

GALACTIC EMPIRES™

UNIVERSE EDITION RULEBOOK

VERSION 2.0 - JULY 1996

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GALACTIC EMPIRES

The Science Fiction Trading Card Game
Universe Edition Rulebook Version 2.0

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Inc.

Companion Games, Inc. can be reached by

Calling:

Phone: 1-607-652-9038

Fax: 1-607-652-9021

Writing:

Companion Games, Inc.

P.O. Box 392

Stamford, NY 12167

E-mail & Web Sites:

Rules Questions E-mail: TPeer@netins.net

Sales E-mail: JefferyY@indirect.com

Companion Games, Inc. Web Site: <http://www.CompanionGames.com>

G.E. Web Site: <http://www.netins.net/showcase/tpeer/galactic.htm>

Beginner's Notes: A number of the rules sections have beginner's notes associated with them. It is recommended that new players follow the suggestions contained in these beginners notes.

INTRODUCTION TO BACKGROUND

On the Far Side of the galaxy, a number of galactic empires are fighting for supremacy and survival. These empires include numerous races from many different star systems. Galactic Empires is your chance to represent the empire of your choice in a battle of wills and wits with representatives of other empires. Each empire's history is explained later.

INTRODUCTION TO GAME MECHANICS

Galactic Empires is a science fiction collectible trading card game designed for 2 to 12 players. Each player uses his own deck of cards which he has stocked with the cards he wishes to use for that game. Rules limit the number and types of cards that a player may use to stock his deck for a game. New cards are added within each new expansion.

Each player is vying for control over the same sector of space and has established a Sector Headquarters (Sector HQ) in that sector. Players deploy starships (play cards) in order to protect their Sector HQ and destroy the Sector HQs of their opponents. Terrain is required to produce the supply and energy needed to operate the ships (allocation and engagement). If a player's Sector HQ is destroyed he is no longer capable of controlling his fleet (all his cards are removed from play). Play continues until only one player remains.

CRUCIAL RULES

The following four rules are the cause of the majority of rules questions received by Companion Games, Inc. Players who concentrate on learning these four rules will have a very clear understanding of Galactic Empires.

CARDS HAVE RULES: This is the most important rule in the game! Most of the cards have rules defined on them. The rules on the cards may contradict the rules contained in this rulebook. In that event, the rules on the cards take precedence. Most often, reading the cards when an obscure situation occurs will resolve the situation.

- Rules on the cards are indicated with a '-'.
- Flavor text does not have a dash and is not considered rules.

LAST REACTION CARD PLAYED HAS PRECEDENCE: This is the second most important rule. In a reaction sequence, the most recently played reaction card will take its action(s) before previously played reaction cards.

PLAYER TURN SEQUENCE: Players who follow the 7 phases of the player turn sequence closely during the first few games will learn quickly and develop a good insight into tactics. Each turn of Galactic Empires is played in a linear fashion, one phase at a time. Once a phase is completed and a player has moved to the next phase he cannot return to the previous one.

LIMIT ON CARD ACTIONS: Cards in play may only perform each of their functions once per complete turn (from the point of view of the controlling player). Additionally, functions of a card used as a reaction may only be used once per complete turn.

STARTER DECK

Universe Edition Starter Decks include 100 cards and this rulebook. Each starter deck contains a random set of cards, but is ready to play. It contains the specific cards needed to represent one galactic empire.

CARD NOMENCLATURE

All cards have information on them in specific places:

CARD TYPE: A card's type is the letter in the top left corner of the card. T=Terrain, S=Ship, etc. Occasionally, a card will have 2 card types (such as T/H, T/B, but not R/_). In this case the card is considered only one of those card types (player's choice) for purposes of stocking a deck.

R/: Cards with an R/ in front of their card type are reaction cards and are the only cards which can be played on opponent turns in reaction to opponent's actions. Rs are not considered a card type.

CARD STRENGTH: The strength of a card is the number in the top left corner of the card next to its card type. Strength ranges from 1 to 10. Some cards have two strengths, see the rules for the Time Origin (page 38) and Aqaarans (page 28) for details.

POINT REQUIREMENTS: The symbols listed immediately after the type and strength. These are the points required to operate that card.

CARD TITLE: The card title is the name of the card shown above the illustration and often repeated below. When the title below the illustration differs from the title above, both are considered part of the card's title (ex.: Twin Planets - Verkirsh I & II).

GENERATED POINTS: Point symbols on the top right of the card are points generated by that card each turn.

SHIELDS: Also on the top right, shields protect the card from damage. These are not generated points.

FLEET MODIFIER POINTS: The symbols above the illustration on the right, preceded by a mathematical symbol (such as $-○○○$) are modifications to the points produced by a fleet. This is always explained in the card's rules. These symbols are found in the same place as generated points.

CARD MODIFIER POINTS: The symbols below the illustration on the right are modifications to another card. These are almost always explained in the card's rules. If not explained in the card's rules, these modifiers are applied to the card's location.

CARD RULES: The rules of that card listed below the illustration and preceded by a "-".

WEAPONS: Some cards have weapon symbols on the bottom of the card.

PREGAME SETUP

Each player needs a Universe Edition starter deck to begin play. Alternatively, tournament legal player designed decks may be used. Beginning players should use a Universe Edition starter deck each and skip over Deck Construction. Companion Games, Inc. has already constructed your deck for you.

THE SECTOR HQ CARD

This card is separated from the deck and set aside. It is only used as a location for keeping track of damage scored to the Sector HQ. This card is not required to play. It does not count as a card in the deck.

- The Sector HQ cannot be repaired.
- Cards may not be played on the Sector HQ.

DECK CONSTRUCTION

Beginner's Note: skip this section for now and proceed to The Reserve Fleet (page 6).

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.

ANNOUNCE DECK EMPIRE: Players may stock their decks with cards from only one main empire. (Note that a major or minor empire may be used as the main empire of a deck.) The empire you will stock your deck with is announced to all the other players before decks are stocked for the game.

STOCKING THE DECK: Each player selects which cards he wishes to use from his collection after learning the empire(s) of his opponent(s). Most players have a deck ready and merely need to insert several empire specific defensive cards or simply use their deck as is.

NUMBER OF CARDS AND TYPE: Any number of cards and types of those cards may be used within the following guidelines:

- 1- The total deck must consist of at least 40 cards.
- 2- There are different card types: A, B, C, D, E, F, G, H, I, L, M, N, O, P, Q, S, T and possibly others (but not R: A reaction card is always considered to be a card of the type designated by the other letter on the card). There must be at least 8 different card types in a deck and 5 cards of each of those 8 types. More than 8 different card types may be used and the 9th and subsequent card types are not restricted by the minimum 5 cards per type rule (therefore, as few as one card of each of these card types may be used).
- 3- For each card type in the deck there must be at least 1 card of each strength up to the highest strength card of that type in the deck. Example: If a player wishes to place one or more S6 ship cards in his deck he must also have at least five other ship cards, one each of strength 1-5. One each of strength 1-5 is sufficient no matter how many S6 ships are to be used.
- 4- Players are allowed three exception cards to rule #3. Example: A player has an M9 he wishes to use but does not have an M8 or an M7. He can use the M9 as one of the three exceptions to rule #3. An M8 or another M9 would count as a second exception, i.e. each card past a gap is an exception. The gap itself is not considered an exception.

5- STRENGTH LEVELS:

- For every 25 cards in the deck, 1 may be a strength 10 card (ex.: 25-49=1; 50-74=2; etc.). Each strength 10 card in the deck must be a different card.
 - No more than 2 exactly identical cards of strength 9 or 8 may be used.
 - No more than 3 exactly identical cards of strength 7 or 6 may be used.
 - No more than 4 exactly identical cards of strength 5 or 4 may be used.
 - No more than 8 exactly identical cards of strength 3, 2 or 1 may be used.
- For purposes of stocking a deck, two cards are defined as being "exactly identical" if they have the same card type, card strength and card name (both above and below the illustration). Additionally, Vektrean asteroid bases are considered exactly identical whether they have a T or T/B. Different language versions of the same card are considered exactly identical to each other. The pictured image and text is not necessarily the same for exactly identical cards.

USING MAJOR EMPIRE CARDS: As stated in the "announce deck empire" section above, players may stock their decks with cards from only one main empire. Empire cards are defined as cards with an empire's name in the card's title as well as ships, bases, dragons, psys and installations with an empire's color texture (the art pattern behind the text). Note that other card types with an empire background must have the empire's name in their title to be considered a card of that empire.

USING MINOR EMPIRE CARDS: A player may use a maximum of one minor empire card in their deck for every 4 cards of the same type that are not a minor empire card .

- Generic ships do not count for the purposes of this rule.
- For this purpose only, Indirigan tribe cards (Indirigan Nomads, Nagiridni Pirate ships, Indirigan Females, etc.) count as only 1/2 a card (do not drop fractions here). See Indirigan tribes on page 34.
- 'D' dragon cards are considered to be the same type as 'S' ship cards for the purpose of using minor empire ships/dragons.

THE RESERVE FLEET

The reserve fleet is a number of cards which can be brought into play more or less at will, without having to rely on luck.

CREATING THE RESERVE FLEET: Remove a number of cards of any type from your deck equal to or less than the number of players at the start of the game. They are set aside, face down and are not exposed to the other players until after the ante has been drawn.

Beginner's Note: A T4, S3, T5, S4, R/C4 ... (or cards which are close in strength to these).

USING THE RESERVE FLEET: As a Card Play, a player may swap a card from his hand with a card in his reserve fleet. The card placed into the reserve fleet must be of equal or higher strength than the card removed. The removed card is placed into the hand. This swap counts as 1 of the Card Plays that a player may make on his turn. To play this card from the player's hand to his active fleet requires another Card Play.

RESERVE FLEET RESTRICTIONS: Cards with the word 'reserve' in the title and cards which are restricted to 1 copy per deck (by whatever rules are being used) cannot be placed into the reserve fleet at the start of a game.

GETTING STARTED / ANTE

After you have stocked your deck and created your reserve fleet, shuffle the remaining cards in your deck. Then set it down in front of you. Any player may shuffle your deck. The player to your left then cuts your deck. After all decks have been cut each player draws the top card from his deck and exposes it. This card is the ante.

- The player with the highest strength ante goes first. The second highest ante goes second, third highest third, etc. Ties are resolved by die roll. It is best for players to seat themselves in a clockwise rotation around the table in the order of play.

- Each player's ante becomes the first card in his Discard Pile.

OPTIONAL RULE: The winner of the game gets to keep all of the ante cards after he has won. In this case, the ante cards are set aside, not placed into the Discard Piles. All players must agree to this before play begins.

HOW TO WIN

The object of the game is to have fun. To win you must be the last remaining player. Once an opponent has sustained 25 points of damage to his Sector HQ he is removed from the game.

When an opponent is removed from the game, 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 affect multiple fleets or is able to move to new targets in different fleets.

VICTORY CELEBRATION: Any time a player scores 6 or more points of damage on another player's Sector HQ with weapons fire, that player may immediately draw 1 card from the deck to add to his hand.

BEGINNING PLAY

- After the ante has been drawn, all players expose their reserve fleets to the other players by placing them face up on the table in an area designated for the reserve fleet. Care should be taken not to confuse the reserve fleet with the active fleet which will be formed by playing cards.

- All players draw 9 cards from their decks. The first player begins his turn by following the Player Turn Sequence. When finished, the second player goes and so on.

TURN DEFINITIONS

COMPLETE TURN: A complete turn is from the beginning of a player's turn to the beginning of their next turn. Players keep track of the duration of their own cards during their Allocation Phase. When a card uses the word 'turn' it refers to a complete turn.

PLAYER TURN: The turn of one player only. Each player turn is described below in the Player Turn Sequence:

PLAYER TURN SEQUENCE

1 - POINT ALLOCATION PHASE

RECORD KEEPING STEP:

- Previously played cards whose durations have expired are discarded at this time as the first action of this phase. Cards which produce or modify point output generate their effect before being discarded (ex.: a periodic comet will produce its research on its last turn).

- Ships can change locations at this time (see ship movement p. 36).

- All shields regenerate 1 point during this phase at no cost, i.e. one damage point is removed from the shields of each card with damaged shields in the player's fleet.

ALLOCATION:

Terrain and some other cards generate points. Generated points are allocated to other cards as desired by the owning player. Points must be allocated to cards each turn. All such point allocation occurs only in the Allocation Phase.

- Only a card which will receive all of its point requirements may receive additional points for the operation of heavy weapons, ship systems or equipment. However, crew cards on disengaged cards can receive points.

- Points which are not used during the Allocation Phase are lost.

- Cards which have point requirements and generate points will generate points if they will be engaged. Cards which modify point output will modify point output if they will be engaged. Cards which will not be engaged cannot generate or modify points.

2 - ENGAGEMENT PHASE

Cards which received all point requirements are considered engaged and are placed in a vertical position in this phase. Cards without point requirements remain engaged. Cards which did not receive their point requirements are considered disengaged and are placed in a horizontal position (they cannot operate).

For the sake of player convenience, card may be engaged as points are allocated to them since it is easier to allocate to one card, engage it and then go on to the next card.

3 - PLAY CARDS PHASE A

- A player may play a maximum of 3 cards during his turn.

- Card Actions (of cards in play or just played) may occur only once each turn during this phase or in Play Cards Phase B.

4 - WEAPONS FIRE PHASE

STANDARD TARGETS: The following card types are considered standard targets and may be fired at with weapons: terrain, ships, dragons, psys, bases, installations, free flying shuttles and any cards which say they are destroyed by damage.

- a - Declare weapons fire to a single target from any number of engaged cards in the firing player's fleet with one or more unfired weapons. This is a weapons volley.
- b - Players may play reaction cards in reaction mode. The firing player cannot react unless another player has reacted.
- c - Resolve the effect of reaction cards.
- d - Resolve the effects of the weapons volley, i.e. target destroyed or damaged, etc.
- e - Repeat the above sequence, declaring weapon volleys to new targets until there are no more targets or weapons. A player may declare only one weapons volley against each target during a Weapons Fire Phase.

5 - PLAY CARDS PHASE B

A player may only play 3 cards during his player turn. Cards played during an earlier phase count against this limit and may prevent any cards from being played during this phase. Engaged cards which did not take their card actions in Card Play Phase A may take them now.

6 - DISCARD PHASE

- Unused Card Plays may be used to discard cards from the hand.
- A player may discard any number of cards from his fleet.
- Cards which are yours but under the control of another player or cards which you cannot control because of the effect of a card played against that card may not be voluntarily discarded (not even by that other player) until you regain control. Note, this card could indirectly be discarded by discarding the basis of the stack to which it is played (Example: A C9 Admiral with an O9 Insanity played against it may not be discarded, however the B4 Base Station on which the C9 Admiral is played may be discarded, thereby discarding the insane admiral).

7 - DRAW CARDS PHASE

If the player has 9 or fewer cards in his hand, he may draw 2 cards from the deck. If he has 10 or 11 cards in his hand, he may draw 1 card. If the player has 12 or more cards in his hand, he draws 0 cards.

- If there are no more cards in the deck the player cannot draw cards, i.e. the Discard Pile is not reshuffled.
- The player who just completed his turn announces that he is finished.

Beginner's Note: Galactic Empires is a step-by-step game. Once you do something, it is too late to go back to an earlier phase in the sequence of play and do something there. Mistakes happen and you will make mistakes. When learning it is OK to go back and redo things, but when playing on a competitive level you will be expected to go on when you make a mistake, sacrificing the portions of your turn you forgot to use.

CARDS HAVE RULES

This is the most important rule in the game! Most of the cards have rules defined on them. The rules on the cards may contradict the rules contained herein. In that event, the rules on the cards take precedence.

DIFFERENT VERSIONS OF THE SAME CARD

When different versions of the same card exist, all versions play as the most recently printed version.

RESTRICTIONS ON CARD PLAY, TURNS 1 AND 2

Turn 1 Restrictions: Only terrain cards may be played during the first turn. Reserve fleet swaps may also be made on turn 1.

Turn 2 Restrictions: Any card types may be played on turn 2 except that a maximum of 1 ship, base, dragon, installation or psy card may be played.

POSITION OF CARDS PLAYED

All cards with point requirements (on the card; regardless of modifiers elsewhere in play) are played in the disengaged position. Cards without point requirements are played engaged. Cards are not considered to be in play until after they have been played.

Beginner's Note: Since point allocation is the first phase of the player turn, those cards with point requirements which were not in play during the Allocation Phase could not receive any points and therefore could not be engaged during the Engagement Phase.

EFFECTS OF BEING DISENGAGED

A disengaged card may not take any action. Cards may be played on disengaged cards, opponents may score weapons damage on them, etc.

- A disengaged ship or base can only operate its shields, conduct repairs by use of repair points and operate passive equipment.

- Engaged cards on disengaged cards function. The only exception are that crew must be engaged to use an ability card and non-passive equipment on a disengaged unit must be disengaged.

- Rules on a disengaged card may still affect the disengaged card. Rules such as how the card is destroyed, specific immunities, etc. are not affected by being disengaged.

CARD LOCATIONS

Once a card is played it cannot change location unless a rule on that or another card causes its location to be changed. Only ships and dragons can voluntarily change location once each turn during the Allocation Phase.

TWO OF THE SAME CARD AT THE SAME LOCATION

If two of the same card (or possibly cards that do the same thing) are played to the same location, they can both function. Generally, if two or

more cards are affecting a location, all of them will apply. Exception: Terrain modifiers.

THERE-AND-BACK MISSION RULES

A there-and-back mission is a means for crew cards to assault an opponent location by transporting to that location with a shuttle, fighter or transporter, making an attack and transporting back. There-and-back missions are a 3 step process:

1- TRAVEL THERE: The transport to the target location.

2- THE MISSION: The crew's card action (*Beginner's note:* many crew perform functions at their location, these crew use equipment to do there-and-back missions to affect opponent locations).

3- TRAVEL BACK: The transport back.

- Any of these 3 steps can be reacted to.
- When played in reaction mode, shuttles, fighters and transporters may be played simultaneously with any reaction crew card.
- Shuttles and fighters travel with the crew, while transporters remain at their location.

HOW LONG CARDS REMAIN IN PLAY

Once played, cards remain in play until the actions of another player cause them to be removed from play and discarded (firing weapons, effects of occurrence cards, etc.). Some cards are instant and after applying their effects are immediately discarded (discarded after use). Some cards last a specific amount of turns and are discarded after that many turns have elapsed.

- Any card which reaches a strength of ZERO is discarded.
- When a card is discarded all cards played on or against it are discarded also (except ships and dragons in play on destroyed terrain cards and cards played to or against several locations).
- Voided Card Plays: Cards which state they are discarded after use and which are voided by a reaction card are discarded even though they did not get used.
- Returned to the Hand: When a stack of cards is returned to the hand, each card in the stack is returned to its respective owner's hand.

DISCARD PILE

Cards placed in the Discard Pile must remain in the order in which they are discarded. Some cards require a search through or removal from the Discard Pile and so the cards should not be disordered. When cards are discarded as a group they may be placed on the Discard Pile in any order, but once in the Discard Pile they may not be reorganized. Discard piles may be looked through by any player at any time.

LIMIT ON CARD ACTIONS

Cards in play may only perform each of their functions once per complete turn (from the point of view of the controlling player). Additionally, functions of a card used as a reaction may only be used once per complete turn. Note: Cards were always limited to active once per turn. The fact that "each turn" was listed on most cards led some people to believe that cards without this clause could function multiple times.

PLAYING REACTION CARDS

Only cards designated with an 'R' may be played in reaction to an opponent's actions on an opponent's turn. They cannot be played in reaction on your own turn unless reacting to an opponent's reaction card play. Reaction card actions occur just before the action they are reacting to.

- Cards played in reaction do not count against the Card Play limit when played during another player's turn. They DO count as a Card Play when played during your own turn and may not be played if all Card Plays have already been used.

A reaction card may only be played in reaction mode if one of its functions is used at the time it is played. Any of the reaction card's functions may be used when it is played (regardless of the play phase), except reaction cards can only fire their weapons if played in an opponent's Weapons Fire Phase and only if they do not need resource points to function.

- Cards played in reaction can generate points and apply them to another card. They cannot cause that card to engage unless they specifically say so. Reaction cards which are not played in reaction mode will not generate points outside of the Allocation Phase.

- Reaction cards cannot be played in phases where the playing player takes no actions.

- The following can be reacted to: Point allocation, a card being played, a card action, weapons fire, and discarding during the Discard Phase.

- If a card is removed from play as a reaction before being resolved, the card will be resolved upon returning to play.

LAST REACTION CARD PLAYED HAS PRECEDENCE: In a reaction sequence, the most recently played REACTION card will take its action(s) before previously played reaction cards.

REACTION MODE ACTIONS OF CARDS ALREADY IN PLAY: Some cards can perform actions in reaction mode even if they are already in play as long as they are engaged. These cards must state "As a reaction, can"

EXAMPLE: Minesweepers (which can prevent an opponent's mine from doing damage) and escorts (which can intercept some incoming damage directed at certain other ships) may take these actions as if they were played in reaction mode.

- Reaction cards already in play CANNOT react unless they actually state "As a reaction, ..."

COMMAND LIMITS AND COMMAND SLOTS

A player's fleet has a command limit. The command limit is the maximum number of cards which require a command slot that a player may normally have in play.

- Cards which consume 1 command slot each include ship, dragon and base cards of strength 3 or higher.
- Cards which consume 1/2 of a command slot each include all psy cards, strength 2 ships, strength 2 dragons and strength 2 bases.
- No other cards consume command slots.
- Combined cards require the command slots of their combined strength.

During the Allocation Phase, each player automatically generates a number of command points equal to the number of players that started the game (this does not change as players are eliminated). This number, plus any other generated command points, is the number of command slots that player has available for that complete turn.

EXAMPLE: If there are four players then each player may have up to four cards which consume command slots in play at any given time. If a player has a ship in his hand, but all of his command slots are in use, he may not play it until a command slot is available.

- Cards which generate command points only do so in the Allocation Phase. Therefore, a card just played that generates command points cannot use that command point to create a command slot until the Allocation Phase of the next turn.

- If a player has full command slots and loses some command points he does not have to discard cards which consume command slots, but he may not play another card requiring command slots until a free slot becomes available.

- Cards which require command points as a point requirement cannot receive command points during the Allocation Phase until all other cards occupying a command slot have had command points allocated to those slots.

- Unused command points always create empty command slots.
- When calculating command slots used, never drop fractions.

MINOR EMPIRE COMMAND RATING BONUS: One minor empire ship (but not a generic ship) in play in the fleet does not consume a command slot and may be played even if all command slots are full. However, if that minor empire is being used as the main empire of the player's deck, then ships of that main minor empire do not get this benefit.

CONTROL

The owning player controls the actions of his cards unless an opponent has assumed control by the means of some card. In order to assume control of an opponent's card which requires a command slot, the player assuming control must have a command slot available for that card. Once controlled by an opponent that card does not occupy a command slot in its original fleet.

- On the turn that control of an engaged opponent card is established, that card can be used normally if it was engaged when control was established. If a controlled card has point requirements the controlling player must allocate these points during his Allocation Phase in order to use that card on subsequent turns. Phasers on the controlled card can be used normally, but heavy weapons can only be used if they were armed (and not used) by the previous controlling player.

- A controlled ship protects the Sector HQ of the player controlling it. A controlled psy protects the Psy Network of the player controlling it.

- Control may revert back to the owning player even if there is no command slot available.

PLAYING ON YOURSELF/OPPONENT

The card type rules specifically state where that card type is played.

When a card is played against an opponent, it is usually best to keep the bottom end of the card facing toward the person who owns the card (upside down to the affected player) and place a color marker bead on the card. This will help to prevent confusion when cards are discarded or otherwise returned to their owners if each player is using different color beads.

CARD PLAY TERMS:

ON: Many cards are played on other cards. This means they become part of a stack of cards originating with the card on which they are played.

AGAINST: Cards played on an opponent card are played against that opponent's card.

PLAYED TO: Many cards say where they must be 'played to'. This refers to the actual location the card must be placed when it is first played. The card may change location afterwards.

BASIS OF A STACK: Any card with other cards played to or against it, but not the card(s) played to or against it.

THE FLEET: All cards played by a player are in that player's fleet. This includes cards played against an opponent fleet.

FRACTIONS

Whenever a fraction is generated by the mechanics of the game it is dropped (not rounded). The rules require that full points are required to do things. Thus $\frac{1}{2}$ a repair point does nothing, $\frac{3}{4}$ of a damage point does not destroy a ship with only one point left, etc.

APPLYING WEAPONS DAMAGE TO TARGETS

During the Weapons Fire Phase, the firing player designates a target, how much damage is being applied, which units from his fleet are firing and which weapons they are firing. This is a weapons volley.

DAMAGING THE SECTOR HQ: A Sector HQ or Psy Network is destroyed by the 25th damage point applied against it.

- A Sector HQ or Psy Network may only be fired at if there are no cards protecting it (ships, dragons or psychics).

- Only ship, dragon, or psy cards may fire at a Sector HQ or Psy Network. Equipment cards in play on these cards may also fire at the Sector HQ or Psy Network.

SPLASH DAMAGE: Splash damage may only occur when a player plays a card in reaction to weapons fire at a target that the reaction card would protect. If there is sufficient damage to destroy the reaction card then it is destroyed and then the remaining damage is applied to the original target.

VOIDED DAMAGE: Weapons fire which becomes illegal due to reaction card play is lost and cannot be reapplied.

KEEPING TRACK OF DAMAGE

Use dice (6 sided and always the least number of dice possible). If a ship takes four points of damage place a die on that card with the four showing. As damage is inflicted and repaired, simply change the number on the die to reflect the current amount of damage on the ship.

- Damage to shields and damage to the ship itself should be tracked separately by using two different color dice. Dice should also be used to keep track of research points applied to monsters, current strength of Mecha EMFs, etc. Try to be consistent; always use red dice for damage to ships and bases and monsters, green for shields, white for applied research points, black for permanent damage, etc.

- Dice may also be used to keep track of duration on cards which only last a specific number of turns.

UNRESOLVED INTERACTIONS

Occasionally, an interaction between two or more cards might become difficult to resolve. This is extremely rare but if it occurs players should be able to come to a resolution. These interactions are resolved by vote and play continues as usual (resolve ties with a die roll).

Unresolved interactions are formally resolved in our bimonthly magazine, *Galactic Fire*. After resolution in *Galactic Fire*, votes are no longer used. Call Companion Games, Inc. at 1-607-652-9038 to receive your free first issue. Subscribers receive an exclusive card with each issue!

Companion Games, Inc. answers rules questions by phone, mail, online, etc.). Answers given by Companion Games' personnel are tentative until published in *Galactic Fire*.

EXPLANATION OF KINDS OF POINTS

There are many different types of points generated by terrain and other cards. The representative symbol is given with each.

RESOURCE POINTS

○ **ECONOMY:** Economy points are the most useful type of points. They can be declared and used as supply, energy, ammunition, research, repair or healing points. During the Allocation Phase of each turn the player declares what his economy points will be used for. Each economy point may be used as a different point type each turn.

- Economy points are not modified by modifiers which modify other types of points even when the economy points are used as that point type.

● **SUPPLY:** Supply points are consumables needed to function.

* **ENERGY:** Energy is the power needed for operation.

■ **AMMUNITION:** Ammunition points are required to fire heavy weapons. The number of heavy weapons are listed at the bottom of some cards by the use of heavy weapon symbols (identical to ammunition symbols). A maximum of 1 ammunition point may be allocated to each heavy weapons.

□ **RESEARCH:** Research points represent scientific study.

◆ **REPAIR:** Repair points represents the ability to fix damage. Each repair point may fix one point of damage. Only a card in your active fleet may be fixed with repair points. There are two types of repair points, the general repair point and the healing point.

REPAIR POINT: A repair point may only be used to fix damage to a shield point or a strength point on a ship card (but not a dragon card), or a base card. It may also be used to repair damage on a terrain card, but not card damage applied to the structure of a terrain card.

HEALING POINT: A healing point is always designated by card rules. A healing point will 'cure' a point of damage (or applied research) on a being (dragon, psy ...). The being type will always be specified on the card generating the healing points. Economy used as a healing points may NOT be used to heal monsters, but may be used on all other types of beings.

OTHER KINDS OF POINTS

○ **COMMAND:** Command points allow extra ships, bases, dragons or psychics to be in play. Command points are generated during the Allocation Phase. Each command point creates a command slot at that time (see command limits on page 13).

✗ **DAMAGE:** Damage points cause one point of damage each.

GENERAL DAMAGE POINTS: Only found at the top right of cards that cause damage. This damage is considered card damage not weapons fire.

WEAPON DAMAGE POINTS: This symbol is used to represent several different weapon types at the bottom of the card (see the weapon rules for details on these weapons).

◆ **SIELD:** Shield points are found at the top right of most ship and base cards. Shields always function (even if the card is not engaged). Each shield point is eliminated by one point of damage. After the shields are gone, the unit may sustain structural damage. One shield point is automatically repaired during the Allocation Phase of a player's turn; any number may be repaired with repair points.

● **ARMOR SYSTEM:** Armor indicators are located at the top right of cards equipped with armor. Only one such symbol will be present and it will contain a number indicating how many uses of that armor system are allowed before the armor system no longer works.

- Armor systems may only be used once every time damage would be applied to the unit's structure. They may not be used, however, to prevent damage from cards or weapons which specifically cause structural damage [boarding parties, Tarrac projectors (structural portion only), etc.].

- When an armor system is used against an opponent volley (or other source of damage), the damage applied as structural damage is decreased by the current strength of the armor system. After each use, the armor system decreases 1 point of strength. Use a die to indicate current strength.

- Ships possessing an armor system are not required to activate it. Armor systems can be activated on engaged or disengaged ships.

- Shields are always damaged before armor systems can decrease damage. Armor systems only affect structural damage. All other reductions to volleys are applied before armor systems may be activated.

- Armor systems cannot be repaired.

◆ **NODE:** Node points are used on Mechad ships. Energy allocated to the electromagnetic field (EMF) is multiplied by the number of nodes to determine the strength of the EMF (see the Mechad rules on page 31).

+ **PHASER:** Phaser points are found at the bottom of many cards. Phasers cannot cause structural damage to terrain (see the weapon rules for phasers on page 26). Any weapon represented with a phaser point is considered a phaser regardless of the name used.

■ **HEAVY WEAPON:** Heavy weapons are different for each empire. For instance, the Krebiz use sabots, the Argonians use energy fluxes etc. Each heavy weapon requires one ammunition point to fire. Heavy weapons can damage terrain (see the heavy weapon rules on page 26-27).

■ **LOBSTER:** Lobster points are found in the Comedy Club on the Far Side of the Galaxy expansion. Lobster points allocated to a monster equal to the monster's strength disengages the monster for one complete turn.

TYPES OF CARDS

Beginner's Note: Card types listed below with an * before them can be skipped by beginning players since they are not found in Universe Edition starters.

TERRAIN CARDS: Terrain cards are designated with a "T".

- The main function of terrain cards is to provide resource points.
- The only cards which can cause card damage to the structure of terrain cards are those cards that specifically state they can damage terrain.
- Heavy weapons are the only weapons which CAN cause damage to the structure of terrain cards.
- Terrain are played independently.

Terrain Output Modifiers: A number of cards (freighters, tugs, bases etc.) modify the point output of terrain cards. Positive additive modifiers are not cumulative; only the greatest modifier is used (i.e. a terrain with two freighters, +2 economy each, only gets a single +2 modifier). Positive multiplicative modifiers are not cumulative; only the greatest modifier is used (i.e. a terrain with a base station, 2x supply and a starbase, 3x supply, only gets the 3x modifier not a 6x).

- Always apply additive modifiers first, then multiplicative modifiers.
- Some terrain may be played to other terrain. Terrain that combine are considered one terrain combining their strength and output. Rules on a specific element of a terrain stack do not necessarily apply to the entire stack. Ex.: A T5 Ring System played to a T3 Crystal Planet (immune to weapons fire) may have up to 5 points of heavy weapons damage applied to it. It will not be discarded until the remaining 3 points are applied to the crystal planet portion as card damage.

SHIP CARDS: Ship cards are designated with an 'S'.

- There are two basic types of ship cards: Empire ships and generic ships. Empire ships have a specific empire written on them such as Argonian, Bolaar, etc. Generic ships (freighters, tugs, etc.) can be used by any empire. Generic ships do not have an empire stated on them and have a blue lined background. Both types of ship cards work as follows:

- Ship cards can be played independently or to a terrain card. A ship does not block damage to the terrain on which it is played nor is the ship destroyed if the terrain is destroyed.

- Some ships may be played to other ships. When this happens, both ships are considered one ship combining strength, shields and weapons.

DRAGON CARDS: Dragon cards are designated with a 'D'. Dragon cards are a subset of ship cards.

- Dragon cards are exactly the same as ship cards except no equipment cards, crew cards or occurrence cards may be played to them or

against them. Note that it is possible for a card action from one of these card types to affect a dragon (EXAMPLE: A mine card is an equipment card. It is played on a friendly ship. Its card action is to cause damage to an enemy ship. Therefore, it can cause damage to a dragon).

- Effects which apply to ship cards, including weapons fire, monsters, etc. also apply to dragon cards.

- Dragon cards can be played independently or on a terrain card. A dragon does not block damage to the terrain on which it is played nor is the dragon destroyed if the terrain is destroyed.

- Some dragons may be played to other dragons. When this happens, both dragon cards are considered one dragon combining their strength.

BASE CARDS: Base cards are designated with a 'B'.

A base card must be played on a terrain, it cannot be in play independent of terrain. The terrain card on which a base is played may not be targeted by weapons fire until the base is destroyed. A base will not protect a terrain card from card damage. Excess damage applied to a base does not splash to the terrain card unless the base is played in reaction mode.

CREW CARDS: Crew cards are designated with a 'C'.

A crew card is played on a ship, base or terrain card. Most crew cards have an illustration of a specific empire being, this illustration is only an example and does not necessarily mean that the crew card may only be used in a deck of that empire. Only crew cards with an empire's name in their title are empire crew. See the deck stocking rules on page 5.

Crew cards with point requirements may have points allocated to them even if their location is disengaged.

***ANCIENT CARDS** (found in Realms of the Ancients™ and other expansion sets only): Ancient cards (no, not millennia old GE cards gated in from the future) are designated with an 'N'.

Ancient cards are a subset of crew cards. Ancient cards are treated as crew cards for all purposes. Cards which can be played on crew can be played on ancients, and anything which can affect crew can affect ancients.

- Ancients may be played directly to installations.
- Ancients in play on an installation may move to another location without transportation once each turn (not on a there-and-back mission). If in play on an installation being discarded, they may move to another location.

- A player with an engaged ancient in play on an installation (under his control) may target opponent Sector HQs, Psy Networks or the Time Origin with the weapons of that installation.

- **IMPORTANT:** Ancients are a subset of crew cards, but crew cards are never treated as ancient cards.

- Only N cards are considered ancient cards.

ABILITY CARDS: Ability cards are designated with an 'A'. Ability cards modify the characteristics or abilities of other cards.

- Ability cards are played to crew in your fleet unless they specify they can be played elsewhere.
- An ability card may not be engaged on a disengaged crew.

***PSY CARDS:** (found in Powers of the Mind™): Psy cards are designated with a 'P'.

Psy cards are a subset of crew cards. Psy cards are treated as crew cards for all non-psy-specific purposes. Cards which can be played on crew can be played on psys, and anything which can affect crew cards can affect psy cards.

- **IMPORTANT:** Psys are a subset of crew cards, but crew cards are never treated as psy cards.
- Only P cards are considered psy cards.

***FIELD CARDS:** (found in Powers of the Mind™): Field cards are designated with an 'F'.

Field cards are played on terrain cards in the fleet.

- A maximum of one field card may be played to a terrain card.
- Field cards are only destroyed by the destruction of the terrain card on which they are played.

***AGENDA CARDS:** Agenda cards are designated with a 'G'.

Each agenda card has a hidden agenda rule and/or an exposed agenda rule.

- Hidden agendas must be accomplished entirely before the agenda card is played. When the hidden agenda is accomplished, the agenda card is immediately exposed from the hand (not a Card Play) and the benefit is immediately gained.

- Exposed agendas are played prior to accomplishing the agenda. Their benefit cannot be gained until 1 complete turn after the agenda card has been played. After that turn, the benefit is immediately gained when the agenda is accomplished.

- A player may not accomplish the same agenda twice (two exactly identical cards) during a single complete turn.

- When an agenda has been accomplished, place it on the Sector HQ (or Psy Network).

A player who accomplishes 25 strength points of agendas immediately has his Sector HQ or Psy Network restored to 25 points. At this time, all agenda cards on the Sector HQ are discarded. Any player may only do this once per game. Subsequent agenda cards are discarded when accomplished.

EQUIPMENT CARDS: Equipment cards are designated with an 'E'.

An equipment card may only be played to a ship or base.

Equipment cards have a small 'P' or 'NP' beneath the bottom left corner of the art window. This indicates whether the card is passive or non-passive. Passive equipment is always played in the engaged position. A non-passive equipment card without point requirements is played in the same position (engaged or disengaged) as the unit to which it is played. A non-passive equipment card cannot be engaged on a disengaged unit.

EMPIRE SPECIFIC EQUIPMENT: Some equipment cards are indicated as being the exclusive or foreign technology of a specific empire. These cards may only be engaged when in play on a unit of that empire.

Exclusive Technology: Cannot be used by other empires.

Foreign Technology: Cannot be used by other empires except by means of a special card which specifically permits the use of foreign technology, such as an engineer, some science officers, etc.

Adapted Technology: Empires defined as being able to 'adapt technology' can use foreign technology of other empires normally and may use exclusive technology by means of a special card which specifically permits the use of foreign technology, such as an engineer, some science officers, etc. (See Vektrean and Bolaar rules.)

HAZARD CARDS: Hazard cards are designated with an 'H'. Hazards represent the dangers of space travel.

Each hazard card indicates where it is played and what its effects are. Hazard cards which do not say where they are played, are played to or against the card or cards which they affect. Hazards cards which affect things other than cards (weapons fire, opponent volleys, etc.) are considered played to the owning player's fleet.

***INSTALLATION CARDS:** Installation cards are designated with an 'I'. The lost empire known only as the 'ancients' left gigantic stellar installations throughout the Far Side. These abandoned installations were occasionally used by the empires when attempting to conquer a given sector.

- Installations are played independently.
- They are not considered bases.

Crew Complement: The player who plays an installation is assumed to have a 'crew complement' on board the installation equal to the strength of the installation card plus the strengths of all of his engaged crew in play on the installation. All other players have a crew complement equal only to the summed strengths of their engaged crew cards in play on that installation.

Control: The player with the highest crew complement (ties go to the installation player) controls the installation.

Transport: Crew cannot be played directly to installations, they must be moved (via transportation) to the installation. Ancients ('N' cards) are an exception and may be played directly to installations.

LUCK CARDS: Luck cards are designated with an 'L'. Luck cards deal with lucky and unlucky situations.

Each card defines how the luck card is played and how it works. Luck cards are played to or against the card or cards which they affect. Luck cards which affect things other than cards are considered played to the owning player's fleet.

MONSTER CARDS: Monster cards are designated with an 'M'. Space monsters are creatures or beings which live in space and often cause damage to terrain or starships.

Each monster card defines where it is played, how it works, what damage (if any) it causes and how it is killed or negated.

Monsters may only be repaired by cards which generate monster healing points.

When a monster's location (the card or cards it is affecting) is discarded the monster is also discarded.

- A monster with multiple locations or which can change locations is not discarded until the last of these locations is discarded.

- An 'M' space dragon is not a 'D' dragon card.

OCCURRENCE CARDS: Occurrence cards are designated with an 'O'. An occurrence card is simply a significant event.

Each card defines how the occurrence is played, how it works, what damage (if any) it causes and how it is negated (if that is possible). Occurrence cards are played to or against the card or cards which they affect. Occurrence cards which affect things other than cards are considered played to the owning player's fleet.

***HEADQUARTER CARDS:** Headquarter cards are designated with a 'Q'.

- Headquarter cards are played to the Sector HQ.

- Headquarter cards are destroyed by weapons damage equal to their strength. They may only be targeted by weapons eligible to target the Sector HQ (if the Sector HQ is not exposed, Q cards are not exposed).

- Only 'Q' cards may be played to or against 'Q' cards.

- Headquarter cards do not protect the Sector HQ.

SPECIAL SHIP SYSTEMS

MINE DEPLOYMENT SYSTEM: The Tufor are masters of mine warfare and most of their ships use a device known as the mine deployment system (MDS). Each MDS requires one mine card and one supply point to function. An MDS permits one mine card to be used each turn but the mine card is not discarded after use, it remains on Tufor ship indefinitely. An MDS can have a supply point allocated to it prior to having a mine card played to the ship. Any mine cards played to that ship (over the number of activated MDSs) and activated are discarded after use.

PHASER MAGNIFIER: A phaser magnifier allows a Scorphead unit to multiply the amount of damage done by each of its phasers. If 1 energy point is allocated to the phaser magnifier, each phaser will do 2 points of damage; if 2 energy points are allocated to the phaser magnifier, each phaser will do 3 points of damage. The maximum amount of energy that may be allocated to a phaser magnifier is noted on the card. A unit's hyperspace detonator may not arm on a turn when the phaser magnifier is armed.

MANEUVERING SYSTEM: Each maneuvering system on a ship costs one energy point to activate. When a maneuver card ('maneuver' in the title) is played to a ship with an activated maneuver system, it is not discarded after use. During the Record Keeping Step of the next turn, the maneuver card is placed back into the hand. The first maneuver card (and second for ships with 2 maneuvering systems) played always consumes an activated maneuvering system and cannot be discarded after use.

ELECTRONIC WARFARE SYSTEM: Each electronic warfare systems on a ship costs one energy point to activate. When an electronic warfare card ('electronic warfare' in the title) is played to a ship with an activated electronic warfare system, it is not discarded after use. During the Record Keeping Step of the next turn, the electronic warfare card is placed back into the hand. The first electronic warfare card (and second for ships with 2 electronic warfare systems) played always consumes an electronic warfare system and cannot be discarded after use.

TRANSGATE: Each transgate may be used once each complete turn as a card action or in reaction mode. A transgate may be used in one of two modes:

- A transgate allows a J'xar unit to bring a J'xar ship into play fully engaged. The ship being 'gated in' must be a J'xar ship whose strength does not exceed the energy allocated to the transgate.

- A transgate allows a J'xar unit to be recalled from play (returning the ship stack to the hand). The ship being 'recalled' must be a J'xar ship whose strength does not exceed the energy allocated to the transgate.

DISCARD PILE

GALACTIC EMPIRES™

DECK

GALACTIC EMPIRES™

Die showing
card's duration
counting down.

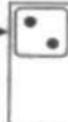
OPPONENT CARD PLAYED AGAINST

X

JDSPR

Die showing
current damage
to structural strength.

T4 Small System



R/E5 Tactical Retreat

S4 ● *

Argonian Destroyer

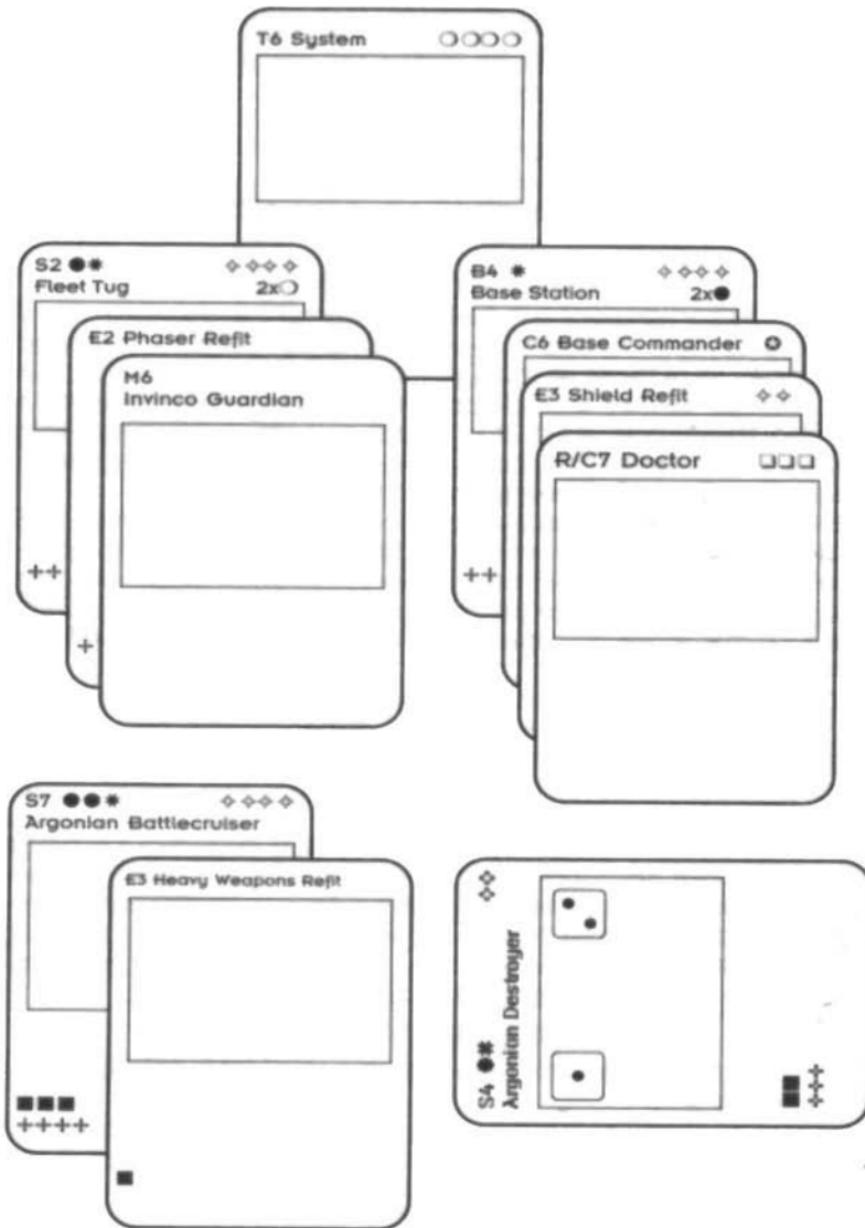
H6 Mind Control Beast

RESERVE FLEET

25 Argonian Sector HQ

SECTOR HQ

T6 System ○ * ■ ■ ■



GENERAL WEAPON RULES

CARD DAMAGE IS NOT WEAPONS FIRE: Card damage is only indicated on the top right of a card with damage point symbols. Card damage is not weapons fire and only occurs in either Card Play phase as a card action.

STANDARD TARGETS: The following card types are considered standard targets and may be fired at with weapons: terrain, ships, dragons, psys, bases, installations, free flying shuttles and any cards which say they are destroyed by damage.

NON-HEAVY WEAPONS

All non-heavy weapons can be fired if the card is engaged. They cost no points to be fired. Non-heavy weapons cannot damage the structure of terrain cards. All of these weapon types are distinct and different. All non-heavy weapons causes a single point of damage unless specified otherwise. The following is a list of standard non-heavy weapons: Phasers, Subspace Whips, Seltzer Cannons, Physical Damage, Psy Damage, Time Damage, Time Damage Generators and Cyber Damage.

PSY DAMAGE: Each psy damage point causes 1 point of damage. Some field cards include functions which produce psy damage. Since psy damage points are considered to be weapons fire for all purposes, functions which generate psy damage points must be activated during Play Cards Phase A so that those damage points may be used during the Weapons Fire Phase.

TIME DAMAGE: Each time damage point causes 1 point of damage. Some cards have two printed values for time damage. The first value is the amount of time damage that can be generated outside the time origin, and the second value is the amount of time damage that can be generated inside the time origin.

TIME PHASER: Time phasers are a non-standard weapon. Time phasers may be fired once each turn, damaging all available targets in one fleet. This fire is fired prior to all other weapon volleys (with distortion cannons, etc.) and is not considered a weapons volley. A time phaser's damage is both phaser damage and time damage. A time phaser is a phaser and can be affected by those things which can affect phasers.

STANDARD HEAVY WEAPONS

- Heavy weapons are the only weapons which can damage the structure of a terrain card.

- Standard heavy weapon require 1 ammunition point to cause one point of damage. The following is a list of standard heavy weapons: Antimatter Pellet, Bi-Tritium Boomerang, Breath Weapon, Ectoplasmic Trails, Energy Flux, Hypertrail Seekers, Neutronium Torpedo, Plasma Stream, Plasma Degenerators, Sabot, Thunderbolt Devastator, Tram, etc.

- Any heavy weapon not defined below as a non-standard heavy weapon is to be considered a standard heavy weapon.

NON-STANDARD HEAVY WEAPONS

DISTORTION CANNON: Distortion cannons are an area affect weapon affecting a huge area of space.

- Each distortion cannon will do 1 point of damage to every ship, base, dragon, monster (susceptible to heavy weapons damage) and free-flying shuttle in 1 opponent fleet.

- The distortion cannon cannot affect terrain cards or the Sector HQ.

- The distortion cannon may be used against all monsters in play against the Mecha player's own fleet (instead of against 1 opponent fleet); in this case, 1 point of damage is scored against each hostile monster (susceptible to heavy weapons damage) in play against the fleet.

- Distortion cannon fire occurs at the beginning of a player's Weapons Fire Phase before all other weapon volleys are fired (with time phasers, etc.). Damage from a distortion cannon is not a weapons volley.

DETONIUM BOLTS: Each detonium bolt requires 1 ammunition point to cause 1 point of damage. Each armed detonium bolt (whether it was fired or not) may be fired 1 time on 1 opponent turn, as a reaction to weapons fired at the ship equipped with the detonium bolt. This fire must be at one of the cards which fired at the ship equipped with the detonium bolt.

HYPERSPACE DETONATOR: The hyperspace detonator is the Scorphead's heavy weapon. When loaded, each phaser on the card is treated as a heavy weapon causing 1 point of damage for each armed hyperspace detonator.

- A ship's phaser magnifier may not be armed on a turn when the hyperspace detonator is armed.

- Scorphead units may not have heavy weapon refits (refits adding heavy weapons) applied to them.

SHIELD PENETRATION DEVICE: The shield penetration device is a heavy weapon that ignores shields, armor systems and EMFs. Each shield penetration device requires 1 ammunition point to cause 1 point of structural damage.

SPECIALIZED WEAPONS MOUNT: Each specialized weapon mount requires 1 ammunition point to cause 1 point of damage. Special Modification: When a specific heavy weapon modifying equipment card is applied to a ship with specialized weapons mounts, the specialized weapon mounts on the ship may be considered to be the heavy weapon type modified by that equipment card (and will then function by the rules for that heavy weapon type). Each specialized weapon mount may only function as one heavy weapon type at a time.

TARRAC PROJECTOR: Each tarrac projector requires 1 ammunition point to causes 1 point of damage. When the Aqaaran unit is functioning as a base, the weapon also causes 1 point of structural damage, ignoring shields, armor systems and EMFs.

TIME BREATH: Some dragons have time breath. Any number of ammunition points may be allocated to a single time breath weapon. Time breath may be fired once for every ammunition point allocated to the weapon. Each firing of a single weapon must occur during a different weapons volley. Time breath damage is both heavy weapon damage and time damage.

VARIABLE PLASMA: Corporate ships use variable plasma as their heavy weapon. Each variable plasma requires 1 ammo point to function. Each will do a number of damage points equal to the number of energy points allocated to that ship for use by its variable plasma weapons. **EXAMPLE:** If a ship has 2 variable plasma weapons which can do a maximum of 3 points of damage each, the ship will need 2 ammo points and 3 energy points in order to do the maximum of 6 damage - 3 damage points each - with its variable plasmas. All the damage points from a single variable plasma must be scored on the same target. The range of energy points that may be allocated to a ship's variable plasma weapons and the number of such weapons is noted on each ship card.

THE MAJOR EMPIRES

The major empires are the most powerful forces on the Far Side of the galaxy. Cards of a major empire may only be used in a deck if that empire is the main empire of the deck. See "Using major empire cards" in the deck stocking rules on page 6.

AQAARAN CRUSADERS: Aqaaran society is highly religious in nature. They are invading the Far Side in a religious crusade to convert the savage empires to a more righteous path. Their huge framework crafts are designed to travel through space as well as establishing a planetary base of operations. Aqaaran units may be played as either a ship or a base. Each card has a strength and engagement cost for both a ship and a base.

- Aqaaran units must be stocked as the card type ('S' or 'B') with the greater strength.
- When in play on terrain, an Aqaaran unit is considered a base for all purposes, except that it may be moved off the terrain via ship movement during the Allocation Phase. An Aqaaran unit in play on terrain will be discarded by the destruction of the terrain.
- When played independently, an Aqaaran unit is a ship for all purposes.

ARGONIAN FIRST REPUBLIC: The Argonians are a race of gaseous beings who can assume semi-solid form. They originated from within the Homecloud Nebula. Argonian ships use circular hulls. Their engines rotate about the hull allowing Argonian ships superior maneuverability.

CLYDON EMPIRE: Clydon Citizens are of several distinct subspecies, known as broods. Each brood serves a distinct function in Clydon society. For instance, Blood Clydon are the common warrior caste. Several broods are of very low caste and do not have Citizen status; some are only mar-

ginally intelligent. The Clydon Empire is the most aggressive major empire on the Far Side.

The Clydon use warcraft. A Clydon warcraft functions as follows:

- Only certain Clydon ships can carry warcraft. Each card indicates if it may do so.

- Playing a warcraft to a ship always requires a card play, a warcraft and ship may not be played as a single card play.

- Most Clydon warcraft are designated as cards that may be played in reaction mode. However, they may only be played in reaction mode if: they are played independently (i.e. not played onto a cruiser) and are played during another player's Weapons Fire Phase in order to block weapons fire that otherwise would have damaged the Sector HQ.

- Clydon warcraft in play can separate from or attach to a ship. When this is done (only in a Card Play Phase) it consumes as a Card Play.

COMEDY CLUB NETWORK: The Ancients left behind massive installations, some of which were comedy clubs. Mimes and space penguins use these comedy clubs to defend their CCN (Comedy Club Network) Sector HQ from hostile and often less humorous empires.

- Comedy club installations protect the CCN Sector HQ while controlled by a Comedy Club Network (CCN) player. They will not protect a controlling player's Sector HQ unless that player is playing CCN.

- When controlled by a CCN player, the weapons on a comedy club may target any player's exposed Sector HQ, Psy Network or Time Origin.

CORPORATE AGGRESSORS: The Corporation was a mega-corporation performing many operations for the Indirigans before the latter became space nomads. When the Indirigans abandoned their planets, the Corporation seized control of several planetary systems within the newly formed Free Trade Zone. It was the first time that a business operated as a galactic government. Many different humanoid and alien beings work for the Corporation.

FILARIAN INFESTERS: (found in Powers of the Mind™) The Filarians are intelligent parasitic beings. When an outbreak of infestation occurs, the Far Side goes into a panic. Filarian Infesters board ships and take control of the entire ship (and all accompanying cards).

- Infested ships are moved to the fleet of the Infester player at the moment control is established. They are totally controlled by the Infester player and are considered to be in his fleet. They protect the Infester player's Sector HQ, not the ship owner's Sector HQ. Neither the ship owner nor the Infester can voluntarily discard the ship. The ship owner cannot move cards off of it, etc. because the ship and all the cards are treated as if they were in the Infester's fleet (except of course when they are discarded they go into the Discard Pile of their rightful owner). The ship is moved back to the fleet of the owning player at the moment the infestation is elim-

inated. **IMPORTANT:** Mark controlled cards with a color bead or marker to keep track of which cards belong to which players.

- A Filarian deck is a standard deck, but the only ship cards permitted are generic ship cards. No major or minor empire ships, no dragons, and no psys are allowed.

- Filarian infesters can only infest ships; they cannot infest dragons, bases, or any other card type.

- A Filarian player may not play cards on an opponent ship which he controls.

GEKONAUAK: The Gekonauak are massive organic creatures who use ships designed to support a single organism. The Gekonauak social structure is determined by valor in combat and often dictates the size of a given creature and his vessel. When a Gekonauak advances within their society, they are granted a larger vessel which they grow to fit.

- Crew may not be played or moved against a Gekonauak ship. Only one crew in the fleet may be in play on a Gekonauak ship. While a crew is on the ship, other crew may not be played or moved to the ship. This does not affect any player's ability to perform there and back missions to or against the ship.

J'XAR: The origin of the J'xar is unknown. They have technology allowing them to cross vast distances of space at near instantaneous speed. J'x ships were first spotted on the Far Side by a small system which claimed the entire J'xar fleet appeared through a transdimensional gate. J'xar use transgates to gate in small ships directly to combat sites. This tactic proved effective against most of the Far Side empires.

KREBIZ CAPITALIST ALLIANCE: The Krebiz appear similar to man-size hermit crabs. Krebiz ships consist of two pieces: The cruiser (aft hull) and the capsule (forward hull).

- Krebiz ship cards come in three types: Cruisers, capsules and combinations. A combination card counts as 1 card for deck stocking rules (#1-3), but counts as 1 cruiser and 1 capsule (of that specific type) for purposes of duplicate card rules.

Beginner's Note: Universe Edition contains only combination ship cards for the Krebiz and these ships need not be separated, etc. Simply use them as complete ships and skip the Krebiz rules section.

If a capsule or cruiser is played by itself then it counts as 1 ship all by itself. A Krebiz cruiser with a capsule played on it counts as one ship of a strength equal to the sum of both cards. Only 1 cruiser and 1 capsule can combine at one time. A combination card has information for both the cruiser and capsule on it. It may be played as a cruiser, as a capsule or as the combination itself, it may even be played with other capsules or cruisers representing the opposite component. If played from the hand as one

component, the other component is considered lost and unavailable for use.

- A player may play a cruiser and a capsule at the same time as a single ship. This counts as the play of only one card for purposes of the 3 card per turn limit, even though this one ship may actually consist of two cards.

- A capsule may be played onto a previously played cruiser. A cruiser may be played onto a previously played capsule. When this happens, the two cards are immediately combined. Once combined, the two components can only be separated on the owning player's turn.

- Separating the two components requires one Card Play to complete even though no card is actually played. Any accompanying cards, friendly or enemy, can be placed on the cruiser or capsule in any combination at the Krebiz player's option. Damage may be placed on the cruiser or capsule in any combination at the Krebiz player's option, however shield damage must remain shield damage and structural damage must remain structural damage. Furthermore, damage may not be divided so as to destroy either the cruiser or the capsule. The two cards cannot be separated if there are not sufficient command slots.

- Two components may be combined by using a Card Play, but not on a turn when either component has been separated.

A cruiser and capsule combination may receive a number of supply and/or energy points sufficient to engage only one component of the combination. During the first Card Play Phase of that turn, the components must be separated as defined above and the one component that received enough supply and/or energy may be immediately engaged at that time, outside the Engagement Phase.

Proxy card elements can be used as temporary substitutes for separated components of combination cards (Example: Use a capsule or cruiser card from Primary Edition to represent separated components).

LEOPAN CONQUISTADORS: The Leopans are a feline race originated from a dark matter nebula just beyond the galactic rim. They were first encountered by the Argonians and the P. O. T. and have established territory on the Argonian edge of the Free Trade Zone. The Leopans invaded the Far Side in an effort to gain a strategic edge in their war with the Zedan for control of the dark matter nebula. The Leopans are the most violet empire ever seen on the Far Side.

MECHAD HOLDFAST: The Mechad originate from a planet orbiting a double star near the edge of the galaxy. Their homeworld is an extremely mechanized society where machines control every process.

EMF: Mechad ships use an electromagnetic field (EMF) defense instead of shields. The EMF has a strength equal to the number of nodes multiplied by the number of energy points allocated to the EMF. Note that most Mechad ships have only one node and so the field strength will usu-

ally be equal to the number of energy points applied to the node. The maximum strength of the EMF is twice the strength of the ship; any energy applied in excess of this amount is wasted. The EMF strength represents the number of defensive points the Mechad ship has for that turn.

A Mechad ship which is not engaged during the Engagement Phase, or a ship which is played from the hand is given a free EMF strength equal to the strength of the ship. If a Mechad ship is disengaged by any means other than during the owning player's Engagement Phase, the EMF strength does not change. (Example: An M3 Alien Parasite card is played against an engaged S5 Mechad Heavy Cruiser with a current EMF strength of 10. Although the ship is immediately disengaged by the parasites, the EMF strength remains 10.) The EMF may not be repaired; it must be re-energized from scratch during each Allocation Phase.

- Shield refits may not be applied to Mechad ships.
- The EMF will not block the function of transporters.
- The EMF is not treated as shields for the purposes of cards which affect shields.

When tracking EMF strength, it is best to "count down" by using a die to indicate the current strength of the EMF rather than the damage that it has sustained.

- The EMF may only be increased in strength by an amount equal to the strength of the ship. EXAMPLE: A strength 7 ship has an EMF at strength 7, it sustains 4 damage, during the next Allocation Phase it can be repowered to a maximum strength of 10 (not 14 the ship's ultimate maximum).

NOBLES: The Nobles are a small band of banished nobility from the Plasma Occupied Territory. They are amassing a small fleet of civilian ships in an effort to reunite the various P.O.T. elements into a single hierarchy (under their tight-fisted control of course).

- The Nobles are crew, represented by 'C' cards. Empire ships may not be stocked in a Noble deck. Only generic ships may be used to defend their Sector HQ.

PLASMA OCCUPIED TERRITORY: The Territory is a loose confederation of several minor empires which act in concert for mutual defense but maintain politically distinct identities. Each sub empire of the P.O.T. which contributes to the common defense is known as an element. Elements include the Tequan, Peladine, Centaurians and a number of others. Some elements are larger than others and so have more ships in the combined P.O.T. starfleet. Players may elect to represent the overall P.O.T. or one distinct element. When playing one distinct element only ship cards of that element and generic P.O.T. ships may be used. Ships from multiple elements may not be used together.

PSY EMPIRES: (found in Powers of the Mind™) The Visonic and Psycanti Empires are not spacefarers who use fleets of starships to protect their territory. Instead they are races of beings with advanced mental powers such as telepathy, teleportation, matter control, mind assault, and mind control. They have no territory that they claim as their own, but travel throughout space within the areas controlled by other empires. Their sole concern is to protect their 'Psy Network', a mystical mind-linking network formed by mentally accessing a parallel universe. Only 1 psy empire can be used in a deck at one time.

VISONIC HISTORY: The Visonics are an ancient power existing for millions of years. They originated from a desolate desert-like planet. The recent appearance of the Psycanti has forced them to become more active and competitive in the politics and conflicts of the other empires.

PSYCANTI HISTORY: The recent appearance of these young upstarts has created a stir on the Far Side. While not actually waging war on the Visonics, the Psycanti don't hesitate to capitalize on the Visonics' misfortune (whether or not they caused the misfortune is irrelevant).

SCORPEAD DOMINION: Scorpeads have the shape of bipedal humanoids with large mandibles and fearsome jaws as well as a long tail with a stinger which is poisonous to most species, including themselves. The Scorpead Dominion is ruled by an elected Dominator whose family has absolute power until his death, when a new election is held and a new Dominator and Ruling Family is elevated.

TUFOR PROTECTORATE: The Tufor Protectorate is located in a region of calm within the Tuforous Dead Zone, a place near the galactic rim that is a site of many strange phenomena, most especially warp funnels. The Tuforous Dead Zone appears to be a sort of "energy release valve" for the galaxy.

The Tufor do not control very much territory, are economically fragile, do not have a large or powerful star fleet and in most ways would qualify as a minor empire. However, their ships are never made available for hire by other empires and so for game purposes they are treated as a major empire.

ZEDAN DEFENSIVE INITIATIVE: The Zedan, also known as the ZDI, are a race of assassins originating from the same dark matter nebula as the Leopans. The ZDI are infiltrating the Far Side to prevent a Leopan conquest which would theoretically shift the balance of power in their dark matter nebula.

THE MINOR EMPIRES

Most of these politically less powerful empires may be used as the main empire of a deck but are most often used as minor empires of a deck to supplement the main empire ship cards. Cards of the following empires, when not used as the main empire of a deck, must be supported by four non-minor empire cards of the same type (See 'Using Minor Empire Cards', page 6).

BOLAAR PIRATES: The Bolaar Pirate Clan is a lesser empire which turned to piracy to survive. They often hire out their ships for use by the other empires but have a reputation for treachery and self-interest. Like the Vektreans, they are known for adapting all kinds of equipment and technology for their own use.

- Bolaar ships can use adapted technology: Bolaar ships may use foreign technology cards without any restrictions. In addition, an exclusive technology card may be used on a Bolaar ship if that ship possesses a card that would normally provide the ability to use a foreign technology card.

CORPORATE PIRATES: The second branch of the Corporate Aggressors was the 'Enforcement Division', commonly called the Corporate Pirates. This pirate group was essentially a paramilitary agency run by the Corporation. They are a minor empire, leasing their units to those who are willing to pay for the service. They have access to all corporate technology, abilities, etc.

CYBER.NOUGHTS: Cybermages have just begun to detect the existence of a growing movement within the realm of the Galacticnet. Some cybermages have begun to warn the empires of the Far Side, others have formed an alliance with this power and have retreated within cyberspace.

- Cyber.nought ships are played directly into cyberspace.
- When engaged, their ships project a holographic reality on the fabric of real space allowing them to exist in both realities.
- Cyber.nought ships may not be engaged while a cyber card in play on the ship also exists at a location in the fleet (The ship would be projecting itself on top of this fleet location). Such a ship must move during the Allocation Phase before engaging.

INDIRIGAN NOMADS: The Indirigan Nomads are wandering tribes of spacefarers. They live exclusively on their starships. These tribes often temporarily align themselves with one empire or another. All Indirigan ships in a player's deck are a single tribe. Each player who has Indirigan ships in his deck represents a different tribe.

The following are all Indirigan tribes: The Grand Chieftain's Touring Fleet (all Primary & Universe Edition Indirigans), Nagiridni Pirates. The

Vacaters of Bolaar V, Invincible Loner, Vicious Six, Lone Wolf's Tribe (in Persona), Andromeda Bound, The Propagationists, The Scientists, etc.

- Indirigan Tribe Rule: All Indirigan ships from other Indirigan tribes (even within the same fleet) must be destroyed before an Indirigan ship may fire on bases or non-Indirigan ships. Indirigan ships must obey any rules printed on the card, in addition to this rule.

- Indirigans as a main empire: Any Indirigan tribe may be used as the main empire of a deck. Main empire Indirigan ships are exempt from any weapons fire restrictions regarding other Indirigan ships. However, the ships of other tribes and ships of the same tribe in other fleets must still obey the rules, even with regard to the main empire Indirigan ships.

ORGONS: The Orgons have migrated to the Far Side from a distant galaxy. They are an organic species somewhat similar to space dragons. They are designated by a 'D'.

- Orgons can cause damage to a location using card damage located in the upper right corner of their card. This is not weapons fire and is done as a card action during either Play Cards Phase. This damage may not be applied to the structure of terrain.

SPACE DRAGONS: Space dragons come in two varieties. The first is M monster cards that just happen to have the word "dragon" in their titles and the second is D dragon cards. The M dragons are marginally intelligent males and are not treated as part of the Dragon Empire. The D dragons are highly evolved and social females. The female dragons determine the breeding status of the lesser male in an effort to advance the dragon race. Eggs are deposited on the surface of suns and other celestial bodies hatching millennia later. Each female seems to be of a different species, yet all females select their mating partners from a single pool of dragon males.

- Some dragons can separate from or attach to other dragons. When this is done (only in a Card Play Phase) it consumes a Card Play.

- Orgons are not considered space dragons.

TIME KNIGHTS:

Time knights are a race of non-aligned entities who are in continuous battles with each other throughout time. Their exact social structure is unknown. Time knights appear at different instants in time temporarily aiding one empire or another.

- Time knights have a normal strength and a time strength.
- Time knights are not affected by any kind of damage points, including time damage, when they are outside the time origin (the same as other crew cards). When at the time origin, they can only be damaged by cards that cause time damage. Time knights are crew and, as such, can be attacked as crew while in the fleet or at the time origin.

TRANOAN EMPIRE: (found in Time Gates™) The Tranoan Empire travels through time attempting to destroy the time knights. They have built special ships which allow them to move to the time origin (when destroyed). Often, Tranoan ships will appear through time and aid a given empire.

- These ships are moved to the time origin when they are destroyed in the fleet.

VEKTREAN MERCENARIES: The Vektrean Mercenaries are a bunch of arms-dealing, weapons-smuggling, tactical strategist warmongers who hire out their ships to the highest bidder. Once they make a contract, they honor it to the letter. The Vektreans are known for adapting all kinds of equipment and technology for their own use.

- Vektrean ships can use adapted technology: Vektrean ships may use foreign technology cards without any restrictions. In addition, an exclusive technology card may be used on a Vektrean ship if that ship possesses a card that would normally provide the ability to use a foreign technology card.

Beginner's Note : Beginning players should skip the following advanced rules (pages 36-39) until they have come to understand the standard rules. Please advance to the Narrative Example on page 40.

SHIP MOVEMENT RULES

- Ships in the fleet may be moved once each Allocation Phase. They may move to a terrain card or be moved into space (independently).

Some cards allow one player's ship to be moved into position against another player's terrain. A ship in play against an opponent's fleet does not protect its Sector HQ.

- A ship in play on a terrain (defending) prevents an opponent ship of equal or lesser strength from being moved into position against that terrain (attacking). A ship in play against a terrain (attacking) prevents an opponent ship of lesser strength from being moved into position on that terrain (defending).

- When a ship is moved to a terrain with a ship of equal or lower strength played against it, the ship played against the terrain is moved off of the terrain. The ship moved off the terrain does not protect its Sector HQ until it is moved back to a location where it can do so.

- When a ship is moved against a terrain with a ship of lower strength played to it, the ship played to the terrain is moved off of the terrain. The ship moved off the terrain still protects its Sector HQ.

PSY RULES

PSY NETWORK: The Psy Network is functionally similar to the Sector HQ in most respects but note the following:

- 25 points of damage to the Psy Network knocks that player out of the game.
- Only 'P' psy cards protect the Psy Network; ships, bases, dragons etc. do not.
- The Sector HQ is not protected by cards which protect the Psy Network and the Psy Network is not protected by cards which protect the Sector HQ.
- Visonic and Psycanti psys can protect their respective Psy Networks only.

TARGETING PSY CARDS: Weapons fire can damage psy cards and the Psy Network:

- Shields of a ship, base, terrain or other location protect the psy cards at that location as though the shields were on the psy.

DISCIPLINES: Most psys are capable of using one or more psy disciplines. Field cards are categorized by one or more of the following discipline groups:

Psycanti Discipline: The discipline used primarily by the Psycanti.

Visonic Discipline: The discipline used primarily by the Visonics.

Elder Discipline: The discipline used primarily by the Elders.

Cyber Discipline: A technical discipline merging technology.

Kinetic Discipline: A discipline revolving around heat and energy.

Fleet Discipline: Any and all field cards in play in the fleet.

Any Discipline: Any and all field cards in play in all of the players' fleets.

Non-Fleet Discipline: Any and all field cards in play outside the fleet.

PSY FUNCTIONS: A psy card can use functions from engaged field cards as indicated on the psy card.

- This will usually cost a number of resource points allocated in a manner similar to the way ammunition points are allocated. The psy can only use functions from field cards which are categorized as being in the discipline at the bottom of the psy card. (Example: If a psy card has (****: Cyber Discipline), that card can use up to 3 functions (at a cost of 1 energy each) from field cards categorized as being in the cyber discipline).

- Psys may only use functions from engaged fields in play in their own fleet unless noted by a card rule.

FIELD CARD OPERATION: A number of psy functions is listed at the bottom of a field card. Each function has a number before it. This number indicates the minimum strength that a psy must be in order to use that function.

- For psys to use functions from the field card, the field card must be engaged.

- Reaction-mode field cards are played engaged when played in reaction mode and allows one psy capable of using the field to use one of its functions as a reaction at no cost.

- Each function of each field in play may only be used once per complete turn. A color bead should be placed on the function and on the psy that activated that function. This will help players keep track of functions which last through a complete turn. This applies even when an opponent has used one of your psy functions (you can't use it since it's in use until the Record Keeping Step of the opponent's next turn).

- A function deactivates in the next Record Keeping Step of the player who activated it. They are activated (or possibly reactivated) during either Card Play Phase.

- If a psy is discarded functions it activated cease immediately, but these functions may not be used again until the end of the complete turn.

- Any functions which have a stated duration of more than one turn may not be reused until their duration expires.

PERSONA RULES

Persona are one-of-a-kind personalities.

- Persona are indicated by the word 'Persona' under the illustration on the card.

- Only one of a given persona class card may be in play in any of the fleets at any one time. If a persona class card is in play no player may play a second such persona class card until the first is discarded.

- If 2 cards designated as being the same persona are found to be in play at the same time, the most recently played persona card remains in play, the other is discarded. Note this can only occur if the first persona is under the affect of a time warp, time skip or similar card when the second persona is played.

TIME ORIGIN RULES

The time origin is a shared location at the center of the table. The time origin is not a card or stack of cards, and cannot have cards played on it or against it.

- Time knights, Tranoan ships and some other cards have two strengths. The first value is their strength when they are in the fleet (normal strength), the second value is their strength when they are at the time origin (time strength).

- All cards with a split strength are stocked in the deck using the first value (their fleet strength).

- No card may be played to the time origin from the hand unless that card says it can do so.

- Cards at the time origin can only affect cards at the time origin, and cards outside the time origin can only affect cards outside the time origin.

- Cards at the time origin do occupy command slots just as they would if they were in the fleet. Cards at the time origin never protect the Sector HQ or Psy Network.

- Cards at the time origin are considered in play and can be allocated to, engaged, and take their actions (within the time origin only, of course).

- Cards with a time strength (time knights, temporal snakes, Tranoan ships etc.) can only be completely destroyed (discarded) when at the time origin. If in the fleet at the time an action would normally force them to be discarded, they are moved to the time origin instead. When a card is moved to the time origin (along with any other cards in play on that card) all damage applied to it and all opponent cards played against it while outside the time origin are removed and discarded.

- Cards at the time origin may only move back into the fleet by use of special cards. When a card moves to the fleet from the time origin, all damage applied to it and opponent cards played against it while inside the time origin are removed and discarded.

- The time origin can be (temporarily) destroyed by 25 points of damage applied by anything which can score damage on a Sector HQ or Psy Network. These points must be scored from outside the time origin. These points are cumulative. Any player may score points against the time origin. No card can protect the time origin. All cards of all players at the time origin when it is destroyed are discarded. When the time origin is destroyed in this way, it immediately reforms (empty, of course, until cards are moved into it).

CYBERSPACE RULES

Cyberspace is an artificial parallel dimension created by the cyberimages inside the Galacticnet.

- A cyber card is any card with cyber in the title as well as any card considered to be a cyberimage (ex.: A C5 Psybermage, any crew with an A2 Cybermage Implant, etc.).

- Cards in cyberspace do not affect the active fleet and cards in the active fleet do not affect cyber space. Cards in cyberspace cannot protect, damage or affect the Sector HQ or Psy Network. Cards that exists in both the active fleet and cyberspace may affect and may be affected by both.

- Cyber cards (or cards which state they may be played to cyberspace) may be played to or against cyberspace or the active fleet. Only cyber cards may be played to or against cyberspace (non-cyber cards may not be played to or against cards in cyberspace).

- Any cards in play on a card in cyberspace also exist in cyberspace (ex.: An A5 Greater Automaton on a C4 Cybermage).

- Energy from the active fleet may be allocated into cyberspace. The maximum amount of energy that may be allocated in cyberspace is equal to the sum strength of all engaged cybermages in the active fleet.

Pseudo-locations in cyberspace:

- All locations in the active fleet have a pseudo-location in cyberspace. A pseudo-location is not a real location, but merely a link from real space to cyberspace. A pseudo-location is not capable of supporting cards that require a location, it is merely a point where a cybership can link to the active fleet.

- Cyber cards in the active fleet always exist at both the fleet location and the pseudo-location in cyberspace.

- Only cyberships may be played or moved to a pseudo-location. Cyber crew, equipment, etc. must be played to a location (not a pseudo-location) in cyberspace, such as a cybership.

- Cyberships (ships existing only in cyberspace) may be moved during the Allocation Phase from one pseudo-location to another. Players may only have cyberships in play at pseudo-locations in their own fleet. A player may only have one cybership at a given pseudo-location.

- When a cybership is moved to a pseudo-location, cyber cards on the location in the active fleet are considered to be in play on the cybership also. Additionally, any cards on the cybership may be considered to be in play on the location in the fleet.

- If either of a cyber card's two locations (cybership or location in the fleet) is destroyed the cyber card is considered to be in play on only the remaining location.

- If a cybership moves while a cyber card on the cybership coexists at a location in the active fleet, the cyber card may only remain at one of the two locations (either the cybership or the location in the fleet).

NARRATIVE EXAMPLE OF GENERAL PLAY

We strongly recommend that novice game players place cards on the table while following the narrative below. Mimicking Bob and Sue's actions will give you the feel for game mechanics more quickly. If you do not have a card that is mentioned below, substitute another card of the same type and strength as necessary. See also the Card Play diagram in the center-fold of this booklet.

Bob and Sue are playing a standard game. Each has a deck of cards and has shuffled, cut and drawn an ante. Sue's ante is higher in strength and she goes first.

Sue plays a T3 Asteroid Belt. She has no other terrain cards to play. She has 8 cards in her hand so she draws two cards from her deck.

Bob plays a T4 Small Planet. He also has no other terrain in his hand. He has 8 cards left in his hand and so he draws two cards, ending the first complete turn.

Sue plays a T1 Small Moon. Then she plays a disengaged S1 Fleet Freighter on her T3 Asteroid Belt. She draws two cards, ending her turn.

Bob plays a disengaged B4 Base Station on his T4 Small Planet and an M1 Small Phaser Eel on Sue's S1 freighter. Sue plays an R/C4 Science Officer onto her freighter in reaction to Bob's phaser eel. Bob's turn ends and he draws two cards.

Sue now allocates her terrain points. The freighter requires one supply and one energy point. Her two terrain cards provide this easily and she engages the freighter by turning the freighter upright. Sue then plays an E2 Phaser Refit and an E1 Shield Refit on her freighter. Bob's Sector HQ is vulnerable because he has no ships in play; his base cannot defend his Sector HQ. She declares weapons fire on Bob's Sector HQ. The freighter has 2 phasers plus 1 from the refit, for a total of 3. These are not blocked by the phaser eel because the science officer suspends the hostile effects of monsters. Bob places a die in front of himself with the 3 showing to represent the damage to his Sector HQ. Sue now plays her last card, an H2 Ion Storm on Bob's base. He places a die at the upper right side of the card, near the shield symbols, with a 2 showing to represent the damage to the base's shields. Sue draws two cards.

First Bob repairs his one free shield point changing the 2 to a 1. Bob then allocates his terrain points. His base needs one energy point to be engaged and his T4 planet provides one energy point. The planet also provides one economy point which Bob declares as a repair point, removing the die from his base. His planet also produces 2 supply points, but Bob has no use for these points so they are lost. Bob now plays a disengaged S4 Indirigan Frigate. He declares weapons fire on Sue's freighter causing 2 points of phaser damage from his B4 Base Station. Bob then plays an E2 Nuclear Mine on his base and uses it against Sue's freighter causing 2 more damage points. Sue places a die near the freighter's shield points with a 4 showing. Bob discards the mine card and then ends his turn by drawing 2 cards.

Sue changes the 4 to a 3 for her one point of automatic shield repair that turn. She has two economy points left over after maintaining her freighter's engaged status. She allocates these as repair on her freighter's shields turning the die to a 1. Sue plays a disengaged S5 Light Cruiser. She also plays an M3 Shield Fiend on Bob's S4 Indirigan Frigate. The shield fiend damages all of the frigate's shields and is then discarded. Sue then plays an M4 Space Dragon to the frigate, causing two more points of damage. Sue then declares weapons fire from her freighter for 2 more damage points and the frigate is destroyed. The frigate and the space dragon are discarded. Sue then declares her last point of weapons fire on Bob's Sector HQ, bringing him to 4 points total.

Play continues in this manner.

DEFINITIONS

Ability - 1) An 'A' ability card. 2) A card function.

Active Fleet - Each player's active fleet includes all of one player's cards in play, including cards played against an opponent, but not cards in the deck, Discard Pile or reserve fleet.

Adapted Technology - See equipment cards.

Ante - The card offered by each player as a prize for the winning player.

Basis of a Stack - Any card with other cards played on or against it, but not the card(s) played on or against it.

Captured - 1) Captured crew is discarded. 2) Captured units: see control.

Card Action - The operation of a card in play. This is not a Card Play.

Card Damage - Only cards with one or more damage symbols on the top right can cause card damage. Use of card damage is a card action.

Card Play - The act of actually playing a card on the play area. Generally, 3 Card Plays are allowed during your turn.

Class - An 'x' class card is a card with 'x' in small text below the lower left corner of the art window. Ex.: Persona class cards.

Combined Cards - Combined cards add their strength (damage equal to the sum of their strengths is required to destroy combined cards) and output. They are considered 1 item of their type. Ex.: A T6 Vorn with a T2 Captured Satellite played to it are 1 terrain, but are two cards for stacking rules (i.e. Vorn is the basis of a stack.).

Destroyed - A card which is "destroyed" is discarded. A card is destroyed when it reaches zero points.

Discarded - Cards which reach a current strength of 0 or less, or are discarded after use, or are discarded due to being voided are discarded to the top of the Discard Pile. Cards played to the Discard Pile, or placed on the bottom of the Discard Pile, etc. are not considered as being discarded.

Discarded after use - Cards which are discarded after use are not discarded until they are done performing any functions which they perform.

Disengaged - Cards which are in play but are not available for use. These cards are positioned horizontally.

Discipline - A study category of a psy being. Field cards are defined as being used by the practitioners of one or more types of disciplines.

Empire cards - Cards with an empire's name in the card's title as well as ships, bases, dragons, psys and installations with an empire's color texture (the art pattern behind the text). Note that other card types with an empire background must have the empire's name in their title to be considered a card of that empire.

EMF - Electromagnetic field, the Mechad defense system.

Engaged - Cards in play and which can be used. Positioned vertically.

Exclusive Technology - Empire technology not useable by other empires.

Field - 1) 'F' Field cards containing a small selection of psy functions.

Foreign Technology - See equipment cards.

Generated Points - Points on the top right of some cards. These points are produced each turn during the Allocation Phase.

Generic Ships - Ships which can be used by any empire.

Healing Points - Special repair points used to repair damage to dragons, psys and monsters.

Immune - A card which is immune to something cannot be affected by cards which do that something.

Health-Affecting Cards - Cards as illness, injury, insanity and plague.

Immediate - Actions which happen immediately happen during the same phase, and do not have to wait for the appropriate phase to function.

Killed - A card which is "killed" is discarded.

Location: A ship, base, installation, terrain or free flying shuttle.

Main Empire - The empire which the player represents with his deck.

Major Empire - The major empires are the most powerful empires on the Far Side of the galaxy. They cannot be used as a minor empire in a deck.

Minor Empire - The minor empires are less powerful forces which can be used as the main empire of a deck or as supplements to another empire.

Non-Passive Equipment - Equipment cards which do not function when the unit on which they are played is disengaged. Universe Edition cards have a 'NP' under the illustration indicating it as non-passive.

Opponent Volley - All the damage points from weapons fire (not Card Plays) allocated to a single target at a single time from any number of firing units.

Passive Equipment - Equipment cards which function whether the unit on which they are played is engaged or disengaged. Universe Edition cards have a 'P' under the illustration indicating it as passive.

Pirate Ship: A pirate ship is any ship with pirate in the title, plus any ship of the following empires: Bolaar, Corporate Pirates, Nagiridni and Vicious Six.

Plasma Weapons - Any weapon with 'plasma' in its name.

Point Modifier - Arithmetical changes which a card makes to the generated points of another card.

Point Requirements - The number and type of points that a card needs to be engaged. Those points on the top left of the card.

Psy - A 'P' card.

Psy Damage - Weapon damage points caused by many psy cards.

Psy Function - A function on a field card.

Psy Network - Similar to the Sector HQ. What the psys are protecting.

Reserve Card - Cards with the word 'reserve' in the title. They cannot be placed into the reserve fleet at the start of a game.

Reserve Fleet - A number of cards equal to or less than the number of players at the start of the game set to the side before play begins.

Reaction Card - Reaction cards are cards played in reaction. Only cards designated with an 'R/' can be played in reaction mode.

Shields - The defensive system on most ships.

Shuttle - Any card with 'fighter' or 'shuttle' in the title.

Splash Damage - Damage left over, after destroying a reaction card played to absorb damage, which is applied to its original target.

Spy Card - Any card with 'spy' in the title.

Stack - A stack is any card in play including any card stacks in play on those cards. A card is a stack, but it is not a stack of cards (cards being plural).

Star Card - Any card with 'star' in the title.

Strength - The number in the upper left corner of a card which defines its relative durability. When strength is referenced it always refers to the strength of the card (as modified by other cards) but not the current strength (as modified by damage).

Structural Damage - Damage applied against the strength of a card, as opposed to damage applied to shields.

Terrain Modifier - Arithmetical changes which a card makes to the generated points of a terrain card.

There and Back Mission - The relocation of a crew card to an opponent location for the crew card to perform its action at that location and return.

Time Card - Any card with the word 'time' in the title.

Turn 1 Restrictions - Only terrain cards may be played. Swaps to the reserve fleet may be made.

Turn 2 Restrictions - 1 ship, base, psy, dragon or installation may be played.

Unit - A base or ship (a dragon but not a psy or installation).

Type - The letter designation in the upper left corner of a card (not R/).

Weapons - Includes such things as phasers and heavy weapons.

EXPANSIONS SETS

INTRODUCTORY EDITION (AUG 94): First GE card set.

PRIMARY EDITION (DEC 94): A limited expansion.

NEW EMPIRES (MAR 95): A limited expansion. Hologram Entity cards!

POWERS OF THE MIND (JULY 95): A limited expansion. This set introduces the psy empires. The Filarian Infestation also appears here.

TIME GATES (AUG 95): A limited expansion. This set introduces time travel in the Galactic Empires universe.

UNIVERSE EDITION (NOV 95): This product. The core set to GE.

ADVANCED TECHNOLOGIES (JAN 96) : A limited expansion. A technological expansion which gives the empires really cool equipment and ships.

PRIMARY TACTICS: AN AUDIO GUIDE: The first in a series of entertaining audio works giving tactical guidance to all Galactic Empires players.

PIRACY (MAY 96) : Space pirates attack in this limited expansion set.

PLAY MAT (JUNE 96): This play mat is designed to protect cards. Laid out exclusively for Galactic Empires play, this mat includes play aids and graphics. Comes with an exclusive GE card found nowhere else.

PERSONA (AUG 96) : A limited expansion. Legendary one-of-a-kind personalities exhibit powers beyond that of normal crew.

THE COMEDY CLUB ON THE FAR SIDE OF THE GALAXY... (JULY 96): A limited expansion directed towards the more comical element on the Far Side of the galaxy.

GALACTIC EMPIRES: THE BOARD GAME (SEPT 96): Galactic Empires takes board game form in this hex-based starship combat strategy game. This product contains a map, rules, counters, dice, 124 Universe Edition cards and 1 exclusive Galactic Empire card.

GALACTIC INVADERS (OCT 96): This limited expansion details six new empires which are invading the Milky Way galaxy. The empires find themselves on the defensive in a battle over territory on the Far Side. The invasion begins July 4th, 1996 with a preliminary invasion force found in Galactic Invaders starter decks.

CYBERSPACE (FEB 97): A force from within the Galacticnet seeks to exert control over the fabric of real space. The empires must accept this force or fight it in a battle from within. The first cyber empire will be introduced in this limited expansion.

REALMS OF THE ANCIENTS (MAY 97): The Ancients return to reclaim their installations and influence the empires as the empires battle to conquer the Far Side. This is a limited expansion.

UNIVERSE EDITION VERSION 2.0 DESIGN CREDITS

Concept, Mechanics, Rules, Layout & Design: C. Henry Schulte

Editor: George T. Henne Jr.

Rules Team: Anthony Medici, Ted Peer, Vincent Bieksha, Andrew Smith, George T. Henne Jr., Alan Gopin, Tim Moyer, Richard Peterson, John Fitzpatrick.

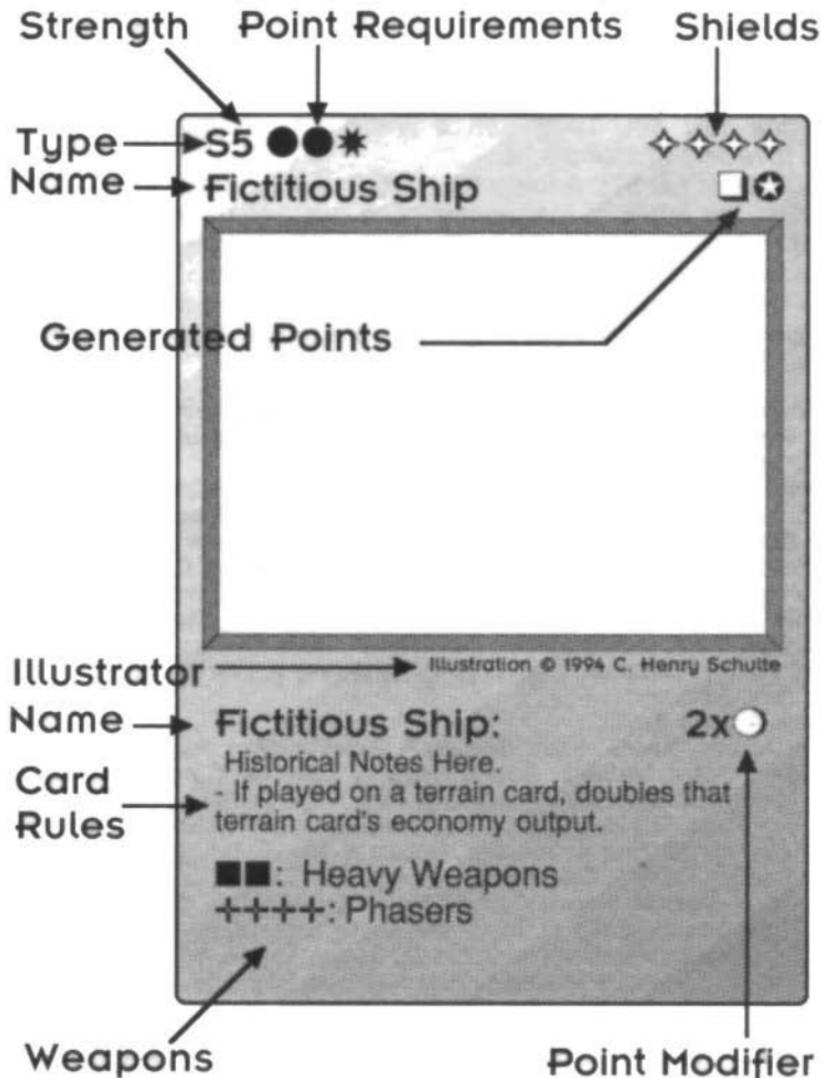
Universe Edition Playtesting: John M. Hammer, Richard Van Alstyne, Alan Gopin, Anthony Medici, Bill Neumann, Jack Nelson, Vincent Bieksha, Patricia Bieksha, Nick Sauer, James Saliers, George Brown, Richard Peterson, Dave Van Cleef, Donald Clarke, John Barbiero, Ted Peer, Bill Rakowski, Jeremy York, Stephen Gopin, Russell Sheehan, Don Price, Bob Bradach, Dan Hyman, Mark Hyman, Tim Moyer, Andrew Smith, George T. Henne Jr., John Fitzpatrick, Jeffrey A. Yarter, Aaron Funke, John Rigley Jr., Eric Johnson.

Art Director: Andrew Smith.

Artists: Tim Adams, Gary A. Kalin, Edward P. Beard Jr, Mark Poole, Melissa Benson, John Holland, Mark Maxwell, Debbie Hughes, Michael Carroll, Lawrence Allen Williams, Gregg Glymph, Ron Rouselle II, Paul "Prof" Herbert, Alex Keating, Ralph Peccia, Ben Peck, Ted Beargeon, Doug Savage, Nivard, Christina Wald, April Lee, Gary A. Kalin, Ne'ne' Tina A. Thomas, Robert A. Kraus, Douglas Chaffee, Mitchell Davidson Bentley, Cline A. Siegenthaler, Susan Van Camp, Douglas Shuler, Michael Trapp, John D. Matson, Randy 'Tarkas' Hoar, Jay Muchala, Shawn Parrack, Dan Gilman, Randy Asplund-Faith, N. Taylor Blanchard, Bryon Wackwitz, Catherine Buck, Darryl Elliott, Josepha Haveman (from the CD Space, Time & Art), Ryan Gable, Leslie Rigley, Beth Fay, Cynthia A Mannino, Elvis McMadd, Sigmund Frye, Alan Gutierrez, Bob Wesson, Mutt Studios, Jim Pavalec, Heather Bruton, Kim Garvin, Alan Rabinowitz, Victor Yarter, Scott Werner, Todd Lockwood, Susan Dawe, Matthew Mastrogiovanni, Richard J. Rausch, George T. Henne Jr., Kris Macintyre, Andrew Smith, C. Henry Schulte. Josepha Haveman's art is copyright Wayzata Technologies.

INSPIRATION: Shivaun, Taylor and Madison

Card Nomenclature



Card Type Chart

A - Ability	L - Luck
B - Base	M - Monster
C - Crew	N*- Ancient
D - Dragon	O - Occurrence
E - Equipment	P*- Psy
F*- Field	Q*- Headquarters
G*- Agenda	S - Ship
H - Hazard	T - Terrain
I*- Installation	

- 1 - *Card types not found in Universe Edition Starter Decks.
- 2 - R/ is not a card type, use the other letter on the card.
- 3 - Terrain, Ship, Dragon and Installations can be played independently.

Point Symbols

Generated Points

○ Economy Points

● Supply Points

* Energy Points

■ Ammunition Points

□ Research Points

◆ Repair Points

Other Points

◊ Shield Points

◆ Node Points

+ Phaser Points

■ Heavy Weapon Points

✗ Damage Points

★ Command Points

Player Turn Sequence

1 - Allocation Points 5 - Play Cards

2 - Engagement Phase B

3 - Play Cards Phase A 6 - Discard

4 - Weapons Fire 7 - Draw Cards

DISCARD PILE

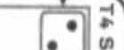
GALACTIC EMPIRES™

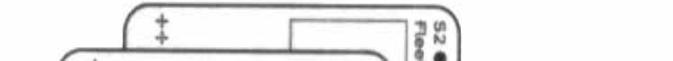
DECK

GALACTIC EMPIRES™

Die showing
card's duration
counting down.

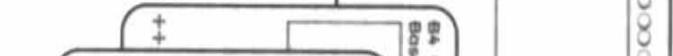
OPPONENT CARD
PLAYED AGAINST 
X  **H3** 

T4 Small System 


T6 System 





 Fleet Tug

 Base Station

 2xC

 Phaser Refit

 Invincia Guardian

 Base Commander

 Shield Doctor

 C6

 R/C7

 Doctor

B4  Base Station





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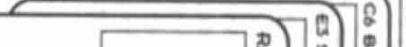
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