 7	Ice Dragoness	Galactic Intercom #4	Edward P. Beard Jr.	06/01/95
R/ E 2	Intruder Alert System	Hobbygame (Dist)	Ron Rousselle	Yes
L 6	Black Market	Pending	Susan Van Camp	T.B.D.
L 6	Shuttle Bay Explosion	Tuff Stuff's Collect June	Randy Hoar	Yes
L 8	Altered Timeline	Berkeley Game Dist. (Dist)	Mark Poole	Yes
M 3	Cyber Beast	Dractus (Dist)	Melissa Benson	Yes
R/O 4	Convoy Escort	Diamond Comic Dist. (Dist)	Randy Hoar	Yes
O 4	Mutiny Ship	Cards Illustrated June	Susan Van Camp	Yes
O 5	Galactic Convention	Gen Con 1995	Mark Poole	08/10/95
O 6	Empires In Conflict	Scrye #7 (9 in 10)	Melissa Benson	Yes
O 10	Empires In Conflict	Scrye #7 (1 in 10)	Melissa Benson	Yes
S 8	Ship of the Ancients	Galactic Intercom #3	Mark Poole	Yes
T 4	White Dwarf	C. G. Con Appearances	Mark Poole	Yes

- Distributor cards (Dist) can only be obtained by retailers or at convention appearances. Contact the appropriate distributor.
 - Pending cards have been produced, but no appearance location has been determined. They are not tournament legal until a date is announced (shortly after the card has been shipped).
 T.B.D. - To be determined. These are not eligible for tournament use right now.

GALACTIC EMPIRES 1995 NATIONALS PLAYER DESIGNED DECK TOURNAMENT RULES

(June 1995 Version)

The **Standard Game** rules are used with the following added conditions. These rules may be revised further in the future and/or may be modified by the judge running the tournament. Please be sure to check in early so as to familiarize yourself with any changes.

Experience has proven it is a lot of work to maintain two different decks and even more work to have one deck and shift back and forth between the Standard Game and Tournament Game. This is a game and should be as little work as possible! Therefore the Tournament Game Rules have been loosened so that they conform as closely as possible to the Standard Game Rules found in the Primary Edition rulebook.

IMPORTANT: No published card is barred from tournament play. Even the strength 10 entity cards are allowed in tournament decks. There are, however, more restrictions on deck building and card use under Tournament Game rules than under Standard Game.

Unreleased cards (promo cards for example) are not legal for tournament play until they have been formally released to the public. Cards found in products are legal for tournament play 15 days after they have shipped. See the list in this issue of tournament legal dates for all cards.

RULES CHANGES: Companion Games will not change any rule found on any card. All cards will be used as published. However, misprints and omissions will be corrected and clarifications and explanations of interactions will be defined in Galactic Intercom and used as written there. The most up to date interpretation of a card interaction will be used.

TOURNAMENT DECK CONSTRUCTION: Each player will play with his own deck and must stock that deck with cards based on the rules given below. During the game, each player draws only from his own deck and maintains his own discard pile.

EMPIRE: Players may stock their decks with ship cards for only one major empire. (Note that a minor empire may be used as the main empire of a deck if desired.) A player may elect to use only generic ships thus representing no empire whatsoever. The empire you represent is announced to all the other players before decks are stocked for that round. When you sign in, be prepared to tell the judge which empire you will represent. Players will represent the same empire for the entire tournament but may otherwise change the cards in their decks between rounds.

FINAL STOCKING STAGE: Each player selects which cards he wishes to use after learning the empire(s) of his opponent(s). Each player will have 1/2 hour to complete the stocking of their decks after learning the empire of each opponent player. It is required that players have their decks ready before hand. This period is for minor swapping of cards only. Many players prepare a list of cards to remove/insert.

Players should complete this stage by selecting their reserve fleets, shuffling their decks and placing both unexposed on the table in front of them.

NUMBER OF CARDS: The total deck must consist of between 50 and 150 cards.

STOCKING RULES:

The Standard Game's stocking rules found in the Primary Edition rulebook apply as follows: 4 strength 10 cards (each must be a different card type), 2 of each of any strength 8 or 9 card is allowed, 3 of each of any strength 6 or 7 card is allowed, 4 of each of any strength 4 or 5 card is allowed and 8 of each of any strength 1-3 card is allowed. Any card type or strength may be used to fill the three allowed exceptions to deck-stocking rule #3. Players may elect to not use one or more strength 10 cards. In this case, two other cards (of any strength but 10) may be used in its place. Thus a 154 card deck could be built (without strength 10 cards of course).

MAJOR EMPIRES: For tournament purposes, the following are considered major empires: Krezib, Argonian, Corporation, Mechad, Scorpead, Clydon, P.O.T., Tufor, Visonic and Pyscanti.

MINOR EMPIRES: The following are considered minor empires but may be used as the main empire in a tournament deck: Vektrean, Bolaar, Indirigan and Dragon. Players may not use any major empire ships in a minor empire tournament deck. Remember that Nagiridni Pirates may not be used as the main empire of a deck, but are considered a minor empire for use in all decks (regardless of the deck's main empire) and for all other purposes. The Filarian Infesters are considered a minor empire (but their own rules state they can only be used with generic ships in a Filarian deck).

THE RESERVE FLEET: Standard game reserve fleet rules are used. Any card restricted by the standard game rules or by these tournament rules (not by player choice) to one card per deck may not be placed into the reserve fleet at the start of the game round.

MIXING EDITIONS AND PRINT RUNS:

Players are allowed to use introductory edition cards in their tournament decks. If different editions are used in a single tournament deck, the following restrictions apply:

- If Introductory Edition Alpha cards are being used, at least 5 alpha or beta cards must be used and at least 2 card types must be present among those 5 cards.

RESTRICTED CARDS:

The following cards are further restricted as follows:

- D1 Scintillating Dragoness:
 - Only 1 is allowed in a non-dragon deck.
 - Only 4 are allowed in a Dragon deck.
- C1 Bar Tender: For obvious reasons it cannot use its second function in a tournament.

ANTE: Ante will not be kept by the winner. Ante will be drawn anyway to determine who goes first. The ante card will become the first card on each player's discard pile. Judges should record the order of play at this time.

SEQUENCE OF PLAY MARKER: All players will use a die (or other counter) to indicate which step in the player turn sequence they are performing. This is needed for steps 1-6, but step seven will simply consist of drawing cards. Additionally, another die or marker will be used to indicate how many cards have been played.

STANDARD SINGLE ELIMINATION EVENT:

1a- In the first and subsequent rounds, each game will consist of four to six players. The last two surviving players will go on to the next round. Play immediately stops when only two players remain.

1b- A short round, consisting of 3 players, is allowed. In this case, only one player will advance to the next round.

2- Semi-final rounds will consist of four or five players. Only one player will go on to the final round.

3- The final round consists of from three to six finalists. Play continues until only one player remains.

4- The judge will make calls on any unresolved card interactions.

5- Winning decks will be examined by a judge to ensure that they were legal decks.

6- A player who is more than five minutes late for the start of a scheduled round will lose one card (drawn from the top of their deck after it has been shuffled and cut) from his deck per minute after five minutes. After fifteen minutes and ten lost cards, the player is disqualified. In this case, the player will be considered as not having been part of the game for purposes of command limits only. Reserve fleets will not be reselected.

7- The following starting procedure will be used:

- announce empires
- Final Stocking Stage starts
 - stock decks
 - select reserve fleet cards
 - shuffle decks
- Final Stocking Stage ends (penalty 6 begins at this point if all players have not arrived).
- opponents' option to shuffle opponent decks
- opponent to the left cuts the deck
- ante
- position according to strength of ante cards
- draw 9 cards
- record start time
- begin play.

8- A judge may look through any player's hand, discard pile or deck before, during (care should be used not to disturb the order of the cards) or at the end of any game. All winning decks will be completely checked by the judge to ensure that the decks were in fact legal decks. Do not remove your deck from the table at the end of the game.

9- Time Limits:

Round Time Limit: All rounds except the final round have a 2 and 1/2 hour time limit (starting when play begins). The final round has a 4 hour time limit. When the time limit is called, finish that complete turn and play one more complete turn. Play will stop at the end of the last complete turn unless someone wins outright before that time. If no one has won by that time then the player with the least amount of damage to his Sector HQ wins. If that results in a tie, tally the total unmodified strength points of any cards which currently protect the Sector HQ or Psy Network (as appropriate) in the active fleet of each player involved in the first place tie - - - the highest total wins. Judges should be consistent and timely in

calling time limits so as to not hold up players who may have other event commitments.

Player Turn Time Limit: To complete his turn, each player has a **maximum** of one minute times the number of players **currently** in the game. When this time limit expires, the player ceases his turn but is allowed to draw cards from his deck. This will only be enforced in cases of obvious stalling.

Reaction Time Limit: A player who has been fired upon or been effected by a card play or card action has 5 seconds to state that he wishes to consider reaction card play and 15 additional seconds to make the reaction card play or decline to play a reaction. This will only be enforced in cases of obvious stalling.

10- Player Withdrawals:

Withdrawals should be rare. Courteous players will withdraw at the end of a complete turn without prior announcement. Players who withdraw (with the exception of emergencies or illness) will not be selected for reentry unless no other players are available. A judge must be called whenever a player withdraws.

Withdrawal by Departure: If a player withdraws by simply stating he or she must leave, the last player (if any) who scored Sector HQ damage on that player may immediately draw 2 cards.

Withdrawal by Weapons Fire: If a player withdraws immediately after he has fired all of his weapons at the other players and that damage consists of 10 or more points of damage, each player fired at with 10 or more damage points is allowed to immediately draw 1 card from his own deck for every 10 points of damage sustained (rounded down). The last player who scored Sector HQ damage to that player may immediately draw 2 cards. A maximum of 2 cards may be drawn by any one player under these circumstances.

11- Playing advice, strategy, suggestions and other such discussions are not allowed. Any comments about the player who is currently playing, his cards, tactics he should use, current weaknesses of opponents etc. is not allowed (even to another player or bystander). Violations of this nature are penalized as follows: Violating player discards one card from his hand and then discards the top card on the deck placing both at the bottom of the discard pile. Judges will enforce this rule if necessary. Players who have had this rule enforced 3 times in one round are disqualified and removed from play by withdrawal. Threats, diplomacy and the like will be allowed. At any point in a game, 1 or more players may call for a cease of discussion.

12- Judges may modify these rules as they see fit, as long as all modifications are posted in writing in advance of the event.

Time Limit Etiquette: Please do not expect to sit with a chess clock or other timing device and have each time limit strictly enforced at every step in the game. It is acceptable to occasionally need an extra few seconds to think and polite to give someone any extra few seconds now and then.

Reading Opponent Cards: Do not ask to read a card of a player who is playing unless it is currently affecting you. Once that player's turn is complete, you may ask to read the card.

Expedite Your Turn: Conversely, when playing your turn expedite whenever possible. Do not engage in unnecessary conversation. Verbally state each card play, card action and all weapons fire. Be clear and concise when doing this.

Answering Questions: Please answer all questions of the player currently playing that could be answered by that player himself if he got up and walked over to your side of the table and looked at **your fleet**. This includes: number of points needed to **destroy a card or stack**, what types of damage are necessary, **strengths of cards**, locations of specific cards on complicated **stacks, etc.**

Asking Questions: Be quick and concise when asking questions, do **not repeatedly** ask the same questions over and over again. Pay **attention to what is going on** in the game so that you do **not hold up play**.

The Hand: Players must **keep their hands on or above the playing surface (table)** at all times. Decks, discard piles cards in the fleet and reserve fleet shall **not be lifted or moved** from the playing surface unless such action is required by the rules (from the rulebook or from the cards). The only exception to this is when a player has asked to read another player's card.

Forfeiture: A violation of these rules or any applicable standard rules shall, at the discretion of the judge, be considered a forfeiture. Forfeiting players (whether the forfeit was voluntary or involuntary) shall not be allowed reentry into the tournament.

- Unsportsmanlike conduct will not be tolerated. Player who are excessively belligerent, argumentative, or unsportsmanlike will be disqualified.
- Players may not give or receive assistance from any source within or outside a game round.
- Dice on cards will always represent points sustained not points left to go. the only exception to this rule is the Mechad EMF where dice are used to show how many points the field has left before being destroyed.

BETWEEN EACH ROUND: Between rounds, a player may change any or all of the cards in his deck. He may not, however, change the empire he represents. Players who are eliminated in the first round may reenter the tournament (with the same or different empire) only if all the slots are not taken. Players who have been disqualified may not reenter the tournament. Players are reminded to have their decks ready to go by the starting time of their next round. (Note there is usually at least half an hour between rounds).

PROXY CARDS: Players may not use proxy cards in tournaments. A proxy card is a card used to represent another card which a player does not have.

DAMAGED CARDS, PROTECTORS, ETC:

Players may use cards of any condition. However, a judge can rule out any cards which seem excessively marked, creased or damaged. Plastic card protectors may be used as long as each one is identical in style and condition. A judge can rule out any or all protectors at his discretion.

CARD MARKERS: Players are required to have colored beads or other markers (pennies etc.) to use as markers on the cards they place into another players fleet. This ensures that cards are returned to their owners and that a winner is not disqualified because someone else's card got mistakenly mixed into their deck. Card sleeves with a color sticker on the face side of the cards is also acceptable for this.

SECTOR HQ MARKER: Dice may not be used to keep track of Sector HQ or Psy Network damage. A written record will be provided and must be used.

JUDGES: The judge is the sole person in charge. What he says goes. We encourage judges to stick with these guidelines (at least at first) but a judge may modify any or all of these rules.

WINNING PLAYERS: Judges and players of Companion Games sanctioned tournaments give Companion Games the authorization to reprint their names, deck structures, tactics and other facts and information regarding themselves and the tournament in which they played. Compensation may be given under Companion Games' standard rates in situations where a player or judge is an author of published written material beyond a simple tournament report.

1995 NATIONAL CHAMPIONSHIPS: Two national championship competitions will be conducted in 1995, one at GEN CON and one at ORIGINS. Winners will receive the following prizes:

FIRST PRIZE:

- An autographed C4 War Veteran card and a non-autographed C4 War Veteran card.
- An autographed art original from an upcoming release.
- The Galactic Cup (trophy).
- A \$1000.00 cash prize.
- A player who wins both National Championship events in the same year will receive an additional \$3000.00. That's a total of \$5000.00 in cash!

SECOND PRIZE:

- A non-autographed C4 War Veteran.
- A \$250.00 gift certificate.

FINAL ROUND PLAYERS:

- All other players who make the final round will receive a \$100.00 gift certificate.
- Prizes may change from year to year and will be formally announced months in advance of the actual events.

GALACTIC EMPIRES 1995 DUELIST TOURNAMENT RULES (June 1995 Version)

This tournament is for player interested in 2 player games. The Standard Game rules and Nationals Tournament rules are used as is with the following added conditions.

DECK SIZE: Decks will be from 40 to 80 cards.

CARD TYPES: Players must have 5 cards from at least 6 different card types (not 8). The remaining card types may be absent or have less than 5 cards of that type.

BASE DEFENSE: Bases may fire their phasers in defense (as a reaction) whenever they are fired upon.

BEST 2 OUT OF 3 GAMES: Each round will consist of a best 2 out of 3 match. Players will have 60 minutes to play these three games. Judges may call the last game or extend the time limit at their discretion.

GALACTIC EMPIRES CIRCLE OF DEATH EVENT RULES (June 1995 Version)

The Standard Game rules and Nationals Tournament rules are used in this one round event with the following added conditions. This fast-paced variant game is designed for a large number of players (minimum of 10).

BOARDERS ONLY: Players can only attack or defend against players to their immediate left or right.

ACTIVE PLAYERS: For every 5 players in the game one player will be taking a turn. This means more than one player will be playing at the same time. These players are as far apart as possible at the start of the game. Example: There are 15 players, players #1, #6, #11 will all start playing their first turn simultaneously. These are the players with the three highest strength ante cards.

LOST TURN: If you are playing a turn, and the player to your right begins his next turn, your current turn ceases immediately (except for the Draw Cards Phase). Your current turn is not passed on to the opponent to your left, but is instead eliminated. Additionally, when the player to your right is finished, you are skipped and the opponent to your left begins his next turn. A judge may reactivate a turn with any player if too many turns become eliminated too quickly.

ANY FLEET: If all turns are eliminated (except the last one of course) players are no longer required to attack only the player to the left or right. Players can attack any fleet at that point.

GALACTIC EMPIRES INTERMEDIATE GAME RULES (June 1995 Version)

This tournament is for beginning players or those interested in more balanced games for players with smaller collections of cards. The Standard Game rules and Nationals Tournament rules are used as is with the following added conditions.

DECK SIZE: Decks will be from 50 to 100 cards.

ALLOWED CARDS:

1 strength 10 card is allowed.

1 strength 8 or 9 card is allowed for each card type (that's one B9 not 3 different B9s).

2 strength 6 or 7 cards are allowed for each card type. These can be the same or different cards.

2 of each strength 4 or 5 card is allowed.

4 duplicates of each 1-3 are allowed.

Exceptions may be used to except a card from any one of these rules.

EMPIRES: The following empires and cards are not suggested and may only be used with the approval of the judge: Visonics, Psycanti, Filarian, Time Knights, Tranoans and any cards referencing the time origin. All other empires may be used.

RESTRICTED CARDS: The following cards are restricted to 1 per deck: H1 Time Warp, D1 Scintillating Dragoness.

CARD PLAYS AND DRAWS: Players may never play or draw more than 4 cards a turn (via cards which give extra plays and draws). The L9 Accelerated Timeline is the only exception to this rule

ALTERNATIVE TOURNAMENT OPTIONS

Judges might wish to use some of the following restrictions with any of the above tournaments.

POINT LIMITS: A 500 point limit (or other limit) could be set on decks. This will end games quicker and put players on a more even footing.

TIME LIMIT - POINT GAMES: Set a time limit. The winner of each round is the one who scores the most points on all opponent Sector HQs combined. No one is knocked out of the game from suffering Sector HQ damage.

SEALED DECK PLAY: Players bring or buy one deck A, B, or C and 6 boosters from any of the Galactic Empires card sets. Legal tournament decks are built from these cards. Additionally, a 30 minute trading session could be allowed before the game.

A 1 Infestation Inhibitor	Uncommon	Melissa Benson	M 1 Psychotic Sludge	Uncommon	Ben Peck
R/A 1 Mind Shield	Uncommon	Doug Savage	M 4 Psychotic Sludge	Rare	Paul 'Prof' Herbert
A 2 Cyber Mage Implant	Rare	Ralph Pecchia Jr.	R/M 5 Corporeal Traveler	Rare	Ben Peck
A 2 Evolving Terrain	Very Rare	Sean Smith	M 6 Material Evil	Rare	Douglas Chaffee
A 2 Opposite Extension	Uncommon	Paul 'Prof' Herbert	M 8 Psy Entrantrix	Very Rare	Ben Peck
A 3 Star Walker	Uncommon	Mark Poole	R/M 9 Corporeal Defender	Very Rare	Nicole Harsch
A 3 Techno-Psy	Uncommon	Mark Poole	M 9 Huge Invenco Guardian	Very Rare	Sean Smith
A 4 Deranged Psy	Uncommon	Nivard			
R/A 4 Mind Guard	Uncommon	Doug Savage	R/O 1 Atmospheric Evasion	Uncommon	Pat Morrissey
R/A 4 Scroll Of Viscaras	Uncommon	Douglas Chaffee	O 1 Fighter Support	Uncommon	Nicole Harsch
A 5 Mental Inspiration	Uncommon	Ben Peck	O 1 Psy Disease	Uncommon	Doug Savage
R/A 5 Psy Seduction	Rare	Edward P. Beard Jr.	O 2 Comet Control	Uncommon	Edward P. Beard Jr.
A 5 Psy Training	Rare	Paul 'Prof' Herbert	R/O 2 Field Transferal	Very Rare	Paul 'Prof' Herbert
R/A 6 Psionic Enhancement	Rare	Nivard	O 2 Psy Mutation	Uncommon	Paul 'Prof' Herbert
A 7 Arduous Study	Rare	Dan Gilman	R/O 2 Visonic Interference	Uncommon	Edward P. Beard Jr.
A 7 Projected Infestation	Rare	Melissa Benson	R/O 3 Mind Turning	Uncommon	Ralph Pecchia Jr.
A 7 Safe Haven	Very Rare	Nicole Harsch	R/O 3 Psycanti Deception	Uncommon	Ron Roussele II
			O 4 Entertaining Pastime	Rare	Randy Asplund-Faith
A 2 Filarian Infester	Uncommon	Melissa Benson	O 4 Impending Chaos	Uncommon	Randy Asplund-Faith
A 4 Filarian Infester	Rare	Melissa Benson	O 4 Stupely	Uncommon	Randy Asplund-Faith
A 5 Filarian Mind Lord	Rare	Melissa Benson	R/O 5 Exploration Mission	Very Rare	Randy Asplund-Faith
A 6 Filarian Infester	Rare	Melissa Benson	R/O 5 Mind Turning	Rare	Ben Peck
A 7 Filarian Infester	Very Rare	Melissa Benson	R/O 5 Parasitic Augmentation	Rare	Robert A. Kraus
A 8 Filarian Infester	Very Rare	Melissa Benson	R/O 5 Psy Responder	Rare	Robert A. Kraus
			R/O 6 Breached City	Rare	Pat Morrissey
B 1 Personal Base	Uncommon	Nicole Harsch	O 6 Desolation	Uncommon	Randy Asplund-Faith
B 2 Psy Outpost	Uncommon	Mark Poole	O 6 Hypnotic Trance	Very Rare	Michael Kelter
B 2 Warehouse	Very Rare	Darryl Elliot	R/O 6 Parasitic Dispersion	Rare	Edward P. Beard Jr.
B 3 Psy Training Site	Rare	Randy 'Tarkas' Hoar	R/O 6 Psionic Soothing	Rare	Nivard
B 4 Psy Pyramid	Rare	Randy 'Tarkas' Hoar	R/O 7 Inoperative Gravity	Rare	Pat Morrissey
B 5 Data Bank	Rare	Darryl Elliot	O 8 Illness-Psychic Burnout	Very Rare	Robert A. Kraus
B 5 Energy Storage Facility	Very Rare	Darryl Elliot	R/O 8 Mind Turning	Very Rare	Ralph Pecchia Jr.
B 5 Psycanti Projection Station	Rare	Gregg Glymph	R/O 8 Squadron Crash	Very Rare	Nicole Harsch
B 6 Visonic Ruins	Rare	Randy 'Tarkas' Hoar	O 8 Visonic Control Bore	Very Rare	Paul 'Prof' Herbert
B 7 Central Galactic Bank	Very Rare	Darryl Elliot	O 9 Discovery of Discoveries	Very Rare	Douglas Chaffee
R/B 8 Citadel	Very Rare	Michael Trapp	O 9 Psycanti Conflagration	Very Rare	Edward P. Beard Jr.
B 8 Psy Control Base	Very Rare	Randy 'Tarkas' Hoar			
B 9 Psy Meditation Base	Very Rare	Randy 'Tarkas' Hoar	P 1 Psycanti Muse	Uncommon	Ron Roussele II
			P 1 Psycanti Pledge	Uncommon	Ron Roussele II
R/C 1 Informant	Rare	Robert A. Kraus	P 2 Psycanti Apprentice	Uncommon	Ron Roussele II
C 3 Psy Healer	Uncommon	Christina Wald	P 2 Psycanti Empath	Uncommon	Ron Roussele II
C 5 Psyber Mage	Rare	Pat Morrissey	P 3 Psycanti Occultist	Rare	Ron Roussele II
C 6 CFO	Rare	Ben Peck	P 4 Psycanti Defender	Very Rare	Ron Roussele II
C 6 Rogue Couple	Rare	Pat Morrissey	P 4 Psycanti Kineticist	Rare	Ron Roussele II
C 8 CEO	Very Rare	jael	P 4 Psycanti Practitioner	Uncommon	Ron Roussele II
C 8 Psy Marine	Very Rare	Frederich Haas	P 5 Psycanti Apostle	Rare	Ron Roussele II
C 10 Chakan: The Forever Man	Special	Robert A. Kraus	P 6 Psycanti Commandant	Very Rare	Ron Roussele II
			P 7 Psycanti Duelist	Rare	Ron Roussele II
D 4 Psy Dragoness	Uncommon	Paul 'Prof' Herbert	P 8 Psycanti Paladin	Very Rare	Ron Roussele II
			P 9 Psycanti Sub-Master	Very Rare	Ron Roussele II
R/E 1 Terrain Attack Shuttle	Uncommon	Mark Poole	P 10 Psycanti Master	Special	Ron Roussele II
E 4 Psybot	Uncommon	John & Lisa Hunt			
E 6 Psycanti Plane Enhancement	Very Rare	Michael Trapp	P 1 Visonic Muse	Uncommon	Edward P. Beard Jr.
E 7 Dragon Harness	Rare	Paul 'Prof' Herbert	P 1 Visonic Pledge	Uncommon	Edward P. Beard Jr.
E 7 Dragon Muzzle	Rare	Paul 'Prof' Herbert	P 2 Visonic Apprentice	Uncommon	Edward P. Beard Jr.
E 7 Technical Display	Very Rare	Nicole Harsch	P 2 Visonic Empath	Uncommon	Edward P. Beard Jr.
E 8 Psy Relay	Rare	Randy Asplund-Faith	P 3 Visonic Kineticist	Rare	Edward P. Beard Jr.
E 8 Psybot	Very Rare	John & Lisa Hunt	P 3 Visonic Practitioner	Uncommon	Edward P. Beard Jr.
			P 4 Visonic Occultist	Rare	Edward P. Beard Jr.
F 1 Electro-Field	Uncommon	Ron Roussele II	P 5 Visonic Apostle	Rare	Edward P. Beard Jr.
F 1 Minor Terrain Field	Rare	Richard J. Rausch	P 6 Visonic Defender	Very Rare	Edward P. Beard Jr.
F 2 Corporeal Field	Uncommon	Richard J. Rausch	P 6 Visonic Paladin	Very Rare	Edward P. Beard Jr.
F 2 Lesser Healing Field	Uncommon	Edward P. Beard Jr.	P 7 Visonic Duelist	Rare	Edward P. Beard Jr.
F 3 Field of Minor Wilding	Uncommon	Edward P. Beard Jr.	P 8 Visonic Commandant	Very Rare	Edward P. Beard Jr.
F 3 Field of Power	Uncommon	Ron Roussele II	P 9 Visonic Sub-Master	Very Rare	Edward P. Beard Jr.
F 4 Field of Channeling	Rare	Edward P. Beard Jr.	P 10 Visonic Master	Special	Edward P. Beard Jr.
F 4 Psycanti Field	Uncommon	Ron Roussele II			
F 4 Terrain Field	Very Rare	Richard J. Rausch	S 1 Personal Cruiser	Uncommon	Randy Asplund-Faith
F 4 Visonic Field	Uncommon	Edward P. Beard Jr.			
R/F 5 Field of Viscaras	Rare	Edward P. Beard Jr.	R/T 2 Asteroid Shield	Rare	Nicole Harsch
F 5 Stellar Field	Very Rare	Richard J. Rausch	T 2 Psy Moon	Uncommon	Mitchell Davidson Bentley
F 6 Field of Matter	Rare	Ron Roussele II	T 4 Planet - Visonic Homeworld	Rare	Mitchell Davidson Bentley
F 6 Techno-Field	Rare	Edward P. Beard Jr.	T 5 Planet - Psycanti Planetesimal	Rare	Nicole Harsch
F 7 Field of Death	Very Rare	Edward P. Beard Jr.	T 5 Small Planet - Planet Govessera	Very Rare	Nicole Harsch
F 7 Healing Field	Very Rare	Edward P. Beard Jr.	T 7 Undiscovered System	Very Rare	Sean Smith
F 8 Field of Chaos	Rare	Edward P. Beard Jr.	T 8 Trinary System - Psyvis System	Very Rare	Randy Asplund-Faith
F 8 Temporal Field	Uncommon	Edward P. Beard Jr.			
F 9 Interstellar Field	Very Rare	Richard J. Rausch			
F 9 Mind Field	Very Rare	Edward P. Beard Jr.			
H 1 Divergence of Psy	Uncommon	Doug Chaffee			
H 3 Plasma Vortex	Uncommon	Sean Smith			
H 5 Cosmic String	Rare	Michael Trapp			
H 7 Quantum Decay	Very Rare	Sean Smith			
H 8 Quark	Very Rare	Michael Trapp			
H 8 Quasi-Particle	Very Rare	Michael Trapp			
L 6 Artifact-Scepter of Time	Very Rare	jael			
L 10 Political Intrigue	Special	Paul 'Prof' Herbert			

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