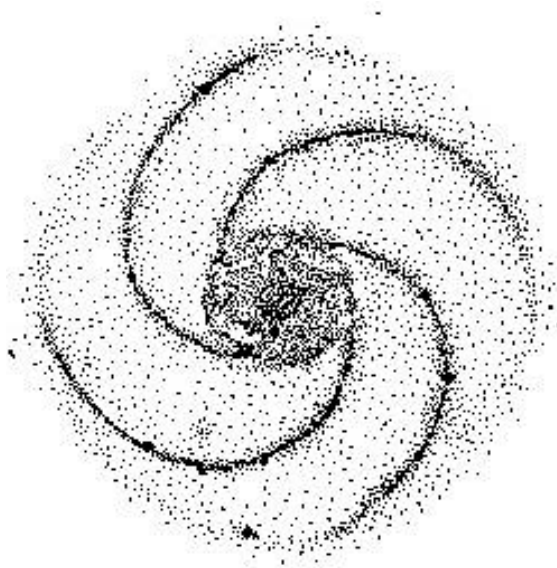


THE INTERSTELLAR COMMUNICATOR

THE NEWSLETTER OF GALACTIC EMPIRES

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EDITORIAL

By the Starmaster

I hope everyone is having a great summer so far. Lots of things going on here, including a galaxy that seems to be heating up. I won't take up a lot of time with editorial stuff this issue except for one quick announcement.

New Player Representative

I'd like to announce that Bob Becker (a.k.a. The DeathDealers Empire) has accepted a position with MMJ Enterprises as a New Player Representative for Galactic Empires.

In this position Bob will be taking a leading role in seeing to it that new players are welcomed into the game and quickly make contact with other smaller empires so they can start making deals and forming alliances. The emphasis here is to hook new players up with each other and not to feed them into any particular alliance or mega-empire.

As part of his responsibilities for this position Bob will also take on the role of answering general, non-sensitive, questions related to the play of GE

that are posted on the GE Forum. Bob will also continue his articles for the IC that have covered various 'how-to' aspects of the game, and some of the finer points of playing GE.

Bob first started playing Galactic Empires a little over 21 years ago, just before I started playing if my memory serves. He has proven his ability to not just play the game but to excel at it. I am very excited about this new role, and I hope you all join with me in supporting Bob as he pioneers this new position.

As Galactic Empire grows and we move into the new rules and begin a full scale advertising campaign later this year, or the start of next year, I expect there will be a need to add additional New Player Representative, and perhaps one or two other positions. All of these positions will be filled by players of the game, and in fact one requirement to continue in this or any future position is to continue as an active player of GE. Rest assured that at no time will anyone other than myself ever have access to any game related information beyond what they discover on their own through playing GE. I would not accept, nor

would I keep on staff, anyone if I had any doubt of their ability to perform their assigned duties without seeking to further their own empire's agenda.

That's all for now. Have a nice day and don't let the PB catch you in the open.

-M ark

TRADE CENTER UPDATE: GUKM

By the Tusga Lizei of the Sonic Bugs Federation

Paxywcsdagi Trading Cooperation (PTC)

The PTC continues their growth spurt with continued support of the Sonic Bugs Federation. Reaching new personal highs in production analysts believe that with a concerted effort that the PTC could eclipse *Haddon* production at GUKM within the next three star months.

Director of Trade Center Operations

With the continued absence of the Trade Guild Empire from the current galactic radar *Haddon* has taken the lead in the search for a replacement Director of Trade Center Operations at GUKM, although recent reports of PTC growth potential have hurt *Haddon*'s chances recently.

The Fifra Horst Treyder of the Trade Guild Empire has held this position since GUKM first reopened as a galactic trade center. Some officials of the Sonic Bugs Federation today said they felt that perhaps this should be a rotating position to give more merchants the opportunity to direct the galaxies largest open trade center. While others feel that only a truly experienced hand should be at the wheel. No final decision is expect on any possible changes for some time.

Mass PP to RS Conversions

Population, which had been traded to the Trade Guild Empire, and had been awaiting transport documents for entry into the Trade Guild Empire recently volunteered 'in-mass' to become RS. Little is known as to any other motivation behind this conversion frenzy.

Concerns abound as to the effect of these conversions on relations with the Trade Guild

Empire as these PP had been issued passports as part of a large scale trade agreement are being dismissed by local officials who say "We've got more where they came from!"

OFFERS AND POINTERS

By the Dread Deliverer

Free Scout Fleet to New Empires!

If you are a new empire contact the DeathDealers for your free scout fleet. I promise you at least 2000SC with 20CA. Most of the new welcome fleet packages from DeathDealers contain more than CA, and SC.

Non Star Merchant Star City Building

You can not start a Star City from scratch if you are not a Merchant. But once you own a Star City you may use your production to build CH onto it.

Fleet & Star City Attacks

Fleets and Star City's attack in order of numbering. The lowest number Fleet & Star City attacks then it goes to the next higher numbered.

Fleets always attack before Star City's so plan attacks around this. (editors note: Given some of the other reports in this issue this point takes on added significance.)

**Dread Deliverer
of the
DeathDealers Empire**

GUKM TREATY ORGANIZATION (GTO)

By Lord Atar and the Dread Deliverer

Members of the GTO recognize that while they may not always agree on every matter of galactic politics, and may in fact engage in wars against each other from time to time, that on the subject of GUKM they are united.

GUKM is an open trade center and as such all empires are welcome to visit, trade and establish a star base there as they see fit. Free passage to and from GUKM is guaranteed for all empires.

Any form of aggression against GUKM or any empire present at GUKM, whether a signor of this

treaty or not, no matter the target, no matter the justification, no matter the form of attack, will be punished in the most extreme manner by the members of the GTO.

Founding Empires:

Sonic Bugs Federation

DeathDealers Empire

EYES IN THE DARK REPORTS

by *Bett'el Maudar, Interstellar News Network*

Bett'el: Hello again. This year we are planning on running a multi-part column featuring one of the new up and coming empires in our galaxy. Today we will interview Admiral Tablor of the Zarahemla Ruling Council. Good morning to you, Admiral

Admiral Tablor: Good morning.

BM: Admiral, why don't you begin with a short background about your self and your empire.

AT: Well ma'am. I am a carrier man. I joined the ISF out of school and have been with it ever since. With our new intergalactic moves we formed a new ruling council and I am a member of it. We have expanded to cover about a half dozed systems.

BM: How many members does this council have?

AT: We are a ruling body of five. We cover all the major areas of our empires' functions. I am in charge of the ISF, the Interplanetary Security Force. General Syphak, a good friend of mine, in head of Planetary and star base security, President Kaplin in head of Industry, Chancellor Vairian is in charge of Diplomacy and, Captain Creig Layner heads up our exploration corps.

BM: How long has the council been in place?

AT: For a few years now.

BM: Admiral, in doing a little research I found that early on in your empire's expansion it was common for a small feet of ISF ships to go with them, is that correct?

AT: Yes it is.

BM: But the last ten exploration fleets didn't take a ISF fleet with them.

AT: That's right. Exploration is a very hazardous undertaking. We found early on that many of the

systems we would locate have defensive fleets protecting them, much like our own. A large show of force can often be misinterpreted by new empires as an act of war. So the decision was made not to send them.

BH: But some ships do still go, right?

AT: We do send one diplomatic cruiser with each fleet, yes. It is there solely for diplomatic relations and not for combat.

BH: I understand that your expansion of the empire has stopped for the moment.

AT: We no longer have expansion as our primary focus, yes. The council feels that at current we are large enough to halt anymore colonization efforts for the time.

BH: Isn't it true that your empire is struggling with the needed infrastructure to maintain your current size?

AT: Expansion is always difficult. We are working to meet our growing needs

BH: Isn't it also true that no new military star drives are being built and than none are on order. That the main production centers are only building civilian transports?

AT: You would have to ask President Kaplin.

BH: But you will agree the role of the ISF is changing.

AT: Yes.

BH: What them, becomes the role of the ISF?

AT: We will be taking on a purely defensive position for the time.

BH: Must be quite boring for a military man.

AT: Not really in any war time expansion you have to stop to fortify your new positions.

BM: Lets talk about your fortifications. I have heard rumors that the system defensive systems will be fully automated and unmanned buy the end of the year. Could you comment on that?

AT: I have heard critics of the new system say that as well. And let me clarify something. Yes it is true that we will be moving to a more automated system but that does not mean we are taking humans out of the loop. It has be come a matter of cost. It takes hundreds of officers and enlisted personnel to maintain a large fleet around each system. The automation we are working on will allow the same protection but under the command of one hundredth of the man power.

BH: Then you won't be scrapping the fleets?

AT: No, we won't.

BH: What are your plans for the ships then?

AT: That is still being discussed.

BH: I understand that many of the military transports are being retrofitted to carry Planet Busters would you care to elaborate on that.

AT: I can't talk about that.

BH: Is it true that ISF ships have used the weapon

AT: We have done some test firing, yes.

BH: I have sources that say that you have used then against other empires is that true?

AT: I can categorically deny that. No ship barring ISF marking has ever fired a planet buster at any populated fleet or system.

BH: What is the future for your empire, admiral?

AT: The council is unanimous in it's ongoing mission. To extend our range of our political, economic, and cultural influence to the galaxy.

BH: Thank you for your time admiral.

This has been Bett'el Maudar for the ISN. Next time we will be interviewing Chancellor Vairian and Captain Layer also of this new empire.

GALACTIC NEWS NETWORK SPECIAL REPORT

A State of Imminent War has been declared within the Sonic Bugs Federation in response to repeated attacks on Sonic Bugs systems. While the Sonic Bugs Defense Forces initially declined to confirm or deny who is responsible for these attacks but many officials believe that the ANTSworm Empire is in fact the aggressor in these recent exchanges.

When questioned about these attacks ANTSworm made the following response. "As ANTSworm scouts are exploring, they are being attacked by Sonic Bugs. Since we have no way of knowing who or what destroyed our scouts, we sent a probe. If Sonic Bugs would refrain from attacking our scouts, then we would not be having these little negative encounters. We have offered to ally ourselves with Sonic bugs so we could tip our wings in friendship instead of returning fire when Sonic Bugs auto-weapons go off."

A spokesman for the ANTSworm Empire then went on to declare that the Sonic Bugs State of Imminent War was "Only words" and that the ANTSworm Empire holds no ill-will towards Sonic Bugs, but clearly it is their view that the ball is with Sonic Bugs as to future events. The spokesman went on to say "They must decide to be either our friend or our enemy. It is their choice."

Sonic Bugs officials countered by pointing out that the ANTSworm scout fleets made unauthorized entry into a Sonic Bugs system. Both an open star city attack and an underhanded attempt to subvert the local government by funding various gorilla warfare elements followed this. The official went on to say "They have attacked us in defense of a scout fleet? They have put billions of bugs and aliens at risk of galactic war over what, 87SC? We have done nothing except defend ourselves against unprovoked attacks. Our defense will continue and will escalate if these attacks do not stop immediately!"

Witnesses have reported seeing Sonic Bugs Fighter Squadrons being loaded and certain other troop movements in progress. All star cities have also been recalled from regular duties and placed on alert at Sonic Bugs military reservations.

Contrary to various warlike tendencies the Sonic Bugs Federation has not fought a major galactic war since the Dig Dug Wars back in stardate 03.20.3. On the other hand the ANTSworm Empire views itself as being in a major galactic war on a daily basis with anyone who dares to shoot down one of their scout fleets. The Sonic Bugs Federation does boast that they have never lost a system in combat. While this can not be confirmed it is known that they are one of the few empires of that era to still own their home world.

Bookmakers at the TMGY Party Planet are giving 4:1 odds against a peaceful resolution to this dispute, and 3:2 odds in favor of the ANTSworm Empire winning a prolonged war with the Sonic Bugs Federation.

WHO'S WHO IN GALACTIC EMPIRES

Several issues back we offered to put together a Who's Who in GE with the idea of getting to know each other better. While there were a couple of responses I thought with the announcement of Bob Becker as our New Player Representative that it would be good to start by profiling Bob. So here, without further introduction, we begin.

GENERAL INFORMATION:

Name:

Bob Becker

Address:

*4510 Dewey Drive
Colorado Springs, CO 80916*

Email:

*Squeeky@satcom.whit.org or
Bob_N_Marcia@yahoo.com*

Yahoo Messenger:

Bob_N_Marcia

PERSONAL INFORMATION:

Employment:

Scientist

Schooling:

Military Technical Schools, Some college

Hobbies (non-gaming):

Cowboy Action Shooting, Motorcycles

Languages:

American

Leisure/Pleasure Activities:

Reading

Sports/Fitness:

Baseball, Football

Pets/Plants:

German Shepards, Rabbits

Quotation:

OOPS!

GALACTIC EMPIRES INFORMATION:

Current Empire:

DeathDealers - Xenophobe

Past Empire:

Light Horse - Pirate (Defunct)

First Started Playing GE:

1982

Current Alliances:

GTO GUKM Treaty Organization, YFA Your Friends & Allies

Best Ally:

Sonic Bugs

Worst Enemy:

None of them are around or alive anymore, Hehe!

What Attracted You to GE:

All systems are accessible in one jump

OTHER GAMING INFORMATION:

Favorite Non-GE Game(s):

Warhammer40K, Mage Knights, MTG, Diablo II

Least Favorite Game(s):

Anything produced by Activision

Other PBM Games You Play:

Starweb

What do you look for in a game:

Fun & interaction amongst players

**The deadline for the next issue of the
Interstellar Communicator is NOW!**

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