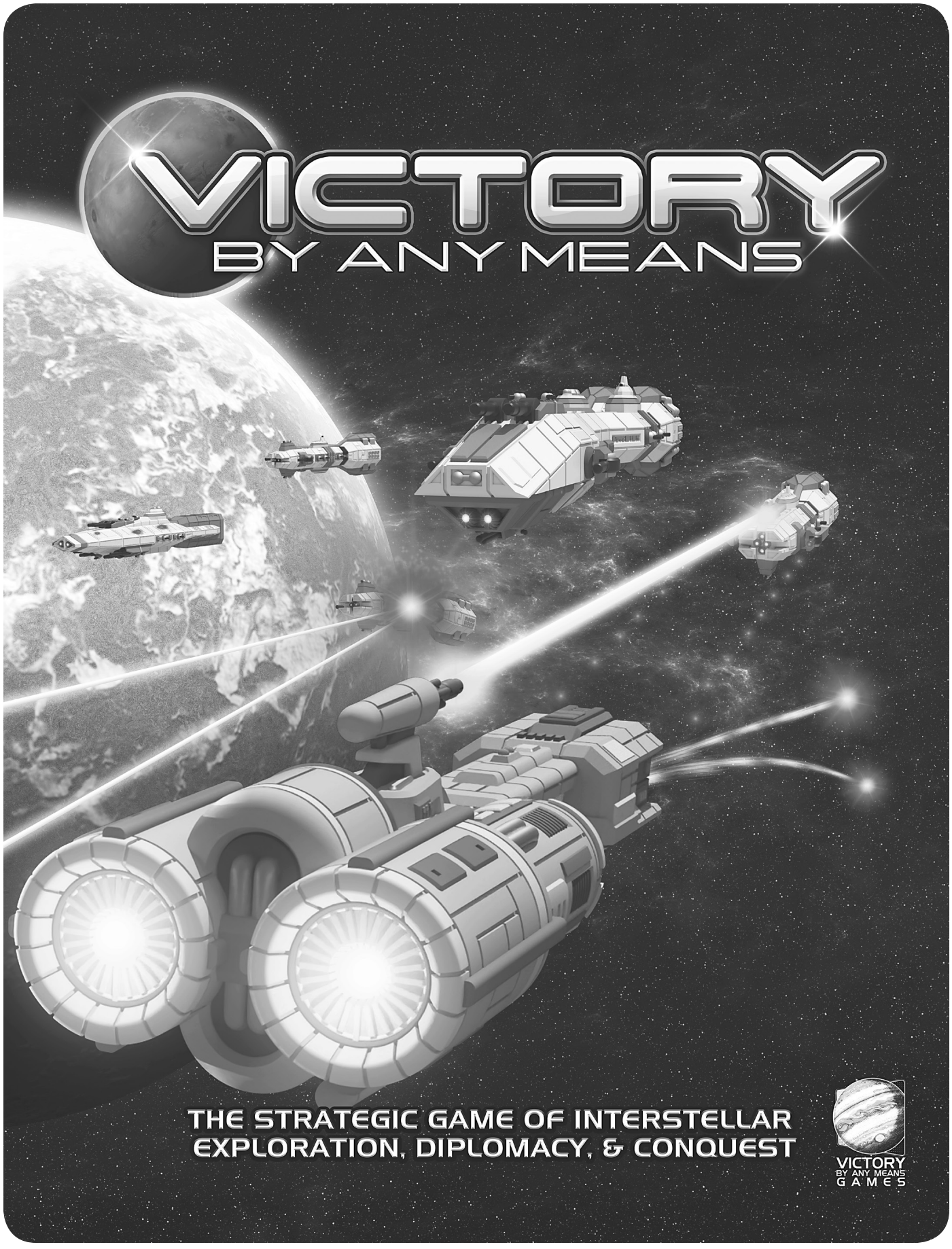
VICTORY BY ANY MEANS



THE STRATEGIC GAME OF INTERSTELLAR EXPLORATION, DIPLOMACY, & CONQUEST

VICTORY BY ANY MEANS GAMES



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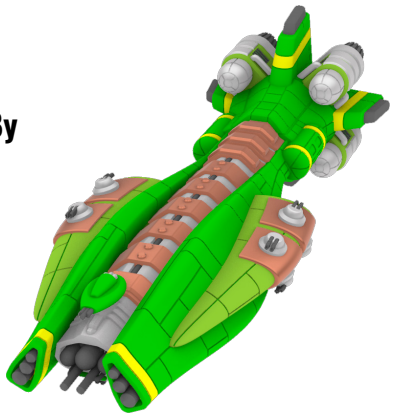
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VICTORY BY ANY MEANS™
THE GAME OF INTERSTELLAR EXPLORATION, DIPLOMACY, AND CONQUEST

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1.0 INTRODUCTION

Two centuries ago, the major alien civilizations of the galaxy rallied to defeat the Harbingers – a relentlessly violent species of machine "berserkers." This victory was achieved by detonating a Precursor bomb at the Harbinger homeworld, destroying it in a single catastrophic explosion. The detonation of this Precursor weapon sent a shockwave that rippled through the fabric of hyperspace, destabilizing the jump lanes which then began disappearing one after another until interstellar travel became impossible.

As far as historians can tell, the entirety of the galactic jump lane network was affected by this Great Hyperspace Collapse. Since then, the jump lanes have remained dormant, and the survivors of the Harbinger War have been cut off from the rest of the galaxy. The old fleets were mothballed or scavenged for materials and the history of the interstellar age started to pass into history and legend.

Then, a year ago, the long range sensor buoys located at the edge of our home system – themselves antiquated remnants of that bygone age – began detecting something amazing: the jump lanes had returned! The long term effects of the hyperspace shockwave were starting to ebb, and the Great Hyperspace Collapse might soon be over.

The old fleets have been reactivated and our people are preparing to return to the stars. We are not sure what awaits us out there in the cold, dark void – how many other alien worlds survived the Collapse? Has the Harbinger threat been dealt with once and for all?

We have so many unanswered questions, but there is one thing we do know as we begin rebuilding our empire: it is time for you to take your people back to the stars.

1.1 OVERVIEW

VICTORY BY ANY MEANS (VBAM) is the strategic game of interstellar exploration, diplomacy, and conquest that simulates the conflicts between various alien powers as they return to the stars two centuries after the collapse of the last galactic civilization.

In this game, each player controls a different alien empire with its own unique strengths and weaknesses. Your empire will explore the galaxy, establish new colonies, build new fleets and armies, make contact with other strange alien civilizations, and fight epic interstellar wars to determine the ultimate fate of the galaxy and achieve *victory by any means*!

> *Throughout this book you'll find DESIGNER'S NOTES like this one that provide you with additional guidance on how to use the rules and some extra context for why the rules are written the way they are. These notes are set off from the normal text to make it easier to tell them apart from the rest of the rules.*

1.2 CAMPAIGN MODERATOR (CM)

One player usually takes on the role of the Campaign Moderator (or "CM" for short) who is responsible for organizing and running the game. It is the CM's job to take the orders the players record at the start of the turn and resolve them to see what effects (if any) they have, and then relay that information back to the players.

Before each game, you should decide if your campaign is going to be run with or without a CM. If you choose to play without a CM, then the players will collectively take on the

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CM's duties and run an "open handed" campaign where most details are freely available to everyone in the game.

The main advantage to having a CM run the game is that they can control what information each player has access to, adding a fog of war element to the game. This forces players to gather intelligence on their opponents or risk being left in the dark. This added uncertainty can make the game more exciting.

Another advantage of playing with a CM is that they can make connections between otherwise unrelated campaign events to craft an overarching campaign narrative and make disparate random events seem like they are part of a larger, interwoven story.

If there is confusion on how a rule should apply during the game, it is up to the CM to decide how to interpret the rule in that scenario. The rules can be complex, and they may not explicitly address every possible combination of factors that might occur in a campaign.

If you and your players can't agree on a proper course of action, you can simply roll a die to randomly determine what the correct course of action should be.

1.3 PLAYING THE GAME

You need three things to play this game: this book (which you already have), a number of ten-sided dice (d10s), and plenty of time. The amount of time required to play through a full VBAM campaign will be determined by both the size of the game map and the number of players in the campaign. The larger the game map and more players you have, the longer the campaign will last.

1.3.1 Dice

VBAM uses ten-sided dice (d10) for all die rolls. A roll of "0" on the die results in a "10", not a "0".

Rolling Multiple Dice: Some rules call for multiple dice to be rolled and added together to find a result. This will be denoted by adding a number in front of d10 to indicate the number of dice to be rolled. For example, 2d10 means you would roll two ten-sided dice and add the values together to arrive at a total for the roll.

Die Roll Modifiers (DRM): Some die rolls include modifiers that are added or subtracted from the final result. These are called die roll modifiers. For example, a d10 roll that results in a 2 with a +3 DRM would give a final modified result of 5.

Natural Rolls: When the rules require checking for a natural roll, only the number showing on the die matters. Modifiers cannot create a natural roll. For example, a d10 that rolls a 1 before modifiers results in a natural 1. If the roll was 3 and had a -2 modifier, the result is still 1 but it is not a natural 1.

Percentile Dice: You may be asked to roll a percentile die (d100). In this case, two d10's are rolled separately with the first die representing the tens place and the second representing the ones place. For example, a roll of "3" and "6" would result in a "36" while a roll of "0" and "9" would be a "9". If both d10 dice roll "0" then the result is "100."

1.3.2 Rounding Fractions

Unless otherwise specified, all fractional remainders should be rounded up to the nearest whole number. For example, when calculating maintenance expenses, if your empire has a number of units with a total construction cost of 204 economic points then 10% of that value is 20.4, which would be rounded up to 21 economic points.

1.4 HOW TO USE THESE RULES

VBAM is a modular game system that provides you with a toolbox of rules you can use to run strategic campaigns in a science fiction setting. The core rules found in this book provide a foundation for running a basic campaign in this style, however these core rules can be extended by incorporating additional optional rules from this rulebook or other supplements.

This modular approach makes it easier for you to tailor the rules to your particular preferences and create the kind of campaign experience you want for yourself and your players. Importantly, this allows VBAM to remain a relatively fast running strategic game for players that don't want any additional complexity while still giving advanced players the tools they need to run a more detailed game using the same basic rules framework.

While these rules are tailored towards playing VBAM within the context of the default VBAM "Harbinger War" campaign setting, the system can easily be used to replicate most sci-fi universes where alien empires can move between systems and fight space and ground battles against each other. The specifics of what the rules represent will change from setting to setting, but the same basic mechanics can handle all of them equally well. For example, you can say that jump lanes aren't hyperspace routes but instead wormholes that connect systems, or else they are the fastest routes to travel between nearby systems using warp engines.

You can also use VBAM to provide a strategic layer for your favorite tabletop starship combat games, such as **Full Thrust** or **Starmada**. In these cases, you will play a VBAM campaign until a space combat battle is generated at which point you may choose to resolve the battle strategically using the standard VBAM combat rules or else setup and play out the battle in your preferred tactical system. After playing out the battle on the tabletop, you will then determine which ships have taken damage, which were destroyed, and translate the outcome of the battle back into VBAM.

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1.5 BASIC TERMS

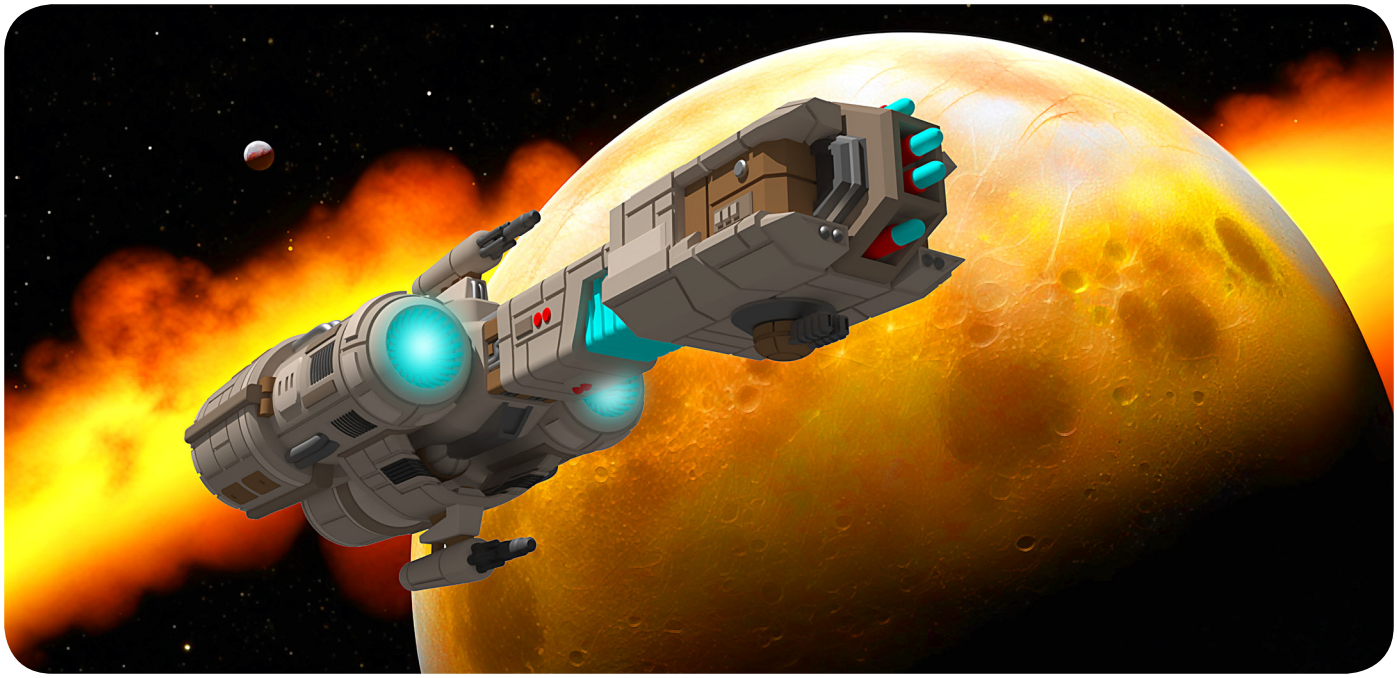
The following is a glossary of the basic terms you are going to encounter during a VBAM game.

- **Alien Empire:** Any of the ten playable alien factions included with this book that players may choose to play as during a campaign.
- **Attack Boats:** Small planetary defense vessels too small to mount their own jump drives. They rely on Tenders to transport and deploy them into combat.
- **Bases:** Orbital fixed defense units that are used to protect systems from enemy attack or invasion.
- **Bombardment Value:** Generated by ships, fighters, and bases and can be used to perform orbital bombardment against enemy controlled systems.
- **Carrying Capacity:** Determines the maximum Population a system can support. No other system attribute can exceed a system's Carrying Capacity.
- **Civilian Units:** These are civilian operated units that are requisitioned into imperial service from your civilian fleet network. This includes Convoys, Shipyards, and Supply Depots.
- **Command Cost (CC):** Used with the *5.13 Grand Fleets* optional rule, this is how many command points are required to include a unit in your task force. It is also used to compare the relative sizes of different units.
- **Command Rating (CR):** Represents a unit's command, control, and communications (C3) capabilities. It determines how many units the unit can command when it serves as a task force flagship.
- **Construction Capacity:** This is the amount of economic points that can be spent to build ships, fighters, or bases at a System or Shipyard each turn.
- **Construction Cost:** This is the number of economic points you must spend to purchase a unit of that type.
- **Contested:** A system is contested if enemy forces are present in the system.
- **Controlled:** An inhabited system is controlled by either one of the empires in the game or is an Independent System. Uninhabited systems are controlled by a player if they have a base or disembarked troops present there.
- **Convoy:** This is a collection of bulk freighters, ore haulers, and other civilian ships leased from your civilian freight network. They are used to move units, build bases, or establish new colonies.
- **Combat Factors:** Units are assigned combat factors that describe their tactical capabilities. Ships, fighters, and bases have three combat factors: Defense Value (DV), Anti-Ship (AS), and Anti-Fighter (AF). Troops meanwhile only have two combat factors: Defense (DV) and Attack (ATK).
- **Core World:** Any inhabited system with 5+ Population is a Core World that can act as a supply source.
- **Crippled:** Military units that take damage become crippled. If a crippled unit is damaged it is destroyed.
- **Defense Value (DV):** This combat factor determines the number of hits that are required to damage a unit. This can represent heavy armor plating and energy shielding, or active defense systems like interceptors and sandcasters that can deflect incoming fire.
- **Diplomatic Cooldown:** This represents the current amount of political friction between your empire and another power, and is the number of turns you must wait before you can attempt another diplomatic action with them.
- **Economic Point (EP):** This is the basic unit of resources in VBAM. Economic points are used to build/repair units, invest in technology and colonial infrastructure, and make all other purchases.
- **Empire:** These are the major powers in the galaxy and are usually controlled by one of the players in the game, although some scenarios may include a non-player empire (NPE) that is controlled by the CM.
- **Encounter:** An encounter occurs when two or more opposing fleets meet in a system or middle of a jump lane. The outcome of these chance meetings, including any combat that results from them, are resolved during the Combat Phase.
- **Fighters:** Small, short ranged craft that rely on ships and bases to transport and deploy them into battle.
- **Fleet:** This is a group of military and/or civilian units belonging to the same power in the same system location that have been organized together into a single administrative formation. Players issue movement orders to fleets, not individual ships (although a fleet can contain a single ship).
- **Force List:** The list of all units an empire can research and build during the game.
- **Fortification:** Represents the presence and strength of the planetary defense network in a system. Fortifications protect a system against orbital bombardment and invasion.
- **Frontier World:** These are small colony worlds with a Population of 4 or less.
- **Good Order:** A system is in Good Order if its Morale is greater than or equal to half its Population value.
- **Harbinger:** A malevolent machine intelligence intent on wiping out all life in the galaxy.
- **Homeworld:** Heavily populated star systems that possess life bearing worlds, many of which are home to alien civilizations.
- **Independent System:** An inhabited system that is not controlled by a player empire.

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- **In-Service Date (ISD):** The Tech Year in which a unit class historically entered service.
- **Intel:** This represents the intelligence gathering infrastructure you can use to perform covert missions against other nearby systems.
- **Jump Lane:** A naturally occurring hyperspace route connecting two systems that ships can use to travel from one system to the other.
- **Maintenance:** This is the cost required to maintain all of your empire's military and civilian units.
- **Military Unit:** These are the ships, fighters, bases, and troops an empire builds to secure its own borders or attack rival powers.
- **Morale:** Determines if an inhabited system supports or opposes its owner.
- **Opposition:** A system is in Opposition when its Morale is less than half its Population value.
- **Orbital Bombardment:** This is the use of a fleet's Anti-Ship firepower (in the form of bombardment value) to damage units and infrastructure in an enemy controlled system.
- **Out of Supply (OOS):** A unit is out of supply if it cannot trace a supply route back to a friendly supply source.
- **Precursors:** Name given to an extinct starfaring alien species that once controlled most of the systems in this region of space.
- **Point Pool:** This is the amount of economic points an empire has available to spend on the current turn.
- **Population:** The amount of economic infrastructure in a system. It is used to convert a system's RAW into economic points.
- **Power:** Term used to refer to the different factions that may be encountered during a campaign, including Empires, Independent Systems, and Raiders.
- **Raiders:** Pirates, mercenaries, or other underworld elements that may actively prey on civilian shipping and attack Convoys during the game.
- **RAW:** A measure of the Resources, Availability, and Wealth in a system. It is multiplied by the system's Population to determine its system output.
- **Rebellion:** A system is in Rebellion if there are one or more Rebel troops present contesting control of the system. The system will remain in Rebellion until all rebel troops are eliminated. No system or trade income is earned from systems that are in Rebellion.
- **Ships:** These are warships large enough to be equipped with their own jump drives. They are the primary military unit fielded by space navies.
- **Shipyard:** These orbital civilian bases are massive zero-gravity construction sites fed by orbital industry which are used to build/repair ships and fighters.
- **Starting Forces:** These are the units that a power has available at the start of the campaign.
- **Supply Depot:** This civilian base is a source of supply for a power's forces. A supply depot will turn its system into a supply source as long as the depot itself is in supply.
- **Supply Source:** A system from which a power's units can resupply if they can trace a supply route to the system. Units that cannot trace supply to a friendly supply source will be Out of Supply this turn.
- **System:** A map location with one or more Jump Lanes connecting to it that contains planets that can be colonized and resources to be exploited.
- **System Attribute:** Any of the six statistic values (Carrying Capacity, RAW, Population, Morale, Intel, Fortification) that define the quality of a system.
- **System Importance:** Describes the overall value of a star system based on its planet type.
- **System Output:** Each inhabited system has an output equal to its Population times RAW. This is the amount of economic points it generates for its owner during the Economic Phase at the start of each turn.
- **System Trait:** These system anomalies confer bonuses to a system's attributes.
- **Task Force:** Units that fight together in space battles are organized into task forces during the battle.
- **Tech Advancement:** An empire may earn tech advancements by spending a number of points from their Tech Pool equal to their Tech Advancement Cost (TAC). Tech advancements are used to either unlock a new unit class on your force list or upgrade an existing unit class to improve its capabilities.
- **Tech Pool:** Economic points spent on tech investment are stored in your Tech Pool until they are used to purchase your next tech advancement.
- **Tech Year:** When starting a new campaign, your Tech Year determines what units players have available to them at the start of the game. Empires may purchase starting units off their force lists that have an in-service date (ISD) that is less than or equal to this starting Tech Year.
- **Trade Value:** This is the number of economic points you earn from a system if it is on one of your active trade routes, and is typically equal to the system's Population value.
- **Troops:** Ground units that are used to garrison friendly systems or invade and conquer enemy colonies.
- **Uninhabited:** A system is uninhabited when it has a Population value of 0. Uninhabited systems are considered neutral territory and won't be controlled by any power unless there is a base or disembarked troops present to assert control over the system.

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2.0 CORE CONCEPTS

This section contains an overview of some of the basic concepts you need to know before you can begin playing your game of VBAM. This includes explanations on Star Systems, Jump Lanes, Military Units, Civilian Units, and Special Abilities. Once you understand these basic concepts, you'll be ready to start setting up and playing your first VBAM campaign.

- **Star Systems:** These are the strategic points on the map that will make up each player's empire and the game map as a whole. Systems vary in quality and will be explored, colonized, developed, and fought over during the game.
- **Jump Lanes:** These are the hyperspace routes that connect star systems and are traversed by ships. They vary in quality and can be both explored and upgraded/downgraded.
- **Military Units:** The strategic might of a player's empire. Military units include ships, fighters, and bases in space as well as troops on the ground. Players will develop, build, and deploy these units to both attack and defend.
- **Civilian Units:** The life blood of a player's empire. Civilian units (Convoys, Shipyards, Supply Depots) are used to trade, transport, build, and supply the economic might of the empire.

Players who wish to jump straight into the game can instead proceed directly to 3.0 CAMPAIGN SETUP and refer back to this section as needed as you're setting up the game.

2.1 STAR SYSTEMS

Star systems represent an individual location on the campaign map. Each system has a name, attributes, and traits that define its quality and economic potential on any given turn. Systems are also broadly classified by their inherent value and their relative strategic importance.

Military and civilian units are always located at one system or another. Opposing units located in the same system can fight one another during the Combat Phase.

2.1.1 Star Names

Each system has a unique name to identify it on the campaign map. Systems are usually named after the primary star ("Sol") or the most important planet ("Earth").

2.1.2 Star Types

Each system is assigned a star type, ranging from young blue stars to white or brown dwarf stars. When a star system's statistics are generated, its star type will influence its planet type and number of jump lanes.

The following is an overview of the different star types you will encounter in a VBAM campaign. The letter in parenthesis after the star type name is the letter code that is used to uniquely identify stars of that type on the map.

- **Blue Stars (A)** are young, hot stars that rarely possess habitable planets due to their age. They do however tend to have a large number of jump lanes connecting to them, which makes them vital travel hubs.
- **White Stars (F)** are class F main sequence stars. They have a better chance of finding habitable planets, and have an above-average number of jump lanes.

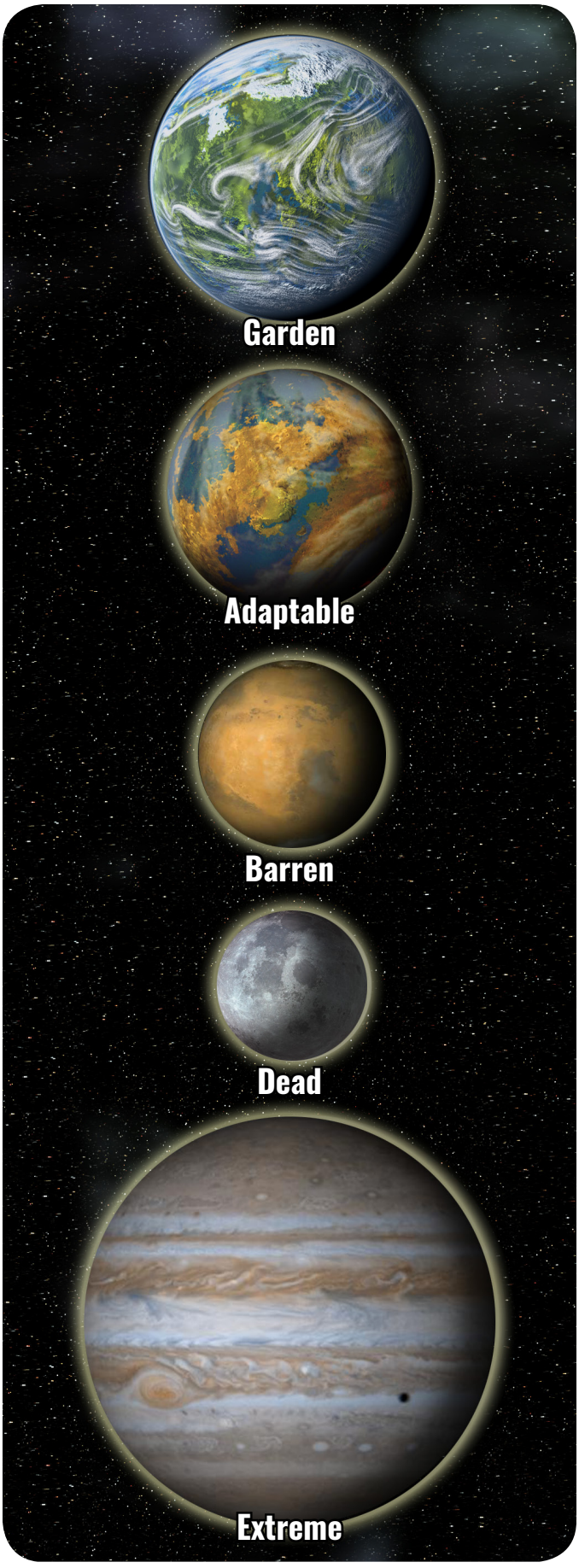
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- **Yellow Stars (G)** are class G main sequence stars like our own sun. These stars offer the best chances of finding high value planets for colonization.
- **Orange Stars (K)** are class K main sequence stars. They are mostly average when it comes to both habitability and number of jump lanes.
- **Red Stars (M)** are older class M main sequence stars. This is the most common star type in our stellar neighborhood, and they tend to have fewer jump lanes than other larger, more massive stars.
- **Dwarf Stars (D)** are a catch-all category that includes both small, dense class D white dwarfs and low mass class T brown dwarfs. Habitable planets are uncommon around these stars, and they have relatively few jump lanes connecting to them due to their low mass.

2.1.3 Planet Types

Individual planets within a star system are not represented in VBAM. Instead, each system is defined by the most valuable planet in that star system. This planet determines the system's baseline attributes, which may then be further modified by system traits.

- **Extreme** planets have hostile environments that make them difficult to exploit or colonize. This is a broad category that includes gas giants, hothouse planets, and small dwarf planets. Examples include Venus, Jupiter, Saturn, Neptune, Uranus, and Pluto.
- **Dead** planets are desolate worlds with little or no atmosphere. With no protection against stellar hazards, their surfaces are pockmarked by millions of meteor impacts. Examples include Mercury.
- **Barren** planets have thin, trace atmospheres and weak magnetic fields that afford them some protection from meteorites and radiation. They are easier to colonize as their environments are inhospitable but not actively hostile. Mars is an example of a Barren planet.
- **Adaptable** planets are terrestrial worlds with stable atmospheres but suffer from some other shortcoming such as geologic inactivity, extreme climate disruptions, atmospheric impurities, etc. Examples include a terraformed Mars.
- **Garden** planets are geologically active terrestrial worlds with stable atmospheres that have all the conditions for life to flourish. Indeed some may already possess native biospheres. Examples include less developed Earth-like worlds.
- **Homeworld** planets are ecologically diverse and mineral rich star systems with native biospheres that have given rise to sapient life. They serve as the birthplace of interstellar empires and are always strategically vital. Examples include Earth.



2.1.4 System Attributes

Each system is assigned six attributes that describe its different inherent qualities or material limits. These attributes may increase or decrease over the course of the campaign. None of a system's attributes (except RAW) can exceed its current Carrying Capacity value, however.

- **Carrying Capacity:** This is the system's ability to support life. It determines the maximum Population size the system can support.
- **RAW:** The system's economic value, specifically the *Resources*, their *Availability*, and the system's overall *Wealth* potential. RAW is multiplied by Population to determine the system's economic output.
- **Population:** This represents the size of the colony in the system. A higher Population is able to exploit more resources and may be more loyal to its owner. Population is multiplied by RAW when determining the system's economic output.
- **Morale:** The general happiness of the colony and whether they support the controlling power. A system is in Good Order if its Morale is greater than or equal to half its Population, otherwise it is in Opposition which halves its system output.
- **Intel:** The strength of the intelligence gathering network in the system. This can be used to attempt covert operations against nearby systems.
- **Fortification:** The presence of planetary defense networks in the system, including defense satellites, minefields, and planetary gun batteries. These defenses prevent a system from being invaded.

2.1.5 System Traits

Systems can possess one or more system traits that randomize their base attributes. These traits represent a mix of abundant resources, existing colonial populations, and/or existing infrastructure in the system.

The following is an overview of the available system traits you will encounter during a campaign:

- **Ancient Ruins:** The remnants of a long dead alien colony can be found in the system, and the alien technologies buried in the ruins can be recovered and studied or sold on to collectors. (+1 RAW, +1 Morale)
- **Automated Defenses:** Fully automated defenses dating back to the Harbinger War still litter the system and can be utilized by whoever can claim them. (+1 Fortification)
- **Fair Biosphere:** This system has more favorable conditions due to the presence of a large inhabitable moon or as the result of pre-War terraforming efforts making it a better colonization option. (+2 Carrying Capacity, +1 Morale)
- **Lost Colony:** This system is home to a large, self-sustaining colony that dates back to the Harbinger War. They've managed a comfortable, if isolated, existence since the Collapse. (+2 Population, +1 Morale)
- **Mineral Rich:** The system has considerable mineral deposits that can be easily exploited and converted into economic resources. (+1 RAW)
- **Scattered Survivors:** This system is home to a number of survivors from the Harbinger War who were cut off or abandoned but managed to eke out a harsh existence on their own during the Collapse. (+1 Population)
- **Spy Satellites:** An extensive network of long range sensor platforms are scattered throughout the system. Used to track Harbinger fleets during the war, they wait to be brought back online. (+1 Intel)
- **Strategic Resources:** This system is abundant in highly sought after "unobtainium" resources that cannot be economically synthesized. (+2 RAW)

2.1.6 System Importance

Systems are divided and ranked into three levels of relative strategic value based on their planet type:

- **Unimportant Systems** have sparse resources and little room to develop, and they only gain real importance by their strategic location. Unimportant systems have Extreme or Dead planets.
- **Minor Systems** are average systems with notable resources and/or colonization opportunities. These systems will form the core of your burgeoning empire. Minor systems have Barren or Adaptable planets.
- **Major Systems** are rare and valuable with abundant resources that can support large populations. Major systems have Garden or Homeworld planets.

2.2 JUMP LANES

Systems are connected to one another by a series of naturally occurring hyperspace conduits called jump lanes. Military and civilian fleets use these jump lanes to move from one system to another. Jump lanes must be explored before they can be used at all, and then further investment is required to improve them to be traversed at a faster rate.

2.2.1 Jump Lane Classes

Each lane is graded and ranked into four jump lane classes based on their level of exploration and development:

- **Unexplored Lanes:** These are hyperspace routes which have not been explored yet. Unless otherwise noted in your scenario rules, all jump lanes are treated as Unexplored Lanes when the game begins. Ships

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cannot move through Unexplored Lanes. However, a successful *4.4.5 Jump Lane Exploration* attempt will automatically upgrade an Unexplored Lane into a Restricted Lane. Unexplored Lanes are shown as solid grey lines.

- **Restricted Lanes:** These are lanes that have been explored but are not yet safe for civilian travel. Only military units can freely use Restricted Lanes. Restricted Lanes are shown as dotted black lines.
- **Minor Lanes:** These are lanes that have been mapped and equipped with automated jump relays to allow for civilian travel across the lane. Both military and civilian units can use Minor Lanes. Minor Lanes are shown as solid black lines.
- **Major Lanes:** Fully mapped and equipped with upgraded jump relay stations, Major Lanes allow for faster travel and the establishment of trade routes. Both military and civilian units can use Major Lanes. Major Lanes are shown as thick solid black lines.

2.2.2 Jump Lane Movement

Jump lanes with a class of Restricted or Minor allow ships to move from one system to an adjacent system in a single turn. Major Lanes allow ships to move to a system up to three jumps away in a single turn provided all lanes used are Major Lanes.

Civilian ships may use Minor or Major Lanes, but they require military escort to cross Restricted Lanes as described in *4.4.4 Convoy Movement Restrictions*.

Military ships can use all classes of jump lanes but may only traverse Unexplored Lanes when they make a successful *4.4.5 Jump Lane Exploration* attempt.

2.3 MILITARY UNITS

Military units are the ships, fighters, bases, and troops that your empire can build in order to secure its own systems or take the fight to the skies over enemy worlds.

2.3.1 Units Types

There are four different types of military units that you can build in a VBAM campaign:

- **Ships:** These are vessels that can move between systems using jump lanes, and are the primary type of military unit you will field during the game.
- **Fighters:** These short range attack craft cannot move between systems on their own and are dependent on larger ships and bases to deploy them into combat.
- **Bases:** These are space stations built in systems to protect them against enemy attack. Bases are more powerful than ships of an equivalent size.
- **Troops:** These are ground units that are used to garrison friendly systems or invade enemy worlds.

2.3.2 Hull Types

Ships, fighters, and bases are assigned hull types to allow players to easily compare the size and combat capabilities of the various units in the game. Importantly, this allows players to understand the relative size and strength of units between different alien empires and campaigns.

Hull Type Table

Unit Type	*Hull Type*	*Abbr*
Ship	Attack Boat	AB
Ship	Corvette	CT
Ship	Frigate	FF
Ship	Destroyer	DD
Ship	Light Cruiser	CL
Ship	War Cruiser	CW
Ship	Heavy Cruiser	CA
Ship	Battlecruiser	BC
Ship	Battleship	BB
Ship	Dreadnought	DN
Ship	Superdreadnought	SD
Ship	Titan	TN
Fighter	Light Fighter	LF
Fighter	Medium Fighter	MF
Fighter	Heavy Fighter	HF
Fighter	Superheavy Fighter	SHF
Base	Orbital Weapons Platform	OWP
Base	Outpost	BS1
Base	Starbase	BS2
Base	Battlestation	BS3
Base	Star Fortress	BS4

2.3.3 Combat Factors

Each unit is assigned a combination of combat factors that determine its overall combat effectiveness. Ships, fighters and bases have three combat factors (Defense, Anti-Ship, and Anti-Fighter) while troops only have two combat factors (Defense and Attack).

- **Defense Value (DV):** This is the number of hits that are required to damage the unit and it abstractly represents the effectiveness of the unit's heavy armor plating, energy shielding, or other active defense systems like interceptors or sandcasters that can be used to deflect or otherwise mitigate incoming fire.
- **Anti-Ship (AS):** This represents the strength of the unit's anti-shipping firepower. These are the weapons that are capable of dealing damage against enemy ships. They can also be used to perform *4.6.3 Orbital Bombardment* against planetary targets.
- **Anti-Fighter (AF):** This represents the effectiveness of the unit's short range defense weapons that are

capable of engaging enemy fighters or other small craft but are incapable of damaging enemy ships.

- **Attack (ATK):** This represents a troop's offensive combat capabilities and its ability to inflict damage against enemy troops during ground combat.

2.3.4 Command Rating & Command Cost

Ships, fighters, and bases are assigned a Command Rating (CR) value that indicates how effective they are when serving as a task force flagship during *4.6.2 Space Combat*. Larger, more powerful units have higher Command Ratings and can command larger fleets when they serve as a task force flagship.

These units are also assigned a Command Cost (CC) that is used in the *5.13 Grand Fleets* optional rule to determine how many units can be added to individual squadrons in your task force. Refer to that optional rule for more information on how Command Costs are used. Command Cost is also sometimes used by other rules (such as *4.6.2.12 Capturing Ships*) when there is a need to easily compare the relative size of ships.

Troops meanwhile do not have Command Ratings or Command Costs because all available troops can actively attack or defend during *4.6.4 Ground Combat*.

2.3.5 Crippled Units

A military unit becomes crippled when it takes damage. A unit's combat factors are halved when it is crippled to represent its diminished combat capabilities. Additionally, a crippled unit's special ability factors are also halved (ex: a Kili Chamber CA would reduce its Carrier factor from 3 to 2 when crippled), and special abilities without ratings (ex: Fast, Police) do not provide any benefits (however any special penalties will still apply).

If a crippled unit is damaged again it will be destroyed and immediately removed from play. Any units or other cargo it was carrying are likewise destroyed. An exception is made for fighters and attack boats based from Carriers and Tenders, respectively, and they are not destroyed with their basing units as they are capable of independent action and can escape their basing unit's destruction.

2.4 CIVILIAN UNITS

Civilian units are ships or bases that can be built to perform special campaign functions that go beyond the abilities of standard military units.

There are three different types of civilian units:

- **Convoys:** These are civilian transport fleets that are used for transporting cargo between systems (*4.4.6 Moving Other Units*), maintaining *4.4.9 Trade Routes*, and performing *4.8.4 Remote Base Construction*.
- **Shipyards:** These are orbital zero-gravity construction facilities that are used to build new ships and fighters, as described in *4.8.2 Construction at Shipyards*.
- **Supply Depots:** These are large orbital logistics centers which are used to resupply friendly ships within range. They turn a system into a supply source that can be used to resupply other nearby friendly units, as explained in *4.7.2 Supply Depots*.

Civilian units have combat factors just like military units do, however they lack any command and control capabilities and cannot command task forces during space combat.

Unlike military units, civilian units cannot be crippled and are instead simply destroyed when they are damaged. This means that civilian units are considerably more fragile than their military counterparts.

2.5 SPECIAL ABILITIES

Units often have one or more special abilities which give them additional capabilities during a campaign. This section provides an overview of these different abilities and their effects.

- **Armored:** These vessels are equipped with reinforced hull plating that is more resistant to enemy fire. An Armored unit's DV is not halved when it is crippled.
- **Assault:** These units are designed for moving ground units between systems and supporting planetary invasions. Assault units can be used to carry ground units (*4.4.6 Moving Other Units*). They also allow players to board and capture enemy ships and bases (*4.6.2.12 Capturing Ships*).
- **Atmospheric:** These ships and fighters have airfoils or antigravity propulsion systems that allow them to take off and land from a planet's surface. These units can be built or repaired using planetary industry at no additional cost (*4.8.3 Construction at Planets*).
- **Bombardment:** These units possess powerful orbital bombardment weapons, such as mass drivers, and they generate twice the normal amount of bombardment value when they perform *4.6.3 Orbital Bombardment* mission against planetary targets.
- **Carrier:** These ships and bases are equipped with large numbers of fighter bays that can be used to base fighters and deploy them into combat (see *4.4.6 Moving Other Units*).
- **Carronade:** These units are bristling with anti-fighter defenses that are difficult to neutralize. A Carronade unit's AF factor is not halved when it is crippled.
- **Diplomatic:** These vessels have large VIP quarters and meeting rooms to accommodate an empire's diplomatic staff as they conduct direct negotiations with other powers (*4.5.7 Diplomatic Ships*).

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- **Disruptor:** These vessels are equipped with powerful weapons that can easily pierce through enemy defenses. This might be a massively destructive beam weapon that cuts through the enemy fleet or an electromagnetic pulse weapon that temporarily disables the target's systems and forces them to fall out of formation. Disruptor units reduce a target's DV factor to half its normal value (*4.6.2.10 Disruptors*).
- **Fast:** These ships have powerful engines which give them a strategic movement advantage. Fast ships may move through an extra Minor or Major Lane each turn in addition to their normal movement (*4.4.3 Fast Ships*) and can avoid enemy fleets they meet during movement (*4.4.8 Contested Movement*). They are also effective at running enemy blockades, and can freely move in or out of Blockaded systems (*4.7.8 Blockades*).
- **Garrison:** Troops with the Garrison ability (ex: Militias) are organized from the planetary population itself, often with part-time volunteers. Garrison units cannot be embarked onto transports and moved from the system where they are built. The maximum number of Garrison units in a system can never exceed its Population value. If the total number of Garrison units in a system exceeds its current Population, the player must eliminate any excess Garrison units.
- **Guardian:** Units with the Guardian ability are able to protect other units in their task force by placing them in a *4.6.2.4 Formation Bonus*. One friendly unit may be placed in a Formation Bonus for each Guardian factor in your task force.
- **Gunship:** These heavily armed units have redundant weapon systems or armored gun batteries that can withstand significant damage and still keep firing. A Gunship's AS factor is not halved when it is crippled.
- **Hospital:** These vessels provide medical aid to beleaguered ground units that are fighting on the front lines. They may be used to perform *4.8.9 Field Repairs* on crippled troops, even in systems where such repairs would not normally be possible. They may also be used to move crippled troops (*4.4.6 Moving Other Units*).
- **Jammer:** Powerful electronic warfare systems are able to suppress enemy combat capabilities by confusing their firing systems with active sensor jamming. Each Jammer factor in your task force allows you to jam one enemy unit of your choice. Jammed units halve their AS and AF factors for the remainder of the current combat round (*4.6.2.8 Jammers*).
- **Marines:** These ground units excel at conducting planetary invasions against enemy colony worlds. Unlike normal troops, Marines receive their full combat factors when invading from Convoys or Assault ships (*4.6.4.2 Invasions*).
- **Peacekeepers:** These troops are more effective at patrolling and pacifying colonial population centers. Each Peacekeeper unit landed in a system counts as two troops for the purposes of *4.9.6.3 Martial Law*.
- **Police:** These are special customs vessels designed for anti-piracy actions to prevent Raider attacks. A system ignores Raider checks if it contains a total construction cost of Police units greater than or equal to its system output (RAW x Population).
- **Q-Ship:** These are warships designed to look like normal civilian freighters that can hide in the middle of a Convoy and only reveal their presence to the enemy once they are within weapons range. Q-Ships will not be detected by Espionage missions if they are traveling with a friendly Convoy. In combat, a player may include one Q-Ship in their task force at no additional command cost for each Convoy currently in the task force (*4.6.2.11 Q-Ships*).
- **Regenerating:** These vessels have remarkable regenerative capabilities (automated repair systems, organic hull plating, etc.) and can repair themselves at no cost given enough time. Roll a die for each crippled Regenerating unit during the Construction Phase, and on a 6+ the unit is repaired to full strength.
- **Scout:** These units have long range sensors and science labs that allow them to perform *4.4.5 Jump Lane Exploration*, *4.9.4 Jump Lane Upgrades*, and *4.9.5 Jump Lane Downgrades*. Their powerful sensors also make them useful as electronic warfare units during space combat, where they use their sensors to confuse enemy targeting systems and make friendly units harder to hit.
- **Special Forces:** These are specially trained covert operations teams that can be sent into adjacent systems to carry out covert missions, as described in *4.3.5 Special Forces*.
- **Stealth:** These units are equipped with cloaking devices, stealth generators, or some other form of defensive equipment that can shield them from detection. Stealth units gain bonuses when attempting to retreat from combat, and the task force with the most Stealth units receives a +1 bonus to its combat rolls (*4.6.2.8 Stealth Ships*).
- **Supply:** These units are *4.7.4 Military Supply Ships* that can be used to resupply units when they cannot trace a supply route back to a friendly supply source. They are also used to perform *4.8.9 Field Repairs* on crippled ships, fighters, and bases.
- **Tender:** These vessels have external docking clamps that are used to secure and transport attack boats. Tenders are used to move attack boats between systems, and they can also deploy a number of extra attack boats into their task force equal to their total Tender factors (see *4.4.6 Moving Other Units*).

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3.0 CAMPAIGN SETUP

This section details all of the setup and preparation required to start a new VBAM campaign. Before the game, you must choose a Campaign Scenario, Campaign Map, Empire, Tech Year, Starting Forces, and Optional Rules.

- **Campaign Scenario:** This establishes the basic setup conditions, optional rules, and victory conditions.
- **Campaign Map:** This shows all of the star systems and jump lanes.
- **Alien Empires:** This determines which force list and empire traits you will use during the game.
- **Tech Year:** This determines which units on your force list are available at the start of the game.
- **Starting Forces.** The units you have under your control at the start of the campaign.
- **Optional Rules:** These are advanced rules that can be used to add more complexity to a campaign.

3.1 CAMPAIGN SCENARIOS

When setting up a new VBAM campaign, you will first choose a campaign scenario to play. This scenario defines the starting conditions for your campaign, which includes the number of players, the size of the map, the starting Tech Year, the amount of starting forces, any optional or special rules that are used when playing the scenario, and the victory conditions a player must meet to win the game.

The scenario you choose determines what decisions you will need to make through the rest of campaign setup.

The number of players that will be playing in the campaign will likely be a major factor in determining which campaign scenario you're going to play. 3.1.1 New Empires *is the default campaign scenario and is recommended for players that want to play a classic 4X game. Meanwhile,* 3.1.8 After the Fall *is a challenging solo campaign where you are competing against Raider forces and a fixed scenario time limit.*

3.1.1 New Empires

This is the default "start from scratch" scenario where each player begins with a single Homeworld system and must explore, expand, and conquer the galaxy. Each empire starts the campaign with limited resources and technology and will have to invest in their economy and research new technologies in order to win the game.

- **Number of Players:** 2-6
- **Map Setup:** The map size for this scenario is based on the number of players in the game: 2 (Tiny), 3 (Small), 4 (Medium), 5 (Large), or 6 (Huge).
- **Tech Year:** 3005
- **Starting Forces:** Each player starts with 200 EP of starting forces. Recommended starting forces for this scenario are provided for each alien empire to allow for quicker campaign setup.
- **Victory Conditions:** The player with the highest total system income at the end of Turn 120 wins the game. Alternatively, a player will win a sudden death victory if they control more than half the Homeworld systems at the end of a turn. For example, a player in a 3 player game would need to control 2 Homeworlds to win.

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3.1.2 Land Grab

This scenario is a straight competition between two opposing powers over control of a contested border region. Resources are limited in this region of space, as it was never colonized by any of the Old Empire factions prior to the Great Hyperspace Collapse. Neither of the empires involved in this land grab are willing to invest a significant amount of resources into the competition, which means players are restricted to older technologies.

- **Number of Players:** 2
- **Map Setup:** Tiny
- **Tech Year:** 3000
- **Starting Forces:** Each player starts with 100 EP to spend on starting forces.
- **Optional Rules:** *5.1 Independent Systems* are used to represent the minor powers in this region. Roll 2d10 for each system, and it is an Independent System if the result is less than or equal to its Population. *5.3 New Horizons* is also used, which means new colonies will receive limited benefits from their system traits.
- **Victory Conditions:** The player that controls the most systems at the end of Turn 60 wins the game. If there is a tie, the player with the most Population wins.

3.1.3 Old Enemies

This scenario is a battle between two established alien empires. Years of saber rattling and increasing tensions in the sector have made this war inevitable, and it can only end in the conquest of one nation or the other!

- **Number of Players:** 2
- **Map Setup:** Tiny. Use the "Old Enemies" map, with one player as the Blue empire and one as the Red empire.
- **Tech Year:** 3010
- **Starting Forces:** Each player starts with 400 EP of starting forces. This means you can either give your empire twice the recommended starting forces shown on their empire sheet or else purchase starting forces as you see fit.
- **Special Rules:** The opponents are in a state of War and cannot alter their political state during the game.
- **Victory Conditions:** Control both player homeworlds at the end of a campaign turn.

3.1.4 The Triangle

Three neighboring powers are competing for dominance in a disputed region of space located along their mutual borders called "The Triangle." Officially, the players have been tasked with clearing out the lawless elements operating in the Triangle to make it safe for trade and commerce again. Unofficially, they have been instructed to seize control of the sector and secure access to its rich natural resources for their empire.

- **Number of Players:** 3
- **Map Setup:** Small
- **Tech Year:** 3005
- **Starting Forces:** Each player starts with 200 EP of starting forces.
- **Optional Rules:** *5.5 Hostile Galaxy* is used to represent the renegade forces that are already active in the Triangle at the start of the campaign. Players will have to combat these threats as they move in to secure the systems for themselves.
- **Victory Conditions:** A player wins when they control two Homeworld systems at the end of the turn.

3.1.5 Slaying the Giant

Two smaller empires have formed an alliance to overcome the threat of a larger, more advanced empire. The two smaller empires must work together to leverage the strength of their alliance in order to "slay the giant" and restore peace and stability to the sector.

- **Number of Players:** 3
- **Map Setup:** Small. The larger empire starts with 80 SP to spend on starting colonies, while the two smaller empires each start with 40 SP. All jump lanes are explored at the start of the campaign.
- **Tech Year:** 3015 for the larger empire, 3005 for the smaller empires.
- **Starting Forces:** The larger player starts with 400 EP of starting forces, while the smaller empires each start with 200 EP of starting forces.
- **Special Rules:** The two smaller empires have an Alliance with each other, and are in a state of War with the larger empire. These political states cannot change during the game.
- **Victory Conditions:** Either side (the larger empire or the smaller empires) will win if they control all three Homeworld systems at the end of the turn.

3.1.6 Free for All

This is a simple campaign scenario where four empires must use any means necessary to become the dominant force in the galaxy. This is achieved by eliminating the competition and taking control of the alien Homeworlds on the map.

- **Number of Players:** 4
- **Map Setup:** Medium
- **Tech Year:** 3005
- **Starting Forces:** Each player starts with 200 EP of starting forces.
- **Victory Conditions:** A player wins this scenario if they or their allies control all four Homeworld systems at the end of a turn.

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3.1.7 Barbarians at the Gates

The surviving remnants of the Old Empire are being besieged by upstart successor states that are determined to tear down the old regime and establish themselves as the undisputed masters of the sector. Control of the Old Empire fortress world of Trata Kam is imperative for those hoping to prove the legitimacy of their empire in this new post-war political landscape.

- **Number of Players:** 6
- **Map Setup:** This scenario is played on a Large (5 player) map, with the smaller empires Homeworlds placed in the normal Homeworld starting locations on the map. Replace the Hub system with the large empire's Homeworld of Trata Kam. The larger empire starts with 48 SP to spend on starting colonies, while the four smaller empires each start with 24 SP.
- **Tech Year:** 3010 for the large empire, 3000 for smaller empires.
- **Starting Forces:** The large empire starts with 600 EP of starting forces, and the small empires each start with 150 EP of starting forces.
- **Special Rules:** The larger empire's Homeworld starts the game with a Fortification value of 12 to represent the formidable defenses at their imperial capital.
- **Victory Conditions:** The larger empire wins if it controls its own Homeworld and three or more smaller empire Homeworlds at the end of a turn. A smaller empire wins if it controls both its own Homeworld and the larger empire's Homeworld at the end of a turn.

3.1.8 After the Fall

Galactic civilization has collapsed, and a single empire is left to pick up the pieces. To survive, you will have to repel the Raider forces that have taken over the lawless systems of the former empire and reclaim control of the old alien homeworlds to bring peace back to the galaxy.

- **Number of Players:** 1
- **Map Setup:** This scenario is played on a Small map with your Homeworld system placed in the Hub system in the center of the map. Your Homeworld will only have three Unexplored Lanes connecting it to random systems in the next ring, which means you will need to randomly remove three of the jump lanes that normally connect to the Hub system.
- **Tech Year:** 3005
- **Starting Forces:** The player starts with 200 EP of starting forces. Recommended starting forces for this scenario are provided for each faction in the Alien Empires chapter to allow for quicker campaign setup.
- **Optional Rules:** The *5.5 Hostile Galaxy*, *5.6 Ravager Fleets*, and *5.11 Persistent Raiders* optional rules are used in this scenario. For a more challenging experience, substitute *5.7 Harbinger Threats* for *5.6 Ravager Fleets*.
- **Special Rules:** The three Homeworld systems on the map automatically contain Raider forces as if they passed their *5.5 Hostile Galaxy* check, and the size of the Raider fleets in these Homeworld systems is doubled. The number of Raider troops in these systems remains unaffected, however.
- **Victory Conditions:** You will win the scenario if you control all three original Homeworld systems marked on the map. You automatically lose if your Homeworld contains any Raider units at the end of the campaign turn or you fail to secure the three Homeworld systems by the end of Turn 60.

3.2 CAMPAIGN MAPS

You will need to choose a campaign map to use for your game. This map will show the location and position of all the star systems and jump lanes in the campaign.

3.2.1 Map Size

Maps come in the following sizes: Tiny (2 Player), Small (3 Player), Medium (4 Player), Large (5 Player), and Huge (6 Player). A sample map of each map size is included in the appendices, or you can use the *8.0 Random Galaxy Generator* to create your own custom campaign maps.

Your scenario will indicate which size of map you should use for your campaign, however you may choose to play on a smaller map if you want more immediate action or fewer systems per player. You also have the option of playing on a larger map if you want to give each player more room to expand before they make contact with any of their rivals. This makes "defense in depth" strategies more viable since there will be more systems between two opposing powers.

3.2.2 Homeworld Starting Locations

Once a map is selected, players will take turns picking their Homeworld systems. This is done by choosing one of the designated starting positions on the map (indicated by a major system with a star icon). The placement of your Homeworld is entirely a strategic decision based on its position on the campaign map. Ultimately, you want to choose a starting location that you feel will be the most advantageous based on its proximity to other high value star systems and how easy it is to defend based on the layout of the jump lane network.

All Homeworld systems begin the game with the same base system attribute values: 12 Carrying Capacity, 5 RAW, 10 Population, 8 Morale, 6 Intel, and 4 Fortification. Homeworld systems do not receive any additional system traits. This ensures that all player Homeworlds start the game on an even footing and no one player will have an unfair advantage over the others.

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3.2.3 Starting Colonies

Players may elect to start the game with a number of extra star systems under their control in addition to their initial Homeworld systems. This is done by allocating each player a number of System Points (SP) that can be spent on "purchasing" these starting colonies. The number of points each player receives to spend on their starting colonies may be defined in your campaign scenario setup, otherwise use a default value of 24 SP. Players can of course choose to vary the number of points they receive to adjust the number of colonies they control at the start of the campaign.

Players will then take turns spending their available SP to establish control of a system of their choice that has one or more jump lanes connecting to systems they already control. The SP cost to take control of a system is equal to its system output (RAW x Population). For example, it would cost 6 SP to turn an uncontrolled system with 2 RAW and 3 Population into a starting colony.

Players will continue taking turns choosing systems to control until either no valid systems remain or none of the players have enough SP to take control of any more of the available systems. Any remaining SP are converted into economic points, with the player adding 10 EP to their Point Pool for each unspent SP.

> *While this is typically considered an optional campaign setup rule, some scenarios may specify that players have a fixed number of SP they must spend to place starting colonies on the map during campaign setup. This is normally done in scenarios where players are expected to be controlling more established empires.*

3.2.4 Finalizing the Map

After you have finished placing Homeworlds and starting colonies, all remaining uncontrolled systems on the map become uninhabited and have their Population, Morale, Intel, and Fortification values reduced to zero. Uninhabited systems continue to benefit from any attribute bonuses they received from their system traits, however. Carrying Capacity and RAW bonuses always apply to the system, and other bonuses are applied the first time the system is colonized during the game. For example, a system with *Scattered Survivors* will receive +1 Population when it is first colonized, but not if the colony is destroyed and someone recolonizes it in the future.

Next, roll separately on the Jump Lane Class Table for each jump lane that connects two inhabited systems to determine its current jump lane class. Apply a modifier to this roll based on the system importance of both systems the jump lane connects to. For example, a jump lane that connects two Unimportant systems would receive a -2 modifier to its roll on the Jump Lane Class Table. Homeworld systems add an additional +1 to the die roll, representing that the jump lanes that connect to these systems are more likely to have been upgraded.

All other jump lanes that connect to uninhabited systems will remain as Unexplored Lanes at the start of the campaign and will have to be explored during the game.

Jump Lane Class Table (d10)

Roll	*Jump Lane Class*
3-	Restricted Lane
4-7	Minor Lane
8+	Major Lane

Modifiers:
-1 Unimportant System
+1 Major System
+1 Homeworld

3.3 EMPIRE SELECTION

Players must choose which alien empires they will play as in the campaign. Each empire has three empire traits (two advantages and one disadvantage) that provide unique game play modifiers; and a force list that shows all the military and civilian units the faction can research and build. Each empire has its own strengths and weaknesses that will influence your strategy during the game.

There are ten alien empires included in this book, and full descriptions for them can be found later in *7.0 Alien Empires*. Additional empires will appear in future supplements that can be used with or replace any of these empires in your games.

The following is an overview of the alien empires you have to choose from:

- **Brindaki League:** Merchants that excel in establishing new trade routes and resupplying their units using their deep range logistics networks.
- **Graal Star Kingdom:** Haughty and corrupt avians. They field ships capable of exceptional speed and are quick to colonize new star systems.
- **Human Union:** Gifted explorers and charismatic diplomats who have a knack for exploring jump lanes and befriending other alien civilizations.
- **Jain Khanate:** Aggressive amphibians that field deadly shock troops and impressive battlecruisers bristling with guns and equipped with mass drivers.
- **Kili Republics:** Prodigious and brilliant arboreals, they rely on their advanced technologies and extraordinary defensive capabilities to protect them from harm.
- **Loran Dominion:** Xenophobic and mysterious, they are masters of terraforming. They are renowned pilots and their fleets rely heavily on carriers and fighters.

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- **Rallax Intelligence:** Enigmatic cyberneticists known as much for their efficient industry as for fielding the absolute largest ships in the galaxy.
- **Senorian Federation:** Disciplined insect warriors living in vast subterranean cities that use cloaked ships to evade detection and gain combat advantages.
- **Tirelon Synod:** Steadfast if uncreative religious zealots that engage in wolf pack tactics along with their massive motherships and swarms of fighters.
- **Yuletarri Imperium:** Secretive spymasters known as much for their formidable orbital defenses as for their reclusive and argumentative nature.

3.4 TECH YEAR

The Tech Year for your campaign determines which units on your empire's force list are available at the start of the campaign. Your empire will have researched all of the units that have an In-Service Date (ISD) less than or equal to your Tech Year at the start of the campaign, and any of these available units can be purchased using your allotted starting forces points when setting up the game.

The included player force lists have a minimum Tech Year of 3000 (e.g., an empire just taking to the stars) and a maximum Tech Year of 3025 (e.g., a mature empire with formidable technology). Each scenario includes a recommended Tech Year, but you may choose a different starting Tech Year depending on how advanced you want the players to be at the start of the campaign.

> *It is generally recommended that you start your campaign with a Tech Year of 3005. This gives you access to all of your basic starting units with plenty of additional units left to research during the game.*

3.5 STARTING FORCES

Starting forces are the military and civilian units that your empire controls at the start of the campaign. Before the game, you'll spend your initial reserve of starting force points to purchase units from your empire's force list and then place them on the map.

3.5.1 Starting Force Points

Your campaign scenario will determine how many economic points (EP) you have available to spend on your starting forces. By default, players start the game with a total construction cost of units equal to four (4) times their empire's total system income. For example, an empire in the *3.1.1 New Empires* scenario starts the campaign with a total system income of 50, which gives the player 200 EP to spend on starting forces. You can refer to *4.1.1 System Income* to determine how to calculate your empire's total system income.

3.5.2 Purchasing Starting Forces

The economic points provided for your starting forces are used to purchase military and civilian units before the game. You may only purchase military units that have an In-Service Date (ISD) that is less than or equal to your starting Tech Year. The "Cost" field on your force list indicates the EP cost for each unit of that class. For example, the Human Icarus CL has a "Cost" of 7, which means it costs 7 EP to purchase one ship of this class.

Convoys, Shipyards, and Supply Depots meanwhile are always available for purchase using your starting force points and have a default cost of 20 EP each.

When purchasing your starting forces, you typically want to split your starting points evenly between four different mission types:

- **Fleet Units:** Ships and fighters to protect your existing systems and secure any newly explored systems.
- **Exploration Units:** Ships with the Scout and Supply abilities that can be used to explore jump lanes and discover new systems to colonize.
- **Defense Units:** Bases and troops that can be used to defend your systems against enemy invasion.
- **Civilian Units:** Civilian infrastructure in the form of Convoys, Shipyards, and Supply Depots.

The number of systems your empire controls at the start of the campaign will influence the number and type of units you will purchase with your starting force points. You will want to station a fleet in each of your systems to protect them against Raiders or other threats, although more important systems are going to warrant a larger concentration of military force.

You'll also need to make sure you purchase enough troops to garrison and defend all of your starting systems. Having a number of troops equal to the system's Population is usually sufficient to guard it against enemy invasion. Troops may not seem very useful during the early game, but they are vital to maintaining control of your systems.

You should purchase at least one Shipyard using your starting point allotment so you won't be forced to rely on less efficient planetary industry to build ships during the early game. You may also wish to invest in some Convoys so you can assign them to *4.4.9 Trade Routes* so they can generate *4.1.2 Trade Income*.

Any economic points you have leftover after purchasing your starting forces are placed into your empire's Point Pool and will be available to spend later during the campaign. However, it's best to spend all of your starting force points during campaign setup instead of rolling them over into your Point Pool because spending fewer points will likely leave you at a military disadvantage compared to your neighbors who spent their entire starting point allotment on military units of their own.

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3.5.3 Recommended Starting Forces

Recommended starting forces for the *3.1.1 New Empires* scenario are included for each alien empire at the default starting Tech Year of 3005. This makes it easier to setup the game because players won't have to worry about purchasing starting forces for their empires before the game and can just use the recommended selection.

3.5.4 Deploying Starting Forces

Starting forces must be deployed to the campaign map before the game. You may only deploy units to systems your empire controls at the start of the game. This means that in scenarios where you only control your Homeworld system at the start of the game, all of your units will be placed in your Homeworld system. However, in scenarios where you start with additional systems under your control, you will have to decide where to place your starting forces. You should place at least some units in every system you control at the start of the campaign.

3.5.5 Starting Trade Routes

When deploying your starting forces, you may choose to assign one or more of your initial Convoys to *4.4.9 Trade Routes* before the game. This will allow them to begin generating *4.1.2 Trade Income* during the Economic Phase of the first turn of the campaign.

Note that Convoys are allowed to operate trade routes that contain a single system, which means even if you only control your Homeworld system at the start of the game you can still have a Convoy running a trade route there to generate some extra trade income for your empire. In the early game, that extra income can be extremely valuable to fund your early exploration and expansion efforts.

Campaign scenarios in future supplements may specify the exact number, type, and even starting locations of an empire's starting forces at the beginning of the campaign. This is more common in "historical" scenarios that are attempting to simulate a specific interstellar conflict. In those cases, you will refer to your scenario to for starting force setup information and proceed as directed.

3.6 OPTIONAL RULES

Before the game, you must decide which optional rules (if any) you are going to be using in your campaign. Optional rules are advanced rules that expand upon the standard campaign rules in various ways and are a way of introducing extra complexity or features to the game. A selection of different optional rules can be found in the *5.0 Optional Rules* chapter later in this book.

The list of optional rules you are using in your campaign must be recorded and made available to all players so everyone knows which rules are being used. Some campaign scenarios include a list of recommended or required optional rules as part of their scenario rules.

New players will likely want to avoid playing with any additional optional rules beyond those required by their scenario for their first few games so they can concentrate on learning the basic rules.

Of the optional rules included in this book, 5.1 Independent Systems *and* 5.15 Extended Construction Times *are both highly recommended for experienced VBAM players that want to add extra strategic complexity to the game at the expense of some additional administrative bookkeeping.*

3.7 VICTORY CONDITIONS

Each campaign scenario includes one or more victory conditions that determine what goals players need to complete in order to win the game. This usually involves controlling a specific number of systems on the map or controlling all of the player Homeworld systems.

At the end of each campaign turn, during the End of Turn Phase, you must check to see if anyone has met one or more of these victory conditions. If the victory conditions are met, then the game immediately ends and the player that fulfilled the victory conditions is declared the winner.

In the event that multiple players fulfill a scenario's victory conditions on the same turn, the player with the highest total system income wins the tie. If the players are still tied, then the scenario ends in a draw and no one wins.

3.8 STARTING THE CAMPAIGN

After you have chosen your scenario, map, empires, and finished purchasing and placing your starting forces, you will be ready to begin playing the first campaign turn! Congratulations! You can now proceed to the next chapter to begin learning how to play the game.

3.9 YOUR FIRST CAMPAIGN

New players should set up and play a short two player *3.1.1 New Empires* campaign scenario on a Tiny map with a starting Tech Year of 3005 using the Brindaki and Humans and no additional optional rules for their first VBAM game. The Brindaki and Human empires are good choices for beginning players because their advantages and disadvantages are easier to use, and their units have fewer special rules associated with them.

This campaign setup will give you an opportunity to learn the basics of VBAM in a small scale game before you jump into a larger or more complex scenario.

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4.0 PLAYING THE GAME

This chapter includes all of the core rules necessary to play a VBAM campaign. VBAM is played over the course of a number of campaign turns, each of which represents roughly one month of actual game time. The length of a campaign year is then defined as twelve campaign turns.

Campaign turns are resolved in Sequence of Play order as shown on the following page, and these rules are presented in Sequence of Play order to make it easier to refer to them during play and determine what actions need to be performed during each phase of the game.

4.1 ECONOMIC PHASE

The Economic Phase is where an empire's revenues and expenses are calculated to determine the number of economic points it has available in its Point Pool to spend during the Turn Orders Phase this turn.

4.1.1 System Income

Controlled systems are automatically exploited to generate resources for your empire. Each system your empire controls generates a number of economic points (EP) each turn equal to its system output (Population x RAW). A system with 4 Population and 3 RAW would generate 12 EP per turn, for example. This represents that the system's Population is exploiting the natural resources (in the form of RAW) in order to generate economic points.

A system's output will be halved this turn if it is Blockaded or in Opposition to represent the economic inefficiencies and resource shortages caused from local unrest. A system's output is reduced to zero if it is in Rebellion. *4.6.4.3 Economic Disruptions* caused by having too many enemy ground units disembarked to a system can also reduce it effective output.

The system output of all the colonies you control are then totaled to calculate your total system income.

> *EXAMPLE: The Human player currently controls four systems: Sol (Population 10, RAW 5), Proxima (Population 2, RAW 2), Centauri (Population 3, RAW 4), and Barnard (Population 2, RAW 1). If these systems were all in Good Order they would have system output values of 50, 4, 12, and 2, respectively, for a total system income of 68 EP. However, Centauri is in Opposition its system output would drop to 6 EP, reducing the Human's total system income to 62 EP this turn.*

4.1.2 Trade Income

An empire earns an amount of trade income equal to the Trade value of all the systems its Convoys visited on their *4.4.9 Trade Routes* last turn. A system's Trade value is equal to its Population value if it is in Good Order (Morale greater than or equal to half its Population), or half its Population if it is in Opposition (Morale less than half its Population). A system's Trade value is further reduced to zero if it is in Rebellion or Blockaded. Each system is only counted once regardless of whether or not it was included on more than one of your empire's trade routes. This represents that there is a finite amount of goods and resources available for trade in each system.

Trade routes are disrupted and will not generate any income for their owner if there are currently enemy fleets present in any of the systems along the trade route.

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VICTORY BY ANY MEANS - SEQUENCE OF PLAY

4.1 ECONOMIC PHASE

- Collect income from your systems (4.1.1) and trade routes (4.1.2).
- Spend resources to pay maintenance costs for your military and civilian units (4.1.3).
- Add or subtract points for any Miscellaneous Income/ Expense that apply this turn (4.1.4).
- Update your Point Pool to determine number of points you have to spend this turn (4.1.5).

4.2 TURN ORDERS PHASE

- Record your Fleet Deployment (4.2.1), Intel (4.2.2), Movement (4.2.3), Diplomatic (4.2.4), Construction (4.2.5), and Investment (4.2.6) orders for the turn.

4.3 INTEL PHASE

- Gather intelligence from systems where you have units or colonies (4.3.1).
- Resolve covert operations (4.3.4) and Special Forces missions (4.3.5).

4.4 MOVEMENT PHASE

- Embark or disembark units from transports (4.4.1).
- Resolve Jump Lane Movement (4.4.2), Jump Lane Exploration (4.4.5), and Long Range Scanning (4.4.7).
- Assign Convoys to trade routes (4.4.9).
- Perform Raiding Checks in systems (4.4.10).
- Resolve the outcome of any convoy raids (4.4.11).

4.5 DIPLOMACY PHASE

- Resolve any first contact situations (4.5.2).
- Check to see if powers are in diplomatic contact (4.5.4).
- Resolve all diplomatic actions (4.5.5) and any resulting diplomatic incidents (4.5.6).
- Resolve any sneak attack declarations (4.5.8).
- Reduce all diplomatic cooldown values by 1 for relationships where cooldowns did not increase (4.5.3).

4.6 COMBAT PHASE

- Setup and resolve all encounters (4.6.1) generated this turn for all systems where opposing forces are present. This includes Space Combat (4.6.2), Orbital Bombardment (4.6.3), and Ground Combat (4.6.4).

4.7 SUPPLY PHASE

- Check if units can trace supply routes (4.7.3) to a friendly supply source (4.7.1) to remain in supply.
- Use military supply ships (4.7.4) or local supply (4.7.5) to resupply units that cannot trace a supply route.
- Mark units that cannot be resupplied as Out of Supply and apply the necessary effects (4.7.6).
- Check if systems are currently Blockaded (4.7.8).

4.8 CONSTRUCTION PHASE

- Perform construction at Shipyards (4.8.2) and Systems (4.8.3), Remote Base Construction (4.8.4), Purchasing Convoys (4.8.6), Purchasing Troops (4.8.7), Repairs (4.8.8), Field Repairs (4.8.9), Refits (4.8.10), Scrapping (4.8.11), and Mothballing (4.8.12).
- Deploy newly constructed units to the systems where they were built or purchased (4.8.13).

4.9 TECH PHASE

- Increase your Tech Pool (4.9.1) by an amount equal to the amount of Tech Investment (4.9.2) your empire purchased or received this turn.
- Earn a new tech advancement (4.9.3) if your Tech Pool is greater than or equal to your Tech Advancement Cost (4.9.3.1). If so, reduce your Tech Pool by an amount equal to your Tech Advancement Cost and then either research a new unit class (4.9.3.3) or upgrade an existing unit class (4.9.3.4).

4.10 END OF TURN PHASE

- Resolve and complete all System Improvements (4.10.1), Jump Lane Upgrades (4.10.2), or Jump Lane Downgrades (4.10.3).
- Check Morale & System Loyalty (4.10.4) in all inhabited systems to see if they are in Good Order (4.10.4.1) or Opposition (4.10.4.2), start or stop enforcement of Martial Law (4.10.4.3), and then roll Morale Checks (4.10.4.4) for systems that are in Opposition or where an encounter was generated earlier this turn.
- Systems with Morale values at zero must check to see if they have gone into Rebellion (4.10.5).
- Convoys ordered to colonize uninhabited systems are disbanded and establish new colonies (4.10.6).
- Resolve any special events (4.10.7)
- Update player asset sheets to reflect the actions that occurred this turn (4.10.8).
- Check to see if any player has met the victory conditions for the scenario (4.10.9). If so, then a winner is declared and the game ends. Otherwise, play continues to the next campaign turn.

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EXAMPLE: The Humans have one Convoy assigned to a trade route between Sol (10 Population), Centauri (3 Population), and Proxima (2 Population) and a second Convoy assigned to a trade route between Sol (10 Population) and Barnard (2 Population). Sol and Proxima are in Good Order and have Trade Values of 10 and 2, respectively. Centauri however is in Opposition and its Trade value is reduced from 3 to 2. The Humans would earn a total of 16 EP of trade income from its trade routes during the Economic Phase this turn.

Note that while Sol is included on two trade routes, the Humans only earn trade income from the system once (not once per trade route).

4.1.3 Maintenance

An empire must pay a number of economic points each turn equal to 10% of the total construction cost of all military and civilian units it controls that are currently in Active service. This includes any Active units that are currently being transported aboard transports. This maintenance expense is used to keep these units equipped and in proper fighting order.

Inactive units cost nothing to maintain because they have been mothballed at a friendly system and no longer require resources to maintain them.

EXAMPLE: The Human player has 4 Icarus CL, 8 Hoplite AB, 5 Sentry CT, 2 Convoys, and 1 Shipyard in active status, and another 3 Athena DD and 3 Javelin LF in mothballs. This is a total of 119 EP of active units. Only active units are counted, so the mothballed units do not contribute towards this total. The Human's total maintenance expense for this turn is then equal to 119 x 10% = 11.9, which rounds up to 12 EP.

4.1.4 Miscellaneous Income/Expense

Occasionally, a random event or other one-time payment of economic points may occur that affects a player's income for the turn. Add or subtract these one-time items from your Point Pool as appropriate.

4.1.5 Updating the Point Pool

Add your system and trade income to your current Point Pool, subtract your maintenance costs, and then make adjustments for any miscellaneous income/expense to calculate the number of economic points you have available to spend during the Turn Orders Phase. You may not spend more economic points than you have in your Point Pool.

If your Point Pool is negative at the end of the Economic Phase, you must immediately scrap enough military units to cover your deficit (see *4.8.11 Scrapping*). The income from scrapping these units is received immediately, not in the following Economic Phase, and is treated as though these units had been scrapped during the Construction Phase of the previous campaign turn.

EXAMPLE: The Human player started the turn with 17 EP in its Point Pool. They then earned a total of 62 system income and 16 trade income this turn, but then had to spend 12 EP on maintenance to maintain the units they control. They did not receive any miscellaneous income or expense this turn.

This gives the Humans a total of 17 + 62 + 16 - 12 = 83 EP in their Point Pool at the end of the Economic Phase. This is the maximum amount of EP they will be able to spend on purchases during the Turn Orders Phase this turn.

4.2 TURN ORDERS PHASE

Players must record all of their orders for the turn during this phase, whether or not you are playing with a CM. These orders will detail all of the strategic actions your empire will perform this campaign turn, including all its *4.2.1 Fleet Deployment Orders*, *4.2.2 Intel Orders*, *4.2.3 Movement Orders*, *4.2.4 Diplomatic Orders*, *4.2.5 Construction Orders*, and *4.2.6 Investment Orders*.

Turn orders are written in secret and then their effects are determined as you work through the remainder of the Sequence of Play this turn. If you are playing with a CM, there is a good chance your opponents will never know exactly what your orders were this turn — but then you won't know what actions they performed this turn either, unless they directly affected your empire or were detected by your spies.

Orders cannot be selectively performed, and all recorded orders must be performed if they are legal at the step in the Sequence of Play where they are to be resolved. Any order that is illegal at the time it is to be performed is automatically canceled. You may record orders that are illegal during the Turn Orders Phase in anticipation of them being legal later on during the turn based on other interceding campaign events.

Any economic points spent on construction or investment orders are subtracted from your Point Pool during the Turn Orders Phase. Should events of the turn prevent these orders from being completed, some of the economic points spent on the canceled projects may be refunded as Miscellaneous Income during the next Economic Phase.

4.2.1 Fleet Deployment Orders

Units are organized into fleets during the Turn Orders Phase. A fleet is a group of units located in the same system that are operating together as a single administrative unit for movement purposes.

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Units can be moved into new fleets or between existing fleets at their current system locations as part of your turn orders. A unit cannot be assigned to a fleet that is located in a different system. You would have to wait for the units to be in the same system before units could be moved between them on a future turn.

Any new units that completed construction during the *4.8.13 Deploy New Construction* step of the Construction Phase last turn must be assigned to fleets at this time. If no fleet deployment orders are given to this new construction, then they will be automatically combined into a new fleet at their current system location.

Any fleets that no longer contains units after all fleet reorganization is complete during the Turn Orders Phase are automatically disbanded and removed from the player's fleet roster.

4.2.2 Intel Orders

You must record orders for any *4.3.4 Covert Operations* your systems are going to perform during the Intel Phase this turn. Covert operation orders must include the name of the system staging the operation, the type of mission being attempted, and the system the mission is targeting.

Some empires may also have *4.3.5 Special Forces* troops that can be ordered to perform covert missions against adjacent systems. As with normal covert operations missions, Special Forces orders will note the unit performing the operation, the mission being attempted, and the system they are targeting.

4.2.3 Movement Orders

You may record movement orders for your fleets during the Movement Phase. Movement orders should include the fleet's current system location as well as which system(s) they are moving to this turn. This includes orders to embark/disembark from transports.

Fleets can perform *4.4.2 Jump Lane Movement*, *4.4.5 Jump Lane Exploration*, *4.4.7 Long Range Scanning*, or *4.4.11 Convoy Raids* as movement actions during this turn, but they can only be ordered to perform at most one of these actions each turn. This means a fleet could perform Jump Lane Movement or Jump Lane Exploration, but not both on the same turn.

Convoys can be assigned or reassigned to *4.4.9 Trade Routes* as part of their movement orders, too, in case you need to create a new trade route or change an existing one. Convoys being assigned to trade routes are removed from their current fleets and added to your Trade Route Ledger listing the systems they are now trading in.

Meanwhile, Convoys being removed from an existing trade route are removed from the Trade Route Ledger and will be ordered to "move" into one of the systems they were previously trading in.

4.2.4 Diplomatic Orders

You must record any *4.5.5 Diplomatic Actions* your empire will attempt this turn with other powers during the Diplomacy Phase. For each diplomatic action, you should indicate which power is being targeted and whether or not you are making a Diplomacy Check to improve your relations with the power or a Hostilities Check to degrade your relations with them instead.

You may only attempt diplomatic actions with another power if you are in *4.5.4 Diplomatic Contact* and your *4.5.3 Diplomatic Cooldown* value with them is at zero, which indicates that your empire's ambassadors are available and prepared to continue negotiations.

4.2.5 Construction Orders

You must record any construction orders your empire will be performing this turn during the Construction Phase. This includes *4.8.2 Construction at Shipyards*, *4.8.3 Construction at Systems*, *4.8.4 Remote Base Construction*, *4.8.6 Purchasing Convoys*, *4.8.7 Purchasing Troops*, *4.8.8 Repairs*, *4.8.9 Field Repairs*, *4.8.10 Refits*, *4.8.11 Scrapping*, and *4.8.12 Mothballing*.

Construction orders should include the name of the unit, where they are being built, repaired, or activated/deactivated, and how many economic points are being spent on the construction project.

You may purchase any unit from your empire's force list that you have previously researched (as indicated by checking the "R?" box on the force list) at their listed construction cost shown in the "Cost" column. You may also purchase researched units from Allied force lists, however these units are purchased at a +25% construction cost surcharge (as discussed in *4.5.1.7 Alliance*).

4.2.6 Investment Orders

You may spend economic points towards *4.9.2 Tech Investment*, *4.10.1 System Improvements*, and *4.10.2 Jump Lane Upgrades*. You can also order fleets to perform *4.10.3 Jump Lane Downgrades* to destroy jump relays and remove navigation buoys in order to make navigation more difficult.

Colonization orders are also included as part of your investment orders (*4.10.6 Colonizing a System*), as these orders will be completed at the same time as other investments. These orders should include the name of the Convoy that is being ordered to colonize the system and which system they are going to colonize.

Record all of your investments along with their economic point costs. The results of these investments will be resolved during the Tech Phase (tech investment) and End of Turn Phase (system improvements, jump lane upgrades/downgrades, colonization), respectively.

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EXAMPLE: The Human player is recording orders for their empire during the Turn Orders Phase. They have 83 EP in their Point Pool at the start of the Turn Orders Phase they can spend this turn. They record the following orders for this turn:

HUMAN UNION TURN ORDERS (TURN 38)

Starting Point Pool:

- 83 EP

Intel Orders:

- Centauri to Altair (Espionage)
- Sol to Proxima (Counterinsurgency)
- Commandos @ Pavonis to Cygni (Sabotage)

Movement Orders:

- Task Force 1.1 moves Sol to Proxima
- Task Force 1.2 moves Centauri to Groombridge
- Task Force 2.1 moves Vega to Tucanae
- Task Force 4.5 moves Sol to Centauri to Lalande
- Task Force 3.3 explores from Vega
- Task Force 5.2 moves Vega to Altair (LR Scanning)
- Task Force 5.3 moves Vega to Altair (Convoy Raid)
- Convoy #4 Trade Route (Pavonis, Branswil, Kili)
- Convoy #5 moves Pavonis to Beta Caeli

Diplomatic Orders:

- Yuletarri (Diplomacy Check)
- Jains (Hostilities Check)

Construction Orders:

- Build 4 Sparta DD @ Sol (-16 EP)
- Build 1 Victory BC @ Centauri (-10 EP)
- Repair 2 Achilles CL @ Sol (-4 EP)
- Field Repair 2 Sparta DD @ Groombridge (-2 EP)
- Scrap 1 Vesuvius CA @ Centauri (+4 EP next turn)*
- Refit 1 Alexander CA into Heracles CA @ Sol (-3 EP)
- Mothball 1 Hera DN + 5 Javelin LF @ Sol (-6 EP)

Investment Orders:

- Tech Investment (-10 EP)
- Population Increase @ Proxima (-30 EP)
- Convoy #5 colonize Beta Caeli

Ending Point Pool:

- 2 EP

** Note that the EP gained from scrapping the Vesuvius CA at Groombridge is not added to the Point Pool this turn. It will instead be reflected as Miscellaneous Income during the Economic Phase next turn.*

4.3 INTEL PHASE

Empires gather intelligence and resolve covert operations during the Intel Phase. This gives players the information they'll need to formulate their plans during the Turn Orders Phase next turn. Importantly, this might give them intel on the current location and disposition of enemy fleets so they can better plan their own fleet movement orders to either engage or avoid them, as needed.

4.3.1 Gathering Intelligence

You will automatically gather intelligence in every system your empire controls or where you have any units present at the start of the Intel Phase. These assets are effectively scanning the system and reporting what they see there. This lets you know the current attribute values of these systems as well as the number and type of units there.

Intelligence is also gathered through diplomatic channels at this time. You will also learn the total system income of any power you have a Trade relationship or higher as well as the total construction cost of active units of any power you have a Mutual Defense relationship or higher. This information is automatically divulged as a standard component of these political states, and is helpful in determining the relative strength of opposing powers.

4.3.2 Intel Range

Each system has an Intel Range equal to its current Intel value. This Intel Range is the maximum number of jumps away a system can target when attempting a covert mission. This limit means that most systems can only conduct covert missions against other nearby systems, not systems located halfway across the galaxy.

4.3.3 Listening Posts

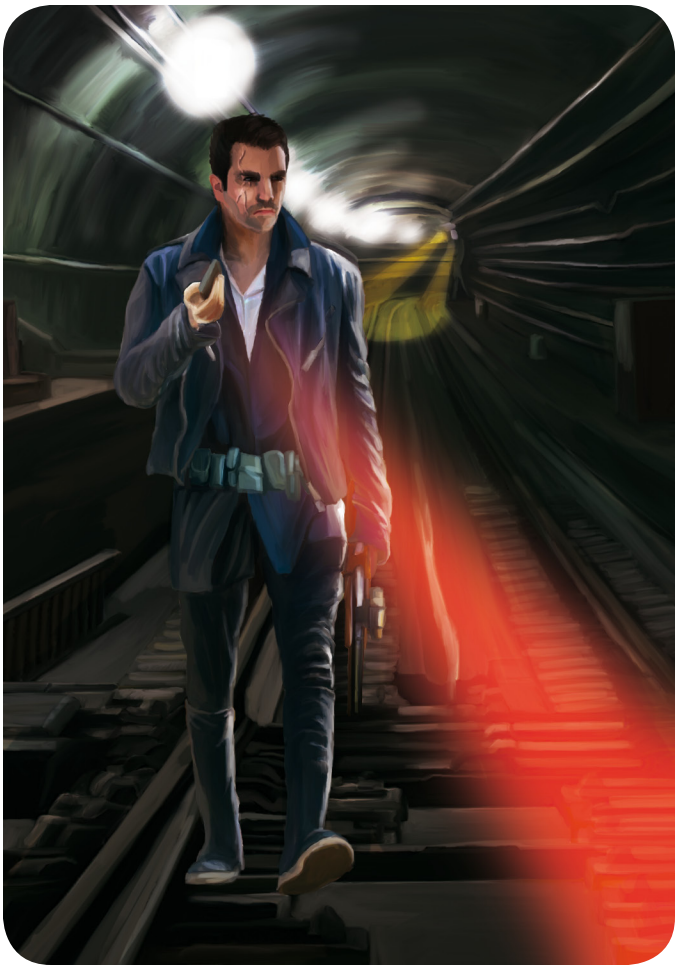
Military bases serve as listening posts to monitor nearby systems or provide logistical support for agents operating near the border. As such, any friendly system that has at least one base of Outpost size or larger present receives a +2 bonus to its Intel Range. Note that only military bases (and not civilian bases, such as Shipyards and Supply Depots) can provide this spying bonus.

4.3.4 Covert Operations

Covert operations are used to gather information on distant systems, sabotage enemy units, or foment local insurgencies to advance your government's overall military or political agenda.

Players perform covert operations by ordering one of their systems to conduct a covert mission against a target system that is located within its Intel Range. Each system you control that has an Intel value greater than zero may be ordered to perform one covert mission each turn. Blockaded systems cannot perform covert missions until the blockade is lifted.

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Covert missions rely heavily on routine military and civilian transports to move agents back and forth between worlds, and as such covert missions can only be performed across Minor or Major Lanes and never across Restricted or Unexplored Lanes.

4.3.4.1 Covert Missions

The following are the different types of covert missions your systems may perform during the game. Each mission has a difficulty modifier (shown in parentheses after the name) which is added to your roll on the Covert Operations Result Table when resolving the mission. The worse the difficulty modifier, the harder it is to successfully complete a mission of that type. The effect given for each covert mission is only applied if the mission is successful, otherwise there is no effect.

- **Civilian (-2):** This mission is used to destroy civilian infrastructure (Convoys, Shipyards, Supply Depots, etc.) in the target system. If successful, a random civilian unit in the target system is lost.
- **Counter-Insurgency (-1):** This is an attempt to improve Morale at a friendly colony world through a clever use of propaganda and community outreach. If successful, the target system's Morale value is increased by 1.
- **Counterintel (-1):** This is a preemptive strike against enemy Intel operatives in the target system. If successful, reduce the system's Intel value by 1.
- **Espionage (+0):** This is an attempt to gather intelligence on the target system. If successful, during the End of Turn Phase you will learn the system's current system attribute values along with the number and type of units in the system. Q-Ships will not be detected if there are any Convoys present in the system.
- **Fortification (-1):** This an attempt to damage the system's planetary defenses. If successful, the system's Fortification value is reduced by 1.
- **Industrial (+0):** This is an attack against economic interests in the system. If successful, the system's RAW value will be temporarily reduced by 1 during the Economic Phase next turn.
- **Insurgency (-1):** This is an attempt to incite rebellion in systems loyal to the enemy. If successful, the target system's Morale value is reduced by 1.
- **Piracy (-1):** Outfit a new Raider fleet and send them to attack a system. If successful, a Raider attack will be generated against the target system during the Movement Phase later this turn.
- **Population (-3):** This is a cruel strike on the system's civilian population. This could take the form of detonating a nuclear or biological weapon in a major city, for example. If successful, reduce the target system's Population and Morale values by 1 each.
- **Sabotage (-1):** This mission is used to target and destroy enemy military units in the target system. If successful, roll a die and on a 8+ destroy a military unit of your choice. Otherwise, a random military unit in the target system is destroyed. Any units or cargo that unit was carrying are likewise destroyed.
- **Tech (-2):** This is an attempt to steal technology from another power and may only target systems that have 5+ Population or one or more Shipyards. If successful, roll a die. On a result of 6+ you successfully steal plans for a randomly selected unit available on the target's force list. Your empire can begin building units of this type but must pay a +25% construction cost penalty (equivalent to the economic penalty that applies when building units off of Allied force lists). Otherwise, if the die roll is a 5 or less, your spies instead manage to delete key research files from the enemy mainframe and their Tech Pool is reduced by an amount equal to the system's Population value.

4.3.4.2 Resolving Covert Missions

Covert missions are resolved by rolling on the Covert Mission Result Table and applying the die roll modifier based on the mission type that is being resolved. For example, a Sabotage mission would receive a -1 penalty to its roll based on its mission difficulty modifier.

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A mission receives an additional +1 bonus if the target system's Intel value is less than that of the system that is performing the mission. This demonstrates the inferior defensive Intel capabilities of the target system.

You also receive a +1 bonus to your covert mission roll if your empire has the target system on one of its active trade routes. Do not apply this modifier if the trade route was disrupted during the Combat Phase last turn (for example, if the Convoy was destroyed by Raiders or enemy forces moved into the system). Covert operations automatically fail with no effect if the system performing the mission is currently Blockaded.

Covert Mission Result Table (d10)

Roll	*Success?*	*Detected?*	*Captured?*
1-	No	Yes	Yes
2-3	No	Yes	No
4-5	No	No	No
6-7	Yes	Yes	No
8+	Yes	No	No

4.3.4.3 Mission Detection

A mission is detected whenever a "Detected?" result of "Yes" is rolled on the Covert Operations Result Table. The full details about the mission, including the mission type and who was performing the mission, are revealed to the target power.

This detection sparks a *4.5.6 Diplomatic Incident* and after all covert missions have been resolved you will be required to make a special diplomatic incident check with the target during the Diplomacy Phase this turn, regardless of the number of missions detected. Apply a cumulative -1 penalty to the diplomatic incident roll for every successful mission they caught you performing against their systems this turn. For example, if you are caught performing two successful missions against them you would receive a -2 modifier to the diplomatic incident check. This demonstrates that successful missions have a greater chance of raising tensions and exacerbating the negative effects of the diplomatic incident.

Empires that are already at War do not roll diplomatic incident checks for detected covert missions because their political state cannot be reduced any further. Widespread use of covert operations are to be expected during times of war.

4.3.4.4 Captured Spies

If the modified roll on the Covert Operations Result Table is a 1 or less, then your spies were not only detected performing the mission but some of them were actually captured by enemy intelligence forces and are now being held for interrogation. The Intel value of the system that performed the mission is permanently reduced by 1 to represent the loss of these valuable operatives.

4.3.4.5 Implication

On a successful mission roll of 11+, you may choose to plant evidence that implicates another power. The mission target will automatically detect the mission (when they normally wouldn't) and treat it as if the mission had been performed by the power you implicated. That power will then suffer the negative effects of the mission detection. It has no effect if there are no other powers to implicate.

EXAMPLE #1: The Human player has ordered their colony at Procyon (3 Intel) to perform an Espionage mission against the Altair system (2 Intel) that is located two jumps away. Altair is located within the Intel Range of Procyon, as it is two jumps away and Procyon has an Intel Range of 3 jumps. The Humans currently do not have a trade route in Altair.

This mission has a difficulty modifier of +0, but the Humans get a +1 bonus because the target system (Altair) has a lower Intel value than the system conducting the mission (Procyon). This gives a final modifier of +1 to the die roll.

The roll on the Covert Mission Table is a 9, which is modified to a 10 by the +1 bonus to the roll. The mission is successful, and the Human player gathers intelligence on Altair as directed by the Espionage mission. The mission wasn't detected, so the Graal are not aware that the covert mission was performed in their system. Finally, the Human spies were not captured, so Procyon does not lose any Intel value.

EXAMPLE #2: The Graal player has ordered their colony at Altair (2 Intel) to perform a Sabotage mission against the Procyon system (3 Intel) that is located two jumps away. Procyon is located within the Intel Range of Altair, as it is two jumps away and Altair has an Intel Range of 2 jumps. Procyon is included on a Graal trade route.

Sabotage has a difficulty modifier of -1. The target system (Procyon) has a higher Intel value than the system performing the mission (Altair), so the Graal do not get an additional modifier from this. However, they do get a +1 bonus for having the target system on one of its trade routes. This gives the Graal an effective +0 to the die roll, which means there will be no modifier to the roll.

The roll on the Covert Mission Table is a 3 with no additional modifiers. The mission is unsuccessful and has no effect. The Humans detect the mission and know that the Graal attempted a Sabotage mission against Procyon this turn. This results in a diplomatic incident between the two powers. The Graal spies were not captured, and Altair does not lose any Intel value from the botched mission.

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4.3.5 Special Forces

Troops with the Special Forces ability are specially trained infiltration teams that are dropped behind enemy lines to carry out secret covert operations missions. These units can be ordered to conduct a covert operations mission against a target system located within one jump of its current location, and these missions can even be conducted over Restricted Lanes (which is not possible with normal covert missions).

This mission is resolved like any other covert mission, however the Special Forces unit receives a -1 penalty to its roll on the Covert Operations Result Table because they are operating on their own without any outside support once they infiltrate the target system.

If a Special Forces unit is detected, roll a die to see if the unit has successfully extracted from the dangerous situation. If the extraction die result is less than or equal to the target system's Intel value then the ground unit has suffered significant casualties during mission extraction and is now crippled.

Meanwhile, a Special Forces unit is automatically eliminated whenever their covert mission ends in a "Spies Captured" result as this critical failure indicates the unit was unable to extract and all members were either captured or killed during the failed attempt.

Crippled Special Forces units cannot be used to perform covert missions because they have suffered too much attrition to properly carry out these operations. These damaged units must be repaired before they can be dispatched on any future infiltration missions.

EXAMPLE: The Human player has ordered one of their Special Forces units at the Procyon colony to perform an Insurgency mission against the Senorian colony in Teegarden (2 Intel). Procyon and Teegarden are connected by a Restricted Lane which would normally prevent such covert missions, but Special Forces specifically are allowed to perform missions over Restricted Lanes.

Insurgency missions have a -1 difficulty modifier, and a -1 penalty applies to all Special Forces missions. This gives us a total of a -2 modifier for this attempt.

The modified roll on the Covert Operations Result Table is 8 - 2 = 6. The mission was successful, reducing Teegarden's Morale value by 1, and the Special Forces unit was not captured. However, they were detected by Senorian security teams and must now roll to see if they were injured during the extraction. The extraction die roll is a 4 which is greater than the target system's Intel value (2), so the Special Forces unit was able to extract and return to Procyon without being crippled.

4.4 MOVEMENT PHASE

The Movement Phase is the phase where units are embarked/disembarked from transports (*4.4.1 Landings & Deployments*) and then perform movement actions for the turn (*4.4.2 Jump Lane Movement*, *4.4.7 Long Range Scanning*, *4.4.11 Convoy Raids*). Once all fleets have finished moving, Convoys are then assigned to *4.4.9 Trade Routes* and you check for *4.4.10 Raider* activity, which can lead to additional convoy raids by these pirates.

4.4.1 Landings & Deployments

Fighters, attack boats, troops, and other types of cargo may embark or disembark from transports at the beginning of each Movement Phase. These units can be embarked onto transports to be moved to another system, disembark at their current system location, or be redeployed/transferred to other vessels at the same location. This gives fleets an opportunity to pick up and deliver cargo prior to performing their movement actions for the turn. Importantly, landings and deployments are completed before transports perform their own movement orders (if any) for the turn. Units cannot both embark and disembark on the same campaign turn.

Units may freely disembark to neutral systems or friendly systems controlled by your empire or one of its Mutual Defense or Alliance partners. Troops may only disembark in an enemy controlled system if there is a friendly beachhead present in the contested system (*4.6.4.2 Invasions*). Fighters and attack boats can be unloaded and deployed to enemy systems even if no beachhead is present, however. These spacecraft can mill around in the system and be resupplied by military or civilian supply ships and don't need to be landed on the planet itself.

Units may only embark aboard waiting transports owned by the power or an Allied power. This allows Allied ships and Convoys to evacuate friendly troops from a system and move them to another system, for example.

4.4.2 Jump Lane Movement

Ships can use jump lanes to move from one system to another. The amount of jump lane movement a ship can perform during each Movement Phase is determined by the class of the jump lanes they are moving through.

Ships can always move through at least one Restricted, Minor, or Major Jump Lane per turn, but they cannot move through Unexplored Lanes until they are explored as described in *4.4.5 Jump Lane Exploration*. Ships can move through up to three (3) jump lanes in a single turn so long as all of them are Major Lanes and all of the systems along the fleet's route are controlled by the player's empire or an Allied power. This strategic movement advantage is one of the benefits of upgrading jump lanes to Major status, because it allows you to more quickly redeploy your forces between the various sections of your empire.

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4.4.3 Fast Ships

Military units with the Fast ability have a special strategic movement advantage that allows them to move through an extra Minor or Major Lane each Movement Phase in addition to their normal movement allowance. For example, this allows a Fast ship to move through one Minor and one Restricted Lane in a single Movement Phase, but it still couldn't move through two Restricted Lanes because Fast only allows it to move through an extra Minor or Major Lane (not an extra Restricted Lane).

Fast ships can also move through up to four (4) Major Lanes in a single turn, as long as all of the systems along the path of movement are controlled by that player or Allied powers.

Note that fleets always move at the speed of their slowest ship, so only fleets that contain exclusively Fast ships can take advantage of this movement advantage. As such, Fast ships are typically assigned to their own fleets and given their own specific movement orders.

4.4.4 Convoy Movement Restrictions

There is no real difference between Restricted and Minor Lanes when it comes to military ship movement, however Convoys (as well as any other civilian ship types introduced in future supplements) do not have jump drives and must rely on the established network of jump relays to move between systems. As a result, they cannot move through Restricted Lanes on their own.

However, Convoys can move through a Restricted Lane if they are assigned to a fleet that contains at least one ship of light cruiser (CL) size or larger. These large warships are equipped with powerful jump drives and advanced sensor suites that allow them to escort Convoys across these treacherous jump lanes.

*The civilian movement restrictions that apply to Restricted Lanes are also the reason why your empire's civilian freight network cannot trace supply routes over these lanes (*4.7.3 Supply Routes*).*

4.4.5 Jump Lane Exploration

Any fleet containing one or more Scout ships is considered a Scout fleet and can be ordered to perform an exploration attempt this turn if it is located in a system that has one or more Unexplored Lanes present so long as there are no enemy fleets in the system to block their exploration efforts. Scouts that are crippled or Out of Supply cannot be used to perform exploration attempts, however, and a Scout fleet cannot perform any other movement actions on the same turn it makes its exploration attempt. Scouts ships are required to perform jump lane exploration because Scout fighters and attack boats lack the ability to move through a jump lane on their own.

The maximum number of exploration attempts you may make in a system each turn is equal to the number of Unexplored Lanes that connect to it. For example, you could have three Scout fleets make exploration attempts in a system that has three or more Unexplored Lanes.

Exploration attempts are resolved during the Movement Phase by rolling a die. Empires with the *Gifted Explorers* trait add +2 to the die result. Any additional exploration attempt modifiers introduced in future supplements (such as from outstanding leaders or special system terrain traits) will also need to be applied to the roll. On a modified exploration die result of 8+, the Scout fleet will successfully explore a randomly selected Unexplored Lane at its current system location. The Unexplored Lane is automatically upgraded to a Restricted Lane and the Scout fleet then immediately moves through the jump lane to the system on the opposite end of the lane.

If multiple players are performing exploration attempts in the same system this turn, there is a chance they will end up exploring the same Unexplored Lane. This is expected behavior, and in these cases the jump lane will still be upgraded to a Restricted Lane and each of the Scout fleets that successfully explored that lane will move through it to the adjacent system and end their movement there.

Exploration orders are resolved simultaneously with other fleet movement orders, and if a Scout fleet successfully explores a lane they will move into the destination system at the same time any other fleets perform their movement. This means the Scouts may have left their original system and be gone when any inbound fleets arrive, and they may end up having an encounter in their destination system later on during the Combat Phase this turn.

EXAMPLE: The Senorians have 3 Grasshopper scout destroyers in the Sextantis system, which has two Unexplored Lanes connecting to it.

The Senorian player may choose to organize their Grasshoppers into one or two different Scout fleets and have them explore from Sextantis this turn. They could not have three Scout fleets explore in Sextantis because the system only has two Unexplored Lanes.

The Senorian player decides to organize all of their Scouts into a single Scout fleet to maximize their mutual protection (in case they run into any hostile forces) and orders them to perform a jump lane exploration attempt during the Movement Phase

The exploration attempt die roll for the fleet is a 9, so the Scout fleet succeeds in exploring one of the Unexplored Lanes connecting to Sextantis. Randomly decide which of the two Unexplored Lanes is explored. The selected lane is then converted into a Restricted Lane, and the Scout fleet moves through the lane into the system at the other end of the lane.

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4.4.6 Moving Other Units

Fighters and attack boats are too small to be equipped with jump engines and rely on larger vessels to transport them between systems. Similarly, troops must also be embarked onto transports for redeployment.

Convoys are the primary method of moving these units from one system to another. Each Convoy can carry any combination of six (6) fighters, attack boats, or troops. Fighters and attack boats that are embarked onto a Convoy are stored in a "crated" or disassembled state and must be disembarked before they can be deployed into combat. In contrast, troops that are being carried onboard transports can participate in ground combat operations, however their combat factors are halved.

Fighters and attack boats can be transported in a combat-ready state by Carriers or Tenders, respectively. Each Carrier can base a number of fighters equal to its Carrier value, while each Tender can base a number of attack boats equal to its Tender value. For example, a ship with Carrier 2 can carry up to two fighters, and a Tender 4 ship can carry up to four attack boats.

Supply units may also transport units, and each Supply unit can carry a number of fighters, attack boats, or troops equal to its Supply factor and these units are treated the same as if they were carried by Convoys. Supply units cannot be used to resupply friendly fleets or perform field repairs while they are carrying other units, and they are automatically Exhausted after these units are deployed.

Assault units are also capable of moving troops and can carry one ground unit per Assault factor. For example, an Assault 2 ship could carry up to 2 ground units. Assault vessels cannot be used to move non-ground units as their basing is meant for carrying ground vehicles and infantry and they don't have the voluminous cargo spaces that are required to transport fighters or attack boats.

Hospital units may also be used to carry troops, and can carry one troop for each Hospital factor. However, Hospital units can only carry crippled troops, not full strength units. This represents that these medical vessels are transporting the wounded soldiers but do not have the space to also ship their vehicles and other gear.

Crippled units reduce their effective basing capacity to half their normal value to represent the collapse of hangar bays or loss of docking rails. This means a crippled Carrier 3 unit would only be able to base up to two fighters.

Ground units with the Garrison special trait, notably including planetary Militias, cannot be moved from a system after they are purchased as they represent civil defense forces being staffed by members of the local population. They stay where they are purchased, until they are eliminated or scrapped.

The orbital weapons platforms (OWPs) fielded by some alien empires can also be broken down and transported via Convoy to move them between systems. Each OWP counts as two units for transport purposes. Supply ships can also transport OWPs, with each OWP requiring 2 Supply factors during transport. As with fighters and attack boats, OWPs that are being transported as cargo cannot be deployed into battle until after they are disembarked from their transports.

Fighters with the Supply or Hospital abilities cannot be used to move other units – they are simply too small to accommodate this kind of bulk cargo.

Future supplements may include additional miscellaneous forms of cargo (such as alien artifacts) that may need to be moved from system to system. In these cases, treat each piece of cargo as a single unit equivalent for transport purposes unless otherwise stated.

4.4.7 Long Range Scanning

Scout fleets may be ordered to perform a long range scanning mission of an adjacent system as long as the Scout is not performing any other movement actions this turn. The Scout is effectively jumping into the target system, taking a quick look around, and then jumping back home before they can be detected.

Long range scanning attempts are resolved by rolling a die and on a die result of 6 or higher the Scout will detect the total number of ships, bases, and civilian units present in the system at the end of the current Movement Phase. Fighters and troops are not revealed as they cannot be detected by the Scout's passive sensor scans.

Successful long range scanning attempts will not inform the scanning player as to what types of units are in their opponent's force or who owns them, only how many of these units are present. For example, if a system contains 3 Destroyers, 1 Starbase, and 1 Convoy, then the scanning player will only know that 5 contacts are present in the target system. The Scout's presence in the system will go undetected by any other forces currently operating there.

Otherwise, if a scanning attempt roll is a natural 1, then the Scout was detected before it could jump back out of the system. The Scout fleet is moved to the target system as if it had been ordered to move there during the current Movement Phase. The Scout fleet will then have to try to evade enemy forces in the system during the Combat Phase so it can try to return home next turn.

Fast ships can also be used to perform long range scans of nearby systems, however they are less effective in this role and receive a -2 penalty to their scanning rolls because they have to get closer to the targets to get a good scan. Luckily, they are fast enough that they can typically evade enemy patrols.

Note that Scout fighters and attack boats cannot be used to perform long range scanning missions because they lack the ability to move through a jump lane on their own.

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EXAMPLE #1: The Humans have ordered two Scout fleets in Eridani to perform a long range scanning mission against the adjacent Cygni system. The Human player rolls two dice, which results in a 6 and a 1. The first Scout fleet succeeds and detects 12 units in Cygni. The second Scout fleet not only failed the attempt but was also detected and is moved to Cygni, and it will have an encounter there later this turn.

EXAMPLE #2: The Graal order three Fast fleets in Altair to attempt long range scans against Teegarden. They roll 2, 2, and 8 for their attempts. These are Fast ships, not Scouts, so these die rolls are modified to 0, 0, and 6, respectively. The third Fast fleet successfully scans the Teegarden system, detecting 26 units. The other two fail, however they did not roll natural 1's on their attempts so they are not detected and return back home without incident.

4.4.8 Contested Movement

There are a number of situations in which opposing fleets may end up encountering each other while performing their normal movement orders. This is called contested movement.

If a fleet that was ordered to perform multiple jumps in a single Movement Phase (such as moving across multiple Major Lanes) enters a system that already contains one of more enemy fleets, the moving player has the option of either canceling their remaining movement and stopping at their current system location or else they can continue their planned movement but must leave behind a number of ships equal to the number of enemy ships in the system. The moving fleet is required to remain in the system if it cannot leave the required number of units in the system, however.

Fast ships or ships fielded by an empire with the *Fast Drive Systems* trait (like the Graal) may always proceed on to their next system destination in these contested movement scenarios so long as the enemy doesn't have any Fast ships of their own or themselves have the *Fast Drive Systems* trait as this would still effectively block their movement through the system unless they left behind a number of ships greater than or equal to the number of enemy Fast ships in the system.

Meanwhile, if two or more fleets attempt to move in opposite directions down the same jump lane during the Movement Phase, roll a die for each fleet adding 3 to the result if the fleet is Fast or owned by an empire with the *Fast Drive Systems* trait. The fleet with the highest die result is the first to jump and will move through the lane before the other player. In the event of a tie, the fleets performed their jumps simultaneously and actually passed each other in transit without being detected.

EXAMPLE #1: The Humans have ordered a fleet containing 7 ships to perform two jumps this turn over Major Lanes as follows: Centauri → Sirius → Procyon. However, there is a Loran fleet with 3 ships in Sirius that will contest the Human's movement through that system. The Human fleet will jump from Centauri to Sirius but cannot continue to move to Procyon unless they leave at least 3 ships in Sirius. The Human player chooses not to continue moving, canceling their movement orders and remaining in Sirius to have an encounter there later this turn.

EXAMPLE #2: A Graal fleet with 4 Fast ships has orders to move as follows: Kruger → Procyon → Sirius → Centauri and encounters the same 3 ship Loran fleet in Sirius as the Humans did in the previous example. None of the Loran ships are Fast. Because the Graal have the Fast Drive Systems *trait, they can simply continue moving through Sirius unmolested because none of the Loran ships are fast enough to catch them. However, if the Lorans had 2 Freedom CW (Fast ships) in Sirius, then the Graal would have to leave at least 2 ships behind in Sirius in order for the fleet to continue its movement on to Centauri.*

4.4.9 Trade Routes

Convoys may be assigned to trade routes in order to generate *4.1.2 Trade Income*. Convoys can only be assigned to a trade route if they are not currently carrying any units or other cargo. When assigning a Convoy to a trade route, the new route must contain at least one system from the Convoy's existing trade route or the Convoy's current system location.

Each trade route can contain up to three systems that are connected by a continuous path of Major Lanes. This jump lane class requirement reflects that significant interstellar trade can only take place with the rapid transit afforded by Major Lanes. Empires like the Brindaki that have the *Free Traders* trait can operate trade routes over Minor Lanes, however, but this is a special exception.

A trade route can contain just a single system, in which case the Convoy is essentially just moving cargo back and forth between colonies and outposts within that one system and won't be moving across any jump lanes and is not subject to the Major Lane requirement that normally applies to multi-system trade routes.

If a hostile enemy fleet enters a system that is on a Convoy's trade route, there is a chance they will encounter the Convoy there during the Movement Phase this turn. If the system is the only system on the Convoy's trade route, it will always be encountered in that system. Otherwise, if the Convoy has multiple systems on its trade route, randomly determine which trade route system the Convoy is currently located this turn.

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A Convoy will not generate any trade income for its owner if there are enemy fleets in ANY of the systems on its trade route. This enemy presence effectively disrupts the trade route and prevents the Convoy from moving cargo between these systems. The Convoy will need to wait for these threats to be eliminated, or else its owner can assign it to a new trade route during a future Turn Orders Phase so it can resume its commercial enterprises elsewhere.

A Convoy that is currently running a trade route may be ordered to disband the active trade route during the Turn Order Phase. The trade route is immediately suspended and will not generate any trade income during the Economic Phase next turn, and the Convoy will then spend the remainder of the current turn "moving" to one of the systems on its trade route of the player's choice. It will be available to receive new orders like any other Convoy on the following turn. This means that it effectively takes one full turn to shut down an active trade route and free up the Convoy for other duties.

EXAMPLE: The Brindaki have a Convoy on a trade route that includes Monocerotis, Arietis, and Jahrei. An enemy fleet has moved into Arietis this turn, so we need to know exactly where the Brindaki Convoy is this turn. Picking one of those systems at random we determine the Convoy is in Jahrei, so it's not going to be threatened this turn. If the enemy fleet is still in Arietis during the Economic Phase next turn, the Convoy's trade route will be disrupted and it won't generate any trade income due to the enemy fleet presence.

4.4.10 Raiders

Every campaign turn, there is a chance that Raiders will attack Convoys on their cargo runs. Raider checks must be made in any system that contains one or more Convoys or that is included on a trade route. Raider checks are not rolled for Core World systems (5+ Population) unless your empire is in a state of War as these systems are generally well protected against Raider activity during peacetime. Raider checks are also not required if the total construction cost of Police units in the system is greater than or equal to the system's current output (RAW x Population) and this effect applies regardless of whether or not the system's owner is at War. At least one Police unit must be present to receive this benefit. This makes Police units extremely effective in preventing Raider activity.

Raider checks are resolved by rolling a die and if a natural 1 is rolled then a Raider fleet consisting of 3d10 EP of units purchased from the Raider Force List will move into the target system and immediately perform a *4.4.11 Convoy Raid* against a random Convoy in that system.

Unlike normal convoy raids, if no Convoys are present in the raided system the Raiders will instead attack a random Supply Depot or Shipyard, if available, or else they will target the system itself if no other valid targets are present. In other words, a Raider attack will always occur, even if no Convoys are present to be raided. Attacks against systems typically occur if a Raider force is generated against a system when the Convoy itself is in another system along its trade route.

If the Raider fleet successfully eliminates the defending task force during the convoy raid, the targeted civilian unit is destroyed and the target system automatically loses 1 Morale. Furthermore, if the system itself was being attacked instead of a civilian unit, then the system's output is reduced to half its normal value next turn.

EXAMPLE #1: Sol (10 Population) is the Human Homeworld and is included on multiple trade routes. Sol is not required to make a Raider check this turn because it's a Core World (Population greater than or equal to 5) and its owner is not currently at War.

If the Humans were at War with another power, then they would have to make Raider checks in the system for the duration of that conflict despite its high Population value.

EXAMPLE #2: Ross (Population 3) is controlled by the Humans and is included on one or more trade routes. It does not have any Police units present to secure it against Raiders. Therefore, the system must make a Raider check this turn.

The Raider check roll for this turn is a 1, so the CM rolls 3d10 to determine the size of the Raider force and gets a 16. The CM then purchases 16 EP of Raider units from the Raider Force List, choosing 1 Battlewagon BC (9 EP), 1 Corsair FF (4 EP), and 1 Sloop CT (3 EP).

The Raider fleet then generates a convoy raid against a random Convoy in Ross and successfully destroys the Human task force sent out to defend the Convoy. The Convoy is captured and removed from play, Ross loses a point of Morale, and the Raider fleet is then removed from play as it has retreated back to wherever it came from after resolving the battle.

4.4.11 Convoy Raids

A fleet may be ordered to move into an adjacent system and attempt a raid against enemy Convoys. The fleet will move into the system and, if one or more enemy Convoys are present, it will immediately set up and resolve a special Interception Scenario (refer to *4.6.2 Space Combat*) to determine the outcome of this commerce raiding action. If no enemy Convoys exist in the system, then the convoy raid automatically fails with no effect.

The Defender's task force may not include any additional civilian units other than the original raid target, and no reinforcements are available for either the Attacker or Defender in this scenario, nor may units be moved to the Reinforcements Pool during the battle. The only units

Raider Force List

Class	*Hull*	*Cost*	*DV*	*AS*	*AF*	*CR*	*CC*	*Special Notes*
Battlewagon	BC	9	7	7	2	8	4	
Galleon	CA	9	6	0	2	7	4	Carrier 3
Stalker	CA	8	5	4	3	7	4	Disruptor 1
Dragonship	CW	7	5	7	1	6	3	
Trespasser	CW	8	5	3	1	6	3	Scout 2
Caravel	CL	7	5	0	2	5	3	Carrier 2
Vandal	CL	6	4	5	2	5	3	
Lorry	CL	7	4	1	2	4	2	Tender 2
Barge	DD	5	4	0	3	4	2	Assault 1
Brigantine	DD	5	3	3	3	4	2	
Galley	DD	5	4	1	2	4	2	Carrier 1
Howitzer	DD	5	3	1	4	4	2	Carronade
Corsair	FF	4	2	2	3	3	2	
Infiltrator	FF	4	3	3	0	3	2	Stealth
Intruder	FF	4	3	0	2	3	2	Scout 1
Schooner	CT	3	2	1	2	2	1	
Sloop	CT	3	2	2	1	2	1	
Gunboat	AB	2	1	2	1	2	1	
Asp	LF	2	2	1	2	2	1	
Viper	MF	3	3	2	2	2	1	
Marauder	HF	4	3	3	3	3	1	
Merc Commandos	Troop	2	2	4	-	-	-	Special Forces

available to either side are those that were included in their initial task forces. The convoy raid lasts until either task force retreats or is destroyed.

The Attacker will succeed in capturing the civilian unit (along with any other units or cargo it is carrying) if there are no military units left in the Defender's task force at the end of the space combat scenario. The raided system automatically loses 1 Morale for each civilian unit that is captured/destroyed from convoy raids.

The Attacker may choose to destroy the Convoy and its contents instead of capturing it if they do not wish to take it as a prize. This is usually done if the attacker feels there is little or no chance of them being able to return it to a friendly system in the future and simply want to deny the enemy those resources.

After the battle, the raiding fleet automatically withdraws from the target system and returns to their starting system location where they will remain for the rest of the campaign turn. The raiding fleet cannot choose to remain in the target system after the raid is completed. By the nature of their mission, they are moving into the system, hitting the enemy Convoy (if present), and then getting out before any of the system's defenses can react to the incursion. The fleet will then be available to receive new orders during the Turn Orders Phase next turn.

EXAMPLE #1: The Human player has ordered one of its fleets in the Procyon system containing four Achilles CL to perform a convoy raid against the adjacent Kruger system. Kruger is controlled by the Graal, and there are two enemy Convoys currently in the system.

The players randomly choose which of the two Graal Convoys is being attacked, and they then immediately set up and resolve an Interception Scenario to determine the outcome of the convoy raid. The raid is successful, and the Humans capture the Graal Convoy.

After the battle, the surviving Human raiding fleet (including the captured Graal Convoy) automatically returns to Procyon, which is where they will be during the Combat Phase this turn.

EXAMPLE #2: The Human fleet from the previous example is sent into Kruger to perform a convoy raid but this time there are no enemy Convoys present for them to attack – the only Convoy in Altair is a friendly Convoy owned by the Yuletarri, who the Humans have a Non-Aggression treaty with.

The Human convoy raid automatically fails due to a lack of targets, and the raiding fleet returns to Procyon without any additional incident.

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4.5 DIPLOMACY PHASE

In this phase, players determine the outcome of any *4.5.2 First Contact* situations with alien powers they encountered for the first time during the Movement Phase this turn, after which you resolve all of the *4.5.5 Diplomatic Actions* that were ordered this turn and any resulting *4.5.6 Diplomatic Incidents*. Any of these diplomatic activities can result in political states increasing or decreasing. Finally, at the end of the phase, players reduce their *4.5.3 Diplomatic Cooldowns* (if applicable).

4.5.1 Political States

Your overall diplomatic relationship with another power is determined by your political state. These political states are tracked via a linear progression with War as the lowest political state you can have with an opponent and Alliance as the highest political state.

This section provides an overview of each of these political states and what effects they have on your relations with other powers. The effects of political states of Non-Aggression and higher are cumulative. For example, two empires that have a political state of Mutual Defense receive the cumulative effects of Non-Aggression, Trade, and Mutual Defense.

4.5.1.1 War

This is a state of unrestricted warfare between two powers. You may freely move into the opponent's systems and attack, bombard, or invade them without restriction.

4.5.1.2 Hostilities

This is a state of low level conflict, a cold war threatening to go hot. Limited border conflicts are common for empires that are in a state of Hostilities. You may freely attack, bombard, and invade enemy frontier systems with 4 Population or less. However, you may not attack their core worlds that have 5+ Population as this would represent a significant escalation in the conflict. You are allowed to move fleets into any of their systems and blockade them regardless of their Population, however.

4.5.1.3 Neutral

This political state indicates that two powers have not developed any strong feelings about each other one way or the other. You may voluntarily choose to move into a system controlled by another Neutral power and can even blockade the system, but you may only freely attack their forces in neutral systems. A power may attack any opposing Neutral fleet that accidentally strays across the border into one of their own controlled systems, however.

4.5.1.4 Non-Aggression

This is a peace agreement where two powers agree to not attack each other's assets and establish a mutual border between their respective territories. You cannot voluntarily move fleets into systems controlled by a power you have a Non-Aggression treaty with. If your fleets accidentally enter a system they control (for example, if you explore a jump lane that connects to one of their systems), your fleet is required to retreat to a friendly or neutral system during the following Movement Phase. You cannot generate space combat battles against forces owned by a Non-Aggression partner, nor can you attack or blockade any of their systems.

4.5.1.5 Trade

This is a commercial agreement which allows you to move civilian Convoys (but not other military vessels) into systems controlled by the other power and establish new trade routes to generate additional trade income. Your empire's total system income is automatically revealed to any opponents you have a Trade relationship with as part of this agreement, however.

Convoys that are carrying military units (fighters, attack boats, troops, OWPs, etc.) are allowed to move into systems controlled by a Trade partner, however these transported units cannot be landed or deployed to the Trade partner's systems except to transfer ownership of them to the target power.

For example, the Lorans could move a Convoy carrying a number of fighters into a Brindaki system on its way to another Loran controlled system, but the fighters would remain embarked as cargo on the Convoy unless the Loran player was intending to sell (or gift) the fighters to the Brindaki, at which point they could choose to disembark them to the system to complete the exchange.

4.5.1.6 Mutual Defense

This treaty establishes a military partnership with the intent of providing mutual defense during times of crisis. This often represents the leasing of stations or military bases to facilitate transfer of goods and supplies, or giving friendly personnel somewhere to be based from when operating in the defense partner's territory.

This political state allows you to move military units into systems that are controlled by the other power and even land troops in their systems. Troops landed in a Defense partner's systems will NOT contest control of the system and are treated as friendly defensive troops for all control and combat purposes.

You may also use your Defense partner's supply sources to resupply your own forces. This is one of the key benefits of the treaty, as it lets you keep your forces in supply beyond your normal supply routes.

Defense partners receive a +2 bonus to Hostilities Checks against opponents if one or more of their Mutual Defense partners are already at War with them. If at War with the same power, Defense partners may field combined task forces during space combat that contain a mix of units

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controlled by both powers. This allows them to fight together rather than separately in these scenarios.

Finally, your empire's total military strength (defined as the total construction cost of military and civilian units in active service) is revealed to all your Defense partners.

4.5.1.7 Alliance

This is the final step in cooperation between two empires. It represents a major defense commitment, with the powers working together in common cause to protect each other against external threats and sharing technologies to improve their respective military forces ahead of any potential conflict.

Alliance members automatically reciprocate any declarations of War enemy powers make against their allies without the need for a successful Hostilities Check.

Allies also routinely share technological advancements with one another. This is represented by allowing a player to purchase available units from Allied force lists, but at a +25% construction cost penalty to reflect the additional expense required to adapt the designs for use by their own species and/or pay for Allied engineering support to help maintain these units.

4.5.2 First Contact

First contact occurs when two powers encounter each other for the first time, usually because one of them moved units into a system during the Movement Phase that the other power either controls or has its own units present. When this occurs, you must roll on the First Contact Table to determine their initial political state. Empires with the *Charismatic* trait receive a +2 bonus to their rolls on the First Contact Table, while empires with the *Xenophobic* trait instead receive a -2 penalty to the roll. These bonuses are cumulative, so when two *Charismatic* empires make first contact they will receive a +4 modifier to their roll.

First Contact Table (d10)

Roll	*Starting Political State*
1-	War
2-3	Hostilities
4-7	Neutral
8-9	Non-Aggression
10+	Trade

The initial political state you roll on the First Contact Table reflects the outcome of the first contact encounter and determines if it was a peaceful encounter or else resulted in some sort of hostile response – possibly even resulting in a "first contact war" being declared due to an act of aggression by one of the captains involved in the first contact scenario. The unknown alien fleets your empire encounters may not always react positively when your own ships approach them with their gun ports open!

After determining their initial political state, each empire separately rolls a die and assigns the result as their current *4.5.3 Diplomatic Cooldown* value with the other power. This diplomatic cooldown value is the number of turns they must wait before they can perform any *4.5.5 Diplomatic Actions* with each other, and it typically represents the time required for them to dispatch ambassadorial delegations to the other's homeworld to begin negotiations.

EXAMPLE #1: The Kili explored a jump lane and one of their Scout fleets moved into a system that is controlled by the Yuletarri, an empire they have never previously made contact with. Neither empire has any diplomatic traits, so they simply roll on the First Contact Table to determine their starting political state. The roll is a 5, and the Kili and Yuletarri start in a Neutral state.

EXAMPLE #2: A different Kili Scout fleet moves into an uninhabited system containing a Loran fleet. The two empires have never met, so they must now roll on the First Contact Table. The Lorans have the Xenophobic *trait, which applies a -2 penalty to the roll. The modified die result is a 1, which means the Kili and Lorans are now at War with each other.*

4.5.3 Diplomatic Cooldown

A diplomatic cooldown is the number of turns an empire must wait before it can attempt another diplomatic action with a specific opposing power. In most cases, this represents a situation where diplomatic negotiations have reached a stalemate and your ambassador has been recalled home for further consultations with your government on how to proceed. In the case of first contact, this delay instead represents the number of turns it will take for an ambassador to arrive at their capital to begin negotiating with them.

Each empire tracks a separate diplomatic cooldown value with each other power it has previously made contact with. For example, if the Humans have made contact with the Brindaki, Kili, and Jains then they would have three separate diplomatic cooldown, one with each of these powers, and those same powers would track their own diplomatic cooldown value with the Humans.

Diplomatic cooldowns can increase as the result of *4.5.2 First Contact*, *4.5.5 Diplomatic Actions*, or *4.5.6 Diplomatic Incidents*, with the player rolling a die and adding the result to their current cooldown value with that particular opponent. Empires like the Brindaki with the Bureaucratic Diplomacy trait instead roll two dice and add the higher of the two die results to their diplomatic cooldown.

Diplomatic cooldown values are reduced by 1 at the end of each Diplomacy Phase so long as they didn't increase this turn. A diplomatic cooldown value cannot be reduced below a minimum value of zero.

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You may only perform diplomatic actions against an opponent if your diplomatic cooldown value with them is at zero. However, a power may sign or reject any treaty that is offered to them by another empire, even when their diplomatic cooldown value with that power is greater than zero. Signing/rejecting diplomatic offers is not affected by diplomatic cooldown, it only limits your own ability to attempt diplomatic actions with that opponent.

4.5.4 Diplomatic Contact

Diplomatic contact is required in order for two powers to perform diplomatic actions with each other after they have made first contact. Sustained diplomatic contact requires that two powers can trace a path of jump lanes between systems they each control that doesn't pass through any Unexplored Lanes or enemy controlled systems. This essentially ensures that normal diplomatic traffic can move between their two territories to carry messages back and forth between them.

An empire can achieve limited diplomatic contact with another power if they move a *4.5.7 Diplomatic Ship* into a system they control. This limited diplomatic contact will allow the Diplomatic vessel's owner to attempt diplomatic actions with the target power, despite the lack of sustained diplomatic contact, as long as they do not have an active diplomatic cooldown with the power.

4.5.5 Diplomatic Actions

Diplomacy is carried out by performing diplomatic actions with other powers. There are two standard types of diplomatic actions: Diplomacy Checks and Hostilities Checks. The former is used to improve relations with another power by increasing your political state with the target, while the latter is instead used to degrade relations by reducing your political state with the opponent.

You may only attempt one diplomatic action per turn with each power you are in contact with, and then only if you don't have an active diplomatic cooldown with them. This prevents empires from negotiating with powers they are incapable of communicating with or where negotiations have already broken down (or been stymied by internal political friction from within your own government).

Diplomatic actions are resolved simultaneously during the Diplomacy Phase, with all Diplomacy Checks resolved first before resolving any Hostilities Checks. This order of operations gives diplomats a chance to improve relations and avert political disaster when tensions are high and empires are on the brink of war.

Performing a diplomatic action always results in an increase in your diplomatic cooldown value with the target power, regardless of whether or not it was successful. Roll a die and add the result to your diplomatic cooldown value with them. The target's own diplomatic cooldown value is not affected, however.

4.5.5.1 Diplomacy Check

Diplomacy Checks are used to improve your political state with another power. Roll a die and subtract 1 if you have a Trade political state with the target or subtract 2 if they have a Mutual Defense political state. These modifiers make it more difficult to successfully offer higher level treaties. *Charismatic* empires add 2 to the roll, while *Xenophobic* empires subtract 2. All these modifiers are cumulative. You will succeed in offering your opponent a treaty on a modified die result of 6+.

If the Diplomacy Check is successful, your opponent is then given the option to either sign the treaty and increase your political state by one level or else reject the treaty and remain at your current political state.

If you roll a natural 1 on a Diplomacy Check roll, your ambassadors have instead caused a *4.5.6 Diplomatic Incident* and you will have to deal with the fallout from this unfortunate event!

EXAMPLE: The Humans have a political state of Hostilities with the Yuletarri. The Human's diplomatic cooldown with the Yuletarri has reached zero, so the Human player decides to perform a Diplomacy Check with them to try and improve relations. The Human's Charismatic *trait gives them a +2 bonus to the Diplomacy Check. The die roll for this diplomatic action is a 2, which is modified to a 4, which is less than the 6+ required so this is a failure. The Human player rolls a die and increases their diplomatic cooldown by the die result.*

Had the Humans rolled a 6+ on this Diplomacy Check, the Yuletarri player would have been able to choose to either sign the treaty, improving them to a political state of Neutral (from Hostilities), or reject the treaty and leave their political state unchanged.

4.5.5.2 Hostilities Check

A Hostilities Check is an attempt to declare War on an opponent or, failing that, break treaties and reduce your political state which will improve your chances of declaring War in the future. A Hostilities Check is resolved by rolling a die and applying political state modifiers as shown below. It is easier to raise tensions with powers if you already have a poor relationship, and is commensurately harder to break or declare against targets when you are in a higher political state. *Aggressive* empires receive a +2 bonus to Hostilities Checks, while *Pacifist* empires receive a -2 penalty.

- Current political state is Hostilities (+2)
- Current political state is Neutral (+1)
- Current political state is Non-Aggression or Trade (-1)
- Current political state is Mutual Defense (-2)
- Current political state is Alliance (-3)

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You will successfully declare War on an opponent on a modified die roll of 9 or more. This will immediately reduce your political state with the opponent to War, and BOTH powers add an additional 1d10 turns to their respective diplomatic cooldowns (not just the player that performed the Hostilities Check) to represent the increased tensions from this overtly hostile act.

On a modified die result of 6, 7 or 8, you fail to declare War but instead succeed in breaking a treaty with the target, which reduces your political state with them by one level. Your political state cannot be reduced below Hostilities as the result of breaking a treaty, however. A successful declaration of War is always required for your political state to drop to that level.

Otherwise, on a modified die result of 5 or less, the attempt to increase tensions with the target power simply fails with no further effect. Opposing factions within your government managed to intercede and prevent you from further destabilizing relations with the target power.

EXAMPLE: The Yuletarri's diplomatic cooldown with the Humans has also dropped to zero but, unlike the Humans, the Yuletarri player wishes to increase tensions in this diplomatic relationship. As such, they order a Hostilities Check against them. This diplomatic action receives a +2 bonus because the two empires are currently in a state of Hostilities.

The modified die result is 7 + 2 = 9, which is just barely enough to succeed in declaring War. The Human/Yuletarri political state decreases to War, and BOTH players now roll a die and increase their diplomatic cooldown accordingly.

4.5.6 Diplomatic Incidents

A diplomatic incident will occur whenever you roll a natural 1 on a Diplomacy Check or you are caught performing *4.3.4 Covert Operations* missions against one or more of their controlled systems.

First, roll a die and increase the diplomatic cooldowns of BOTH powers by this amount. Next, roll a die and apply a modifier based on your current political state as follows:

- Current political state is Hostilities (-2)
- Current political state is Neutral (-1)
- Current political state is Trade (+1)
- Current political state is Mutual Defense or Alliance (+2)

On a modified die result of 3 or less, your political state with the target is reduced by one level to reflect that the diplomatic incident was so severe that it caused a permanent diplomatic rift between your two nations. This diplomatic incident could even lead to the immediate outbreak of War if you were already in a state of Hostilities!

EXAMPLE: The Graal attempted an unsuccessful Sabotage covert mission against a Human system this turn and were detected, sparking a diplomatic incident.

Before the incident, the Humans had a cooldown of 7 and the Graal had a cooldown of 2. The players roll a die to adjust their diplomatic cooldowns, and the die result is an 8. Each power therefore increases their cooldowns by 8, increasing the Human's cooldown to 15 and the Graal's cooldown to 10.

The Humans and Graal currently have a political state of Trade, which provides a +1 bonus to the diplomatic incident roll. The die roll is a 6 + 1 = 7, so their political state remains unchanged as a result of the incident.

4.5.7 Diplomatic Ships

Some empires employ dedicated consular vessels to support their diplomatic activities in the field. These units have the Diplomatic ability listed in their special notes. If you move a Diplomatic vessel into a system controlled by another power, you can perform diplomatic actions with the target even if you otherwise are not in contact with them (you still can't attempt a diplomatic action if you are under a diplomatic cooldown, however).

Additionally, you will receive a +1 bonus to your Diplomacy Checks with another power if you have a Diplomatic vessel in a Core World (5+ Population) system they control. If the opposing power is an *5.1 Independent System*, then you get this +1 bonus if you have a Diplomatic unit in their system regardless of its current Population value.

This Diplomatic bonus represents the advantage of having a high level VIP on site that is empowered to directly negotiate with the foreign government rather than having to wait for diplomatic communiques to slowly route back and forth between your respective imperial capitals.

4.5.8 Sneak Attacks

You may choose to unilaterally declare War on an opponent by having your forces conduct a "sneak attack" against their fleets or colonies during the Combat Phase this turn. This is usually done by moving one or more of your fleets into a system they control and ordering them to attack without warning or provocation.

Declaring a sneak attack will automatically put you in a state of War with the target during the current Diplomacy Phase, with both powers increasing their respective diplomatic cooldowns by another 1d10 turns. However, the sneak attack will also immediately generate diplomatic incidents with EVERY other power that has a Non-Aggression or higher political state with the target that you declared war on in order to determine the diplomatic effects (if any) of your unlawful declaration of War.

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You cannot perform a sneak attack against an opponent unless your diplomatic cooldown with them is at zero, as the sneak attack is effectively a special diplomatic action that is always successful, but comes at a potential political cost to your relations with other powers. You also cannot perform sneak attacks against another power if you have a political state of Non-Aggression or higher. These treaties prevent you from unilaterally declaring war on them, which is a large part of the benefit of advancing your relations to this level!

If you're performing a sneak attack on an *5.1 Independent System*, then diplomatic incidents will automatically be generated with ALL other Independent Systems you are in contact with. These minor systems can clearly recognize you are a threat to their collective survival and will respond accordingly by severing ties and preparing their defenses for when you inevitably attack them, too.

The opponent you declare a sneak attack on receives a -4 penalty to their *4.6.2.4 Surprise* rolls in all space combat scenarios your empire generates against their forces on the turn the sneak attack is declared. This penalty simulates the confusion stemming from the sudden declaration of war.

EXAMPLE: The Jain player has decided they must declare war on the Humans, who they currently have a Neutral political state with, no matter the political cost.

To this end, the Jain player ordered one of their fleets to move into a Human controlled core world at Andromeda this turn and declared a "Sneak Attack" action as part of their Diplomacy Phase orders. The Jains can declare a sneak attack because their diplomatic cooldown with the Humans is currently at zero. If it was greater than zero they would not be able to declare the sneak attack due to internal political obstacles.

This sneak attack immediately moves Jain/Human relations to a state of War with no chance of the attempt failing. The Jains can now generate space combat, orbital bombardment, and ground combat against the Human Andromeda system this turn.

In the Diplomacy Phase of the turn the sneak attack is declared, the Jain player is required to resolve diplomatic incident checks with every power with which the Humans have a political state of Non-Aggression or higher. If the Humans are in contact with the Lorans (Hostilities), Brindaki (Trade), and Kili (Non-Aggression) and have political states with each as shown in parentheses, then the Jains would need to resolve diplomatic incidents with the Brindaki and Kili but not with the Lorans.

4.6 COMBAT PHASE

The Combat Phase is where players set up and resolve all *4.6.1 Encounters* that were generated this turn to determine the outcome of these meetings between opposing forces. Any combination of *4.6.2 Space Combat*, *4.6.3 Orbital Bombardment*, and *4.6.4 Ground Combat* operations can be performed as part of each encounter, depending on what assets are present in the system and the political states of the encounter participants.

The Combat Phase ends once players have finished resolving all of these encounters.

4.6.1 Encounters

An encounter occurs when opposing powers have assets in the same system at the start of the Combat Phase. This typically means they have fleets in the same system, but it can also mean that one of the powers controls the system and has a colony, base, or troops there.

Encounters can lead to combat, but they don't have to. Players are given an opportunity to engage in limited negotiations before each encounter to determine whether or not they intend to attack anyone. If none of the powers wish to attack each other, then the encounter ends peacefully without any combat operations being resolved. Combat actions are only resolved when at least one of the participants declares hostile intentions.

An empire's political state with other powers in an encounter can limit its options. Notably, you cannot attack an opponent if you have a Non-Aggression or higher political state. If an encounter is generated where all of the involved powers have Non-Aggression pacts with each other, then there is no possibility of combat and the encounter will always end peacefully.

During an encounter where at least one player has decided to press the attack, players may engage in any combination of space combat, orbital bombardment, and ground combat as part of encounter resolution. All space combat scenarios are resolved first, then surviving units may perform orbital bombardment against the system (if their fleets have achieved orbital superiority), after which ground combat is resolved.

The ownership of a system can change as the result of an encounter, with the colony being conquered by an invader or being rendered uninhabited as the result of intense orbital bombardment. These ownership changes take effect at the end of the encounter.

All encounters occur simultaneously and fighting in one system cannot affect the outcome in another, other than to perhaps change the decisions you make in each successive encounter. Encounters should always be resolved in a random order to prevent any one player from gaining an advantage. Resolve each encounter completely before proceeding to the next encounter.

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EXAMPLE: The Humans, Jains, and Kili all have fleets that ended the Movement Phase in the Human-controlled Ross system. This chance meeting has generated an encounter that must then be resolved during the Combat Phase.

The Humans and Kili have a Non-Aggression pact so they cannot attack each other, and neither wish to attack the Jains. The Jain player however DOES want to attack the Humans – so the players must collectively resolve combat during this encounter.

If none of the players had decided to perform hostile actions, the encounter would have simply ended with no further effect - but the Jains had other plans.

4.6.2 Space Combat

Opposing fleets may choose to engage in space combat at the start of each hostile encounter. The players participating in the encounter will take turns declaring and resolving space combat scenarios against their opponents. Space combat scenarios define the rules of engagements for fleets that are participating in space combat during an encounter. There are three possible space combat scenarios that players can declare:

- **Interception Scenario.** This is a standard pitched battle between two opposing task forces. Neither task force may include any bases, and there are no adjustments to their Surprise rolls. This is the standard space combat scenario, and the one most commonly declared and resolved during the game.
- **Defensive Scenario.** This scenario has task forces assaulting a base or colony in the system. The Defender may include bases as part of their task force, and they may include a single base in their task force at no additional command cost. The Attacker receives a +1 bonus to their Surprise roll to represent the benefits of their advance planning of the attack.
- **Pursuit Scenario.** This scenario has the Defender's task force attempting to withdraw from the system while being pursued by the Attacker. The Defender receives a -1 penalty to their Surprise roll in this battle and must use any crippled ships in their fleet to fill non-flagship positions (the task force flagship does not have to be crippled), however the Defender receives a +2 bonus to all retreat rolls in this scenario. The Attacker receives a +1 bonus to their own Surprise roll and their flagship has its Command Rating reduced to half its normal value due to the haste with which they were thrown into pursuit. The Attacker may not include any crippled units in their task force because these damaged units are incapable of maintaining the speed required to pursue the retreating units.

The order in which players declare and resolve space combat scenarios is determined in descending order by their total Anti-Ship factors, with the player with the highest Anti-Ship total going first and then proceeding to the player with the next highest total Anti-Ship factors in the encounter. In the case of a tie, the side with the highest total Defense Value factors takes priority. If there is still a tie, randomly determine which power goes next.

The current player that is generating the space combat scenario (called the Attacker) may choose to declare an Interception or Defensive Scenario against another encounter participant so long as they do not have a political state of Non-Aggression or higher with the target. You may only declare a Defensive Scenario against targets that have one or more bases present in the system, however.

The player targeted by a space combat scenario (called the Defender, regardless of the strategic context) must then choose to either accept the space combat scenario or else refuse it and instead withdraw from the encounter. However, the Attacker may choose to generate a Pursuit Scenario against the Defender's retreating forces and this scenario *cannot* be refused.

If an Attacker generates an Interception Scenario against a Defender that has one or more bases in the system, the Defender may refuse the Interception Scenario and demand a Defensive Scenario instead. The Defender's fleet is effectivley retreating to the protection of its bases in the system rather than leaving the system. The Attacker must then either accept the Defensive Scenario or halt all future attacks against the Defender this encounter.

The Defender may only refuse a Defensive scenario if they have ships in the system that can potentially retreat from the system, in which case the Attacker may generate a Pursuit Scenario against only those retreating fleets. Otherwise, a Defender cannot refuse a Defensive Scenario if they do not have any ships left in the system or their only remaining units are incapable of moving through jump lanes (ex: fighters and attack boats).

Space combat scenarios are immediately resolved after they are generated, and the current space combat scenario must be completely resolved before the next one is generated. When resolving space combat scenarios, each player will assemble their task force (*4.6.2.1 Task Force Setup*) and reinforcements (*4.6.2.3 Reinforcements Pool*) and then roll for *4.6.2.4 Surprise* to determine their task force's readiness state for the battle.

A space combat scenario ends once one side or the other is eliminated or successfully retreats from combat. Any units that were destroyed during the battle are removed from play. Any units or cargo being carried by transports that were destroyed in the battle are also lost.

Fleets that successfully withdraw are disengaged and cannot be attacked again for the remainder of the encounter. Withdrawing fleets are still technically in the

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system but must be given movement orders that they will perform during the next Movement Phase as described in the Retreat Phase step of the *4.6.2.5 Space Combat Procedure*.

Players will continue generating and resolving space combat scenarios until each player in the encounter has been given the opportunity to perform their attacks. When it's your turn to generate space combat scenarios, you may choose to pass initiative on to the next player without generating any space combat scenarios. This is typical in situations where you have been drawn into an encounter against your will and do not wish to fight anyone.

EXAMPLE: An encounter was generated in Ross betwe the Humans (64 DV, 70 AS), Jains (53 DV, 50 AS), and Kili (68 DV, 50 AS). The Humans have a Non-Aggression treaty with the Kili, but both the Humans and Kili are in a state of War with the Jains.

The Humans have the highest total AS factors and get to act first in this encounter. The Humans cannot attack the Kili because they have a Non-Aggression pact. They could generate an Interception Scenario against the Jains but much of the Human fleet strength is tied up in their starbase so they choose to pass and not declare any space combat scenarios.

The Jains and Kili are tied for total AS as they both have 50 AS, but the Kili have a higher total DV so they automatically win the tie breaker and become the next active player. The Kili choose not to attack the Jains because they feel it would not be advantageous.

Initiative then passes to the Jains who choose to declare a Defensive Scenario against the Humans. They can declare this scenario because the Humans have one or more bases in the system. The Humans choose to accept the battle. They could have refused the Defensive Scenario and tried to withdraw their fleet from the system, but the Jains could then declare a Pursuit Scenario against the retreating forces to try and destroy them before they could escape. Then, after that Pursuit Scenario was over, the Jains could declare another Defensive Scenario against the Human's remaining bases and fixed defenses in Ross.

This means it is in the Human's best interests to stand and fight in this encounter. This battle is resolved in the 4.6.2.13 Integrated Space Combat Example *found later in this section, and you can refer to that example to learn more about how a typical space combat scenario is set up and resolved during play.*

Note that the Kili cannot intervene in the Jain/Human space combat scenarios because while both the Humans and Kili are at War with the Jains, they do not have a Mutual Defense or Alliance treaty that would allow their fleets to field a combined task force.

4.6.2.1 Task Force Setup

Space combat is fought between opposing task forces. Each player will use the following rules to set up their task force at the start of each space combat scenario.

Flagship & Task Force Command Limit

Before each battle, each side assembles a task force consisting of a task force flagship and a number of units up to the flagship's Command Rating (CR). This is your task force command limit. For example, a battlecruiser (CR 9) that is serving as a task force flagship could include itself and up to nine (9) other friendly units in its task force. Your task force flagship must be your highest CR unit, however crippled units may be voluntarily excluded from consideration when choosing a task force flagship because an admiral may not want to fly their flag from a vessel that is already heavily damaged and could be easily destroyed in battle.

Civilian Units

Players must include all of their available civilian units in their task force, but these units will not count against their task force command limit. However, the Attacker may choose to exclude some or all of their civilian units from their task force if they have a Normal or higher readiness state (see *4.6.2.3 Surprise*) because it is assumed they could have held these units in reserve outside of the combat zone if they were fully prepared for the battle. Civilian bases (Shipyards, Supply Depots) are only included in Defensive Scenarios, not in Interception or Pursuit Scenarios.

Bases & Fixed Defenses

A Defender may only include friendly bases in Defensive Scenarios (not Interception or Pursuit Scenarios), and one base may be included in the Defender's task force at no additional command cost in a Defensive Scenario. The Defender may deploy additional bases in Defensive Scenarios, with each base being treated as a ship equivalent for command purposes. Additionally, the Defender in a Defensive Scenario may include a number of Atmospheric fighters and/or attack boats in their task force equal the system's Fortification value at no extra command cost. This represents sorties of these craft launching into battle from planetary bases.

Fighter & Attack Boat Basing

Carriers and Tenders included in your task force allow you to deploy additional fighters or attack boats, respectively, without affecting the flagship's command limit. These basing units are effectively covering the command costs of these units. Each Carrier can deploy a number of fighters equal to its Carrier factor, while each Tender can deploy a number of attack boats equal to its Tender factor. Additional fighters and attack boats can be added to the task force, with each being treated as a ship equivalent towards the overall task force command limit.

Allied Task Forces

Allied powers in a Mutual Defense or Alliance political state may field a task force containing units owned by either power when fighting against an enemy they are both at War with. This allied task force is always commanded by the power whose flagship is being used to lead the task force, and their empire's combat modifiers are used as long as their flagship remains in command. For example, if the Senorians and Tirelons field an allied task force with a Senorian flagship, then the Senorian's *Disciplined* trait will provide its normal +1 combat roll bonus. However, if a Tirelon ship was in command, then the task force would not benefit from *Disciplined* but would instead benefit from the effects of the Tirelon *Wolfpacks* trait.

4.6.2.2 Reinforcements Pool

Additional units beyond those that can be included as part of your task force are prepared as reinforcements and placed into your Reinforcements Pool. Simply set these units aside and they will be able to enter the battle during future combat rounds. Units in the Reinforcements Pool cannot participate in combat and do not contribute any combat factors or special abilities towards your force.

You cannot voluntarily place units in the Reinforcements Pool if you could still include them as part of your task force. For example, if you have a CR 9 battlecruiser as your task force flagship and a total of eight (8) other ships in the battle, you would have to include all of them in your active task force. You would need to have at least 10 additional non-flagship ships present before you would be able to move any of them to the Reinforcements Pool.

An Attacker's civilian units ignores this restriction if the Attacker has a Normal or higher readiness state, as this indicates a level of preparedness that would allow them to keep their vulnerable Convoys in reserve. Similarly, units that are screened during battle can also be moved out of the active task force and into the Reinforcements Pool.

4.6.2.3 Surprise

Before the battle, each player rolls on the Surprise Table and applies any modifiers based on the space combat scenario being resolved to determine the readiness state of their task force in the current battle. Players receive a +1 bonus to the roll if they have at least one Scout or Fast unit in their task force to perform recon, and they receive a +1 bonus if they have a base in their task force. If the Attacker is performing a *4.5.8 Sneak Attack*, the Defender will receive a -4 penalty to their Surprise roll.

The outcome of this roll simulates the effects of proper planning, positioning, tactics, etc. Each readiness state then confers a combat modifier which is applied to all combat die rolls your task force makes during the current space combat scenario. For example, a task force that has a readiness state of Good would receive a +1 bonus to all its combat rolls.

Surprise Table (d10)

Roll	*Readiness State*	*Combat Modifier*
1-	Bad	-2
2-3	Poor	-1
4-7	Normal	None
8-9	Good	+1
10+	Superb	+2

Modifiers:

+1 Base in Task Force
+1 Scout or Fast unit in Task Force
+1 Attacker in Defensive or Pursuit Scenario
-1 Defender in Pursuit Scenario
-4 Opponent Declared Sneak Attack This Turn

EXAMPLE: The Jains (Attacker) and Humans (Defender) are resolving a Defensive Scenario. The Humans have a base in their task force, but neither task force includes any friendly Scouts. This is not a sneak attack. The Jains receive a +1 bonus for being the Attacker in a Defensive Scenario. The Jains roll a modified 5, which puts them in Normal readiness with no combat modifier in this space combat scenario. The Humans meanwhile receive a +1 bonus for their base and roll a modified 8 which puts them in Good readiness. They will receive a +1 bonus to all combat rolls in this battle.

4.6.2.4 Formation Bonus

Ships within a task force use fleet tactics to help provide covering fire, point defense protection, and screening to protect other friendly units. The application of these integrated defense tactics is collectively known as a formation bonus. Any unit that receives a formation bonus has its Defense Value (DV) increased by 50%, making them harder to damage.

One ship per task force may be placed into a formation bonus during the Assignments Phase of the combat round as long as there are two or more ships in the task force. The task force flagship usually receives this bonus, but it can be given to any friendly ship of the player's choice. Guardian units may place one additional ship into a formation bonus for each Guardian factor they possess. For example, a Guardian 2 ship could place two additional friendly ships into formation bonuses. Fighters, attack boats, and bases cannot be placed into a formation bonus, however Convoys can receive a formation bonus.

If a Disruptor unit attempts to disrupt a unit that is in a Formation Bonus, that target will lose its formation bonus but the disruption attempt will have no other effect (*4.6.2.9 Disruptors*). This makes Disruptors an effective tool for removing enemy formation bonuses and making them more susceptible to *4.2.6.6 Directed Damage*.

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EXAMPLE #1: The Human player is fielding a task force comprised of three Achilles CL (DV 5). One of these is selected as the task force flagship, and the Human player elects to place this flagship into a formation bonus using the "free" formation bonus. The cruiser's base DV 5 is increased by 50% to DV 8.

EXAMPLE #2: A Kili task force contains 1 Warden CA (DV 6), 1 Protector CA (DV 8), 1 Wall CL (DV 6), 2 Caisson DD (DV 4), 4 Vanguard FF (DV 4), and 3 Dart LF (DV 4). The Warden has been designated as the task force flagship. The Kili player chooses to give the flagship the "free" formation bonus which increases the Warden's DV from 6 to 9.

The Wall has the Guardian 1 ability which allows the Kili to place one additional ship into a formation bonus. The Kili player chooses to use this ability to place the Protector into a formation bonus, increasing the cruiser's DV from 8 to 12.

EXAMPLE #3: The Lorans are fighting the Kili task force from the previous example, and they have a Revenge CA with the Disruptor 1 ability. The Loran player chooses to apply a Disrupted status to the Kili's Protector CA. This ship is in a formation bonus, so instead of becoming Disrupted it instead loses its formation bonus, which reduces its DV back to 8.

4.6.2.5 Space Combat Procedure

Once the space combat scenario is generated, task forces built, Reinforcements Pools populated, and Surprise determined, it is finally time to proceed with resolving the battle. Space battles are fought over the course of multiple combat rounds, with each combat round divided into five combat steps:

1) Assignments Phase

2) Fire Phase

3) Special Operations Phase

4) Retreat Phase

5) Recovery Phase

Combat Round: Step 1) Assignments Phase

Players will assign Formation Bonuses, Fighter Assignments, Screening, and special ability effects at the start of each combat round. You must also check for Electronic Warfare effects from Scouts.

- **Formation Bonuses:** Determine which ships (if any) in your task force are benefiting from a formation bonus this combat round. One ship may be placed into a formation bonus if there are two or more ships in your task force, and units with the Guardian ability may place one additional ship into a formation bonus for each point of Guardian they possess.
- **Fighter Assignments:** At the start of each combat round, you must assign the fighters in your task force to one of three different assignments: Anti-Ship, Anti-Fighter, or Defense. Fighters with Anti-Ship assignments fire during the Ship Fire Phase, while fighters with Anti-Fighter assignments fire during the Fighter vs. Fighter Phase. Fighters with Defense assignments will not participate in any firing phases this round, however, their owner may voluntarily assign damage to Defense fighters instead of to ships during the Ship Fire Phase. These fighters are running interference and turret suppression missions to protect the ships in the fleet. Note you do not have to assign hits against Defense mission fighters and it is entirely voluntary. If there are not enough hits to damage the weakest ship in the task force, your Defense fighters do not have to take the damage to cover these hits.
- **Screening:** If your task force includes more ships than the enemy task force you may move a number of units from your task force back into the Reinforcements Pool equal to the difference. For example, if your task force has 10 units and the enemy task force has 6 units then you could move up to 4 units back to your Reinforcements Pool. These units are effectively being screened by your task force to keep them safe and away from the front lines. The Attacker may automatically screen their civilian units and move them back to the Reinforcement Pool if they at Normal or higher readiness. Screening can be an effective way to move civilian units such as Convoys out of your task force to protect them from being destroyed by the enemy during battle.
- **Assign Special Abilities:** Some special abilities (including *4.6.2.9 Jammers* and *4.6.2.10 Disruptor*) must be assigned targets during the Assignments Phase to determine which unit(s) they are affecting during the current combat round. Any active special abilities not assigned during this phase will have no effect during the remainder of the combat round.
- **Electronic Warfare:** Task forces can benefit from electronic warfare in the form of *4.6.2.7 Scout Support* or *4.6.2.8 Stealth Ships*. The task force with the least Scout factors receives a -1 combat penalty, while the task force with the most Stealth units receives a +1 combat bonus.

Combat Round: Step 2) Fire Phase

All weapons fire is resolved during the Fire Phase of the combat round. This phase is broken down into three separate firing steps: Fighter vs. Fighter, Ship vs. Fighter, and Ship vs. Ship. This simulates the effects of enemy fighters engaging each other at the start of a round, ship-based point defenses firing on inbound bombers, and then finally ships firing against each other while surviving bombers simultaneously conduct their own bombing runs against enemy ships.

Combat Results Table (d10)

Roll	*Combat Effectiveness Rating*
1-	10%
2-3	20%
4-7	30%
8-9	40%
10+	50%

The Combat Results Table (CRT) is used when resolving weapons fire during any step of the combat round. You will roll on this table, adding the combat modifier from your task force's readiness state (*4.6.2.3 Surprise*), *4.6.2.7 Scout Support*, *4.6.2.8 Stealth Ships*, and any applicable empire traits. For example, the Senorians *Disciplined* trait gives them a +1 bonus, while the Rallax's *Disorganized* trait gives them a -1 penalty.

The outcome of this die roll on the CRT determines your combat effectiveness rating. The combat effectiveness rating is then multiplied against your total active combat factor and the result is the number of hits being scored against the enemy task force this round.

You may choose to use some or all of your hits to score *4.6.2.6 Directed Damage* against specific targets in the enemy task force. Otherwise, your opponent assigns all remaining hits against targets in their own task force, picking one target at a time to damage. The number of hits required to damage a unit is equal to its current Defense Value. An undamaged unit will become crippled when it is damaged, while a crippled unit is destroyed. Civilian units cannot be crippled and are instead destroyed when they take damage.

When scoring damage against targets in your own task force, you may always voluntarily score damage against a unit with a higher Defense Value to cover the required damage even if this means scoring more hits than was originally required. This is often done if you want to protect a particularly valuable friendly unit from being damaged or destroyed as the result of enemy fire.

Inevitably, there will be leftover hits less than the amount required to damage even the weakest target in the enemy task force. In this case, if the number of hits is greater than half the Defense Value of the weakest target in the enemy task force then that unit will take damage. Otherwise, the remaining hits are lost.

The following overview of each of the three firing steps in the Fire Phase explains the process for resolving weapons fire during each of their firing steps and cover any rules that are specific to that particular firing step.

Fighter vs. Fighter Fire

In this first Fire Phase step, friendly fighters that were assigned to Anti-Fighter missions this round will move out and engage fighters in the enemy task force. These units are fighting sufficiently far away from the ships and bases in either task force that they are not threatened by their point defense guns. It is purely a fighter versus fighter engagement to determine fighter superiority.

Total the Anti-Fighter factors of all the fighters in your task force that are assigned to Anti-Fighter missions. Roll on the Combat Results Table and adjust the result by adding your combat modifier to find your combat effectiveness modifier, then multiply your Anti-Fighter total by your combat effectiveness modifier to determine the number of hits your fighters scored against enemy fighters.

These hits may be scored against any fighters in the enemy task force, regardless of their assigned missions. Friendly fighters are effectively seeking out the enemy's own fighters and engaging them regardless of whether or not they are flying space superiority, anti-shipping, or defensive missions this combat round.

Because fighters on Anti-Fighter missions can target any enemy fighters regardless of their assigned mission, you can eliminate enemy fighters on Anti-Ship or Defense missions prior to the Ship vs. Ship Fire, removing them from the equation before weapons fire is resolved against enemy ships and bases!

Ship vs. Fighter Fire

In the second step of the Fire Phase, ships and bases activate their point defense weapons to open fire against incoming enemy fighters as they make their attack runs.

Total the Anti-Fighter factors of all ships and bases in your task force. Roll on the Combat Results Table and adjust the result by adding your combat modifier to find your combat effectiveness modifier, then multiply your Anti-Fighter total by your combat effectiveness modifier to determine the number of hits scored against enemy fighters that were assigned to Anti-Ship missions during the current combat round.

These hits cannot be used against enemy fighters on Anti-Fighter or Defense missions, however, because those fighters are not within range to be targeted by friendly point defense fire.

Importantly, this gives players with a fighter disadvantage the ability to protect their fighters from enemy ship/base AF fire by assigning them to Defense or Anti-Fighter missions instead so they can avoid being needlessly torn apart by point defense fire.

Ship vs. Ship Fire

All units that survived the two previous Fire Phase steps now have the opportunity to conduct anti-shipping attacks against enemy ships and bases. Ships and bases are exchanging fire during this step, while surviving fighters carry out their attack runs.

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Total the Anti-Ship factors of all ships, bases, and surviving fighters assigned to Anti-Ship missions in your task force. This is your Anti-Ship total. Roll on the Combat Results Table and adjust the result by adding your combat modifier to find your combat effectiveness modifier. Then multiply your Anti-Ship total by your combat effectiveness modifier to determine the number of hits scored against ships and bases in the enemy task forces this round.

Combat Round: Step 3) Special Operations Phase

During this phase players carry out special operations related to certain unit special abilities, such as *5.14 Ramming* or *4.6.2.12 Capturing Ships*. Future releases will include additional advanced technologies that will need to be resolved during this phase of the combat round.

In most battles, nothing of note will occur during the Special Operations Phase of the combat round. It exists mostly to accommodate certain advanced rules that need to be resolved after weapons but before the end of the combat round.

Combat Round: Step 4) Retreat Phase

Once all weapons fire has been resolved, players may attempt to retreat from combat and withdraw their forces from the encounter. The Defender is given the first chance to retreat, after which the Attacker may also choose to retreat. The Attacker may attempt to retreat regardless of whether or not the Defender opted to retreat. The space combat scenario immediately ends if one or both task forces successfully retreat.

When a player decides to retreat from combat, their opponent may attempt to contest the retreat and continue the battle. In these cases, each player rolls a die and adds their current combat die roll modifiers. The Defender in a Pursuit Scenario receives a +2 bonus to their retreat roll, as they were already attempting to withdraw from the system when they were attacked and this improves their odds of successfully withdrawing during the battle. Additionally, a retreating player must subtract 2 from their die roll if there are any Convoys in their task force because these slow units have a harder time keeping up with the fleet which forces the task force to slow down and buy time for them to get to the jump point to make their escape. Convoys in a player's Reinforcements Pool do not incur this -2 retreat penalty, however.

If a task force is comprised entirely of Fast ships, they receive a +2 bonus to their retreat rolls. Empires with the *Fast Drive Systems* trait (like the Graal) consider all of their ships to be Fast for the purposes of retreats, and as such always receive a +2 bonus to their retreat rolls.

The retreating player will successfully disengage and withdraw from the encounter when their modified die result is greater than their opponent's own modified die result. Otherwise, if the retreating player rolls less than or equal to their opponent's roll, the retreat attempt has failed and the battle will continue for at least another combat round.

Fleets that successfully retreat from combat must immediately declare movement orders they will perform during the next Movement Phase. They must retreat into an adjacent star system, moving through a single jump lane, and they cannot retreat into a contested or enemy controlled system unless no other movement options are available. These movement orders are communicated to all other players in the encounter and are not secret information. This ensures their opponents will have an opportunity to continue pursuing them to their destination system next turn.

Bases cannot retreat from an encounter and must remain at their current system location even if the rest of their owner's fleet successfully retreats from combat. Fighters and attack boats may only retreat with their Carriers/Tenders, respectively, and cannot retreat on their own. Any fighters or attack boats that cannot be based using Carrier/Tender capacity factors must be left behind in the system when the rest of the fleet retreats.

Retreated forces are considered to be disengaged and cannot attack or be attacked for the remainder of the encounter.

EXAMPLE: The Humans are losing this battle and choose to attempt to retreat. The Jains choose to oppose the retreat, so each player rolls a die and adds their combat modifier to see if the retreat attempt was successful. The Jains roll a 5 and the Humans roll a 4, but get a +1 bonus from their "Good" readiness state, giving them a modified die result of 5. The Human's roll is not greater than the Jain's own roll, so the retreat attempt failed and the Human task force must remained engaged in the battle for another round.

Had the Humans rolled a 6 or higher, their retreat would have succeeded and they would have been able to withdraw from the encounter and record movement orders to move into an adjacent system.

Combat Round: Step 5) Recovery Phase

The combat round ends and the players are given the chance to evaluate the situation. Combat will continue until one or both task forces are destroyed or retreat from the battle. If either of these conditions is met, then the battle is over. Otherwise, the players will reset and prepare for the next combat round by rebuilding their task forces by moving units between their active task force and their Reinforcements Pool. Any civilian units that were moved to the Reinforcement Pool as the result of screening actions during the Assignments Phase at the beginning of the combat round return to your active task force at this time, as you prepare for the next combat round.

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Players may assign a new task force flagship at this time. They are required to do so if their previous task force flagship was destroyed this round. Any task force that reassigns its flagship this phase will incur an additional -1 combat modifier penalty next round, which represents the difficulty of establishing datalinks between the new flagship and its task force. This penalty is in addition to their combat modifier from their readiness state.

Civilian units will automatically surrender to an opposing task force during the Recovery Phase of the combat round if there are no friendly military units remaining to protect them. These units are treated as if they were captured, however they do not receive any damage since civilian units cannot be crippled.

4.6.2.6 Directed Damage

Directed damage is a concentrated attack against a single target in the enemy task force. During any firing phase of the combat round, the firing player may choose to use some or all of their hits scored as directed damage against targets in the opposing task force before allowing their opponent to score any remaining hits themselves as normal.

The number of hits required to damage a target using directed damage is equal to twice its Defense Value. If the target unit is crippled by a directed damage attack, then the firing player may use directed damage against it again (using its new Defense Value to calculate the number of hits required to damage them) in order to destroy the target in the same combat round.

EXAMPLE: The Jain task force has generated 24 hits against ships in the opposing Human task force. The Jain player decides to score some of these hits as directed damage, choosing to target the enemy flagship which is an Achilles CL (DV 5). This target is in a formation bonus, which increases its effective DV to 8. It will take 16 hits to score directed damage against this Achilles CL, leaving 8 hits remaining. The Jain player chooses not to score any additional directed damage against the Human task force, so the Human player gets to assign these remaining 8 hits themselves as normal.

4.6.2.7 Scout Support

Scouts will automatically provide electronic warfare support when they are included in your task force. The effects of electronic warfare on space combat are represented by giving the task force with the fewest total Scout factors a -1 penalty to its combat rolls during the current combat round.

If two task forces have the same number of Scout factors present, then there is no effect because the Scouts have effectively nullified their respective electronic warfare capabilities.

4.6.2.8 Stealth Ships

Stealth ships are able to evade contact with enemy fleets. Before a space combat scenario, you may order any of your Stealth ships to withdraw from the encounter. Roll a die for each withdrawing ship, adding your combat modifier, and on a die result of 4 or higher the ships will disengage and are treated as if they have already successfully retreated from the encounter. You will need to specify which adjacent system these ships are retreating to, and they must abide by all of the other rules related to fleets that successfully retreat from combat.

Stealth ships that are in a task force that is trying to retreat from combat may also be ordered to make separate disengagement rolls as outlined above during the Retreat Phase to allow them to retreat from combat even if the rest of their task force fails its own retreat roll. This gives these Stealth ships a chance to escape the battle even if the rest of the task force is forced to stay behind and continue fighting.

During combat, Stealth units can be used offensively to get the drop on the enemy, concealing their presence from the enemy until they reach close range at which point they reveal themselves and deliver a devastating short range onslaught against an unsuspecting enemy target. The player with the most Stealth units in their task force automatically receives a +1 bonus to their combat rolls. In the event that two task forces have the same number of Stealth units, neither side receives any benefit.

4.6.2.9 Jammers

Jammers are used to disrupt sensor locks and generally degrade the combat effectiveness of specific units in the enemy task force (as compared to Scouts whose fleet level jamming effects all units in the enemy task force).

During the Assignments Phase, you may jam one enemy unit of your choice in the opposing task force for each Jammer factor in your own task force. Jammed units halve their AS and AF factors for the remainder of the combat round.

EXAMPLE: A Yuletarri Talwar CW (Jammer 1) was assigned to jam a Graal Roc BB (AS 9, AF 2) during the Assignments Phase of the current combat round. The Graal battleship's combat factors are reduced to AS 5 and AF 1 for the remainder of the combat round.

4.6.2.10 Disruptors

Units with the Disruptor special ability are equipped with specialized weapon systems that are able to significantly degrade enemy defenses. For example, many Loran vessels are equipped with massive electromagnetic pulse weapons that are used to partially disable the active defenses of enemy targets and leave them significantly more vulnerable to enemy weapons fire.

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During the Assignments Phase, you may choose to disrupt up to a number of units in the enemy task force equal to the number of Disruptor factors in your own task force. These selected units become "Disrupted" and their DV factors are halved for the remainder of the combat round.

If a target is already in a formation bonus, then the disruption effect simply negates the formation bonus with no additional effect (e.g., the target's DV is left effectively unchanged with no increase from the formation bonus but also no further penalty from being Disrupted).

A unit can only be targeted once by enemy Disruptors each combat round, which means if a target unit is in a formation bonus then it can only lose that formation bonus but cannot have its DV reduced any further.

EXAMPLE: The Lorans have two Defiance FF (Disruptor 1) in their task force and are fighting against a Human task force. The two points of Disruptor ability allows the Loran player to choose two units in the enemy task force to apply the Disrupted status to, halving the DV of each unit. They choose to disrupt the enemy flagship, an Achilles CL (DV 5) that is in a formation bonus, as well as a Europa DD (DV 4).

Because the Achilles is in a formation bonus it does not become Disrupted but instead loses its formation bonus and remains at DV 5 with no further penalty.

The Europa meanwhile becomes Disrupted and its DV is reduced from 4 to 2. If the Europa is crippled, then its base DV will drop to 2 and the disruption effect will further reduce it to 1, leaving it extremely vulnerable to potential directed damage attacks!

4.6.2.11 Q-Ships

Q-ships are warships that are disguised to look like normal freighters until they reveal their true nature during combat. When building your task force, you may include one Q-Ship in your task force at no command cost for each Convoy present. For example, if you have three Convoys in your task force then you can include up to three Q-Ships in your task force without them counting against your command limit.

When screening is used to move one or more Convoys back to your Reinforcement Pool, any Q-Ships attached to those Convoys must also be moved back to the Reinforcements Pool with them. The number of "free" Q-Ships included in your task force cannot exceed the number of Convoys present.

Finally, because Q-Ships are specifically designed to blend in with other civilian commercial traffic, these units cannot be detected by Espionage missions (*4.3.4.1 Covert Missions*) if there are any Convoys present at their system location. This is because it's impossible to differentiate the Q-Ships from other civilian freighters in the Convoy.

4.6.2.12 Capturing Ships

Assault ships in your task force can use their marine boarding parties to capture ships during the Special Operations Phase if one or more enemy ships or bases were destroyed during the Fire Phase this round.

Total the Assault factors of all the Assault units in your task force, with crippled Assault ships providing half their normal Assault factors for this purpose. Roll a die and if the die result is less than or equal to your total Assault factors then you have succeeded in capturing one of the enemy ships or bases that were "destroyed" this round. You can either randomly select one of the destroyed units to capture or else pick a specific destroyed unit that has a Command Cost (CC) that is less than or equal to half your total Assault factors.

Captured ships are added to your own task force and treated as crippled ships for all purposes. Additionally, they receive a special "Captured" status effect, which reduces their Anti-Ship and Anti-Fighter factors to zero and prevents them from using any of their special abilities in combat until they are repaired.

Captured ships can be returned to a friendly system and scrapped for economic points or repaired so they can enter service in your own fleet. The "Captured" status is removed once the unit is repaired.

EXAMPLE: A Human task force containing 2 Heracles CA (Assault 2) is fighting against a Jain task force. The Humans succeeded in destroying 2 Rippling Pool CL (CC 3) and 1 Violent Flood BC (CC 4) during the current combat round. However, one of the Heracles CA was crippled during the exchange.

During the Special Operations Phase, the Human player has 3 Assault factors (2 from the undamaged CA, but only 1 Assault factor from the crippled CA) that can be used to capture "destroyed" ships. The Human player rolls a 2 for their capture roll, which is less than or equal to their Assault total, which means they succeeded in capturing one of the Jain ships!

The Humans do not have enough Assault factors to capture a specific ship because all of the destroyed Jain ships have Command Cost values greater than half their own Assault total, so they instead roll randomly to see which enemy unit they have a chance of capturing.

A Rippling Pool CL is randomly selected as the enemy ship they captured this round. The Rippling Pool CL is added to the Human task force. It is in a crippled state and receives the "Captured" status effect, which reduces its AS and AF values to zero until it can be repaired. This means the captured ship will not contribute any weapons fire to the Human fleet, however it could still be selected to take damage.

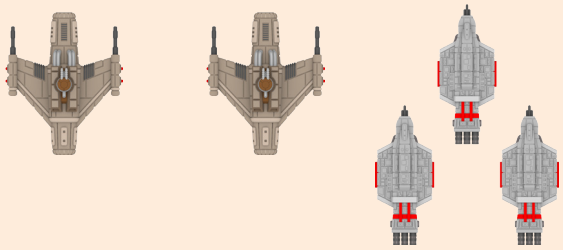
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INTEGRATED SPACE COMBAT EXAMPLE - INITIAL TASK FORCE SETUP

Jain Task Force

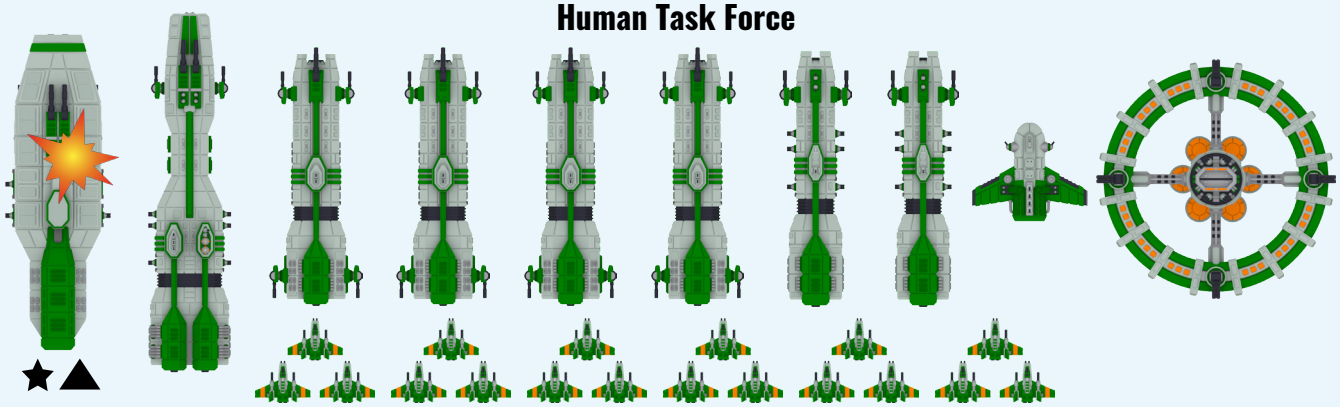


Jain Reinforcements

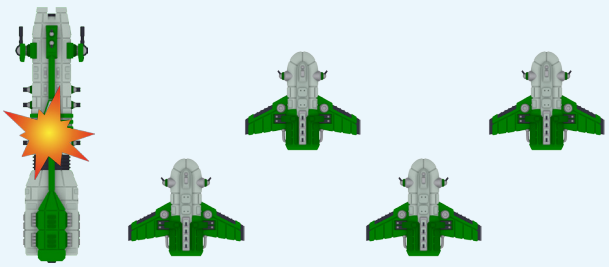


Jain Losses

Human Task Force



Human Reinforcements



Human Losses

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4.6.2.13 Integrated Space Combat Example

As described in the example earlier in this section, the Jain Khanate has declared a Defensive Scenario against the Human Union in the Ross system with the intent of landing troops and conquering it this turn.

Here are the empires' forces available at the start of this space combat scenario:

Jain Khanate Forces (100 EP)

- 1× Oncoming Storm BC
- 1× Deep Pond CA
- 2× Rippling Pool CL
- 2× Trickling Anabranch CL
- 6× Rushing Torrent CT
- 2× Upsurge MF
- 1× Convoy
- 4× Marines
- 2× Inquisitors

Human Union Forces (93 EP)

- 1× Denali BS1
- 1× Vesuvius CA (Crippled)
- 1× Prometheus BC
- 4× Achilles CL
- 3× Athena DD (1 Crippled)
- 5× Sentry CT
- 6× Javelin LF

Task Force Setup (Humans)

The Human's highest CR unit is the Vesuvius (CR 8), however this unit is crippled so the Human player can choose to select the unit with the next highest CR (Prometheus with CR 7) as its task force flagship. However, they choose to keep the Vesuvius as the flagship because it is Armored and its DV remains at full strength despite it being crippled. The star (★) is used to denote this flagship selection in the combat illustration.

Because this is a Defensive Scenario, the Humans may add their Denali starbase to the battle at no additional command cost. The Human player adds the base to the task force, and then proceeds with building out the rest of their active task force.

The Vesuvius can command up to eight (8) other units. The Humans choose to include 1 Prometheus BC, 4 Achilles CL, 2 Athena DD, 1 Sentry CT, and 6 Javelin LF in their task force. The Javelin fighters are being based from the ships and base that are already included in the task force, so they don't count against the flagship's command limit. The remaining crippled Athena DD and 4 Sentry CT are placed into the Reinforcements Pool.

Note that crippled ships have an explosion (💥) applied to them in the combat example to clearly mark that these ships are crippled. Two explosions (💥 💥) instead indicates the unit has been destroyed this round.

Task Force Setup (Jains)

The Jain's highest CR unit is the Oncoming Storm (CR 9). The ship is not crippled and there or no other ships with the same or higher CR, so the Oncoming Storm must serve as the Jain flagship. The star (★) is used to denote this flagship selection in the combat illustration. The BC's 9 CR allows the Jain player to include up to nine (9) other ships in their task force. The Jains include 1 Deep Pond CA, 2 Rippling Pool CL, 2 Trickling Anabranch CL, 4 Rushing Torrent CT, 2 Upsurge MF, and 1 Convoy. The fighters are being based from the light cruisers and do not count against the flagship's command limit. The Jains must include the Convoy in their task force because it is a civilian unit. The single remaining 2 Rushing Torrent CT are placed in the Reinforcements Pool. Two Jain Marines are being carried onboard the Deep Pond CA (Assault 2), and the remaining Marines and Inquisitors are being transported on the Convoy.

Surprise

Each fleet now rolls on the Surprise Table to determine its readiness state for the battle. Both task forces have a Scout or Fast unit present, so both receive a +1 to their rolls. The Human base gives them an additional +1 to their roll. The Humans roll a 5 + 2 = 7, which is Normal readiness. They will receive no combat modifiers this scenario. The Jains roll an 7 + 1 = 8, which is Good readiness. They will receive a +1 bonus to all combat rolls in this scenario. Surprise is only rolled for at the start of the scenario, and both task forces will be locked into these Readiness States for the duration of the battle.

Combat Round 1 - Assignments Phase

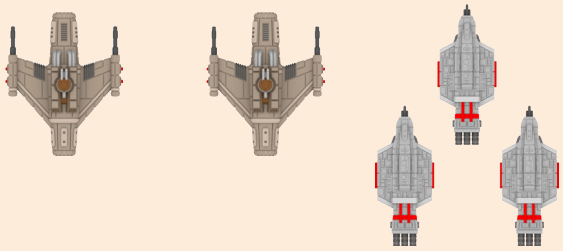
- **Formation Bonuses:** Both task forces place their respective flagships in a formation bonus, as indicated by the triangle (▲) in the combat illustration.
- **Fighter Assignments:** The Humans assign their Javelin fighters to Anti-Fighter missions. The Jains assign their Upsurge fighters to Anti-Ship missions.
- **Screening:** The Jains are the Attacker in this scenario and are at Normal or higher readiness (Good, in this case) so they can automatically screen their Convoy and move it back to the Reinforcements Pool to keep it out of harm's way. Note that the Jains currently have one more ship in their task force than the Humans do, so they could have screened their Convoy even if they had been below Normal readiness.
- **Electronic Warfare:** Both task forces have 2 Scout factors, so neither receives a penalty to their combat rolls this round due to electronic warfare effects.

INTEGRATED SPACE COMBAT EXAMPLE - COMBAT ROUND 1

Jain Task Force

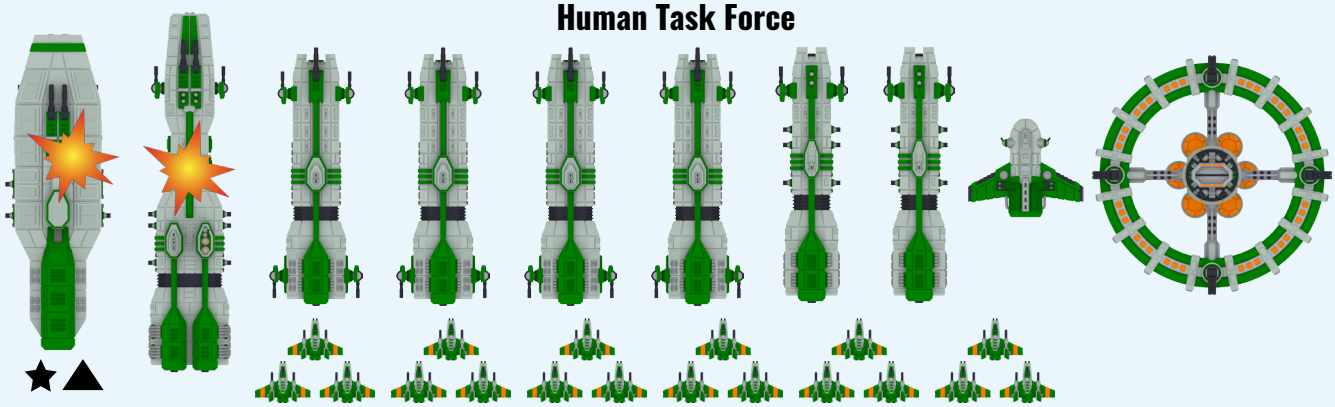


Jain Reinforcements

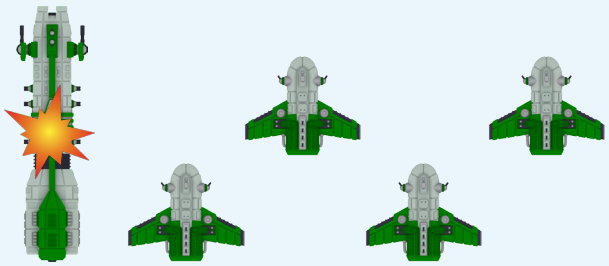


Jain Losses

Human Task Force



Human Reinforcements



Human Losses

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Combat Round 1 - Fire Phase

- **Fighter vs. Fighter:** The Human fighters on Anti-Fighter missions attack enemy fighters. The Humans have a total of 12 AF. They roll a 2 on the Combat Results Table for a 20% combat effectiveness rating. This generates 12 x 20% = 2.4 hits, which rounds up to 3 hits. This is just enough to cripple one Upsurge medium fighter in the Jain task force. Note that the Jain fighters cannot return fire on the Human fighters because they were assigned to an Anti-Ship mission this round.
- **Ship vs. Fighter:** The Human fleet (including the base) now has an opportunity to fire its AF guns against the incoming Jain fighters. The Humans have a total of 15 AF. They roll a 7 on the Combat Results Table for a 30% combat effectiveness rating. This generates 15 x 30% = 4.5 hits, which rounds up to 5 hits. This is enough to cripple the remaining full strength Upsurge for 3 hits, and then the remaining 2 hits destroys the fighter, leaving one crippled Upsurge remaining in the Jain task force.
- **Ship vs. Ship:** The opposing fleets now simultaneously engage each other's non-fighter units with their heavy anti-shipping weapons.

  The Humans have a total of 36 AS. They roll a 10 on the Combat Results Table for a 50% combat effectiveness rating. This generates 36 x 50% = 18 hits against the Jain task force. The Human player chooses not to score any hits as directed damage, leaving the Jain player to assign the hits as desired. The Jains elect to cripple one Trickling Anabranch CL (DV 5) for 5 hits, and then cripple four Rushing Torrent CT (DV 3) for 12 hits. The remaining hit is less than half the DV of any remaining ships in the Jain task force and is lost. The Jain player couldn't choose to assign any of these hits to the remaining Upsurge fighter, however, because that fighter is not in a Defensive mission and is thus ineligible to receive fire this round.

  The Jains have a total of 39 AS. They roll a 4 on the Combat Results Table. Their Good readiness bonus increases this to a 5, giving them a 40% combat effectiveness rating. This generates 39 x 30% = 12 hits against the Human task force. The Jains use 12 hits to score directed damage against the Prometheus CA (DV 6 x 2 = 12 hits). This will reduce it to Scout 1, giving the Jains a Scout advantage next round. This leaves no hits remaining to be resolved.

Combat Round 1 - Special Operations Phase

Neither task force has any activities to perform during this phase because ramming is not currently allowed, and there were no Human ships destroyed that the Jains could use their Assault ships to capture.

Combat Round 1 - Retreat Phase

As the Defender in this space combat scenario, the Humans are offered the opportunity to retreat from the battle. They decline. The Jains as the Attacker are then offered the same option, and they likewise refuse to retreat.

Combat Round 1 - Recovery Phase

The Human player chooses to send the crippled Prometheus CA back to the Reinforcements Pool and then move a full strength Sentry CT from the Reinforcements Pool into their active task force. The task force is now back up to its full command limit (8 units, not counting the flagship itself or the Denali base that is being included for free as part of the Defensive Scenario or the fighters that are being based from other units in the task force).

The Jain player moves its crippled Upsurge fighter to the Reinforcements Pool to protect it since it cannot have any real effect on the rest of this battle. The Jains simply did not have enough fighters to overcome the Human's interceptor advantage. They also choose to move two crippled Rushing Torrent CT into the Reinforcements Pool, and then bring their remaining full strength Rushing Torrent CT from the Reinforcements Pool back into their task force. The Convoy remains in the Reinforcements Pool to protect it against enemy attack.

Combat Round 2 - Assignments Phase

- **Formation Bonuses:** Both task forces place their respective flagships in a formation bonus.
- **Fighter Assignments:** The Humans assign all of their Javelin fighters to Anti-Ship missions this round. While the Javelin LF is not built for anti-shipping work, they will hopefully contribute enough AS towards the attack to damage a few additional Jain ships. The Jains meanwhile have no fighters remaining in their task force to assign missions to.
- **Electronic Warfare:** The Jains now have Scout superiority (2 Scout factors in their task force and none in the Human task force). This gives the Humans a -1 penalty to all their combat rolls this round.

Combat Round 2 - Fire Phase

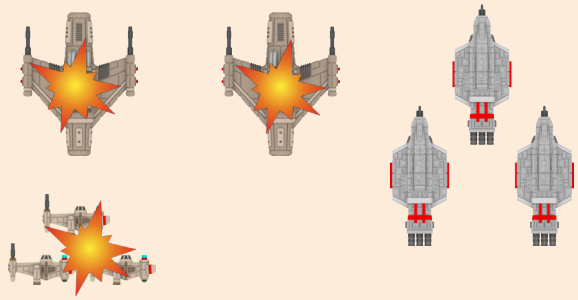
- **Fighters vs. Fighters:** There are no fighter engagements this round.
- **Ships vs. Fighters:** The Jain task force opens fire with its point defenses against the inbound Human Javelin LF. The Jain task force has a total of 12 AF. They roll a 10 on the CRT, adding 1 for their Good readiness, for a total of 11. This gives them 12 x 50% = 6 hits against the Human fighters. The Jain player does not score any hits as directed damage. The Human player chooses to cripple 3 fighters (2 hits each).
- **Ship Fire:** The Humans have a total of 39 AS. They roll 8 for their combat roll, but this is reduced by 1 because

INTEGRATED SPACE COMBAT EXAMPLE - COMBAT ROUND 2

Jain Task Force



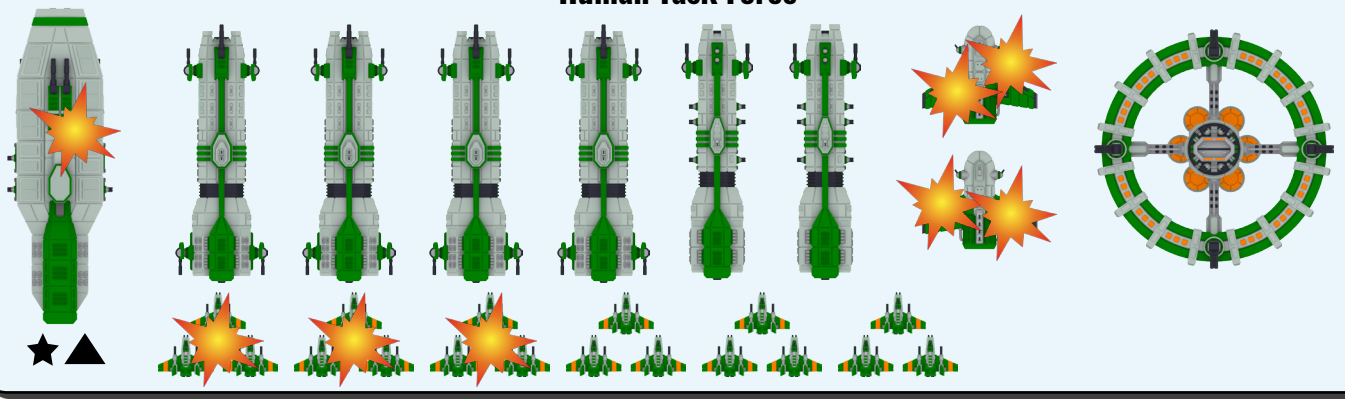
Jain Reinforcements



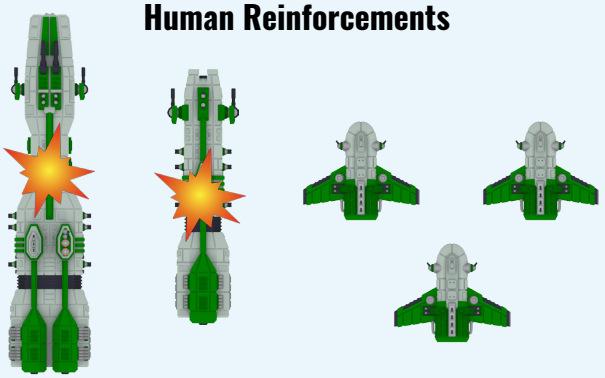
Jain Losses



Human Task Force



Human Reinforcements



Human Losses

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of Jain electronic warfare, giving them a modified 7 and a 30% combat effectiveness. They generate 39 x 30% = 12 hits against the Jain task force this round. They score directed damage against the crippled Trickling Anabranch CL (6 hits) and then allow the Jains to score the remaining 6 hits themselves. The Jain player cripples a Rippling Pool CL (5 hits). The remaining hit is insufficient to damage any units and is lost.

The Jains have a total of 32 AS. They roll 2 + 1 (Good) = 3, for 20% combat effectiveness. They generate 30 x 20% = 6 hits against the Human task force. They do not score any directed damage. The Human player chooses to destroy 2 Sentry CT (3 hits each, with 2 hits to cripple and a third hit to destroy the now crippled corvette).

Combat Round 2 - Special Operations Phase

Because the Humans lost two ships this round, the Jain have an opportunity to possibly capture one of these destroyed vessels. The Jain player has a total of 2 Assault factors from their Deep Pond assault cruiser, which means they have to roll a 2 or less to successfully capture one of these vessels. The roll is a 3, so they narrowly miss out on capturing one of the destroyed Sentry CT.

Combat Round 2 - Retreat Phase

The Humans decline to retreat from the battle. The Jain player is then given the option to retreat and has to consider their options carefully. They are not in a good situation because the enemy has enough Achilles CL to continue generating a lot of AS fire against their own task force, and the destruction of the crippled Trickling Anabranch CL means they will no longer have an electronic warfare advantage if the Humans bring their own crippled Prometheus BC back into their task force.

Against their better judgment, the Jain player opts to remain in the battle and fight another combat round. Hopefully their task force will roll well enough to take down a few more enemy ships before it is forced to retreat from the system.

Combat Round 2 - Recovery Phase

The Human player chooses to move three crippled Javelin LF to the Reinforcements Pool. Then they move the crippled Prometheus BC and a full strength Sentry CT into their task force to bring it back up to its task force command limit.

The Jain player moved a crippled Rushing Torrent CT and a crippled Upsurge MF back into its task force from the Reinforcements Pool. This is a bit of a desperation play intended to provide additional targets that they can apply damage to instead of crippling or destroying any larger, more valuable units in their task force.

Combat Round 3 - Assignments Phase

- **Formation Bonuses:** Both task forces place their respective flagships in a formation bonus.
- **Fighter Assignments:** The Human player is a bit perplexed as to why the Jains would have deployed their crippled Upsurge MF this round. However, they see little reason in sending their own fighters out to chase it around. Instead, the Humans continue to assign all of their Javelin fighters to Anti-Ships missions for an additional round. Meanwhile, the Jains assign their Upsurge MF to a Defense mission, revealing the purpose of its inclusion: they can now assign AS hits to the fighter during the Ship vs. Ship Fire step of the Fire Phase, potentially preventing other more valuable units from taking damage!
- **Electronic Warfare:** Both task forces now have the same number of Scout factors (1 each), so neither side benefits from an electronic warfare advantage.

Combat Round 3 - Fire Phase

- **Fighters vs. Fighters:** There are no fighter engagements this round.
- **Ships vs. Fighters:** The Jain task force engages the three incoming Javelin LF. The Jain have a total of 12 AF and roll a 5+1= 6 for a combat effectiveness rating of 30%. This generates 12 x 30% = 4 hits. The Jains do not score any hits as directed damage. The Humans cripple two Javelin LF (4 hits).
- **Ship Fire:** The Humans have a total of 36 AS. They roll 7 for their combat roll giving them a 30% combat effectiveness. They generate 36 x 30% = 11 hits against the Jain task force this round. They score directed damage against the crippled Rippling Pool CL (6 hits) and then allow the Jains to score the remaining 6 hits themselves. The Jain player destroys the crippled Upsurge MF (2 hits) and then destroys two crippled Rushing Torrent CT (2 hits each). The Jains were able to score the AS hits against the Upsurge MF because those fighters were on a Defense fighter mission this round.

  The Jains have a total of 29 AS. They roll 9 + 1 (Good) = 10, for 50% combat effectiveness. They generate 29 x 50% = 15 hits against the Human task force. They use directed damage to destroy the crippled Prometheus BC (6 hits). The remaining hits are scored by the Human player, and they choose to cripple an Achilles CL (5 hits) and Sentry CT (2 hits) to cover the remaining fire.

Combat Round 3 - Special Operations Phase

The Humans lost one ship this round (the Prometheus BC), so there is a possibility for the Jains to capture the vessel. The Jains have 2 Assault factors, but they roll a 7 which means the capture attempt was unsuccessful.

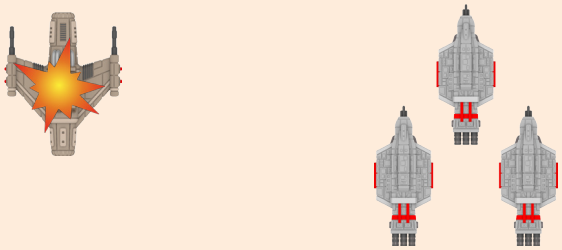
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INTEGRATED SPACE COMBAT EXAMPLE - COMBAT ROUND 3

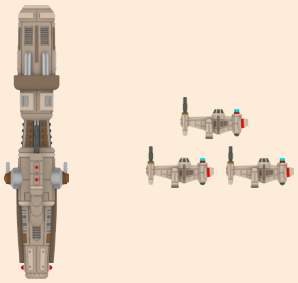
Jain Task Force



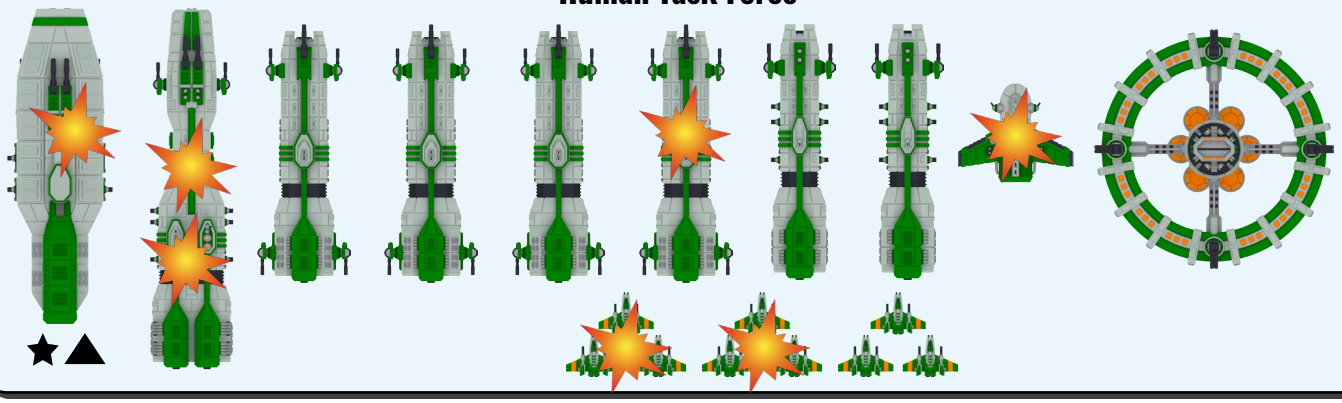
Jain Reinforcements



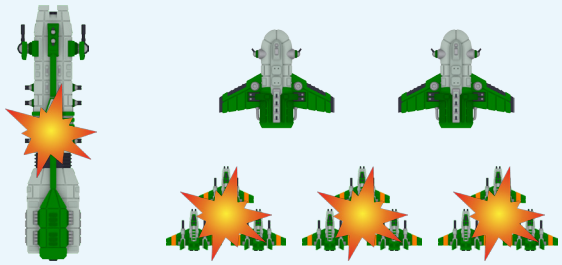
Jain Losses



Human Task Force



Human Reinforcements



Human Losses



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Combat Round 3 - Retreat Phase

The Humans decline to retreat from the battle (they're winning, why would they leave?). The Jains meanwhile can see the way the winds are blowing and decide to try and retreat while they still can. The Humans choose to contest the retreat, as their commander feels they are in a position to destroy several Jain ships if combat lasts another round.

Each player rolls a die to determine the outcome of the contested retreat. The Jain player rolls a 6 and adds 1 from their Good readiness for a total of 7. They do not incur a -2 penalty from having a Convoy in their task force because their Convoy is in their Reinforcements Pool instead. If the Convoy had been in their task force, then their die roll would have been modified down to a 5 instead. The Human player meanwhile rolls a 3.

The Jain's retreat modified retreat roll (7) is greater than the Human's roll (3), so the Jain fleet has succeeded in retreating from the encounter. The Jain player immediately gives the fleet movement orders to leave Ross and move back to the adjacent Andromeda system. These retreat orders will be completed during the Movement Phase next turn.

Combat Round 3 - Recovery Phase

The Jain task force has retreated from the battle, so the space combat scenario is now over. The players can update their assets sheets to reflect the damage and fleet losses they experienced in the battle.

Jain Khanate Losses (24 EP)

- 1× Rippling Pool CL
- 1× Trickling Anabranch CL
- 2× Rushing Torrent CT
- 2× Upsurge MF

Human Union Losses (16 EP)

- 1× Prometheus BC
- 2× Sentry CT

After Action Analysis

While the Humans managed to drive off the Jain fleet, they still suffered considerable damage to their own fleet. The loss of the Prometheus BC in particular represents a significant loss of hardware. Most of the Human fighters are crippled now, too, and will need to be returned to base for repairs.

In total, the Humans have an additional 8 EP of repairs to complete (excepting the Vesuvius CA and Athena DD that were already crippled at the start of the battle). This put their total fleet losses at 24 EP. To put this in perspective, it will take two turns of system output from a mid-sized colony to pay for these replacements.

The Jains meanwhile are debatably worse off. They lost 24 EP of units outright, and have an additional 2 EP of repairs. This puts their total losses at 26 EP, or 2 EP more than the Human's losses. Some might see this as a draw, but the Jain fleet has largely been eliminated at this point and will need to link up with some heavy reinforcements when they reach Andromeda or risk being pushed back farther down that jump lane chain if the Humans decided to press their advantage and pursue them to that system.

The Jains at least were able to keep their Convoy alive. Being the Attacker in this scenario with a Normal or above readiness state allowed them to sequester the Convoy (and all of the troops onboard!) in their Reinforcements Pool for the entire battle.

Had they been caught on the back foot and below Normal readiness, they would have still been able to screen the Convoy and move it into the Reinforcements Pool because their task force contained more ships than the Human task force (thanks to the Oncoming Storm BC having a higher CR than the Human's own flagship), and there was enough ships in the Jain fleet to ensure they could field a full task force.

This battle does demonstrate the value of fixed defenses, as the presence of the Human Denalis BS1 provided their task force with an additional unit included at no additional command cost, and it supplemented their firepower just enough to score an extra hit or two each combat round. Without the base, the Humans might have found themselves losing more of their Achilles cruisers, which would have been absolutely disastrous as it would have drastically reduced the amount of AS factors the Human task force could generate each turn.

4.6.3 Orbital Bombardment

Orbital bombardment is used to destroy planetary defenses, infrastructure, or civilian population centers in an enemy controlled system. This is typically done to weaken a system ahead of a major invasion, although some alien empires may choose to use these barbaric tactics to devastate strategic systems, damage their long term prospects, and deny resources to their enemies.

4.6.3.1 Orbital Superiority

A fleet can only perform orbital bombardment against an enemy system if they have achieved orbital superiority by eliminating all the defender's bases in the system. The presence of any enemy bases in the system will prevent an attacker from bombarding the system this turn.

4.6.3.2 Bombardment Value

Total the Anti-Ship factors of all attacking ships, fighters, and bases in the system to calculate your fleet's total bombardment value (BV). Units with the Bombardment special ability provide an amount of bombardment value equal to twice their Anti-Ship factors.

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Units that are currently Out of Supply cannot contribute towards orbital bombardment due to a lack of available munitions. Out of Supply units will be able to resume orbital bombardment on a future campaign turn once they are back in supply.

4.6.3.3 Bombardment Missions

The attacking player may choose to use their available bombardment value to conduct any combination of Fortification, Troop, Infrastructure, or Population Bombardment missions against the target system.

Half of the leftover bombardment value not spent on missions this turn will carry over to future Encounter Phases as described in *4.6.3.5 Sustained Bombardment*.

- **Fortification Bombardment:** This is a coordinated strike against a planet's orbital defense network to eliminate the defense satellites, minefields, planetary gun/missile batteries, communications networks, etc. that could otherwise impede the attacker's ability to perform bombardment missions in the system. The amount of bombardment value required to reduce a system's Fortification by 1 point is equal to 10 times its current Fortification value.
- **Troop Bombardment:** This is an all out heavy bombardment against enemy troop positions in the system. The cost to eliminate one random defending ground unit is equal to 5 times the system's Population value (minimum 10 BV). Roll a die for each eliminated troop and if the result is a 1 the attack inflicts extensive collateral damage which reduces the system's Population and Morale values by 1 each.
- **Infrastructure Bombardment:** This is a directed attack intended to temporarily cripple a planet's industrial infrastructure by disrupting key industries or commercial enterprises in the system. The cost to perform Industrial Bombardment is equal to 5 times the system's Population value, and it reduces the target system's effective RAW value by 1 during the next Economic Phase (to a minimum value of zero).
- **Population Bombardment:** This is a cruel assault against civilian population centers in the system. The bombardment value cost to remove 1 Population, 1 Morale, and 1 Intel from the system is equal to 10 times the system's current Population value.

Bombardment costs for Troop, Infrastructure, or Population Bombardment missions are doubled if the target system has a Fortification value greater than zero. This represents that the attacker is being harassed by the planetary defense grid which makes it harder for them to perform bombardment missions against other targets.

Once the system's Fortification value is reduced to zero and its planetary defense network is neutralized, the bombarding fleet will be able to perform other bombardment missions at no additional penalty.

Because the cost to perform Troop, Infrastructure, and Population bombardment missions are all based on a system's current Population value, it can often be in an attacker's best interests to reduce the system's Population in order to make it cheaper to perform other bombardment missions (such as destroying enemy troops ahead of a planetary invasion).

4.6.3.4 Planetary Devastation

Intense orbital bombardment often leads to permanent ecological damage in an affected system. Once all bombardment missions have been resolved in the current encounter, roll a die for each Population point the system lost this turn as a result of orbital bombardment. Reduce the system's Carrying Capacity by 1 for each die result that is less than the system's Carrying Capacity at the start of the turn. None of a system's attribute values (except RAW) can exceed the system's new Carrying Capacity value and if they do they will likewise need to be reduced to be equal to the new Carrying Capacity value.

If a system loses 2 or more points of Carrying Capacity from orbital bombardment in the same turn, then its RAW value is also permanently reduced by 1 (to a minimum value of 1). This loss of RAW represents the massive degradation of the planetary environment as irrecoverable damage is done to its ecology.

Devastation introduces a real cost to performing indiscriminate Population Bombardment against enemy systems because it can quickly degrade their resource values and make them functionally worthless. This encourages players to launch planetary invasions with their ground forces in those systems they want to capture largely intact and limit their use of orbital bombardment. Still, during a protracted war, it is not uncommon to see many border worlds turned into "tomb worlds" that have been scoured of all life by intense orbital bombardment.

4.6.3.5 Sustained Bombardment

Half of the remaining bombardment value not used against planetary targets this turn will automatically carry over to the Combat Phase next turn as long as the bombarding player maintains orbital superiority in the system. However, this bombardment value will be lost if the bombarding player's fleet is destroyed or forced to retreat from the system.

This sustained bombardment effect represents the ongoing effects of planetary bombardment over time and allows smaller fleets to perform orbital bombardment against systems even if they can't generate enough bombardment value in a single turn.

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EXAMPLE: The Jains are attacking the Kili border system of Janos (3 RAW, 8 Carrying Capacity, 4 Population, 2 Morale, 2 Fortification, 4 Militias). The Jain fleet has achieved orbital superiority and has a total of 41 Anti-Ship factors. This gives the Jains 41 bombardment value to spend on bombardment missions in the system this turn.

Because Janos is a fortified system, the bombardment costs for all non-Fortification Bombardment missions in this system are doubled until the system's Fortification value is reduced to zero. The Jain player decides they must use bombardment value to destroy these defenses before they can proceed with any other mission types. It will cost 20 BV to reduce the system to 1 Fortification, and then another 10 BV to further reduce it to 0 Fortification.

This leaves the Jains with 11 BV remaining, which is insufficient to perform any other bombardment missions. Half of these points (6 BV) will carry over into the next turn as sustained bombardment, so long as the Jains maintain orbital superiority. Janos is now at 3 RAW, 8 Carrying Capacity, 4 Population, 2 Morale, 0 Fortification, and 4 Militias.

On the second turn of bombardment, the Jain fleet remains in the system and generates an additional 41 BV. This is added to the 6 BV carried over from the previous turn for a total of 47 BV. The Jain admiral decides to spend 40 BV to perform two troop bombardment missions (each mission costing 20 BV, or 5 times the system's current Population value). These missions succeed in eliminating 2 Militias on Janos. A die is rolled for both missions to see if there is any collateral damage, and two 1 results are rolled. The attacks scored massive collateral damage and the system loses an additional 2 Population and 2 Morale.

The Jain player still has 7 BV left, which is insufficient to perform any other missions. Half these points (4 BV) carry forward as sustained bombardment for use in orbital bombardment next turn.

This loss of Population on Janos triggers a devastation check in the system, with a die being rolled against the system's Carrying Capacity for each Population lost. The rolls are 3 and 7, both of which are less than Janos' 8 Carrying Capacity at the start of the turn. The system loses 2 Carrying Capacity and, because it lost 2 or more Carrying Capacity in the same bombardment, it further reduces its RAW by 1.

Janos now has 2 RAW, 6 Carrying Capacity, 2 Population, 0 Morale, 0 Fortification, and 2 Militias. The value of the system has been substantially reduced by this devastating bombardment and it may never recover from the brutal attack.



4.6.4 Ground Combat

Ground combat is where the fate of a system is ultimately decided. Orbital bombardment and planetary blockades can only go so far and, in the end, it's up to the "ground pounders" to settle the issue.

4.6.4.1 Ground Combat Procedure

All ground combat operations in an encounter are resolved simultaneously. Troops that are disembarked to a system will fight at their full combat strength during this battle. However, troops that are currently embarked on Convoys or Assault ships halve their combat factors. Ground units with the Marines special ability are an exception to this rule, and they receive their full combat factors even when embarked on transports.

All of your troops that are disembarked to the system must participate in ground combat this turn, but you may choose to voluntarily exclude any or all of your troops that are currently embarked on Convoys or Assault ships from the battle. It is often not worth committing troops to a losing battle if you feel their presence won't improve your odds and will only put them at unnecessary risk of being crippled or destroyed. Any embarked troops that are committed to the fight this turn will automatically disembark to the system at the end of the current

encounter. Crippled troops cannot invade from transports under any circumstances as they lack the manpower or unit cohesion to make landings in the system.

Total the Attack factors of all your ground units in the system that are participating in the battle and then roll on the Combat Results Table to determine your combat effectiveness rating. Multiply this rating by your total Attack factors to determine the number of hits your troops have scored against opposing ground forces in the current ground battle.

Your opponent must then use these hits to damage one or more of their own troops, with the number of hits required to damage a ground unit being equal to its current Defense Value. Hits can only be scored against units that participated in this battle, and they cannot be used to damage embarked ground units that were excluded from the battle. Any leftover hits less than the amount required to damage the weakest ground unit in the opposing force are lost.

Combat Results Table (d10)

Roll	*Combat Effectiveness Rating*
1-	10%
2-3	20%
4-7	30%
8-9	40%
10+	50%

EXAMPLE: The Human player has moved troops into the Loran controlled system of Kapteyn. The Humans have 4 Marines and 3 Mobile Infantry. All of their troops are embarked onboard transports. The Lorans meanwhile have 4 Militia and 2 Light Armor disembarked to Kapteyn.

The Human player chooses to only commit their Marines to the attack, as they will get their full combat factors in this fight because of their Marines ability while the Mobile Infantry would be fighting at a reduced combat strength. All of the Loran's troops are disembarked, so they are committed to this fight regardless. The Humans and Lorans will each have a total of 24 Attack factors in this fight.

The Humans roll an 8 on their ground combat roll, scoring 40% x 24 = 10 hits against the Loran troops. The Loran player cripples a Light Armor (DV 8), and the remaining hits have no effect.

The Lorans roll a 2 on their own ground combat roll, scoring 20% x 24 = 5 hits against the Human troops. This is less than the number of hits required to damage one of their Marines (DV 6), so the Human troops take no damage from the Loran forces.

4.6.4.2 Invasions

An invasion is an attempt to land combat troops onto a planet's surface in an enemy controlled system as part of a ground battle. Invading units must establish a beachhead in the system before they will be able to safely disembark additional troops to the system on future campaign turns.

A beachhead is automatically secured when invading troops successfully damage one or more defending ground units during the ground battle this turn and at least one invading unit survives the counterattack. An invasion will also automatically succeed and a beachhead established if the invasion is unopposed because there are no defending ground units disembarked to the system.

Once a beachhead is established, the invader and their allies may deploy additional troops from orbiting transports during the *4.4.1 Landings & Deployment* step of the Movement Phase on future turns as long as there are friendly ground units still deployed to the system to maintain the beachhead. Disembarked troops will then be able to fight normally during the next Combat Phase and will receive their full combat factors since they will no longer be embarked on transports.

A beachhead is lost if all friendly ground units disembarked to the system are eliminated or embark, at which point you will have to launch another invasion to secure a new beachhead in the system to use for future landings.

Troops cannot disembark and land in an enemy controlled system if the system's Fortification value is greater than zero because the planetary defenses would shred their landing craft before they could ever reach the planet. Importantly, this means an invader will have to wait for their fleets to finish neutralizing these defenses using orbital bombardment before their troops can make planetfall and attempt to establish a beachhead.

EXAMPLE: The Human Marines invading Kapteyn in the previous example succeeded in damaging one of the defending Loran troops that were disembarked in the system and survived the counterattack, so they successfully established a beachhead in the system and landed in the system.

This beachhead will allow the Human player to land their remaining embarked Mobile Infantry units to the system next turn.

4.6.4.3 Economic Disruptions

Enemy troops will attempt to seize control of strategic economic and industrial infrastructure as part of their ground combat operations. As a result, a system's output is reduced to 50% of its normal value if the total number of disembarked enemy troops in the system is greater than or equal to the number of disembarked friendly troops. If the system is already in Opposition, its system output is

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further reduced to 25% of its normal value. Ground units that are embarked onto orbiting transports are ignored for the purposes of resolving economic disruptions because they are not present on the planet's surface to contest ownership of its vital economic infrastructure.

Systems that are experiencing economic disruptions receive a -1 penalty to their *4.10.4.4 Morale Checks*, which increases their chances of losing Morale.

EXAMPLE: The Humans have disembarked four troops to the Loran controlled Kapteyn system and have three more troops embarked on transports in the system. The Lorans have six disembarked troops protecting Kapteyn. The Humans currently only have four disembarked troops to the Loran's six, so Kapteyn will not suffer any economic disruptions this turn.

However, next turn, the Humans land their remaining three troops in the system, bringing them to a total of seven disembarked troops in Kapteyn. This is greater than or equal to the number of disembarked defending troops in the system, so Kapteyn's system output is now halved due to the economic disruptions caused by the ongoing ground battle. If Kapteyn's normal system output is 15 EP, it would be now be reduced to 8 EP. If it was in Opposition, its output would instead drop all the way down to 4 EP.

4.6.4.4 Conquest of a System

A system is conquered once all defending troops disembarked to the system have been eliminated and only enemy troops remain disembarked in the system. The system's Morale is immediately reduced to zero to demonstrate organized resistance from the local population against the invaders, and control of the system is then transferred to the player with the most disembarked troops in the system. In the event of tie, the player with the highest total Defense Value of troops disembarked there will take control of the system. If there is still a tie, roll randomly to determine who takes control of the conquered system.

All construction orders the system received during the Turn Orders Phase earlier this turn are automatically canceled when it is conquered, and the economic points spent on these projects are lost. This represents loyalist forces scuttling any vessels that were under construction and destroying the construction materials to keep them out of enemy hands.

It will take many turns for a conquered system's Morale to recover, and you'll need to keep the system properly garrisoned to guard against possible rebellion and use planetary Intel to perform Counter-Insurgency missions against the system to try and improve its Morale and move it back into Good Order.

4.7 SUPPLY PHASE

The supply status of all units is checked in this phase. In order to be in supply, a unit must be able to trace a supply route to a friendly supply source or else draw supply from military supply ships or other local supply sources.

Any units that cannot trace supply will be Out of Supply (OOS) this turn and suffer the effects described in *4.7.6 Out of Supply Effects*. They may also potentially take damage due to *4.7.7 Supply Attrition*.

4.7.1 Supply Sources

Supply sources are systems that serve as logistics hubs that originate your empire's supply routes. Any Good Order Core World system (5+ Population with a Morale value greater than or equal to half its Population) controlled by your empire or a Mutual Defense partner can function as a friendly supply source. Additionally, any system that contains an active Supply Depot (see below) controlled by your empire or a Mutual Defense partner can also serve as a supply source.

4.7.2 Supply Depots

Supply Depots are orbital logistics bases used to store large quantities of consumables and coordinate their delivery to other nearby military units and colonies. They are built and deployed like any other base, but they serve a special purpose in that they turn any system they are located at into a supply source for their owner, even if their system is not in Good Order and/or does not have the prerequisite Population so long as the Supply Depot can trace a supply route to another friendly supply source. This makes Supply Depots an effective way of extending your supply lines into new sectors, or ensuring that supply continues to flow even when systems fall into disorder.

4.7.3 Supply Routes

A unit is considered to be in supply if it can trace a supply route to a friendly supply source located within three (3) jumps of its current system location. Supply routes can only be traced through Minor or Major Lanes. They cannot be traced through Unexplored or Restricted Lanes under any circumstances.

Supply routes also cannot be traced through systems that are Blockaded or otherwise contain enemy fleets unless friendly fleets are also present in the system to keep the supply routes open. The presence of an enemy base or troops in a system is not enough to prevent you from tracing supply through the system, as these units cannot actively seek out and disrupt the transports that are delivering supplies to your forces.

Defenders cannot trace supply routes into or out of a Blockaded system they control. However, if the Blockaded system is also a supply source, it will continue to resupply any friendly units present in that system.

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4.7.4 Military Supply Ships

Ships with the Supply special ability are military supply ships that can be used to resupply Out of Supply units at their current system location. This is the primary method empires use to extend supply over Restricted Lanes or into systems that are located beyond the range of friendly supply routes, especially when their forces are carrying out offensive military operations against other powers.

A Supply vessel can be used to resupply up to six (6) units per point of Supply rating. For example, a Supply 2 unit could be used to resupply up to 12 units at its system location. Note that the Supply vessel carrying out the resupply action does not automatically resupply itself and if you want it to be placed back in supply it must be included in the selection of units that it is resupplying.

After military resupply actions are completed, you will need to make a separate die roll for each Supply unit that was used to resupply friendly units this turn. On a die result of 5 or less, the Supply vessel has depleted its available logistics stores and becomes Exhausted. It will be unable to resupply friendly units on future turns while it remains Exhausted. Supply ships owned by empires with the *Deep Range Logistics* trait (like the Brindaki) receive a +2 bonus to their resupply checks which reduces the chance that their Supply ships will become Exhausted with each use.

A Supply unit will automatically remove its Exhausted status if it can trace a supply route back to a friendly supply source during a future Supply Phase. Resupplying a Supply unit using another Supply unit will NOT clear its Exhausted status.

EXAMPLE: A Human fleet consisting of 2 Prometheus BC (Supply 1), 3 Sentry CT, and 1 Javelin FT have found themselves Out of Supply while exploring new jump lanes beyond Aquarii.

The player opts to use one of the scout cruisers to resupply the fleet. As a Supply 1 vessel, the Prometheus can resupply up to six units at its location. This happens to be just how many units are in the Human fleet, so the six units remain in supply this turn.

Having finished resupply operations, they must now roll to see if the cruiser has exhausted its supply stores. The die roll is a 3, so the Prometheus has failed the roll and is now marked as Exhausted.

If the second Prometheus is used to resupply the fleet next turn and also becomes Exhausted, then both cruisers will be Exhausted and the fleet will have to move within range of a friendly supply source in order to have the Exhausted status cleared from the scout cruisers during a future Supply Phase.

4.7.5 Local Supply

Systems have a limited local supply capability that allows them to resupply a number of friendly units up to the system's Population each turn. This represents the system using its local industrial resources and supply caches to keep these units in supply.

Importantly, this allows Blockaded systems to keep a limited number of defending troops in supply so they can hunker down, dig in, and wait for reinforcements to arrive and relieve the siege. Otherwise, these units would be at risk of being starved out by *4.7.7 Supply Attrition* and eliminated without the enemy having to fire a shot.

EXAMPLE: The Kili controlled system of Branswil (Population 4) has been blockaded by a Jain fleet. The Kili have 2 Militia and 3 Light Armor units deployed to this system.

During the Supply Phase, the Kili player elects to use local supply sources to resupply four of these troops (1 Militia and 3 Light Armor). The remaining Militia unit that couldn't be resupplied by the local Population is now Out of Supply.

4.7.6 Out of Supply Effects

Out of Supply (OOS) units suffer from the following serious combat penalties due to a combination of poor maintenance, lack of replacement parts, fuel, and personnel shortages:

- Undamaged OOS units reduce all their combat factors to 50% of their normal values. Crippled units that are also OOS further reduce their non-DV combat factors to 25% of their normal values.
- OOS ships cannot move through more than one jump lane per turn, regardless of the jump lane class.
- OOS units cannot perform *4.3.4 Covert Operations*, *4.4.5 Jump Lane Exploration*, *4.4.7 Long Range Scanning*, *4.4.11 Convoy Raids*, *4.6.3 Orbital Bombardment*, or *4.8.9 Field Repairs*.

4.7.7 Supply Attrition

Ships that remain Out of Supply too long run the risk of suffering catastrophic system failures that can damage or even destroy them. This represents the slow loss of units to equipment breakdowns, desertion, etc. Given enough time, all of a player's forces in a system may eventually be lost to attrition.

Roll a die for each system where your empire has one or more Out of Supply units. If the die result is less than or equal to the number of Out of Supply units you control in the system, randomly select one of those units to take damage. Full strength units become crippled, and crippled units are destroyed.

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EXAMPLE: A Rallax expeditionary fleet containing six units has found itself Out of Supply (OOS) in the Andromeda system. A die roll is made during the Supply Phase to see if any of the Rallax units have suffered a break down from supply attrition. The die roll is a 3, which is less then or equal to the number of OOS units in the system (6). One of these Rallax units is randomly chosen to take damage. The randomly selected unit is already crippled, so it is destroyed as a result of this damage.

4.7.8 Blockades

A system is automatically Blockaded when the total number of enemy ships present in the system is greater than the number of defending ships. A Blockaded system's output is reduced to half its normal value so long as the blockade is maintained. The system's owner will still earn some income from the system because while the blockade disrupts some of the planetary economy there are still some independent industries that can keep producing, and resources from the system can be snuck out from the blockade via fast civilian blockade runners.

Additionally, a Blockaded system's Trade value is reduced to zero so it won't generate any trade income for any of the trade routes that visit the system, even if the blockade is being enforced by an otherwise friendly power.

Defenders in a Blockaded system cannot move out of the system until the blockade itself is lifted. They are effectively trapped in the Blockaded system and will have to fight their way out or else wait for reinforcements to arrive and break the blockade.

Fast ships are an exception to this rule, and they can always move in or out of a system even if the system is currently Blockaded. Ships operated by empires with the *Fast Drive Systems* trait (such as the Graal) can also freely leave Blockaded systems as long as the force blockading the system does not also have the *Fast Drive Systems* trait.

Supply cannot be traced into or through Blockaded systems. If the Blockaded system is itself a supply source, then it can continue to resupply friendly units that are located in that same system but it cannot be used to resupply friendly units in other nearby systems because they can't trace a supply route due to the enemy blockade.

Blockading a system is an effective way to deny resources to your enemy, even if you do not have the troop strength to try and capture the system. It can also be used to trap enemy fleets in the system to prevent them from escaping and joining up with other forces in other nearby systems.

4.8 CONSTRUCTION PHASE

The Construction Phase is where players resolve the construction orders they issued as part of their turn orders this turn to purchase, repair, scrap, activate, or deactivate units. Units that complete construction during this phase are then deployed so they will be available to be assigned to fleets and receive orders next campaign turn.

4.8.1 Construction Capacity

Construction capacity represents the raw economic ability to allocate resources towards large-scale military construction projects. Construction sources, including systems, shipyards, and convoys, provide construction capacity that can be used to purchase, repair, and/or reactivate units, and the maximum number of economic points that can be spent on construction projects at a system or shipyard is equal to its construction capacity.

Empires with the *Industrious* trait (Rallax) receive a +50% construction capacity bonus to all construction sources they control, while empires with the *Corrupt* trait (Graal) receive a -50% construction capacity penalty to all construction sources they control.

If a system does not have enough construction capacity available during the Construction Phase to complete all of its construction orders (for example, due to the loss of Population, Shipyards, or Convoys this turn), the owning player must determine which of their orders are completed and which are delayed or canceled. Delayed construction orders can be completed on future turns, while canceled orders will be partially refunded, returning an amount of economic points equal to 50% of the unit's original construction cost.

4.8.2 Construction at Shipyards

Shipyards are used to build ships and fighters (but not bases or troops). Each Shipyard has 24 construction capacity, which means it can be used to build or repair up to 24 EP of ships and fighters each turn. This is enough capacity to build three heavy cruisers, four light cruisers, six frigates, or any combination of these units that have a total construction cost of up to 24 EP. Importantly, it's enough construction capacity to allow a Shipyard to build a single titan class vessel, which is the largest class of warship normally available in the game.

Multiple Shipyards in the same system can combine their construction capacities to accommodate more efficient construction. For example, a system with two Shipyards would have 48 construction capacity, allowing it to build or repair up to 48 EP of ships and fighters each turn.

Shipyards can only be used to build or repair units if they are in supply and can trace a supply route back to a friendly supply source. This ensures the Shipyard has ready access to the manpower and resources needed to continue working on their assigned construction projects.

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EXAMPLE #1: The Loran Shipyard in Kapteyn is in supply and available for construction. The Loran player chooses to build 2 Wrath CA costing 9 EP each for a total of 18 EP. This leaves 6 EP that can be spent to purchase 3 Avenger LF costing 2 EP each. The Shipyard's construction capacity limit for the turn has now been met and the Shipyard couldn't perform any additional construction this turn.

EXAMPLE #2: On the next campaign turn, a Human fleet moves into Lacaille and cuts off supply to Kapteyn, forcing the Shipyard Out of Supply and preventing it from performing any construction during the Construction Phase that turn.

4.8.3 Construction at Systems

Ships, fighters, and bases can be built using planetary industry. Each system has a total construction capacity available equal to half its system output. For example, a system with an output of 50 EP would have 25 construction capacity.

Planetary construction projects however require extensive prefabrication and completed units must then be lifted into orbit for final assembly. This effectively doubles the cost of all units that are built using planetary industry except for those with the Atmospheric trait, which are built at their normal cost, as these units can be launched into orbit under their own power without incurring any additional costs.

Systems cannot be used to build or repair units when they are Blockaded unless they are themselves supply source systems, at which point they have sufficient economic infrastructure to keep their planetary industry resupplied and functioning despite the enemy blockade.

EXAMPLE: The Loran colony in Kapteyn has 4 Population and 2 RAW, giving it a total system output of 8 EP and a construction capacity of 4. It would cost 4 EP to build a Hero AB (Cost 2) in Kapteyn because this attack boat is non-Atmospheric. Meanwhile, the Avenger LF (Cost 2) is Atmospheric, so it could be built in the system at its listed cost.

4.8.4 Remote Base Construction

Convoys can build bases (including civilian bases such as Shipyards and Supply Depots) in any system as long as they can trace a supply route back to a friendly supply source and there are no enemy fleets present in the system to interfere with their construction projects. Convoys can build bases in both inhabited and uninhabited systems, which allows players to build bases in systems that may not otherwise be worth colonizing but are still worth having a base present to assert control. These Convoys are effectively operating a construction pipeline moving workers and raw materials to the system where the base is being built while it is under construction.

Each Convoy assigned to remote base construction operations provides 12 construction capacity that can be used to build bases at their current system location. Multiple Convoys can combine their construction capacities to build larger bases. A Convoy can also use *4.8.5 Partial Construction* to allocate economic points towards the construction of a base over multiple campaign turns, which would allow a single Convoy to build even the largest base given enough time.

Bases built using Convoys are purchased at their standard construction costs, not twice their construction cost as is the case for bases built using planetary construction capacity. This makes remote base construction the most cost effective option for building new bases.

If a Convoy is destroyed or retreats from a system before it can complete construction of a base, all of the economic points spent on the project are lost as the Convoy is forced to scuttle the base and any remaining resource stockpiles before they leave the system.

EXAMPLE: The Kili has moved a Convoy into the Luyten system to build a base. This Convoy has 12 construction capacity, which will allow it to purchase 2 Buckler OWP (Cost 4) for a total of 8 EP, or a single Rampart BS1 (Cost 9) for 9 EP.

The Kili Convoy could not purchase a larger Palisade BS2 (Cost 14) in a single turn, because its cost exceeds the Convoy's available construction capacity. However, the Convoy could use 4.8.5 Partial Construction *to allocate 14 EP over multiple turns to complete construction of this larger base.*

If the Kili Convoy was forced to retreat from the system this turn before the work was complete, the Kili would recover half the economic points spent on the bases.

4.8.5 Partial Construction

Economic points can be allocated towards the construction of a unit over multiple turns in order to allow a system, shipyard, or convoy to build units even if they do not have enough construction capacity to accommodate the unit's full construction cost. For example, if a system with 8 construction capacity is building a base that costs 24 EP, it could spend 8 EP per turn over three turns in order to complete construction of the base.

Units being built using partial construction can be left incomplete for multiple turns with no economic points spent on them only to have the remaining points spent on a later turn to complete their construction. The unit will simply remain in an incomplete state until its full construction cost has been paid. However, if a Shipyard or Convoy is destroyed while performing partial construction

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on a unit then the unit they were building will also be destroyed, and none of the economic points spent on it will be refunded (the points are simply lost).

If a system is conquered by another power, any incomplete units under construction there are automatically captured. On a future turn, the conquering player may choose to either finish paying to complete the unit or else scrap it to recoup some of the resources spent on it so far.

EXAMPLE: The Kili Convoy in Luyten is building a Palisade BS2 (Cost 14), but this unit's construction cost exceeds its own construction capacity. The Kili player will use partial construction to spend 7 EP on one turn and an additional 7 EP on the second turn in order to complete construction of this base.

If the Kili Convoy was destroyed by Raiders during the Movement Phase of the second turn, the Kili player will lose both the Convoy and partially completed base along with all the economic points they had already spent on the base.

4.8.6 Purchasing Convoys

Convoys are not "built" but rather requisitioned from your empire's civilian fleet network. Convoys can be purchased for 20 EP in any Good Order supply source system your empire controls. You can only purchase a single Convoy in a system each turn. This restriction represents that there are a limited number of civilian ships available for hire in any given supply source system at one time.

Empires with the *Expansionist* trait (Graal) are an exception to this rule, and they can purchase two Convoys per turn in each Good Order supply source system, and their Convoys cost half the normal amount (10 EP).

Convoys cannot be purchased in systems that are in Opposition or Rebellion because non-essential civilian transports actively avoid these systems due to their inherent political instability. What civilian transports are found operating in these systems are already tasked with other critical missions (such as delivering military supplies from nearby supply sources) and cannot be requisitioned for other purposes.

EXAMPLE: The Kili can purchase one Convoy per turn in Kilwa (Population 10, Morale 8) because it meets the requirements to be a Good Order supply source system. Meanwhile, they couldn't purchase a Convoy in Luyten (Population 3, Morale 2) because while the system is in Good Order it does not have enough Population to qualify it as a supply source system. However, if there was an active Supply Depot in Luyten, then the Kili would be able to purchase a Convoy there.

4.8.7 Purchasing Troops

Troops may be purchased in any system your empire controls, and the maximum construction cost of ground units you may purchase in a system each turn is equal to its current Population value. Troops are purchased at their normal construction cost in Good Order systems or at twice their normal construction cost in Opposition systems. This cost penalty represents that anti-government sympathies among the colonists make it much harder to organize new armies there. New troops cannot be recruited at all in systems that are currently in Rebellion. All troop costs count against the system's available construction capacity.

EXAMPLE: The Brindaki colony at Cepheus has 4 Population and 2 Morale, which means that it is currently in Good Order (as its Morale is greater than or equal to half its Population). The Brindaki player could purchase up to 4 EP of troops each turn in Cepheus. If Cepheus lost Morale it would now be in Opposition and the Brindaki could still purchase up to 4 EP of troops per turn but troops costs would be doubled. And if the system were to go into Rebellion, the Brindaki player would no longer be able to purchase troops there at all!

4.8.8 Repairs

Crippled military units can be repaired to restore them to an undamaged state. The cost to repair a crippled unit is equal to 25% of its original construction cost. These repair costs count against the construction capacity of the system or shipyard that is performing the repairs.

Ships and fighters must be repaired at Shipyards, howver Atmospheric ships and fighters can be repaired using system construction capacity instead of using a Shipyard, and in these cases their repair costs count against the construction limits of the system itself.

Bases meanwhile can be repaired at the standard cost regardless of their location, however they can only be repaired if they are able to trace a supply route to a friendly supply source (this ensures the base has access to the necessary supplies to complete the repairs).

Troops can only be repaired using system construction capacity (not at Shipyards), and they can only be repaired when they are disembarked to friendly systems.

Units that received repair orders during the Turn Orders Phase this turn and are currently being repaired cannot move during the Movement Phase or participate in combat during the Combat Phase this turn, nor can they retreat from the system. They are automatically captured if all other friendly units are destroyed or retreat from the system and only enemy fleet units remain in the system at the end of the Combat Phase. These captured units remain in a crippled state, as their repairs could not be completed before they were captured by enemy forces.

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EXAMPLE #1: A Human Prometheus BC has been crippled during a battle with the Jains. This ship has a construction cost of 9 EP, which means it will cost 3 EP to repair it at a friendly Shipyard. It could not be repaired by a friendly system because the ship does not have the Atmospheric ability.

EXAMPLE #2: A Human Sparta FF was crippled during the same battle as the Prometheus from the previous example. The Sparta has a construction cost of 4 EP, giving it a repair cost of 1 EP. Unlike the Prometheus, the Sparta has the Atmospheric ability so it can be repaired using a system's construction capacity instead of at a Shipyard.

EXAMPLE #3: A Jain Harbor battlestation (Cost 18) was crippled during the fight with the Humans and needs to be repaired. It can trace a supply route back to a friendly supply source system, so it can be repaired this turn at a cost of 5 EP.

4.8.9 Field Repairs

Supply and Hospital units can be used to carry out field repairs on crippled military units without the need for any additional system infrastructure. Supply units can repair crippled ships, fighters, and bases, while Hospital units can only repair crippled troops.

The total cost of field repairs these units can perform each turn is equal to their special ability rating. For example, a Supply 2 unit could perform up to 2 EP of repairs on crippled ships, fighters, or bases at their system location (but not troops), while a Hospital 3 unit could perform up to 3 EP of repairs on crippled ground units (but not ships, fighters, or bases). Multiple units may combine their special ability factors to perform more expensive repairs. Field repair units may use *4.8.5 Partial Construction* to allocate economic points over multiple turns to complete larger repairs.

Supply and Hospital units may only perform field repairs when they are in supply and can trace a supply route back to a friendly supply source. This requirement demonstrates that these repair operations require these units to have access to their empire's supply network so they can source the raw materials and equipment needed to complete these field repairs.

They also cannot perform field repairs if they are currently carrying other units as cargo, as this would leave them with no additional cargo capacity available to use to carry the personnel and equipment required to contribute towards field repair operations.

If field repairs are performed on a crippled troop that is currently embarked on a Hospital, the repaired troop will automatically disembark to their system location once these repairs are complete. If the Hospital ship is in an enemy controlled system and there is not a friendly beachhead present or otherwise in a system where the troops cannot disembark, then the field repair orders will be automatically canceled because the troops will have nowhere to deploy to after their repairs are complete.

EXAMPLE #1: The Kili have two Canteen FF (Supply 1) ships in the Draconis system. The ships are in supply and can trace a supply route back to a friendly supply source, and they are not currently carrying any other units as cargo.

These two Supply frigates can perform up to 2 EP of field repairs per turn, so the Kili player orders them to repair a damaged Vault CL (repair cost 2) that is located in the system.

EXAMPLE #2: Building on the previous example, the two Canteens could be used to repair a crippled Watchman BC (Cost 10). This battlecruiser has a repair cost of 3 EP, and the two Canteens can only complete up to 2 EP of field repairs per turn, but they could spend 2 EP this turn and 1 EP next turn to complete these repairs.

4.8.10 Refits

Units of the same hull type (ex: DD, CA, BC, etc.) can be refit from one class to another at a refit cost equal to 25% of the construction cost of the new unit class. This allows players to upgrade existing ships to a new version of a hull once it is upgraded at a lower point cost compared to scrapping the original ship and then building a new one.

Ship and fighter refits may only be completed at Shipyards (i.e., they cannot be performed using system construction capacity), and these refit cost counts against the Shipyard's available construction capacity this turn.

Base refits may be completed by systems (*4.8.3 Construction at Systems*) or Convoys (*4.8.4 Remote Base Construction*), however the refit costs are doubled when they are performed by a system to reflect the increased cost of lifting components into orbit after they are manufactured on the ground.

Troops can be refit if they are disembarked to a system your empire controls, but these refits can only be used to upgrade a troop to an upgraded version of the same type. For example, you can upgrade from a Marine-I to a Marine-II, but not into a Light Armor. Troop refit costs count against your troop construction limits in that system this turn (*4.8.7 Purchasing Troops*).

EXAMPLE: A Human Alexandar CA (8 EP) can be refit into a Heracles CA (9 EP) at a cost of 3 EP because they are both CA hulls. However, an Alexandar CA could not be refit into an Odysseus CL because the two units do not have the same hull type (CA vs. CL).

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4.8.11 Scrapping

Units may be scrapped (or scuttled) to remove them from play and try to recover some of the economic points spent on their original construction.

Units that are scrapped in a system that is controlled by your empire or one of your allies recover a number of economic points equal to 50% of their original construction cost. Incomplete units that are being built using *4.8.5 Partial Construction* may also be scrapped to recover 50% of the economic points already spent on them. Your empire will receive these points as Miscellaneous Income in the next Economic Phase. The amount of economic points earned from scrapping units is not affected by whether or not the unit is currently crippled.

Units scrapped in systems not controlled by your empire are instead scuttled (not scrapped) and in these cases no economic points are recovered. In both cases, the scrapped units are eliminated and removed from play.

Mothballed units may be scrapped without first reactivating them. This spares you the hassle and expense of having to reactivate a unit before it is scrapped.

EXAMPLE #1: A crippled Human Victory BC (Cost 10) is being scrapped at the Sol shipyards. Sol is controlled by the Human player, so they will recover 5 EP from scrapping the battlecruiser.

EXAMPLE #2: The Lorans are being forced to scuttle a pair of Defiance FF in the enemy controlled Altair system in order to reduce their overall maintenance burden. Because Altair is not controlled by the Lorans or one of their allies they will not recover any points from scrapping these frigates there.

4.8.12 Mothballing

Mothballing is the process of taking a ship or fighter out of Active service and placing it into the reserves. Mothballed units have their weapons and various other important systems stripped out and stored on-site in anticipation of the day when they may need to be reactivated.

Ships and fighters normally must be mothballed at a friendly Shipyard. However, Atmospheric ships and fighters can be mothballed at any friendly supply source system. Crippled ships and fighters cannot be mothballed until they are repaired.

It does not cost anything to mothball a ship or fighter, but you must still pay the unit's full maintenance on the turn it is mothballed. Each unit requires construction capacity equal to 25% of its construction cost at a system or shipyard on the turn it is ordered to go inactive. In the case of ships, any fighters or attack boats they are carrying when they are deactivated can be mothballed with them, but these additional units will require construction capacity on the turn they are mothballed (the cost of the fighters is added to that of their carrier for the purposes of calculating this construction capacity requirement). A mothballed unit costs nothing to maintain and has an effective maintenance cost of zero.

If you want to reactive a unit, you must pay a number of economic points equal to 25% of its construction cost and it will require construction capacity during the reactivation process at the system or shipyard where it is currently mothballed. Units that are being activated or deactivated are considered to be under construction this turn and may not participate in combat until their reactivation order is complete and they are fully deployed.

Any units that are mothballed in a system when it is conquered by another power are automatically captured by the enemy forces when they take possession of the system. The new owner will have the opportunity to reactivate or scrap them in a future turn.

Only ships and fighters may be mothballed. Bases, troops, and civilian units cannot be mothballed and must instead be scrapped if you want to remove them from service.

EXAMPLE: The Tirelons have just finished fighting a war against the Lorans and need to mothball some of their fleet to reduce their maintenance costs. The Tirelons moved 2 Crusader BB (Cost 12) and their 8 Doomsday HF (Cost 4) into the Tirekamaba system last turn and are now ordering them to be mothballed at that system's orbital shipyards.

The Tirelon player must pay the full maintenance cost of these units this turn while they are being mothballed. These units have a total construction cost of 56 EP, which means they will require 14 construction capacity at the shipyards this turn to deactivate them. This deactivation order is completed during the current Construction Phase and the units become inactive and will remain in mothballs until they are reactivated on a later turn. No maintenance expense will be paid for the units while they are mothballed.

If two years later the Tirelons find themselves back at war with the Lorans, the Tirelon player may reactivate the units by spending 14 EP. They will return to active duty during the Construction Phase that turn, and the Tirelons will resume paying maintenance costs for them in the Economic Phase of the following turn.

4.8.13 Deploy New Construction

Units that were purchased, repaired, or reactivated this turn are deployed to the system locations where they were completed and will be available to receive orders and perform actions next turn. You will be able to assign these units to fleets during the next Turn Orders Phase.

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4.9 TECH PHASE

This is the phase where you update your empire's *4.9.1 Tech Pool* to add any additional *4.9.2 Tech Investment* points it earned this turn and then check to see if it has accumulated enough tech investment to purchase a *4.9.3 Tech Advancement*. It is important for any power to maintain an ample level of tech investment or risk falling behind their neighbors.

4.9.1 Tech Pool

Each empire has a Tech Pool which is used to store its accumulated tech investment points. These points are automatically spent to purchase new tech advancements once the number of points in the Tech Pool is greater than or equal to the empire's Tech Advancement Cost (TAC).

4.9.2 Tech Investment

Each turn, you may spend economic points from your Point Pool to fund technology research. The maximum amount of tech investment points you can purchase each turn is equal to 50% of your empire's total system income at the start of the turn. All the economic points spent on tech investment are added to your empire's Tech Pool at the start of the Tech Phase.

4.9.3 Tech Advancement

Each player must check to see if their empire has enough tech investment points in its Tech Pool to earn a new tech advancement this turn.

4.9.3.1 Tech Advancement Cost (TAC)

Each empire has a Tech Advancement Cost (TAC) equal to twice its total system income at the start of the current campaign turn. Empires with the *Brilliant* trait (Kili) reduce their TAC by 30%, while those with the *Uncreative* trait (Tirelons) instead increase their TAC by 30%.

You will earn a tech advancement during the Update Phase if the number of points in your Tech Pool is greater than or equal to your empire's TAC.

4.9.3.2 Tech Advancement Effects

When your empire earns a tech advancement, first reduce your Tech Pool by an amount equal to your TAC to pay for the tech advancement. You then have the choice of researching a new unit class of your choice from your empire's force list or upgrading an existing unit class that you have previously researched.

EXAMPLE: The Humans had a total system income of 80 during the Economic Phase this turn. This gives them a Tech Advancement Cost (TAC) of 160 points. They started the turn with 152 points in their Tech Pool and then spent 16 EP on tech investment as part of their turn orders. They have researched all of the units on their force list that have an ISD of 3005 or less.

During the Tech Phase, the additional tech investment points the Humans purchased this turn are added to their Tech Pool. This increases the total tech investment points in their Tech Pool from 152 to 168, which is greater than their TAC (160) which means they will earn a tech advancement this turn.

The Human's Tech Pool is reduced by an amount equal to their TAC, leaving them with 8 points of tech investment in their Tech Pool that will go towards their next tech advancement.

The Human player then gets to decide if they want to research a new unit on their force list or else upgrade an existing unit.

4.9.3.3 Researching New Units

Tech advancements can be used to research additional units on your empire's force list, giving you more building options in future campaign turns.

When looking at your empire's force list, there is a "R?" column that is used to identify whether or not a unit class has been researched. Units with an "X" in the "R?" column have already been researched by your empire, while those that don't are classes that remain to be researched.

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Unit Tech Level Upgrade Table

Unit Type	*Class*	*Hull*	*Early Years*	*TL1*		*TL2*		*TL3*		*TL4*		*TL5*		*Ancient*
Ship	Attack Boat	AB	5	6	(+1)	7	(+1)	8	(+1)	9	(+1)	10	(+1)	12
Ship	Corvette	CT	5	6	(+1)	7	(+1)	8	(+1)	9	(+1)	10	(+1)	12
Ship	Frigate	FF	7	8	(+1)	9	(+1)	10	(+1)	11	(+1)	12	(+1)	16
Ship	Destroyer	DD	9	10	(+1)	11	(+1)	13	(+2)	14	(+1)	15	(+1)	20
Ship	Light Cruiser	CL	11	12	(+1)	14	(+2)	15	(+1)	17	(+2)	18	(+1)	24
Ship	War Cruiser	CW	13	14	(+1)	16	(+2)	18	(+2)	19	(+1)	21	(+2)	28
Ship	Heavy Cruiser	CA	14	16	(+2)	18	(+2)	20	(+2)	22	(+2)	24	(+2)	32
Ship	Battlecruiser	BC	16	18	(+2)	20	(+2)	23	(+3)	25	(+2)	27	(+2)	36
Ship	Battleship	BB	18	20	(+2)	23	(+3)	25	(+2)	28	(+3)	30	(+2)	40
Ship	Dreadnought	DN	22	24	(+2)	27	(+3)	30	(+3)	33	(+3)	36	(+3)	48
Ship	Superdreadnought	SD	27	30	(+3)	34	(+4)	38	(+4)	41	(+3)	45	(+4)	60
Ship	Titan	TN	36	40	(+4)	45	(+5)	50	(+5)	55	(+5)	60	(+5)	80
Fighter	Light Fighter	LF	5	6	(+1)	7	(+1)	8	(+1)	9	(+1)	10	(+1)	12
Fighter	Medium Fighter	MF	7	8	(+1)	9	(+1)	10	(+1)	11	(+1)	12	(+1)	16
Fighter	Heavy Fighter	HF	9	10	(+1)	11	(+1)	13	(+2)	14	(+1)	15	(+1)	20
Fighter	Superheavy Fighter	SHF	11	12	(+1)	14	(+2)	15	(+1)	17	(+2)	18	(+1)	24
Base	Orbital Wpn Pltfm	OWP	9	10	(+1)	11	(+1)	13	(+2)	14	(+1)	15	(+1)	20
Base	Outpost	BS1	18	20	(+2)	23	(+3)	25	(+2)	28	(+3)	30	(+2)	40
Base	Starbase	BS2	27	30	(+3)	34	(+4)	38	(+4)	41	(+3)	45	(+4)	60
Base	Battlestation	BS3	36	40	(+4)	45	(+5)	50	(+5)	55	(+5)	60	(+5)	80
Base	Star Fortress	BS4	45	50	(+5)	56	(+6)	63	(+7)	69	(+6)	75	(+6)	100

If you are using a tech advancement to research a new unit, you would choose a unit on your force list that has not been researched and put an "X" in its "R?" box. That unit class is then researched and is available to be purchased on a future campaign turn.

The In-Service Date (ISD) of the unit does not matter when choosing which unit class to research, as those are only used when setting up the campaign (*3.4 Tech Year*) or using *5.18 Historical Tech Advancement*.

Note that there are some units on your force list that will always be researched at the start of the campaign, and these are indicated with a pre-checked box. This ensures that empires always have access to these basic units, no matter what the starting Tech Year for your campaign is.

EXAMPLE: The Human player chooses to use their tech advancement to research a new unit. They already have researched all of their units with a ISD of 3005 or earlier, but the Human player can choose any of the other units on their force list to research (regardless of their listed ISD).

The Human player decides to research the Zeus DN. They put an "X" in the box in the "R?" column on their force list to indicate the class has been unlocked.

4.9.3.4 Upgrading Units

A tech advancement can also be used to improve an existing unit class rather than unlocking an entirely new unit class. Upgrading an existing unit will create a new unit class with a Tech Level (TL) one level higher than that of the existing unit. For example, upgrading a Tech Level 1 (TL1) unit would create a new TL2 unit based on the original design. All of the units on the included empire force lists start at a base TL1 so your first unit upgrade will create a new TL2 unit class. You can only upgrade units that you have previously unlocked or upgraded.

When you upgrade an existing unit class, you will receive a number of Ability Points (AP) based on the unit's class and Tech Level (as shown on the above table) that you can spend to improve its combat factors and special abilities. When referring to this table, the number in parentheses for each Class/Tech Level combo is the number of AP points gained by the upgrade, while the preceding number is the total AP a unit of that class has. For example, if you upgrade a Battleship-I to a Battleship-II it will gain 3 AP to spend on new abilities, giving it a total of 23 AP spent on its combat factors and special abilities when you've finished upgrading the class.

AP can be used to increase any of a unit's combat factors (Defense Value, Anti-Ship, or Anti-Fighter for ships, or Defense and Attack for troops) by 1 for each AP point

spent. AP can also be spent to improve a unit's rated special ability factors (e.g., those special abilities that have a factor value), with the unit gaining 1 to the special ability factor for every 2 AP applied. A unit's allotted AP may be split between combat factors and special ability upgrades as you see fit. Future supplements may introduce new rated special abilities with variable AP costs and in those cases their descriptions will indicate how many AP are required to improve them.

Note that units cannot gain additional special abilities as part of an upgrade, only improve ones they already have. This reflects that units must be built with these special abilities in mind and cannot normally be retrofitted to use them at a later date.

Troops and civilian units can also be upgraded using tech advancements. Unlike ships, fighter, and bases, these units always receive 2 AP to spend on unit upgrades regardless of their size or cost.

These technology upgrades create a new unit class, and you will need to build new ships or refit existing units to make use of the upgraded technologies. A Roman numeral is added to the name of the class to track its Tech Level, for example an upgraded TL2 Achilles CL would be tracked as an Achilles-II (with the original TL1 Achilles then becoming the Achilles-I).

The maximum Tech Level any unit can possess is Tech Level 5 (TL5), and TL5 units cannot be further upgraded during a campaign. Rules for advancing units further may be explored in a future supplement.

EXAMPLE #1: The Human player decides to use a tech advancement to upgrade an existing unit on their force list. They have already researched all of the units that have an ISD of 3005 or earlier, and of those available units the Human player chooses to upgrade the Achilles CL.

The Achilles CL is a basic TL1 unit and is being upgraded to TL2. Looking at the upgrade table, we see that light cruisers gain +2 AP at TL2 which means the player has 2 AP to spend on upgrades for the ship. They choose to spend the AP to increase its Carrier factor by 1 (to 2). The rest of its combat factors remain unchanged. This upgraded unit becomes the Achilles-II, while the existing model becomes the Achilles-I.

EXAMPLE #2: Instead of upgrading a ship, the Human player opts to upgrade one of it troops, in this case their Mobile Infantry. This unit receives a flat 2 AP to spend on upgrades. The Humans choose to give the unit a +1 bonus to both its Defense and Attack values, increasing them to 5 and 9, respectively. This new unit becomes a Mobile Infantry-II.

Unit upgrades give you a second way to utilize tech advancements that goes beyond simply unlocking new unit classes on your empire's force list. They also provide an option for improving troops and civilian units, something that is normally impossible.

For players trying to simulate specific settings, it also gives you a tool for demonstrating tech increases from one generation to another. In these cases, the "upgraded" ships may indeed represent entirely new ship classes that simply fill a similar mission role to the vessel they are replacing.

4.9.3.5 Early Years Technology

Units operated by *4.4.10 Raiders* and *5.1 Independent Systems* are inferior to those fielded by the major powers. These "Early Years" units have poorer defenses and weapons, but they also lack jump drives – which means their units cannot move through jump lanes on their own and are treated like Convoys for the purposes of jump lane movement (*4.4.4 Convoy Movement Restrictions*).

To represent their poorer tech level, Early Years units receive fewer AP to spend on abilities. The "Early Years" entry on the upgrade table shows the total AP these units receive. In general, they have 10% fewer AP available compared to TL1 ships fielded by the players. They are also equipped with old, obsolete sensors and datalink systems which make it harder for them to effectively coordinate during battle, which gives them a -1 Command Rating penalty.

In the event a CM would need to allow a Raider fleet or Independent System (or a power using their units) to upgrade via tech advancement, this upgrade would increase them to TL1 and they would gain the number of points shown in parentheses in the TL1 column. The existing low tech unit class would then append a "-E" to its name, to indicate that it was built at an "Early Years" level of technology. The TL1 upgrade will also increase the unit's Command Rating by 1, effectively removing the previous command penalty.

Early Years troops are not as strong as those fielded by the major powers, and as such they receive a -1 Defense and Attack penalty compared to the standard troops fielded by player empires. This modifier is already reflected in the combat factors of troops on these force lists.

4.9.3.6 Ancient Technology

Ancient level civilizations (such as the Harbingers) exceed the normal Tech Level limitations and have AP values twice that of a TL1 unit of the same size. For example, an Ancient heavy cruiser would have 32 AP to spend on abilities (versus 16 AP at TL1). Ancient units also receive a +1 Command Rating bonus to represent their superior command and control capabilities. Similarly, Ancient

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troops have twice the normal combat factors of standard troops. These bonuses ensure that Ancient powers will remain extremely formidable opponents even against the endgame units deployed by the major powers.

Ancient level technology is assigned an "X" Tech Level, and units that are somehow upgraded to make use of this technology will have an "-X" added to the end of their unit class name to clearly denote their expanded capabilities.

4.10 END OF TURN PHASE

During this phase, players complete the *4.10.1 System Improvements*, *4.10.2 Jump Lane Upgrades*, and *4.10.3 Jump Lane Downgrades* orders their empires declared as part of their turn orders earlier this turn.

Afterwards, you check the *4.10.4 Morale & System Loyalty* of the colonies in the game to see if they are in Good Order or Opposition before rolling Morale Checks to see if Morale has shifted in these systems due to campaign events this turn. Systems that are at 0 Morale then are checked for *4.10.5 Rebellion*.

Next, Convoys that are establishing new colonies (*4.10.6 Colonizing a System*) are dismantled and new colonies created in previously uninhabited systems.

Finally, at the end of this phase, you resolve *4.10.7 Special Events* and *4.10.8 Update Asset Sheets* before performing a *4.10.9 Victory Check* to see if anyone has achieved the victory conditions for the campaign scenario. If so, then a winner is declared and the game ends. Otherwise, play continues to the next campaign turn.

4.10.1 System Improvements

You may spend economic points to permanently improve the system attribute values of the inhabited systems your empire controls. The four types of system improvements you can purchase at your colonies are described below:

- **Capacity Increase:** These are terraforming projects intended to increase the habitability of a system and increase the system's Carrying Capacity by 1. The cost for this improvement is equal to 10 times the system's new Carrying Capacity value. Additionally, for each Capacity Increase completed roll a die and on a 8+ the system's RAW also increases by 1, representing a fundamental shift in the system's habitability.
- **Population Increase:** This is an expansion of the colony's economic infrastructure that increases both the system's Population and Morale values by 1, representing the growth of the colony as additional workers move to the system and find employment. The cost for this improvement is equal to 10 times the system's new Population value.
- **Intel Increase:** This is the recruitment of additional intelligence operatives to carry out covert operations or defend a system against enemy infiltration efforts. This increases the Intel value of the system by 1. The cost for this improvement is equal to 5 times the system's new Intel value.
- **Fortification Increase:** This funds the construction of additional planetary defenses for the system to better protect it against enemy bombardment, increasing its Fortification value by 1 at a cost equal to 5 times the system's new Fortification value.

System improvements cannot increase a system attribute if it is already at its current maximum value. In most cases, this means you would have to increase the system's Carrying Capacity before you would be able to improve any of the system's other attributes. For example, a system with 4 Carrying Capacity and 4 Population could not purchase a Population Increase because its Population is already equal to its Carrying Capacity.

System improvements are always completed on the same turn they are purchased. System improvements will be canceled if the system was conquered or destroyed during the Combat Phase this turn, if the system is currently Blockaded by an enemy fleet, or if the improvement would increase a system attribute beyond its maximum value. The player is refunded half the economic points spent on the improvement, with these points being recorded as Miscellaneous Income during the next Economic Phase.

Some empires have traits that will increase or decrease the cost specific system improvements. For example, the Kili *Fast Breeders* trait reduces the cost of Population Increases by 30%, so it costs them less to improve the Population values of their colony worlds. Meanwhile, the Senorian *Slow Breeders* trait increases the cost Population Increases by 30%.

EXAMPLE #1: The Human player wants to increase the Population in Proxima, which currently has 2 Population. The cost to perform a Population Increase in Proxima would be 10 times the new Population value (3) for a total of 30 EP.

EXAMPLE #2: In the previous example, if a Loran fleet moved into Proxima and blockaded the system this turn, then the Population Increase purchased in the system would be automatically canceled because Proxima is now Blockaded. The Human player would then be refunded 15 EP as Miscellaneous Income during the next Economic Phase.

EXAMPLE #3: The Yuletarri player wants to increase the Fortification value in Deneb, which currently has 4 Fortification. It normally would cost 25 EP to increase the system's Fortification value to 5, however the Yuletarri's Orbital Bulwarks *trait halves the cost of Fortification Increases which reduces the cost of this improvement to 13 EP.*

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4.10.2 Jump Lane Upgrades

Jump lanes can be upgraded by spending economic points to build new jump relays or expand existing relays to allow for faster travel times. Upgrading jump lanes has several benefits. It allows for faster movement between connected systems and for supply routes to be traced into nearby systems to keep friendly units in supply. Convoys also can only operate trade routes over Major Lanes, which requires the player to upgrade jump lanes in order to setup new trade routes (empires like the Brindaki that have the *Far Traders* trait can operate trade routes over both Major Lanes and Minor Lanes, which makes them a partial exception to this rule).

It costs 20 EP to upgrade a jump lane by one level (Restricted to Minor, or Minor to Major) if there are friendly Scout ships at each end of the lane supporting the jump lane upgrade action. These Scout ships cannot have performed any movement orders during the Movement Phase this turn and must be fully committed to supporting the lane upgrade. This cost is increased to 30 EP per jump lane upgrade if Scouts are not available. A jump lane can be upgraded multiple times per turn, but each upgrade must be paid for in full.

Scouts are required to upgrade jump lanes that do not connect to at least one system that is controlled by your empire, and you cannot upgrade a jump lane if it connects to a system that is controlled by another power unless you have a political state of Trade or higher with them. This helps to represent that two empires that have poor relations will not allow one power or the other to upgrade jump lanes between their systems, however if relations have improved to the point that Trade relations have been established then there is a clear desire to upgrade these lanes and open up trade routes between their empires. At that point, the two empires are willing to work together to see that the jump lanes are upgraded to facilitate trade.

Unexplored Lanes cannot be upgraded at all because by definition no one knows where they are, where they go, or even if they really exist at all. They must be successfully explored before they can be upgraded.

If a jump lane upgrade is interrupted and cannot be completed (such as because one of the Scouts that was performing the upgrade was forced to retreat from the system or was destroyed), you will be refunded half the economic point cost of the upgrade as Miscellaneous Income in the next Economic Phase. The remaining resources are lost.

Only Scout ships can be used to support jump lane upgrades because Scout fighters, attack boats, and bases lack the jump drives required to coordinate these jump lane upgrades.

Empires with the *Gifted Explorers* trait (Humans) are more adept at mapping and upgrading jump lanes, which halves the cost of all jump lane upgrades they perform.

EXAMPLE #1: The Tirelons are upgrading the Minor Lane between Tirekamaba and Teleko to turn it into a Major Lane. They have a Scout ship at each end of the jump lane, so it will cost 20 EP to upgrade the lane.

EXAMPLE #2: The Humans are upgrading the Restricted Lane between Groombridge and Luhman to a Minor Lane. No Scouts are present. The upgrade would normally cost 30 EP, but the Humans are Gifted Explorers *which reduces the cost to 15 EP.*

Upgrading jump lanes is very important for a number of reasons. First, it allows your fleets to move more quickly between systems. Second, it allows you to trace supply routes further and keep your units in supply. Lastly, it allows you to establish lucrative trade routes that can provide a major boost to your economy. During the early game, you will spend a lot of time and resources upgrading jump lanes in order to gain access to new systems to colonize and extend supply routes out to the frontier. Using friendly Scouts to reduce the costs of these upgrades can allow for more efficient expansion and frees up economic points to be spent on other things, like system improvements or tech investment.

4.10.3 Jump Lane Downgrades

Just as jump lanes can be improved through careful mapping and jump relay upgrades, they can also be downgraded by sabotaging jump relays or dismantling and removing hyperspace beacons.

It costs 30 EP to downgrade a jump lane, and you must have at least one ship of light cruiser size or larger in a system adjacent to the jump lane that is being downgraded. If a Major Lane is downgraded, it becomes a Minor Lane. If a Minor Lane is downgraded, it becomes a Restricted Lane. If a Restricted Lane is downgraded, it becomes an Unexplored Lane.

Downgrading a jump lane from Restricted to Unexplored requires you to have a Scout in the system to support the lane downgrade as it must move into hyperspace and remove the navigational buoys that were positioned along the length of the jump lane and then return home. Players will then have to successfully explore the lane again to bring the lane back to Restricted status.

You cannot downgrade a jump lane if it connects to a system that is controlled by another power unless your political state with that power is at Hostilities or War.

EXAMPLE: The Humans move an Achilles CL into the Sirius system and order it to downgrade the Restricted Lane that connects Sirius to the Senorian controlled Jolee system. The lane becomes an Unexplored Lane.

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Downgrading jump lanes is not a very effective tactic in most circumstances. While you are effectively depriving the enemy of the resources they spent upgrading the lanes, it also makes it more difficult (if not impossible) for fleets to move or resupply over those lanes. As such, you'll typically only downgrade jump lanes when you are losing a war and trying to buy time to allow you to reinforce the defenses in your systems before the enemy can reach them.

4.10.4 Morale & System Loyalty

Each inhabited system has a Morale value which represents its level of support for its owner. Systems can either be in *4.10.4.1 Good Order* or *4.10.4.3 Opposition*. The popular support of a system can mean the difference between prosperity and insurrection!

4.10.4.1 Good Order

A system is considered to be in Good Order when its Morale is greater than or equal to half its Population value. Systems in Good Order produce their full system output during the Economic Phase and are not subject to any economic penalties. These systems are happy and productive members of your empire.

EXAMPLE: Proxima (2 Population, 3 Morale, 2 RAW) is in Good Order because its Morale is greater than half its Population, and it would generate its full system output (4 EP) during the Economic Phase this turn.

4.10.4.2 Opposition

A system is in Opposition when its Morale is less than half its Population. This represents a growing frustration with the central government, and this unrest leads to a slowdown of work at the colony which reduces its output. Systems in Opposition have their system output reduced to 50% of normal.

EXAMPLE: Ross (3 Population, 5 RAW) would be in Opposition when its Morale falls to 1 or less as this is less than half the system's Population value (3 ÷ 2 = 1.5). Ross normally has a system output of 15 EP, but its output is reduced to 8 EP when it is in Opposition.

4.10.4.3 Martial Law

When a system is in Opposition its owner may choose to impose martial law and use troops to enforce order in the system to restore it to its full system output. This requires the system owner to have a number of friendly troops disembarked in the system greater than or equal to its current Population value. Troops with the Peacekeeper ability (ex: Jain Inquisitors or Kili Peacekeepers) count as two ground units for the purposes of enforcing martial law in systems you control.

The decision to enact martial law in a system is made during the Turn Orders Phase of the turn and takes effect during the End of Turn Phase as long as the required number of troops are present in the system. The system's output is then restored to its full value during the Economic Phase next turn.

Colonial populations are opposed to the draconian production quotas and militarized policing that comes with martial law, and systems that are under martial law receive a -1 penalty to their Morale Checks and Rebellion rolls. This makes it more likely that these systems will experience additional unrest and Morale loss in the future.

EXAMPLE: The Human player has 2 Militia and 1 Mobile Infantry disembarked in Ross (3 Population, 1 Morale, 5 RAW), which is currently in Opposition. They choose to declare martial law in the system, which restores the system to its full output (15 EP).

4.10.4.4 Morale Checks

Morale Checks are used to test the loyalty of a system to see if its Morale value has changed due to the events of the turn. Systems are required to roll on the Morale Check Table during the End of Turn Phase if they are in Opposition or there are any enemy units currently in the system. Modifiers are applied to this roll based on any conditions that may be currently affecting this system this turn.

Empires with the *Steadfast* trait (Tirelons) gain an additional +1 bonus to their rolls on the Morale Check Table, while empires with the *Quarrelsome* trait (Yuletarri) receive a -1 penalty to their own rolls on the table. All Morale Check modifiers are cumulative.

Morale Check Table (d10)

Roll	*Morale Check Effect*
0-	-2 Morale
1-3	-1 Morale
4-7	No Effect
8-10	+1 Morale
11+	+2 Morale

Modifiers:

+1 Frontier World (Population 4 or less)
+1 Good Order
+1 Full Garrison (# Friendly Troops >= Population)
-1 Orbital Bombardment (4.6.3)
-1 Economic Disruptions (4.6.4.3)
-1 System Blockaded (4.7.8)
-1 Martial Law (4.10.4.3)
+1 Steadfast Empire
-1 Quarrelsome Empire

EXAMPLE: Proxima (2 Population, 3 Morale, 1 Troop) is controlled by the Humans. It is a Frontier World (+1) in Good Order (+1), but it currently being blockaded by a Loran fleet (-1). The Human player must make a Morale Check in the system because there are enemy units in the system (i.e., the blockading Loran fleet). The system has a total of a +1 modifier to this Morale Check. The player rolls a 2 which is modified to a 3. This result causes the system to lose 1 Morale, reducing its Morale value to 2.

If Proxima had 2+ friendly troops disembarked, it would have received an additional +1 bonus to its Morale Check. This would have increased the die result to a 4, and then the system would not have lost Morale.

4.10.5 Rebellion

Any inhabited system that has 0 Morale after all Morale Checks have been performed must check to see if any new rebel troops have appeared there. Roll a number of dice equal to its Population, subtracting 1 from each roll if the system is under *4.10.4.3 Martial Law*. On a die result of 3 or less, the Population rises up and a rebel Militia is placed in the system. If the total number of Garrison troops in the system is already equal to its Population, eliminate a random loyalist Garrison troop for each additional rebel Militia that needs to be placed in the system. A system is considered to be in Rebellion when there are one or more rebel troops present contesting control of the system.

Rebel troops will automatically attack any loyalist ground forces that are disembarked to their system during the Combat Phase next turn. The defender may choose to land additional troops in the system during the Landings & Deployment step of the Movement Phase, or else order embarked troops to invade during the Combat Phase.

During the End of Turn Phase, roll a die for each rebel Militia that was eliminated this turn and on a die result of 1 the system's Population is permanently reduced by 1, representing significant collateral damage to the civilian population centers resulting from loyalist reprisals.

The rebels will have succeeded in conquering the system if it is only occupied by rebel Militias at the end of the turn and there are no loyalist troops disembarked in the system. The rebel controlled system will automatically secede and become a new *5.1 Independent System* in a political state of War with its former owner and all of its allies. The system's Morale is then increased to a value equal to 50% of its current Population value.

These newly-independent rebel states may purchase units from either the Independent System or Raider Force Lists, at the CM's discretion. This represents the former rebels fielding a hodge podge of secondhand or lower tech units, basically whatever they can get their hands on from the black market or build themselves using local industry.

When other powers make *4.5.2 First Contact* with this new Independent System, you will roll on the First Contact Table to determine their starting political state, applying a modifier to the roll based on that power's current political state with the empire the rebels seceded from as follows: War (+2), Hostilities (+1), Neutral (+0), Non-Aggression (-1), Trade (-2), Mutual Defense (-3).

If a Rebel Independent System later finds itself in rebellion and the rebels take control of the system, ownership of the system will be restored to the empire it originally declared independence from and its Morale value will increase to being equal to half its Population. The loyalist opposition in the system has effectively neutralized the rebel government, sending them into exile, and liberated the colony for its original owner.

EXAMPLE #1: Ross (3 Population, 0 Morale) is at risk of Rebellion because it is at 0 Morale. It is currently under martial law, and the Human player has 2 Militia and 1 Mobile Infantry disembarked to the system.

During the End of Turn Phase, the CM rolls a die for each of the Population in the system, subtracting 1 from each die roll because it is under martial law. The modified die results are 1, 3, and 7. This indicates that two new Rebel Militias must be placed in the system. The maximum number of Garrison units in the system is three, so one loyalist Militia is removed to keep the total number of Garrison units under this limit.

In the Combat Phase next turn, one of the rebel Militias is destroyed. A die is rolled and the result is a 1, which reduces Ross' Population to 2.

EXAMPLE #2: Suppose Ross went into rebellion and all of the loyalist troops were eliminated. It would then secede and become an Independent System.

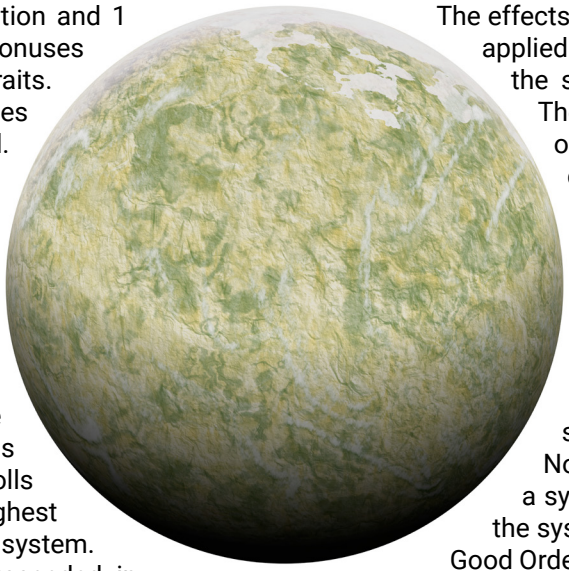
On a future turn, the Morale at Ross drops to zero and new rebel troops are activated in the system. These new troops are actually loyalist forces opposed to the new rebel government! If they succeed in recapturing the system, then Ross would return to Human control and have its Morale increased to half its current Population value (in this case rounding up to 2 Morale).

4.10.6 Colonizing a System

To colonize a system, you must move a Convoy into an uninhabited system and order it to establish a new colony there during the End of Turn Phase. The Convoy is consumed in the act of colonization – the civilian colony ships are cannibalized to provide the shelter, fuel, and other resources necessary to establish a permanent settlement for the colonists. Any units or other cargo the Convoy was carrying are likewise eliminated and removed from play. Any troops they were carrying have laid down their arms and joined the colony, while other military units are disassembled to provide additional raw materials.

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New colonies start with 1 Population and 1 Morale in addition to any other bonuses they receive from their system traits. These traits only provide their bonuses the first time a system is colonized. If the colony is destroyed and the system is recolonized, the new colony would not receive any additional bonuses from these system traits.



A "colony war" can erupt if multiple players attempt to colonize a system on the same campaign turn. Each player that is trying to colonize the system rolls a die and the player with the highest die result will gain control of the system. If there is a tie, then no one succeeded in colonizing the system and it will remain uninhabited. In any event, the Convoys sent to colonize the system are all lost – they were either consumed creating the colony or else were destroyed during the brief colony war.

EXAMPLE #1: The Brindaki move a Convoy into the uninhabited Groombridge system and orders it to establish a new colony. This system does not have any special traits. The Convoy is removed from play and the Brindaki take control of the system. The system now has 1 Population and 1 Morale.

EXAMPLE #2: The Lorans move a Convoy into the uninhabited Zeta Reticuli system to establish a new colony. This system has the Lost Colony *special trait, which provides a +2 Population and +1 Morale bonus. The Convoy is removed from play and the Lorans take control of the system. The system now has 3 Population and 2 Morale.*

EXAMPLE #3: Both the Lorans and Jains moved Convoys into Zeta Reticuli this turn with orders to colonize the system. This system does not have any special traits. Each player rolls a die, with the Lorans rolling a 1 and the Jains rolling a 2. The Jains rolled the highest so they won the colony war. Both Convoys are removed from play and the Jains take control of the system, which now has 1 Population and 1 Morale.

However, had the Lorans and Jains each rolled a 2, then both Convoys would have been destroyed and neither empire would have taken control of the system.

4.10.7 Special Events

Rarely, some optional rules may need to be resolved at at the End of Turn Phase, prior to updating asset sheets or checking victory conditions. For example, *5.20 Random Events* requires you to make a roll during this step to see whether or not a random event has occurred this turn.

The effects of these special events (if any) are applied immediately, but will only affect the system on future campaign turns. They will have no impact on any operations that have already been completed during the current End of Turn Phase. Importantly, this means that any system attribute changes will not affect any of the *4.10.1 System Improvements* or *4.10.4.4 Morale Checks* that were already completed earlier this phase -- they will only affect the system on future campaign turns. Note that if a special event changes a system's Morale value it could cause the system's Morale state to change from Good Order to Opposition (or vice versa), and this would effect on the system next turn.

Future campaign supplements will include some advanced rules that require you to resolve special events at the end of each campaign year (e.g., every 12 turns) instead of at the end of each campaign turn. In these cases, you will resolve the special event for the first time on Turn 12, the next on Turn 24, and so on.

4.10.8 Update Asset Sheets

The player's various asset sheets are updated at the end of the campaign turn to reflect all of the events that occurred this turn. This includes updating their system assets, fleet assets, trade routes, etc. as necessary to account for units that were completed or destroyed, systems that gained or lost attribute values, and changes in Trade value at systems your empire has on one or more of its trade routes.

In most campaigns, the CM is responsible for updating the players' asset sheets at the end of the turn so they can then give them to the players at the start of the next turn at the start of the Turn Orders Phase. In CM-less games, the players themselves are responsible for these updates.

4.10.9 Victory Check

The final step of the End of Turn Phase, after updating asset sheets, is to check whether or not any of the players have succeeded in meeting the victory conditions for this campaign scenario. If they have, then the game ends and the victorious player(s) are declared the winners!

Otherwise, if no one has met the victory conditions for the scenario, then the game continues and play proceeds to the next campaign turn.

Some scenarios (like *3.1.8 After the Fall*) may have a scenario time limit as part of their victory conditions. In those cases, the game will automatically end once that time limit is met. Players will then check to see who has won the game based on their scenario rules.

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5.0 OPTIONAL RULES

The following chapter includes a selection of optional rules that you can use to add more flexibility or complexity to the basic VBAM campaign rules. Optional rules often introduce advanced concepts that may not be appropriate for every campaign setting or that might only appeal to a specific subset of players. By treating these as optional rules, players can pick and choose which rules they want to use in their games, and is an example of the modular design focus of VBAM.

Some optional rules may themselves feature optional components (ex: *5.1.6 Independent Tech Advancement*). When this is the case, you will see an "(Optional)" note after the rule entry. Players must be sure to note if any of these sub-options are being used in their game. Players should assume they are not being used unless specifically noted in their campaign documentation.

Before the game starts, players must agree on which optional rules are going to be used in the campaign. Create a list of all of the optional rules that you are going to use and keep it handy during the game so players can refer back to it to double check which optional rules are being used (and which aren't). Many scenarios include a list of required or recommended optional rules.

Unless otherwise stated, you should treat all of the advanced rules from future VBAM supplements as optional rules because, by definition, none of them are part of the core rules presented in this book. Those new rules will give you additional tools you can use to further customize your VBAM campaign experience.

5.1 INDEPENDENT SYSTEMS

Independent Systems are minor alien civilizations that may be encountered in the galaxy. These powers control a single star system and are not a direct threat to the major alien empires. However, they offer players an opportunity to engage in diplomacy or conquest during the early exploration phase of the game.

The CM normally controls all of the Independent Systems in the campaign and is responsible for deciding how they spend their resources. In CM-less games, each Independent System is instead controlled by the player they have the highest political state with. In the event two or more players are tied for the highest political state with the Independent System, the player who has been in that political state the longest will control them.

Independent Systems are passive and do not actively conduct diplomacy, perform research, or make any other investments. The only action they will take is to repair or replace any military losses they have suffered until the total cost of units under their control is back to being equal to five (5) times their total system output.

5.1.1 Independent Starting Forces

Independent Systems receive a number of economic points equal to five (5) times their system output to spend on their starting forces and may purchase any of the units found on the Independent System Force List. These units are lower tech than those found on the player's own force lists and are more comparable to those fielded by Raiders.

Independent Systems should always start with a number of ground units equal to its Population value to ensure their system is properly garrisoned against invasion.

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Independent System Force List

Class	*Hull*	*Cost*	*DV*	*AS*	*AF*	*CR*	*CC*	*Special Notes*
War Cruiser	CW	7	5	5	3	6	3	
Light Cruiser	CL	6	4	4	3	5	3	
Destroyer	DD	5	3	3	3	4	2	
Frigate	FF	4	2	2	2	3	2	Atmospheric
Corvette	CT	3	2	1	1	2	1	Atmospheric
Attack Boat	AB	2	1	2	1	2	1	Atmospheric
War Carrier	CW	8	5	0	2	6	3	Carrier 3
Light Carrier	CL	7	4	1	2	5	3	Carrier 2
Escort Carrier	DD	6	3	1	2	4	2	Atmospheric, Carrier 1
Free Trader	CT	3	2	0	0	2	1	Atmospheric, Supply 1
Interceptor	LF	2	2	0	2	2	1	Atmospheric
Bomber	LF	2	2	2	0	2	1	Atmospheric
Shuttle	LF	2	2	0	0	2	1	Atmospheric, Supply 1
Gun Platform	OWP	4	3	3	3	2	1	
Small Base	BS1	8	7	4	3	5	3	Carrier 2
Large Base	BS2	12	9	7	5	7	4	Carrier 3
Early Militia	Troop	1	3	3	-	-	-	Garrison
Early Marines	Troop	2	3	3	-	-	-	Marines
Early Armor	Troop	2	7	3	-	-	-	
Early Infantry	Troop	2	3	7	-	-	-	

Independent Systems may also purchase civilian units (Convoys, Shipyards, Supply Depots) using their starting funds, however these units are of limited value to them given their meager income and lack of strategic ambitions. A Shipyard may still be a useful investment for richer Independent Systems, as this will make it easier for them to repair damaged ships or replace their combat losses during the campaign.

5.1.2 Independent Movement

Independent Systems do not possess jump drive technology (as previously mentioned in *4.9.3.5 Early Years Technology*) and cannot move through jump lanes on their own and are instead treated like Convoys for the purposes of jump lane movement, as described in *4.4.4 Convoy Movement Restrictions*. Importantly, this means Independent System ships cannot leave their home systems unless they are being assisted by a player empire or have otherwise somehow acquired access to more advanced ships (which is not normally possible and would require CM intervention).

5.1.3 Independent Diplomacy

Diplomacy with Independent Systems is handled much the same as diplomacy with other empires with the exception that Independent Systems never perform diplomatic actions themselves, and they always sign any treaties offered to them by other powers.

An Independent System is automatically annexed when it signs an Alliance treaty with another power. At that point their new ally will take control of the Independent System and all of its units, adding them to the player's empire.

After annexing an Independent System, you have the option of purchasing additional units from the Independent System Force List. These units may be purchased at their normal construction costs in the former Independent System itself, or at an additional 25% construction cost surcharge in other systems your empire controls (similar to how allies can purchase units off the other empire's force list). This is rarely going to be a favorable option due to the lower tech nature of Independent units, but it might give you access to certain types of units that are otherwise not available on your empire's own force list.

5.1.4 Independent Supply

Independent Systems are capable of resupplying all of the military forces in their system even if the system doesn't meet the normal Population requirements to be a supply source system. They cannot extend supply routes into other nearby systems, however, unless their system meets the normal supply source requirements (or contains an active Supply Depot). Independent Systems normally aren't concerned with projecting influence into surrounding systems, so this is rarely an issue. This special supply advantage is lost if the Independent System is conquered or annexed by a player empire.

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5.1.5 Independent Combat

There is a chance that an Independent System will attack any opposing power that moves a fleet into its system unless they have a political state of Non-Aggression or higher. This attack chance starts at 25% and is increased by 1% per economic point of ships and fighters (but not bases or troops) it controls in the system and is reduced by 1% per economic point of ships and fighters the opponent has in the system. Civilian units (ex: Convoys, Shipyards, Supply Depots) are ignored when calculating these fleet strength totals. These attack chance checks rolls are performed at the start of the Combat Phase.

If an Independent System decides to attack an opponent, they will attempt to generate an Interception Scenario against them during the current Combat Phase. If the opponent refuses the Interception Scenario, the Independent System will demand a Pursuit Scenario if they are in a state of War or Hostilities with the target, otherwise they will let the fleet retreat from their system without any further incident since they succeeded in driving off the fleet that was threatening their system and have no reason to engage in further combat.

EXAMPLE: Tau Ceti is an Independent System that has 54 EP of units present. The Kili player moves a fleet into Tau Ceti that contains 20 EP of ships and fighters, and the Kili are currently in a Neutral political state with Tau Ceti.

The chance that Tau Ceti will attack the Kili fleet is then equal to 25% (base) + 54% (Tau Ceti modifier) - 20% (Kili modifier) = 59%. The CM rolls a percentile die and gets a result of 64. Tau Ceti chooses not to attack the Kili fleet, preferring to let them move through their system unmolested. Had the die result been a 59 or less, however, they would have attacked them during the Combat Phase this turn.

5.1.6 Independent Tech Advancement (Optional)

You may decide to vary the technology level of each Independent System you encounter by limiting the number of units from the Independent System Force List they have available for purchase.

For each Independent System that you encounter, roll 2d10 to determine the number of units from the Independent System Force List it is capable of building. You may either select specific units from the list for the Independent System or else roll randomly to determine what units it has available to use. Record this list of units and keep it available for future reference during play.

Every Independent System should have at least one base and troop unit on their customized force list to ensure they will have some way of defending themselves from enemy attack and invasion.

This option makes each Independent System somewhat unique by limiting which unit classes they can build, and it also allow you to better differentiate between minor Independent Systems that are only just struggling to establish themselves as an interplanetary power versus more advanced Independent Systems that are on the cusp of developing jump drives and becoming major powers in their own right.

5.2 STRANGE NEW WORLDS

Players that want a greater sense of discovery in their campaigns can leave the game map largely unexplored at the start of the game and only generate statistics for systems as they are explored during the campaign.

When using this optional rule, any system that is not inhabited at the start of the campaign will be reset so that only its star type and the number of jump lanes that connect to it are known to the players. All of the system's other pre-generated statistics – including its system importance, planet type, and system traits – are discarded.

When a Scout fleet successfully explores an Unexplored Lane and moves into one of these unexplored systems, you will roll on the *8.3 System Generation* tables to determine its various characteristics and attributes.

This optional rule allows you to reuse existing campaign maps and have a fresh experience each time because while the location of stars and jump lanes will not change from campaign to campaign their contents will be different each time. A system that was of high importance and strategically vital in one game might be a relative unimportant backwater in the next.

5.3 NEW HORIZONS

The standard VBAM rules assume that players will find colonial survivors and Old Empire infrastructure left behind from the Harbinger War scattered across the galaxy as they explore, but this is not appropriate to all campaign settings. For example, if you want to run a game where your alien empires are the first to take to the stars it doesn't make sense for them to find these remnants of the old galactic regime as they explore the galaxy.

When playing with this optional rule, the effects of system traits that affect a system's Population, Morale, Intel, and Fortification attributes are ignored for all uninhabited systems on the map. This means that systems only benefit from Carrying Capacity and RAW bonuses from these system traits. For example, a system with the *Fair Biosphere* trait would receive a +2 Carrying Capacity bonus but would not receive its +1 Morale bonus, and the

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Lost Colony trait that normally provides a system with +2 Population and +1 Morale would have no effect at all.

Note that inhabited systems, including those controlled by *5.1 Independent Systems* or that were selected by the players as *3.2.3 Starting Colonies*, will still receive the benefits of their system traits as normal. In these cases, these traits are still useful for randomizing system attributes and provide some narrative background to explain how the system developed and was built up prior to the start of the campaign.

5.4 UNEXPLORED FRONTIERS

Rather than using a pre-generated campaign map, you may instead procedurally generate the map as you play the game. This ensures that no one (not even the CM!) will know what the map will look like before the game.

When setting up your campaign map, choose a hex map for your preferred map size and place the Hub system in the center of the map. The players will then take turns placing their Homeworld systems on the map. It is recommended that these systems be placed in the outermost ring, however players are free to choose any map ring to start in. The only restriction is that their Homeworld system cannot be placed within two hexes of any existing Homeworld system.

Each player Homeworld receives the default Homeworld attributes and values, with no additional system traits, and will have three jump lanes connecting it to randomly determined systems in adjacent map hexes.

If you using the *3.2.3 Starting Colonies* map setup option, those colonies are placed on the map after all players have finished with Homeworld setup. This is done by selecting an unexplored system that has a jump lane connection to a system your empire already controls (such as your Homeworld) and generating statistics for the system using the standard *8.3 System Generation* rules. The player then pays the required number of System Points (SP) to "purchase" the system and add it to their empire. If you do not have enough SP to cover the cost of the system, then the system remains explored but uncontrolled and on your next turn that player will still be able to pick another valid unexplored system and try to establish one of their starter colonies there instead.

Once you are finished setting up the map, players will know the location of their Homeworld systems and any starting colonies but the rest of the map will remain blank and it will only get filled in as Scout fleets explore the map during the campaign. When a Scout fleet moves into a new unexplored system on the map, you'll use the *8.3 System Generation* rules to determine the system's characteristics and attribute values, including the number and placement of any jump lanes that connect to it.

Because the map is being randomly generated during the game, it is possible for an empire to find itself entirely cut off from its opponents if all the systems near their Homeworld have a limited number of jump lanes or if those jump lanes all end up connecting to systems the empire has already explored. In these scenarios, add an additional Unexplored Lane to the affected player's system with the fewest existing jump lanes and have this lane connect either to another unexplored system or a system that has been previously explored by one of the other players.

Some hexes on the map may end up not containing any star systems at all. We must assume these empty regions of space contain some sort of impassable terrain (such as a globular cluster, nebula, or supermassive black hole) that obstructs movement through the area or else that the region simply contains no important systems of note.

This optional rule makes for an interesting campaign experience because the map will be a virtual blank slate at the start of the campaign, and this makes it impossible for players to anticipate what the map will look like by the end of the game. This is especially fun when playing a solo campaign, since it creates a true sense of exploration and discovery for the player and makes exploring new systems more exciting since that is the only way to reveal the contents of the map.

5.5 HOSTILE GALAXY

After the Great Hyperspace Collapse, star systems found themselves rapidly cut off from the rest of the galaxy and the surviving colonies in these systems quickly descended into chaos and anarchy. Those factions that still had access to starships, weapons, and manpower inevitably assumed control of these systems, operating as strict military governors at best and petty, despotic warlords at worst.

As the jump lane network returned after the end of the Collapse, explorers often encountered these hostile system defenders and were forced to neutralize them in order to restore peace and bring order back to the galaxy.

When a system is generated, roll a die and if the result is less than the system's Carrying Capacity it is guarded by a Raider fleet representing the surviving military forces that were left behind there during the Collapse. The total construction cost of units in this fleet is determined by rolling a number of dice equal to the system's RAW value. For example, a 3 RAW system would contain 3d10 EP of Raider units purchased from the Raider Force List (pg 32). These systems will also contain a number of free Raider troops equal to half their Carrying Capacity. These troops represent the enforcers the Raiders are using to maintain control over the system and its remaining inhabitants.

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Unlike normal Raider fleets, these hostile defenders will remain in their system until they are eliminated, and the system cannot be colonized until they are dealt with. These Raiders will generate Interception Scenarios against any enemy fleets that enter the system (attacking the opponent with the lowest total Defense Value first), and will always declare Pursuit Scenarios if an opponent refuses the Interception Scenario and attempts to withdraw from the system.

The Raider forces are always considered to be in supply, and do not suffer any negative effects from supply attrition. They do not have the resources to repair or replace crippled units, however, so they will get progressively weaker after each engagement until they are finally defeated and the system is free of their presence.

5.6 RAVAGER FLEETS

The galaxy is full of hidden threats. One of these threats are roving bands of galactic nomads called "Ravagers." These are fleets of ships that abandoned their former colonies during the Great Hyperspace Collapse and have been "slow boating" between star systems, using their conventional reaction drives to accelerate to fractional light speed to cross the gulfs between the stars in search of a system where the hyperspace jump lanes might remain intact. Even now, these fleets will sometimes reemerge from the depths of space and attempt to lay waste to any outposts or colonies they stumble upon.

When this optional rule is used, roll a die at the end of each Movement Phase and on a roll of 1 a new Ravager fleet will move into a random previously explored system on the map (i.e., Ravager fleets cannot move into unexplored systems). The Ravager fleet contains 6d10 EP of Raider units (versus the standard 3d10 EP composition of normal Raider fleets) purchased from the selection of Raider units found on the Raider Force List (pg. 32). The Ravager fleet is treated as if it moved into the system during the current Movement Phase.

Ravager fleets are aggressive and will attempt to attack any enemy forces at their system location during the Combat Phase of the turn. They will demand a Defensive Scenario if there are any bases present, or an Interception Scenario if no bases are present. They will always demand Pursuit Scenarios if an opponent refuses another space combat scenario as long as their total construction cost of units is greater than or equal to that of the other fleet.

Ravager fleets will automatically move one jump towards the nearest player Homeworld system during each Movement Phase after activation, using the shortest path possible. If multiple jump lane routes are an equal distance from the nearest player Homeworld (or there are multiple Homeworlds that are an equal distance away), randomly determine which route the fleet takes. Unlike normal Raider vessels, all Ravager ships are equipped with jump drives and can move normally through jump lanes. Ravager fleets are subject to all the normal jump lane movement limitations and cannot move through Unexplored Lanes.

During their time out in the void, the Ravagers have become self-sufficient and are quite effective at repairing their ships as they suffer breakdowns and system malfunctions. As a result, all Ravager units receive the Regenerating ability and have a chance of repairing themselves during each Construction Phase as the crews jury-rig fixes to get their ships back into operational order.

> *This special self-repair ability makes killing Ravager ships a priority since any crippled Ravager ships that survive battle during the Combat Phase this turn could be auto repaired during the Construction Phase later that same turn. It often may even be worth using directed damage against these units to kill them!*

5.7 HARBINGER THREATS

The Harbingers are an ancient, highly-sophisticated machine intelligence that are an existential threat to all life in the galaxy. Each Harbinger starship is itself a single gestalt consciousness, with a multitude of individual programs and subroutines threading through the circuitry at the heart of the machine.

When the Old Empire destroyed the Harbinger brainworld during the climactic Battle of Cerberus at the end of the Harbinger War, all of the remaining Harbinger ships in known space shutdown and went into a hibernation mode. This moment of weakness gave the military forces of the Old Empire the opportunity they needed to eliminate the Harbinger threat and ultimately win the war.

Not all of the Harbingers in the galaxy that shutdown after Cerberus' destruction were destroyed, however. Many of them had been operating far from home and were patrolling distant systems that had already been swept clean of all alien life, while others were exploring jump lanes looking for signs of additional alien civilizations to exterminate. These ships powered down like the rest and went into standby mode. Eventually, however, they began to power back up and took stock of the changed galactic situation. Their quantum entanglement connections to Cerberus had been severed, and each surviving Harbinger fleet was forced to operate independently for the first time in a millennia. Each ship began reevaluating its situation and formulating a plan of attack for the future. Where before the Harbinger fleet was a single monolithic intelligence, now they were disconnected units unable to coordinate their actions in real time over the vast interstellar distances that separated them.

This optional rule introduces the threat of an impending invasion by Harbinger remnants leftover from the last

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great war. At the end of each Movement Phase, roll a die and on a roll of 1 a new Harbinger fleet will move into a randomly selected system on the map.

The size of this Harbinger fleet is determined by rolling a number of dice equal to the number of Harbinger fleets that have been encountered so far in the campaign. This means the first Harbinger fleet will contain 1d10 EP of units, the second 2d10 EP, the third 3d10 EP, and so on. The composition of the Harbinger fleet is then determined by purchasing one or more units from the Harbinger Force List which can be found below.

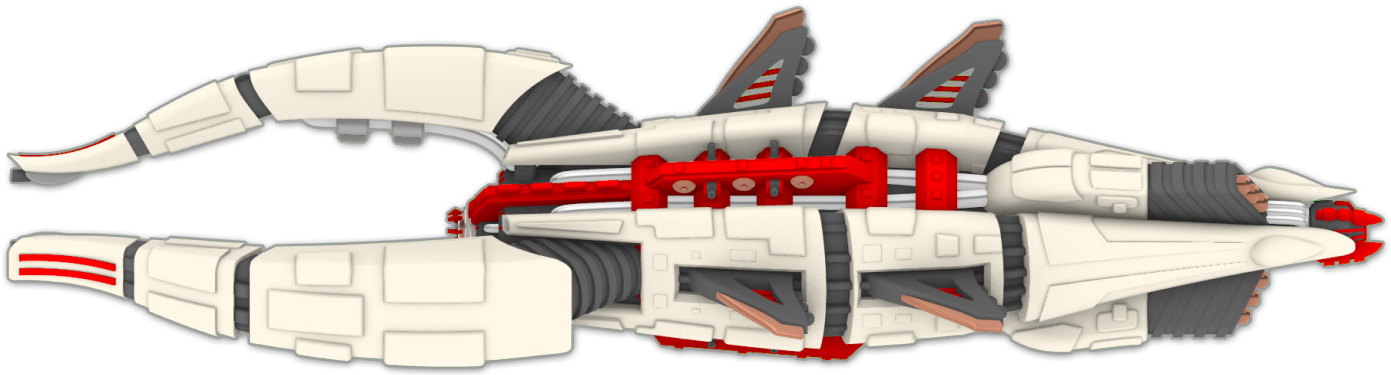
When purchasing units for a Harbinger fleet, you should always purchase the largest possible unit off of the Harbinger Force List based on the remaining number of economic points the Harbinger fleet has available to spend. Any remaining economic points that cannot be spent are lost. For example, if a Harbinger fleet was generated with a fleet strength of 17 EP you would use those points to purchase an Emperor SD for 15 EP and the remaining 2 EP would go unspent because it is insufficient to purchase any other units on the Harbinger Force List.

It is possible for early Harbinger fleets to be generated with a fleet size less than the cost of the cheapest unit on the Harbinger Force List (the Herald CT, which has a construction cost of 3 EP). In these cases, the Harbinger fleet will instead consist of a single Herald CT. This ensures that all Harbinger fleets include at least one unit.

In each Movement Phase after its arrival, the Harbinger fleet will move one jump towards the nearest inhabited star system. If multiple inhabited systems are an equal distance from the Harbinger fleet, randomly choose one of them to be targeted by the fleet. Upon reaching an inhabited system, the Harbingers will attack any and all non-Harbinger units in the system (even if the Harbinger fleet is completely outnumbered) and once they have achieved orbital superiority they will commence orbital bombardment of the system, performing Fortification Bombardment to eliminate any planetary defenses before proceeding to perform Population Bombardment to wipe out the colony and all of its inhabitants. Note that all Harbinger ships have the Bombardment ability that doubles their effective bombardment value. The Harbinger fleet is methodical in its pursuit of destroying alien life and won't move on to another system until the current system's Population has been reduced to zero.

Harbingers are always considered to be in supply. They are capable of using whatever orbital debris or mineral rich asteroids they find to fabricate replacement parts and repair any damage they receive in battle. Their Regenerating ability means that crippled Harbinger units will roll a die during each Construction Phase and automatically be repaired on a die roll of 6+. Harbingers cannot be boarded or otherwise captured, nor can spies sabotage them using covert missions. The only way to eliminate them is to destroy them outright.

It is impossible to reason with the Harbingers. They are powerful and relentless. The only option the younger races have is to assemble a military force powerful enough to eliminate their threat once and for all.



Harbinger Force List

Class	*Hull*	*Cost*	*DV*	*AS*	*AF*	*CR*	*CC*	*Special Notes*
Sovereign	TN	20	28	26	12	13	6	Bombardment, Regenerating
Emperor	SD	15	20	20	10	13	6	Bombardment, Regenerating
Monarch	BB	10	13	12	8	11	5	Bombardment, Regenerating
Suzerain	CA	8	10	10	6	9	4	Bombardment, Regenerating
Overlord	CL	6	8	7	5	7	3	Bombardment, Regenerating
Potentate	DD	5	6	6	4	6	2	Bombardment, Regenerating
Dynast	FF	4	5	4	4	5	2	Bombardment, Regenerating
Herald	CT	3	4	3	3	4	1	Bombardment, Regenerating

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The special rule for how Harbinger fleets are purchased ensures they will always show up with the largest, most dangerous warships possible rather than fielding larger numbers of weaker units. The escalation of Harbinger fleet strength over time also means they will remain a credible threat throughout a campaign whenever they emerge from the shadows. By the mid to late game, Harbinger fleets will become incredibly dangerous and more difficult to eliminate without a concerted military effort by the players.

While Harbingers and Ravagers use the same basic activation mechanic, Harbingers are by far a more serious threat because their units are significantly more powerful. A single Harbinger capital ship is capable of taking on and destroying an entire fleet of lower tech ships all on its own! If multiple Harbinger fleets are able to converge and join into a single, larger fleet, then they might even become unstoppable.

Players that want to play a particularly "grimdark" campaign scenario may consider using a combination of the following optional rules: 5.5 Hostile Galaxy, 5.6 Ravager Fleets, 5.7 Harbinger Threats, *and* 5.11 Persistent Raiders. *This will create a campaign environment in which the galaxy itself is openly hostile to the players, and they will have to spend as much time fighting against these threats as they do against each other!*

5.8 WARTIME ECONOMIES

This optional rule attempts to simulate the differences between empires that are operating in a peacetime vs. wartime economy. When an empire is at peace, much of its economic potential is spent on domestic concerns that are outside of the scope of a normal VBAM campaign. However, in times of War, a power will convert most of its peacetime production into a wartime economy. Factories stop producing consumer goods and luxury products in favor of warships and arms for their military forces.

5.8.1 Peacetime Economy

When a power is in a peacetime economy it receives only 50% of its total system income during the Economic Phase. This represents that much of your planetary economic output is being allocated towards the civilian sector to produce consumer and luxury goods and not on war materiel.

5.8.2 Gearing Up

Gearing up automatically occurs in the Economic Phase of the turn after War is declared. Gearing up may also be declared as an economic action if your empire is in a state of Hostilities with an opponent, with the effects starting during the Economic Phase of the next turn.

Gearing up lasts for six turns. During this period, a power receives 75% of its total system income starting on the turn that gear up begins.

5.8.3 Wartime Economy

After its economic gear up is complete, an empire will go to a full wartime economy and receive its full system output. The wartime economy will persist until your empire is no longer at War, at which point your economy will begin gearing down to a peacetime economy.

5.8.4 Gearing Down

If a power ends a period of wartime economy, rather than directly moving to a peacetime economy it will spend six turns gearing down. The power receives 75% of its total system output during the gear down period. At the end of the six turns, the power will transition back to a peacetime economy.

5.8.5 Wartime Exhaustion

It is difficult for an empire to maintain a full wartime economy over the long haul. As a result, an empire receives a -1 penalty to all Morale Checks made in its systems when it is not in a peacetime economy.

5.8.6 Recession

If at the end of the six turn gear up operation your empire is not at War with another power it will fall into a recession for six turns. During the recession, your empire only receives 25% of its total system output. Once the recession is over, the empire will transition back to a peacetime economy.

Your empire cannot choose to gear up again until the recession has ended. However, if your empire ends up at War with another power the recession is lifted immediately and your empire will begin gearing up again next turn, as usual.

5.9 DEEP SPACE ENCOUNTERS

A deep space encounter is generated whenever opposing fleets attempt to move in opposite directions through the same jump lane during the current Movement Phase. Both fleets immediately stop moving and remain within the jump lane until the Combat Phase at which point the encounter is resolved. This is a simple encounter to resolve because they are limited to space combat only since no other planets or fixed defense points are present to bombard or invade.

Each player in the deep space encounter decides whether or not to generate an Interception Scenario against other powers in the encounter, starting with the player with the highest total Anti-Ship factors and proceeding in descending order. The Defender may choose to refuse this

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Interception Scenario and withdraw from the encounter and return to the last system they visited, however the Attacker may then demand a Pursuit Scenario against their forces and this scenario cannot be refused.

Once all space combat scenarios in the deep space encounter have been resolved, the surviving fleets that did not choose to withdraw earlier in the encounter have the option to either proceed to their original destination system or else abort their movement orders and return to the last system they visited. Fleets that chose to withdraw from the encounter by refusing an Interception Scenario must return to their last system location.

Fleets will arrive at their system destinations at the end of the current Combat Phase after all other combat encounters have been resolved. Importantly, this ensures that fleets never end the turn in the middle of a jump lane.

This optional rule is useful for those campaign settings where ships use a form of FTL travel that allows them to meet in the middle of a jump lane during movement. For example, if your ships are equipped with warp engines then it makes sense for fleets moving between two connected systems to be able to intercept each other in deep space during movement before they can arrive at their original destinations.

5.10 PERILOUS EXPLORATION

Hyperspace exploration is inherently dangerous, and it's easy for Scout fleets to become hopelessly lost in hyperspace. History is replete with stories of Scout fleets that have traveled too far from the established hyperspace navigation buoys and disappeared forever.

A Scout fleet will find itself "in peril" whenever it rolls a natural 1 on an exploration attempt. When this happens, the Scout fleet must immediately make a second exploration attempt. On a modified die result of 6 or more, the Scout fleet is able to find its way home and remains intact. Otherwise, on a modified die result of 5 or less, the Scout fleet is lost and never seen again.

Perilous Exploration works great in campaign settings where exploration is particularly difficult, and it makes exploration much trickier for players because there is always the chance that a Scout fleet will be destroyed if they roll poorly for their exploration attempt.

This risk is especially high during the early game where the loss of one or more Scout fleets to unlucky exploration attempts can severely harm a player's ability to expand their empire. Such setbacks can be especially crippling if a player loses multiple Scout fleets early in the game. This is why Perilous Exploration remains an optional rule instead of a standard rule.

5.11 PERSISTENT RAIDERS

Raider fleets normally disappear back into the shadows after every successful raid. However, with this optional rule, Raider fleets will instead remain in play and continue raiding their target system as described in *4.4.10 Raiders* until they are finally eliminated by anti-piracy patrols.

Each Raider fleet that is generated during the game represents a distinct band or clan of Raiders and are tracked separately. If two Raider fleets end up operating in the same system they will not attack each other, but they will also not fight together in any encounters or space combat scenarios that are generated in that system location.

Any system containing one or more Raider units is considered to be Blockaded regardless of the number of Raider units present. Their simple presence is enough to deter civilian fleet traffic from moving into the system to trade or carry out other normal activities, and the pirate attacks will continue to disrupt the local economy until they are cleared out by military forces.

These Raiders will receive an additional 2d10 EP for each civilian unit they capture. These points can be spent to purchase new units or repair existing ones. Any new units the Raiders purchase are automatically deployed to the system during the Construction Phase. They are effectively being "purchased" from black market dealers or being retrofitted from existing civilian ships, not being built from scratch.

At the CM's discretion, Raiders may also be allowed to purchase troops and place them in the systems where their fleets are present. These troops represent mercenaries the Raiders have hired to try and take control of the local system and are treated as if they had disembarked from transports in the systems where they are purchased during the Landings & Deployments step of the Movement Phase.

Raiders will succeed in capturing a system if only Raider troops remain in the system at the end of the Combat Phase. This will turn an inhabited system into a new *5.1 Independent System*. Unlike normal Independent Systems, these "Raider kingdoms" can only purchase units from the Raider Force List and do not have access to units from the standard Independent System Force List.

Persistent Raiders turns what was originally a single turn annoyance into a persistent threat that can disrupt trade routes over multiple campaign turns and require active military suppression to eliminate them after they appear in a system. This can be an inconvenience during peacetime, but during wartime it can become a major menace because these Raiders can suddenly cut off your supply routes!

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5.12 NEUTRAL FIRST CONTACT

When this optional rule is used, all powers will start in a Neutral political state when they make *4.5.2 First Contact* instead of rolling on the First Contact Result Table to determine their initial political state.

Diplomatic empire traits will still influence these starting political traits, however. *Charismatic* empires will always start in a state of Non-Aggression after first contact, while *Xenophobic* empires will always start in a state of Hostilities.

5.13 GRAND FLEETS

This optional rule changes how task forces are created during space combat to allow players to achieve more varied fleet compositions during space combat scenarios.

When setting up your task force, choose your task force flagship as normal. The flagship's Command Rating (CR) is multiplied by 4 to determine its effective command limit. This is the total Command Cost (CC) of units that can be included in your task force. A unit's Command Cost can be found on your empire's force list, and it is generally equal to half its Command Rating (rounded down, with a minimum of CC 1). For example, a Human task force commanded by a Prometheus BC (CR 7) would have a command limit of 7 x 4 = 28, and could include up to 28 CC of other ships, fighters, and bases.

All of the other standard task force setup rules outlined in *4.6.2.1 Task Force Setup* still apply to Grand Fleets battles. For example, fighters and attack boats that are based from Carriers/Tenders do not count against your task force command limit, all applicable civilian units must be included in your task force, the Defender in a Defensive Scenario can include one "free" base at no additional Command Cost to the task force, etc. The only substantive change is that the flagship's command limit is no longer the number of units it can add to the task force but instead the total Command Cost of units it can add. The total Command Cost of non-flagship units included in the task force (excluding fighters/attack boats based from other "free" units) cannot exceed the flagship's command limit.

The net effect of this optional rule is that light warships and independent fighters/attack boats become more cost effective to include in your task force, while larger vessels with higher CC values are comparatively harder to include. Two CC 2 frigates could be included at the same Command Cost as a single CC 4 heavy cruiser, for example, while three CC 2 frigates could be included for the same Command Cost as a CC 6 battleship.

5.14 RAMMING

Players may sometimes find themselves in particularly desperate ship combat scenarios where their only hope of survival is to order ships and fighters to accelerate to full speed and ram the enemy. This was an especially common occurrence during the Harbinger War where ramming the massive Harbinger capital ships was sometimes the only way for the allies of the Old Empire to overcome the Harbinger's potent defenses and kill them.

During the Assignments Phase of the combat round, you may order one or more of the ships and fighters (but not bases) in your task force to perform ramming attacks if your task force's total Anti-Ship factors is less than or equal to half the total Defense Value factors in your opponent's task force. This combat factor imbalance indicates that your combat situation is desperate enough that ramming has become a viable option.

Ramming attacks are resolved at the start of the Special Operations Phase before any other actions are resolved (including *4.6.2.12 Capturing Ships*). Total the DV of all ramming units that survived to the Special Operations Phase (ignoring any formation bonuses they might be receiving) to determine the number of hits you have available that you may score against targets in your opponent's task force. Ramming units that were destroyed earlier this round were eliminated before they could make their attacks. The number of hits required to damage a unit is equal to its current DV. The attacker scores these hits as "free" directed damage against any ships or bases in the enemy task force, however enemy fighters can only be rammed by friendly fighters so the maximum number of hits you can score against enemy fighters is equal to the total DV of friendly ramming fighters. The number of enemy units damaged by ramming attacks cannot exceed the number of ramming units. Any leftover hits less than the amount required to damage additional targets in the enemy task force are lost.

Note that Convoys can be ordered to ram the enemy, just as other friendly ships can. Convoys can in fact make extremely effective ramming units, however due to their high construction cost this is typically only done in the most dire of situations – such as a last ditch attempt to protect your Homeworld against imminent invasion.

All ramming units are automatically destroyed as part of their ramming attacks. These units broke apart or exploded after they slammed into the enemy hulls, their fusion bottles losing containment and exploding or being otherwise consumed in the resulting fireball as their targets exploded. As such, they cannot be captured by enemy Assault ships this round.

Kamikaze units may perform ramming attacks at any time with no restrictions, and they get a +50% bonus to their DV for the purposes of calculating ramming damage.

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EXAMPLE: The Kili are involved in the desperate defense of the Geejay colony against an invading Jain fleet. The Kili task force has a total of 24 AS, but the Jain task force has a total of 50 DV. Half of 50 is 25, so the Kili meet the requirements that would allow them to ram this round.

The Kili player ordered 6 Warden CL (DV 6) to ram during the Assignments Phase. Two of these cruisers were crippled and another destroyed during the Fire Phase this round. This leaves three undamaged with DV 6 each and two crippled cruisers with DV 3 each to perform their ramming attempts during the Special Operations Phase.

This gives the Kili a total of 24 hits to score against ships and bases in the Jain task force. They use 12 hits to cripple a Restless Loch SD (DV 12), and then another 6 hits to destroy that same crippled SD now that it's reduced to DV 6. An enemy Deep Pond CA (DV 6) is crippled to cover the remaining hits.

The Kili could not have chosen to allocate any of their ramming hits against Jain fighters in this example because ships cannot ram fighters, and the Kili did not order any of their own fighters to ram.

The six ramming Kili cruisers are automatically destroyed in the attack and are removed from play. The Jains could not capture any of these ships using any of their remaining Assault ships because ramming ships cannot be captured (they are destroyed outright as part of their ramming attacks). Similarly, the Kili could not capture any of the ships they destroyed.

5.15 EXTENDED CONSTRUCTION TIMES

In the standard game, all units complete construction in a single turn for the sake of easier play. For those players desiring a more realistic approach, use half the unit's construction cost as the number of turns it takes for the unit to complete construction. For example, a Human Odysseus CL (7 EP) would take 4 turns to complete construction. Units undergoing refits also require construction time equal to half the refit cost.

Repairs (including field repairs) meanwhile are always completed in a single turn, regardless of how many economic points are required. This makes repairing a damaged unit quicker than building an entirely new one. This incentivizes keeping crippled ships alive during a battle so they can return home for repairs.

These extended construction times apply to all military and civilian units with the notable exception of Convoys because those units are being requisitioned from your empire's civilian freighter network in your supply source systems and are not actually being built. Construction times do apply to all other ships, fighter, bases, and troops your empire builds, including both Shipyards and Supply Depots. This means it will take a considerable amount of time to build new civilian base infrastructure in your systems, which will force you to plan ahead and try to anticipate where these units will be needed as your empire expands.

Units that are currently under construction advance their construction times at the end of the Construction Phase each turn. Those units that have fulfilled their construction time requirements are then deployed to the system locations where they were built during the Deploy New Construction step of that same Construction Phase.

You can also choose to "crash build" new units by paying twice their normal construction cost in order to halve their construction times. For example, if you wanted to build that 7 EP Odysseus in 2 turns instead of 4 turns you could but the unit's construction cost would be increased to 14 EP. This makes crash building an expensive option, but something that can be useful in emergency situations.

Any construction project that takes more than one turn to complete may be canceled during a future Turn Orders Phase with 50% of the original cost being refunded as Miscellaneous Income in the following Economic Phase.

When performing remote base construction, Convoys must remain in the system location where the base is being built for the duration of construction. Incomplete bases are automatically scuttled (destroyed) if the Convoy that is building the base is forced to abandon it and move out of the system. The incomplete base is effectively being demolished to prevent it from falling into enemy hands (or tentacles). Additionally, construction of the base will be temporarily paused if the Convoy finds itself Out of Supply, but the base will remain intact and construction can resume once the Convoy is back in supply.

If a system or Shipyard has units under construction when they are captured, the capturing player will take ownership of these incomplete units and can choose to complete or cancel them on a future campaign turn. Troops are an exception, and they are simply destroyed if the system producing them is conquered.

This optional rule makes units much harder to replace, which can force more interesting building decisions during the game since you will often find yourself fighting wars with "the fleet that you have" rather than "the fleet that you want," and long term military construction decisions become more strategic.

Some players prefer to play with a "super extended construction time" variant of this rule that sets unit construction times equal to their full construction costs. This makes units even more valuable, as they will take considerably longer to build.

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5.16 COMMAND SHIPS

Navies often field command or leader variants of their existing ship classes. These uprated vessels are equipped with superior command, control, and communication (C3) systems that allow them to better coordinate with other fleet elements. They are also commonly outfitted with improved weapons, including cutting edge technologies fresh off the R&D assembly lines.

You may build a Command variant of any ship currently available on your empire's force list. Command variants have a construction cost 1 EP higher than the base cost for the class and receive a +1 bonus to their Command Rating and Anti-Ship values to represent these enhanced combat capabilities.

Command ships are typically denoted by adding a "C" or "L" at the end of their hull type designation (for example, a destroyer leader would become a DDL instead of a DD) and adding "Command" to their special notes along with their other special abilities (if applicable).

EXAMPLE: The Human player has decided to build a Command variant of their Prometheus BC (Cost 10, DV 6, AS 4, AF 2, CR 7). This Command Prometheus would have a cost of 11 EP, and would have the following stats: DV 6, AS 5, AF 2, CR 8). The "Command" ability is added to this unit's Special Notes field, too.

This approach to handling command ship variants is meant to give you more flexibility in building and deploying specialized command ships of existing classes when the need arises during the game without requiring them to be represented as entirely different ship classes on your force list.

5.17 PROTOTYPING

New unit classes that an empire unlocks via tech advancement cannot be mass produced until they have passed their prototyping trials. This reflects the difficulties of getting new unit designs through the manufacturing process and working out any remaining issues that the engineers might have missed.

The first unit of any new class costs twice its normal construction cost. This extra expense represents that it costs more to build an experimental ship class, as engineers have to continually adapt to issues with the practical implementation of the design schematics.

If you're using *5.15 Extended Construction Times*, the build time for the prototype unit is based on this increased construction cost instead of its base construction time, effectively doubling the time required to build a prototype.

When the prototype completes construction during the Construction Phase, roll on the Prototype Table to see how the prototyping process turned out for this unit. In some cases, prototypes may encounter design problems during their final testing that can delay completion or increase the cost of the first few units of the class until all of the kinks are finally worked out. Additional units of the class cannot be purchased until the first one has been successfully prototyped.

After a unit is successfully prototyped, the player can check the "P?" box for that unit class on their force list to indicate the prototyping process is complete and the unit is now ready for general construction. This makes it easy for players to track which units they have successfully prototyped and which still must pass their trials.

Prototype Table (d10)

Roll	*Prototype Result*
1-	Catastrophic failure of the prototype causes the unit to fail its shakedown. The existing prototype is lost (destroyed) and a new prototype must be built to restart the prototyping process.
2	Shutdown of several systems indicates the prototype has a key design flaw. An additional investment of economic points equal to the prototype's normal construction cost is needed to complete the prototype. Once completed, the prototype must make another roll on the Prototype Table.
3	Shutdown of several systems indicates the prototype has a key design flaw. An additional investment of economic points equal to 50% of the prototype's normal construction cost are needed to complete the prototype. Once completed, the prototype must make another roll on the Prototype Table.
4	The prototype failed its initial testing cycle but has been recovered for additional repairs. An additional investment of economic points equal to 25% of the prototype's normal construction cost must be spent to correct the error before it can undergo another shakedown cruise. A second roll on this table will be required once modifications to the prototype are complete.
5-6	Prototype has completed its trial run and may enter production. The next four units of this class must be built at an additional +50% cost before the design can enter normal service.
7-8	Prototype has completed its trial run and may enter production. The next three units of this class must be built at an additional +50% cost before the design can enter normal service.
9	Prototype has completed its trial run and may enter production. The next two units of this class must be built at an additional +50% cost before the design can enter normal service.
10+	Trial runs completed successfully. The unit may immediately enter service at its normal construction cost.

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EXAMPLE: The Loran player has just researched the Vindicator BB and it must now be prototyped. The cost to purchase the Vindicator prototype is doubled, which means it will cost 24 EP to build the prototype (and if you're using 5.15 Extended Construction Times*, it would take 12 turns to build the prototype!).*

A die roll is made when the Vindicator prototype is completed, and the Loran player rolls a 2. The prototype has suffered a significant failure, and the Lorans must pay an amount equal to the class' normal construction cost (12 EP) to repair the prototype and continue production.

On the next turn, after paying ther 12 EP to continue production, the Loran player make a second prototyping roll for the Vindicator and gets a 7. The prototype has completed its trials, however the next four units of the class will cost 50% more to build (18 EP vs 12 EP) as engineers work out the final kinks in the design.

5.18 HISTORICAL TECH ADVANCEMENT

With this optional rule, each empire is assigned a Tech Year that describes how technologically advanced it is compared to the rest of the empires in the game. Each empire starts the game with their Tech Year equal to the starting Tech Year for your campaign. Each tech advancement an empire earns then increases its Tech Year by 1 and automatically unlocks any units that have an In-Service Date (ISD) equal to that Tech Year.

The force lists for the standard VBAM empires only contain available units through a Tech Year of 3025. For each Tech Year that your empire advances beyond 3025, you will instead upgrade one unit of your choice from your empire's force list using the standard upgrade rules outlined in *4.9.3.4 Upgrading Units*. This allows you to continue developing new technologies even after you have finished unlocking all of the units on your force list.

EXAMPLE #1: In a new campaign with a starting Tech Year of 3005, each empire in the game will start with its own Tech Year at 3005. The Humans are one of the players in the game, and when this empire earns its first tech advancement its Tech Year increases from 3005 to 3006 and it will unlock the Odysseus-A CL on its force list because this unit has an ISD of 3006.

EXAMPLE #2: The Human player has just earned a new tech advancement, increasing their Tech Year from 3025 to 3026. There are no new units to unlock on their force list via historical tech advancement, so they instead choose an existing unit to upgrade. They choose to upgrade the Victory fleet carrier, creating a Victory-II class and adding it to their force list.

5.19 IMPROVEMENT CONSTRUCTION TIMES

When playing with this optional rule, all system improvements are not completed instantly but instead take a number of turns to complete equal to the new system attribute value. For example, it would take 3 turns to increase a system to 3 Population. These system improvement construction times advance during the End of Turn Phase each turn until they are completed, however they won't advance if the system is Blockaded as the enemy fleet presence prevents the system from receiving the resources or manpower required to continue work on these projects.

A system can only work on one active system improvement at a time. You must wait for the current system improvement to be completed before spending resources to improve another system attribute. You may however choose to cancel an active system improvement on a future turn, returning half the economic points spent on it and freeing the system up to begin work on a new system improvement.

System improvements are automatically canceled and partially refunded if the colony performing the improvement is conquered or destroyed. The number of economic points refunded is the same as if the improvement had been voluntarily canceled.

Empire traits that modify system improvement costs apply a similar affect to their construction times when this rule is used. For example, the Kili's *Fast Breeders* trait would reduce both the cost and construction time of Population Increases purchased in their systems, while the Yuletarri's *Orbital Bulwarks* trait would reduce the cost and construction time of Fortification Increases.

EXAMPLE #1: The Human player wants to increase the Population in Proxima (2 Population). The cost to perform a Population Increase in Proxima would be 10 times the new Population value (3) for a total of 30 EP, and it will take 3 turns to complete this improvement.

If a Loran fleet moves into Proxima and blockades it on the second turn of construction, then the Population Increase will be paused and its construction time will not advance until the blockade is lifted. If the Lorans conquered Proxima, the Humans would be refunded half the cost of the unfinished improvement (15 EP).

EXAMPLE #2: The Yuletarri player wants to increase the Fortification value in Deneb (4 Fortification). It would normally cost 50 EP and take 5 turns to increase the system's Fortification value to 5, however the Yuletarri's Orbital Bulwarks *traits halves both the cost and time requirements for this system improvement. This reduces the cost to 25 EP and construction time to 3 turns.*

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5.20 RANDOM EVENTS

During the *4.10.7 Special Events* step of the End of Turn Phase each campign turn, roll a die and if the die result is less than or equal to the number of players in the game then a random event has occurred this turn. Roll on the Random Events Table to determine the event type and then choose a random inhabited system on the map and apply the effects to that system. The target system can belong to a player empire or an Independent System.

Random events can alter a system's attributes, give the system owner additional units, place hostile units in the system, or even in some cases cause the owner to gain or lose tech investment or economic points. Random events are mostly balanced between good and bad events and the impact of these events depends heavily on the importance of the system that is affected.

Random events cannot increase a system's Population, Morale, Intel, or Fortification values beyond the system's current Carrying Capacity or below a minimum value of zero, nor can they reduce a system's Carrying Capacity or RAW values below a minimum value of 1.

EXAMPLE: In a three player game, the CM rolls a die to check for a random event and the die result is a 2, indicating that a random event has occurred.

The CM then rolls 2d10 on the Random Events Table and gets a 5 – a "Computer Virus" event. They then randomly select one of the inhabited systems on the map, picking the Hercules system controlled by the Rallax. Hercules has 3 RAW and 4 Population, which means the Rallax player will lose 3 x 4 = 12 points of tech investment from their Tech Pool.

Random events are a good way of adding extra uncertainty to a campaign. The chance of a system gaining or losing RAW or Carrying Capacity are relatively low, and most of the time players will end up losing units or dealing with additional Raiders or minor resource losses. The administrative overhead for the CM is also minimal, as it requires only one additional die roll per turn, and you will only have about one random event per campaign year.

Random Events Table (2d10)

Roll	*Random Event*	*Event Effect*
2	Mineral Depletion	This system exhausts one of its heavy metal deposits, reducing its RAW by 1.
3	Industrial Accident	The release of radioactive waste pollutes the planet, reducing its Carrying Capacity by 2.
4	Plague	A virulent plague has broken out on the planet, reducing its Population and Morale by 1.
5	Computer Virus	An advanced computer virus has struck an important research mainframe. Your empire's Tech Pool is reduced by an amount equal to this system's RAW times Population
6	Political Unrest	Public demonstrations against your government, reducing the system's Morale by 2.
7	Market Collapse	Financial markets in this system are in a panic. During the next Economic Phase, lose EP equal to the system's RAW times Population.
8	Double Agents	Compromised intelligence assets in the system sabotaged the planetary defenses before fleeing. Reduce the system's Intel and Fortification values by 1.
9	Troop Sabotage	A random troop in the system has been destroyed by an obvious act of sabotage.
10	Fleet Sabotage	A random ship, fighter, or base in the system has been destroyed in an obvious act of sabotage.
11	Rebel Fleet	A Rebel force has moved into the system in a bid for independence. Place 3d10 EP of Raider units in the target system. This Raider fleet will remain in the system until they are destroyed.
12	Privateers	A friendly mercenary fleet has pledged itself to your cause. The player gains 3d10 EP of new ships and fighters purchased from the Raider Force List in the target system.
13	Defense Upgrade	New orbital defenses have been established in this system, increasing its Fortification value by 2.
14	Economic Boom	The target system has experienced a major economic improvement. During the next Economic Phase, gain EP equal to half the system's RAW times Population.
15	Intelligence Assets	New intelligence assets have been recruited in the target system, increasing its Intel value by 2.
16	Good Times	The current social and political situation in the system is giving colonists hope for the future, increasing its Morale by 2.
17	Artifact Cache	A cache of Old Empire artifacts have been found in this system. Gain an amount of Tech Investment equal to the system's RAW times Population.
18	Population Boom	An influx of new colonists have arrived in the system, increasing its Population and Morale by 1.
19	Climate Shift	A sudden axial shift improves the planet's climate, increasing the system's Carrying Capacity by 2.
20	Mineral Discovery	Deep core mining reveals a new supply of heavy metals, increasing the system's RAW by 1.

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6.0 A BRIEF HISTORY OF THE GALAXY

The following is an overview of the history of the VBAM *Harbinger Wars* campaign setting that provides some added context for what has happened in the galaxy prior to the start of the game. Players can use this historical background in part or whole when creating a backstory for their own campaigns with these alien factions.

Expanding upon the history provided here (or deciding that some well understood facts are actually wrong!) can help make each campaign set in the Harbinger Wars *setting new and fresh for the players.*

6.1 THE PRECURSORS

Ten thousand years ago, this region of the galaxy was dominated by a mysterious alien species called the Precursors. Very little is known about the Precursors, and what we do know is based on the scattered ruins they left behind on their old colonies and the occasional derelict hulk found in a decaying orbit around some distant moon or gas giant. The former Precursor colony worlds all show obvious signs of intense orbital bombardment that managed to scour away nearly all signs of technological civilization, which explains why few remains of the Precursors have been found.

Based on the artifacts that have been recovered over the centuries, xenobiologists seem to agree the Precursors were a species of tall, six-limbed bipedal humanoids – or at least this imagery has been found repeatedly across many different Precursor dig sites, too often to be a mere coincidence. No actual verifiable Precursor physical remains have ever been found, however, which is extremely unusual. There have been periodic rumors of illegal salvage teams finding mummified Precursor remains onboard derelict ships or lifeboats, but none of these finds have ever been confirmed. If they exist, they have been secreted away to the private collections of wealthy collectors and away from the prying eyes of the galactic scientific community at large.

All that we know for certain about the Precursors is that, at the height of their empire, they dominated the local region of the Orion Arm of the Milky Way and had outposts spread across hundreds of light years of territory. Building and maintaining an empire of this size is a remarkable feat of bureaucracy and administration that has never been rivaled since. And we knew the Precursors and their empire were eventually destroyed in some sort of massive galactic conflagration, the nature of which long remained a mystery.

6.2 THE OLD EMPIRE

Approximately five hundred years ago, the great alien civilizations of the galaxy were joined together as part of an interstellar community historians today collectively refer to as the Old Empire. This was a loose association of the major political powers of the era, working in common cause (at least when it suited them) to try and maintain order in known space.

At its height, there were eight known members of the Old Empire: the Brindaki, Graal, Humans, Jains, Kili, Lorans, Senorians, and Tirelons. The Graal were the first of the current milieu of sentients to develop jump technology and leave their homeworld, and they suffered through the

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expansion and collapse of their First and Second Dynasty periods prior to making first contact with the Senorian Federation, which had already established outposts near Lacertae. Over the course of the next two hundred years, first contact would be made with the Brindaki, Jains, Lorans, and Kili. The Humans and Tirelons were the last to be contacted and join the Old Empire and ascend to the council. The Old Empire had contact with the Yuletarri prior to the Harbinger War, but this relationship was strained at best and the Yuletarri refused to participate in the alliance. Meanwhile, the Rallaxians were unknown to the Old Empire until after the end of the Great Hyperspace Collapse.

Governance of the Old Empire was overseen by the Galactic Council. Each major alien civilization in the galaxy was given a seat on the council, and it was their responsibility to discuss and debate matters of mutual interest and try to smooth over tensions in order to prevent widespread conflict and destruction that could destabilize the region. Minor powers were denied a seat on the council and had to instead curry favor with other council members if they wanted their voice heard.

The Galactic Council was originally based out of the Graal-controlled Altair system, but its headquarters was eventually relocated to the ancient Brindaki citadel system of Trata Kam. The relocation of the administrative center to Trata Kam was largely due to growing friction between the Graal and other council members during their increasingly fractious Third Dynasty, and the Brindaki enjoyed generally amicable relations with all the other alien empires during the period and seemed to be a more politically reliable host for the council.

The period of the Old Empire was not always a peaceful one. There were semi-frequent periods of hostilities between the various member nations, but never any outright wars. The Great Council was able to mediate these disputes and keep tensions from boiling over. For the most part, the galaxy enjoyed a period of sustained peace and prosperity. The ill-fated discovery of the Harbingers shattered that peace forever.

6.3 AWAKENING THE HARBINGERS

The Harbingers, an enigmatic self-replicating machine intelligence, were first encountered by a group of Tirelon scout ships while they were exploring the outer reaches of the Sagittarius Arm. At first the explorers believed they had stumbled upon some remnants of the ancient Precursors, but this proved to be a very incorrect assertion.

In an attempt to learn more about the seemingly dormant enormous alien vessel they had found, the Tirelon fleet dispatched a science team to investigate the alien wreck. As the shuttles approached, the derelict suddenly came to life, its reactors restarting and its systems coming back online. The shuttle crew had little time to consider the changing situation before the unknown vessel activated its short range defense systems and fired upon the shuttle with pinpoint accuracy, destroying it almost instantaneously.

The Old Empire scouts only barely managed to escape this first encounter with a Harbinger vessel, and then only by virtue of the fact the massive alien vessel could not bring its engines and power systems back online fast enough to pursue them into hyperspace. Having barely survived their first encounter with a Harbinger ship, the Tirelon scouts returned to Old Empire space with a dire warning of what they had found out on the galactic rim.

Before long more Harbinger vessels began to be sighted along the outer periphery of the Old Empire territories. These ships were smaller than the gargantuan vessel they had first encountered but the similarities in design and technology between them were undeniable. The vessels refused all attempts at communication and by all accounts they seemed to be largely avoiding direct contact with the Old Empire.

Most of the encounters with Harbinger forces during this period were limited to events where a single small Harbinger ship would jump into the outskirts of an inhabited system, perform a long range scan, and then jump out before any military patrol vessels could reach them. There were increasing rumors of civilian ships going missing in these areas, but those losses were chalked up to run of the mill pirate activity on the often lawless frontier.

Despite frantic pleas from the outer rim colonies to mobilize defenses to preemptively combat this strange new threat, the Galactic Council remained largely unconcerned by the developing situation. This was not the first time the Old Empire had made first contact with a new alien civilization and, while the aliens refused all attempts at communication, they did not see the situation as immediately pressing. Instead, the council focused its energies and resources on more mundane political and strategic situations currently embroiling its members. This complacency in the face of the Harbinger threat would be a fatal mistake.

Four years later, a vast armada of Harbinger vessels – some of them even larger than those previously encountered – began flowing out of the jump lanes from the direction of the largely unexplored Sagittarius Arm. These fleets began attacking every inhabited outpost and colony they encountered, and in every case the outcome was the same: the Harbinger fleets remained in orbit of every colony world they found and bombarded them until they were reduced to burnt out cinders and all life had been extinguished. They left no survivors in their wake as they jumped from system to system repeating the carnage on a galactic scale never seen before – or since.

The Harbinger War had begun.

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6.4 THE HARBINGER WAR

Despite years of advance warning of the Harbinger threat, the Old Empire was caught almost completely off guard by the sudden appearance of Harbinger war fleets in the skies over their colonies. Early attempts at rallying regional defenses to combat the invading Harbinger armada failed miserably, and a significant portion of the pre-war Old Empire fleet was lost fighting futile holding actions against the advancing Harbinger forces. These losses were largely due to the various national alien navies operating independently of one another. Their lack of a unified command structure and overall strategic guidance largely doomed them to defeat in detail. The Jains in particular suffered crushing losses trying to push the Harbinger fleets back from their outermost frontier systems. It's estimated that at least 36% of the entire Jain fleet was annihilated in the Battle of Halkhar alone.

It was during this period that the Yuletarri closed their borders and retreated back to their territories, destroying all of the jump relays and hyperspace beacons connecting them to the Old Empire in the process. This effectively severed all contact with the Yuletarri for the remainder of the war. Several other alien civilizations briefly considered following their lead but were ultimately dissuaded when they realized there was nothing stopping the Harbingers from exploring new hyperspace routes into their territories even after the jump relays were destroyed. At best, destroying the existing hyperspace beacons would only buy them time, and probably not enough to be effective.

As colonies continued to burn and entire minor alien civilizations fell to the Harbinger advance, Old Empire scouts continued to probe along the edges of the existing jump lane network looking for new resources, technologies, and allies that might aid them in their war against the Harbingers.

One of these scout fleets succeeded in finding a previously unknown jump lane that led into the heart of Harbinger space. In conducting their covert reconnaissance of this region, the scout flotilla made an incredible find: the Harbinger ships were being remotely controlled and directed by a central processing unit that covered the entire planetary surface of a dead world in the Carina constellation. Based on their scans of this "brain world," designated "Cerberus" by Human intelligence sources, the Harbingers were using thousands of quantum entanglement communications nodes buried deep within the planet's crust to maintain near real time communications with their warships. This allowed the Harbingers to respond to changing strategic situations almost instantaneously, while the Old Empire itself had to wait for reports to move across their own distributed command and control network. It could take weeks or even months for fast jump couriers to transfer communications buoys from the frontier back to the core worlds, and then even longer for leaders to react and draw up new war plans based on this updated data.

At roughly the same time as the Old Empire scouts discovered Cerberus, in a distant area of the galaxy another scout fleet made an equally fortuitous discovery: they had found an ancient Precursor foundry buried deep beneath the surface of a long dead garden world. Within the ruined and abandoned remnants of this Precursor "tomb world," the scout team discovered the largely intact remains of a massive Precursor "planeteering bomb" – a weapon of mass destruction designed to shatter and destroy an entire planet! The black, egg-shaped spheroid device was found in an engineering bay located deep within the heart of the facility. The bomb and the foundry where it was being produced had luckily survived the orbital bombardment which had utterly destroyed the rest of the colony.

While recovering the Precursor bomb and studying the surrounding ruins the Old Empire scientists made a horrific discovery: during the height of their own galactic power, the Precursors had themselves encountered the Harbingers and fought a war for survival very similar to the one the Old Empire found itself fighting. The bomb they had discovered was in fact a Precursor "doomsday device" intended as a last ditch effort to destroy the very Harbinger brain world the Old Empire had just discovered! The Precursors had failed to ready the bomb in time before they were eventually wiped out, but now perhaps the Old Empire would be luckier.

With the Harbinger armada continuing to advance across the galaxy with no hope of the Old Empire militarily opposing them, the Galactic Council authorized a final, last ditch mission to end the Harbinger threat once and for all: a massive allied fleet equipped with the Precursor planeteering bomb was immediately dispatched to attack the Harbinger brain world. Every single warship capable of fighting that was not already engaged on the front line was ordered to join the allied fleet as it quickly pushed into Harbinger space, breaking through the enemy's newly-reinforced defenses in the Carina constellation as the allies drove onward towards Cerberus itself.

A final, bloody confrontation saw the engagement of the majority of the remaining Old Empire fleet against the arrayed defenses of the Harbinger homeworld. The allied fleet suffered heavy losses as it advanced, and at times it seemed they – like the Precursors before them – would fail in their objective. Just as the allied line seemed to be on the verge of collapse, with Harbinger destroyers encircling them to entrap and eliminate them, the allied flagship reached optimal firing range and quickly deployed the Precursor weapon only moments before it was destroyed by concentrated enemy fire. The Precursor bomb arced briefly through space before it accelerated to fractional light speeds and impacted against the planet's

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surface. The kinetic energy released by the blast shattered the planet, rending it apart in a massive explosive blast.

As Cerberus disintegrated into scattered planetary debris its massive communication nodes went dead, cutting off the Harbingers fleets from the brain world itself. However, this cataclysmic blast also generated a massive interdimensional shockwave that rippled outward from the destroyed world. The Precursor bomb had not only destroyed the enemy planet, but some of the awesome power of the blast had translated deep into the fabric of hyperspace itself!

As this hyperspace shockwave spread outward from the destroyed brain world, the Harbinger ships caught in its wake began powering down. Without the brain world to guide and control them, these ships had seemingly automatically entered a "sleep" mode to conserve power and await further instructions. The surviving allied fleet seized upon this opportunity and turned their weapons against the now defenseless Harbinger vessels. One by one the behemoth war machines were reduced to little more than scrap.

After the successful destruction of the Harbinger brain world, reports began to filter back to the Galactic Council that most (but not all) of the Harbinger ships in other theaters of the war had similarly begun shutting down after the brain world had been destroyed. Allied fleets immediately set to work actively hunting down these remaining Harbinger warships in an attempt to eliminate the threat before they had a chance to recover from whatever had caused them to shutdown in the first place.

The Harbinger War had seemingly been won, but at a great cost – and the Old Empire owed the Precursors an immense debt for providing them with the weapon of vengeance that made that victory possible. In the final analysis it was clear the Old Empire could not have defeated the Harbingers without the Precursor weapon.

6.5 THE GREAT HYPERSPACE COLLAPSE

In the weeks and months following the end of the Harbinger War a new crisis emerged. Across the galaxy, the jump lanes that connected systems to one another and made hyperspace travel possible began collapsing and going dormant. Jump lanes in the Carina-Sagittarius Arm nearest to the location of the old Harbinger homeworld were the first to be affected by this phenomena, and the allied fleets hunting down Harbinger remnants in these regions were the first to report the disappearance of recently explored jump lanes in these newly opened regions of space. The new hyperspace beacons the scout had laid simply went dark and disappeared, and the scout fleets sent out to reactivate them never returned.

Before long the phenomena began spreading to other more heavily populated regions of the galaxy. One by one, jump lanes across the galaxy began flickering out of existence and disappeared. Hyperspace travel was becoming more and more difficult, and soon entire star systems were being cut off from the rest of the jump lane network and inaccessible.

As the jump lanes disappeared, the great galactic trade routes were severed and the flow of goods was irreparably disrupted. Colonies that depended on the import of food to survive began to starve. There was a mass civilian exodus as every colonist that could tried booking passage on any civilian freighter they could find with the aim of escaping to the nearest garden world where they might be able to find food and shelter. Raider activity increased tenfold during this chaos and, with the military patrols largely stripped of ships during the waning days of the war, there weren't many warships available to combat them. Every colony world was effectively on its own, forced to struggle to survive against ever worsening economic and social conditions.

Gripped by political crisis and years of resource shortfalls from the war, the Galactic Council was abandoned and each of the surviving alien civilizations retreated back to their respective homeworlds and colonies. The Old Empire had effectively collapsed and the remaining vestiges of the galactic alliance faded away almost as quickly as the jump lanes that precipitated the crisis. Trata Kam itself was lost not soon thereafter once the last known jump lanes routes to the old galactic capital vanished.

As far as historians can tell, the entirety of the galactic jump lane network was affected by the Great Hyperspace Collapse. There are no records of any active jump lanes being detected during this period.

For almost two hundred years the jump lanes remained dormant, and the survivors of the Harbinger War were forced to pick up the pieces on their isolated islands in space cut off from the rest of the galaxy. The inhabited worlds of the Old Empire were forced to achieve some degree of self-sufficiency or else succumbed to starvation, disease, or internal warfare. The old fleets were mothballed or scavenged for materials and the history of the interstellar age started to pass into history and fable.

Then, as mysteriously as they had disappeared, the jump lanes began returning. The first signs of this return came when long dormant hyperspace beacons began transmitting again. The buoys had drifted significantly since the beginning of the Collapse so they no longer provided useful navigational data, but the simple fact they had returned meant interstellar travel might once again be possible...

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7.0 ALIEN EMPIRES

This chapter provides an overview of the ten alien empires that have reemerged on the galactic stage following the end of the Great Hyperspace Collapse and the return of hyperspace travel.

Much has changed in the galaxy since the end of the Harbinger War, however, and very little remains of the old political order that used to bond these powers together in common cause. The surviving empires are clamoring to retake their old territories and extend control into other nearby systems. This colonial expansion will inevitably put them into direct conflict with their neighbors.

The alien empires included in this book – with the notable exception of the Rallax and Yuletarri – were members of the Old Empire prior to the hyperspace collapse. The Old Empire was a loose alliance of major alien civilizations that fought together against the Harbingers when they began pouring out of the Sagittarius Arm and threatening all life in the galaxy. The final Battle of Cerberus fought at the Harbinger's central machine world ended the Harbinger threat but also precipitated the Great Hyperspace Collapse which resulted in the jump lanes disappearing for two centuries.

Each alien empire entry includes the following information:

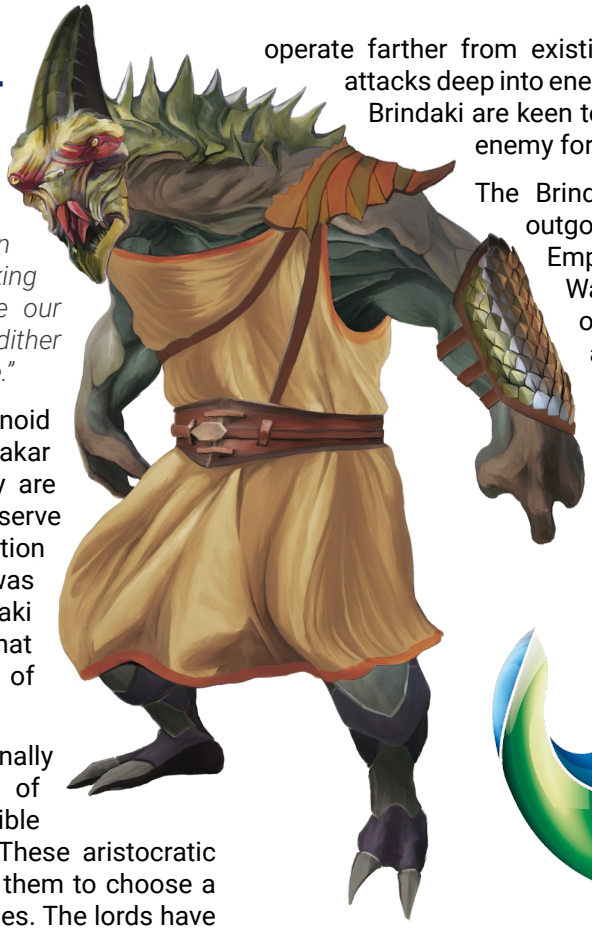
- **Alien Quote:** This is a quote written from the alien's perspective that gives an additional insight into their psyche and possible motivations.
- **Historical Background:** This provides information on their species, homeworld, society, and government. This gives a clearer context for who the aliens are and what they are like, which can be very useful information for players that want to roleplay as the faction during a campaign.
- **Faction Symbol:** This is the imperial seal the empire uses to identify itself on its flags and maps.
- **Empire Traits:** Each empire has three traits, with two advantages and one disadvantage. These traits confer unique bonuses and penalties that make each alien faction stand out from their opponents.
- **Force List:** This is a list of all of the ships, fighters, bases, and troops the alien empire can research and build during a campaign along with all their relevant unit statistics. When playing the game, you can use your empire's force list to keep track of which units you have unlocked by checking the box in the "R?" column for those units they have already researched. Similarly, in campaigns using the *5.16 Prototyping* optional rule, you can put a check in the "P?" box for any researched unit that has also successfully completed its prototyping trials.
- **Recommended Starting Forces:** This provides players with a recommended list of starting forces when playing as that empire in the default *3.1.1 New Empires* scenario with a starting Tech Year of 3005. This makes it easier for players to quickly set up new campaigns without having to manually purchase their own starting forces.

Other alien civilizations doubtlessly exist in the uncharted territories of the Sagittarius Arm, but contact has yet to be made with any of these unknown powers. Expeditions into the Carina nebulae have been planned for the near future to explore the region...

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7.1 BRINDAKI LEAGUE

"Free traders from League worlds can be found scattered across this sector, from Brindakar to Senor. Some of the luckier ship captains have even been invited to court on Jathayn by the Khan himself. Our merchants are always looking for new markets and allies to secure our borders, even if the League does love to dither about when it comes to matters of state."



The Brindaki are a reptilian humanoid species native to the arid world of Brindakar in the Epsilon Indi star system. They are known for their large fatty humps that serve the same resource conservation function as seen in terrestrial camels. This was a necessary adaptation for the Brindaki to survive on the hot, arid steppes that dominate the equatorial continents of their homeworld.

While the Brindaki League is nominally ruled by an emperor, an association of feudal princes are actually responsible for governing the Brindaki holdings. These aristocratic lords serve as electors and it is up to them to choose a new emperor when the previous one dies. The lords have made sure to keep the emperor on a tight leash, and they ultimately hold most of the power in the empire. Strong emperors are a rarity, and their reign usually ends badly for everyone involved. For the most part, the emperor wields weak executive powers and must court the support of the lords to get anything done.

Political infighting among electors and their representatives at the royal court creates a great deal of diplomatic friction with outsiders. The individual lords are loath to give up any advantage to their rivals, and this can lead to significant delays when negotiating new treaties with other powers. Outsiders have grown used to the slow churn of the Brindaki bureaucracy, though.

Brindaki free traders are a ubiquitous sight across the galaxy. They have an established track record as gifted merchants that always seem to be able to negotiate favorable trade agreements with other nearby worlds. The merchant vessels these free traders use are built for endurance and can travel further than those fielded by their rivals, which lets them trade in distant systems.

The Brindaki navy fields an inordinate number of military supply ships as part of its armada, and most of their cruisers have significantly more cargo capacity than is typical for warships of that size. These vessels are used to support the empire's trading efforts during peacetime, but can be rallied to keep their war fleets resupplied during times of war. This gives the Brindaki navy the ability to operate farther from existing supply hubs and launch attacks deep into enemy space. For this reason, the Brindaki are keen to go on the offensive against enemy forces during times of war.

The Brindaki were one of the more outgoing members of the Old Empire prior to the Harbinger War, and their fortress world of Trata Kam served as the administrative capital of the Old Empire up until its abandonment during the Great Hyperspace Collapse.



Brindaki Empire Traits

Deep Range Logistics: The Brindaki merchant fleet operates well beyond normal supply lines and can be relied upon to resupply League vessels in the field. Brindaki units can trace a supply route over four jumps (not just three), and their Supply units receive a +2 bonus to their Exhaustion checks when they are used to resupply friendly units.

Free Traders: The wealthy trading interests in the Brindaki sphere pay significant financial dividends. The Brindaki earn 50% more trade income from their trade routes, and they can run trade routes over both Minor and Major Lanes (not just Major Lanes).

Bureaucratic Diplomacy: The constant political infighting between the various feudal electors makes it more difficult to conduct diplomacy with the Brindaki. When rolling diplomatic cooldowns, the Brindaki roll two dice and use the higher of the two values rolled as the effective diplomatic cooldown.

Recommended Starting Forces (3005) - 200 EP

3× Wanderer, 7× Patroller, 5× Tireless, 4× Steadfast, 2× Dromedary, 3× Endurance, 3× Ferocious, 4× Mameluk, 4× Dervish, 1× Waypoint, 6× Militia, 2× Mobile Infantry, 2× Light Armor, 1× Shipyard, 1× Convoy

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Brindaki League Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Wanderer	CL	7	3000	5	1	2	5	3	Scout 1, Supply 1	☒	☒
	Patroller	AB	2	3000	2	1	2	2	1	Police	☒	☒
	Tireless	CT	3	3001	3	2	0	3	1	Atmospheric	☐	☐
	Steadfast	FF	4	3002	4	1	3	4	2		☐	☐
	Dromedary	DD	6	3003	4	1	1	4	2	Supply 2	☐	☐
	Endurance	CL	6	3004	5	3	2	6	3	Supply 1	☐	☐
	Ferocious	CL	7	3005	5	0	3	6	3	Carrier 2	☐	☐
	Perseverance	CA	9	3006	6	5	1	8	4	Carrier 1, Supply 1	☐	☐
	Dauntless	CW	7	3007	5	5	2	7	3	Carrier 1	☐	☐
	Longevity	CL	6	3008	5	3	2	6	3	Police	☐	☐
	Unseen	DD	5	3009	4	3	2	5	2	Q-Ship	☐	☐
	Diligent	BC	10	3010	7	5	2	9	4	Carrier 1, Supply 1	☐	☐
	Bactrian	CL	7	3011	6	0	0	5	3	Supply 3	☐	☐
	Loyal	FF	4	3012	3	0	4	4	2	Carronade	☐	☐
	Sojourner	CA	9	3013	7	0	3	6	4	Scout 2, Supply 1	☐	☐
	Adamant	BB	10	3014	8	7	3	10	5	Carrier 1	☐	☐
	Resolute	CA	9	3015	6	2	2	8	4	Carrier 2, Supply 1	☐	☐
	Proud	BC	10	3016	7	5	2	9	4	Assault 2	☐	☐
	Unwavering	DN	14	3017	9	4	3	10	5	Carrier 4	☐	☐
	Vigorous	CW	8	3018	6	0	4	7	3	Carrier 2	☐	☐
	Fearless	BC	10	3019	8	2	4	9	4	Carrier 2	☐	☐
	Unbowed	CW	7	3020	6	4	4	7	3		☐	☐
	Indiscernible	CL	6	3021	4	4	3	6	3	Q-Ship	☐	☐
	Undaunted	BB	11	3022	7	6	3	10	5	Carrier 1, Supply 1	☐	☐
	Pragmatic	FF	4	3023	3	3	0	4	2	Fast, Gunship	☐	☐
	Inflexible	DN	13	3024	9	8	3	10	5	Carrier 2	☐	☐
	Meticulous	CA	9	3025	7	0	3	8	4	Carrier 3	☐	☐
Fighters	Mameluk	LF	2	3000	2	2	1	2	1	Atmospheric	☒	☒
	Dervish	MF	3	3002	3	1	3	3	1	Atmospheric	☐	☐
	Sandstorm	HF	4	3007	3	4	2	4	2	Atmospheric	☐	☐
	Fakir	MF	3	3011	2	2	2	2	1	Atmospheric, Police	☐	☐
	Marabout	SHF	5	3016	4	4	3	4	2	Atmospheric	☐	☐
Bases	Waypoint	BS1	9	3000	6	6	4	6	3	Carrier 2	☒	☒
	Bivouac	BS2	14	3004	12	5	5	8	4	Carrier 2, Supply 2	☐	☐
	Gnamma	OWP	4	3006	3	4	2	4	2	Gunship	☐	☐
	Oasis	BS1	8	3013	8	5	5	6	3	Supply 1	☐	☐
	Rendezvous	BS3	19	3018	14	9	5	10	5	Carrier 3, Supply 3	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Mobile Infantry	N/A	2	3000	4	8	-	-	-		☒	☒
	Light Armor	N/A	2	3005	8	4	-	-	-		☐	☐
	Marines	N/A	3	3010	6	6	-	-	-	Marines	☐	☐
	Mechanized Infantry	N/A	3	3015	9	9	-	-	-		☐	☐
	Heavy Armor	N/A	3	3020	12	6	-	-	-		☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.2 GRAAL STAR KINGDOMS

"In the era of the Old Empire, we were among the most powerful and prestigious member states. There were no more decorated or celebrated as those ancient Graal starfarers. I can assure you that, now that the jump lanes have returned, we shall return to our perch atop the galactic pecking order. It's not a question of if, but when."



Decadent and imperial, these great descendants of massive "terror birds" are a regal avian species that have long sought to expand their dominion over the entire galaxy. The Graal were the first of the Old Empire civilizations to develop jump drive technology and begin exploring the jump lane network. Unfortunately, they have repeated a brutal cycle of rapid expansion and sudden decline, establishing vast interstellar empires only to see them fall into turmoil and civil war with their many colonies being abandoned in the resulting chaos. They were already considered a waning power whose best days were behind them even before the start of the Harbinger War.

The sudden loss of hyperspace travel cut Graalor Prime off from its lucrative extra-solar colonies. The ensuing economic panic ultimately precipitated a political crisis that destabilized the empire. Using the crisis to their advantage, a number of rival houses staged a surprise coup against the emperor. With the death of the emperor, the Graal political landscape was shattered and in the resulting political vacuum it was replaced by a loose association of competing kingdoms. The Supremacy Council was established as a forum to oversee planetary administration, peacefully settle disputes between internal political enemies, and (eventually) manage contact with outsiders, but there remains a decided lack of unity among the Graal.

Graal fleet doctrine is built around a mix of fast starships that can be rapidly redeployed to defend its colonies and massive motherships that can protect established colony worlds against enemy attack. Their high radiation tolerance allows them to push their engines beyond the limit considered safe for most other species, giving their ships an inherent speed advantage over those fielded by other powers. Many of their ships are already built for maximum strategic speed, which means that the Graal can quickly redeploy fleets of fast frigates and light cruisers across their entire empire on a moment's notice to combat emergent threats to their empire.

The Graal's military mobilization has been hampered by political infighting on the Supremacy Council and many kingdoms are unwilling to commit their resources towards reconstruction efforts, preferring to hoard their wealth or spend it on lavish luxuries instead of troops and starships. The political situation in the Graal Kingdoms has so far prevented anyone from forcing this issue for fear that it could lead to another civil war.

It remains to be seen if the Supremacy Council can succeed in stemming this corruption and maintain order between the Star Kingdoms. Despite it all, the Graal are building new colony fleets and training eager colonists who are ready to journey to alien worlds and once more find their fortunes among the stars.



Graal Empire Traits

Fast Drive Systems: The Graal are more resistant to radiation and can run their engines "hotter" than other aliens can. Graal ships may move through an extra Major Lane each turn in addition to their normal movement and gain a +2 bonus to their Retreat rolls.

Expansionist: The Graal are enthusiastic colonizers, and colonists are always ready to board colony ships and escape the sprawling slums and crushing poverty of their existing colony worlds. Convoys cost the Graal half the normal cost (i.e., 10 EP instead of 20 EP), and they may purchase two Convoys per turn in supply source systems (instead of just one).

Corrupt: The Graal government is overrun with corruption and graft, which extends into their military-industrial complex. The construction capacity of all Graal construction sources are reduced by 50% as a result of these widespread inefficiencies.

Recommended Starting Forces (3005) - 200 EP

3× Eostrix, 6× Canary, 4× Woodpecker, 4× Falcon, 4× Shrike, 3× Eagle, 4× Talon, 4× Claw, 1× Roost, 6× Militia, 4× Light Marines, 2× Praetorians, 1× Shipyard, 1× Convoy

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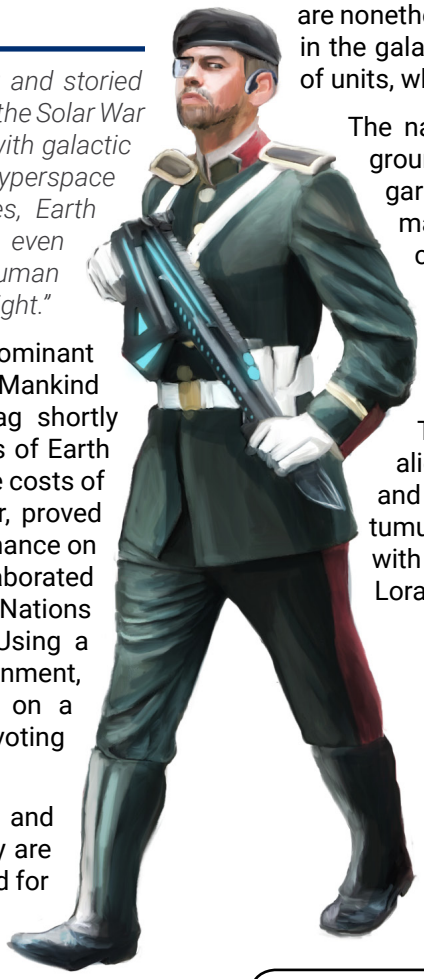
Graal Star Kingdoms Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Eostrix	CA	9	3000	5	2	3	6	4	Carrier 1, Scout 1, Supply 1	☒	☒
	Canary	AB	2	3000	1	2	2	2	1	Atmospheric	☒	☒
	Woodpecker	CT	3	3001	2	2	1	3	1	Fast	☐	☐
	Falcon	FF	4	3002	3	2	2	4	2	Fast	☐	☐
	Shrike	DD	5	3003	3	4	3	5	2		☐	☐
	Eagle	CL	6	3004	4	3	3	6	3	Carrier 1	☐	☐
	Stork	DD	6	3005	3	0	0	4	2	Fast, Carrier 2, Supply 1	☐	☐
	Vulture	BB	11	3006	8	6	2	10	5	Assault 2	☐	☐
	Condor	CW	7	3007	6	4	2	7	3	Fast	☐	☐
	Sparrow	AB	2	3008	2	2	0	2	1	Atmospheric, Police	☐	☐
	Butcherbird	DD	5	3009	3	3	3	5	2	Fast	☐	☐
	Barn Owl	BC	10	3010	6	3	3	7	4	Scout 2, Supply 1	☐	☐
	Albatross	BB	11	3011	8	2	4	10	5	Carrier 3	☐	☐
	Thrush	CT	3	3012	1	2	1	2	1	Fast, Police	☐	☐
	Pelican	CW	8	3013	5	1	2	7	3	Fast, Carrier 2	☐	☐
	Merlin	CT	3	3014	2	0	2	3	1	Assault 1	☐	☐
	Heron	CA	9	3015	6	3	3	8	4	Fast, Carrier 1	☐	☐
	Cormorant	CT	3	3016	2	0	2	3	1	Carrier 1	☐	☐
	Roc	DN	13	3017	9	9	2	10	5	Carrier 2	☐	☐
	Gryphon	BC	9	3018	7	5	4	9	4	Fast	☐	☐
	Raptor	FF	4	3019	3	3	0	4	2	Fast, Stealth	☐	☐
	Swan	CW	8	3020	4	3	3	6	3	Tender 2	☐	☐
	Chickenhawk	FF	4	3021	2	3	1	4	2	Bombardment, Fast	☐	☐
	Harpy	BB	10	3022	8	6	4	10	5	Fast	☐	☐
	Puffin	DD	5	3023	3	2	2	5	2	Fast, Assault 1	☐	☐
	Crane	DN	14	3024	10	2	4	10	5	Carrier 4	☐	☐
	Kiwi	DD	6	3025	3	1	2	4	2	Scout 2	☐	☐
Fighters	Talon	MF	3	3000	3	1	3	3	1	Atmospheric	☒	☒
	Claw	HF	4	3002	3	3	3	4	1	Atmospheric	☐	☐
	Chela	HF	4	3008	3	2	4	4	1	Atmospheric	☐	☐
	Beak	HF	4	3015	3	4	1	4	1	Atmospheric, Gunship	☐	☐
	Spur	MF	3	3020	2	0	4	3	1	Atmospheric, Carronade	☐	☐
Bases	Roost	BS1	9	3000	8	6	2	6	3	Carrier 2	☒	☒
	Parrock	OWP	4	3006	3	3	2	3	2	Scout 1	☐	☐
	Nest	BS2	13	3010	10	8	6	8	4	Carrier 3	☐	☐
	Aviary	BS3	18	3016	14	11	7	10	5	Carrier 4	☐	☐
	Volary	BS4	22	3020	17	14	9	12	6	Carrier 5	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Light Marines	N/A	2	3000	4	4	-	-	-	Marines	☒	☒
	Praetorians	N/A	2	3005	6	6	-	-	-		☐	☐
	Marines	N/A	3	3010	6	6	-	-	-	Marines	☐	☐
	Heavy Armor	N/A	3	3015	12	6	-	-	-		☐	☐
	Heavy Marines	N/A	4	3020	8	8	-	-	-	Marines	☐	☐
Civilian	Convoy	N/A	10	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.3 HUMAN UNION

"The United Nations of Earth has a long and storied history, from the days of its founding after the Solar War and through to the days of first contact with galactic civilization just prior to the Great Hyperspace Collapse. Through all of these struggles, Earth and her colonies have endured and even thrived. This can only be a testimony to Human ingenuity – and effective corporate oversight."



Humans are bipedal primates and the dominant sentient species on planet Earth. Mankind banded together under a common flag shortly after the governments and corporations of Earth began colonizing their solar system. The costs of an interstellar space program, however, proved prohibitive for any one nation state to finance on their own. One by one these entities collaborated to form a coalition known as the United Nations or Earth, or Human Union for short. Using a simple representational form of government, each of the member nations serves on a rotating leadership council with full voting privileges for all members.

Corporations with contract, colony, and construction charters (3C-Corps as they are commonly known) have been recognized for decades as "nations" with voting rights, but without the ability to serve on the leadership council. This has given them access to new worlds and resources before any of the member nations themselves are able to exploit them.

At present, only seven such 3C-Corps are officially recognized by the Union. Should at any point a 3C-Corps be deemed "reckless" by endangering mankind with disease, war, or other similar catastrophes, the council can revoke their 3C charters making room for another lucky corporation to move in and fill the power vacuum. 3C-Corps are not allowed to operate any warship larger than a destroyer, despite the fact they handle development and construction of said warships for the Union.

As mankind explored space they steadily relied more on the central authority of the Union for protection. At the same time, Humans depend more and more on 3C-Corps for infrastructure, expansion, and technology. The central government has unintentionally created a ruthless competition amongst the corporations, which has caused them to push further out into the frontier than would normally seem prudent to more cautious explorers.

The Union Navy is a jack of all trades and master of none. They field a balanced mix of ships, fighters, and bases to help protect its far-flung holdings against raiders and other alien threats. Their ships are not as heavily armed as the Senorians or as well defended as the Kili, but they are nonetheless effective in securing mankind's place in the galaxy. They do have access to a wide variety of units, which gives them more fleet options.

The navy is relied upon to supply most of the ground forces for the Union, with marine garrisons having been established on most major Human colony worlds. Smaller colonies that don't warrant a permanent troop presence rely instead on a decentralized system of conscripted militia and reserve forces to rally to their defense in times of crisis.

The Humans were the last of the major alien civilizations to join the Old Empire, and their early years of membership were tumultuous, having fought minor border wars with many of their neighbors, including the Lorans, Senorians, and Jains.



Human Empire Traits

Charismatic: Humans have demonstrated a strong rapport with the other alien species they have encountered since they took to the stars, and they have an easier time achieving diplomatic success. They receive a +2 bonus to all First Contact and Diplomacy Check rolls.

Gifted Explorers: Of the various alien species in the galaxy, humanity has proven itself to be one of the more innately curious and they are constantly seeking out strange new worlds along the frontier. They receive a +2 bonus to all exploration attempt rolls, and the cost of all jump lane upgrades are halved.

Volunteer Army: The United Nations relies on a strictly volunteer army. As a result, the maximum construction cost of troops they may purchase per turn in each system is halved.

Recommended Starting Forces (3005) - 200 EP

3× Icarus, 7× Hoplite, 5× Sentry, 4× Sparta, 4× Athena, 2× Achilles, 1× Vesuvius, 5× Javelin, 4× Myrmidon, 1× Everest, 5× Militia, 2× Mobile Infantry, 2× Marines, 1× Convoy, 1× Shipyard

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Human Union Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Icarus	CL	7	3000	4	2	2	5	3	Scout 1, Supply 1	☒	☒
	Hoplite	AB	2	3000	2	0	3	2	1	Atmospheric	☒	☒
	Sentry	CT	3	3001	2	1	2	3	1	Atmospheric	☐	☐
	Sparta	FF	4	3002	2	3	2	4	2	Atmospheric	☐	☐
	Athena	DD	5	3003	3	2	3	5	2	Carrier 1	☐	☐
	Achilles	CL	6	3004	5	5	0	6	3	Carrier 1	☐	☐
	Vesuvius	CA	8	3005	6	4	4	8	4	Armored	☐	☐
	Odysseus	CL	7	3006	5	0	1	5	3	Tender 3	☐	☐
	Europa	DD	6	3007	4	0	2	5	2	Carrier 2	☐	☐
	Alexander	CA	8	3008	7	6	1	8	4	Carrier 1	☐	☐
	Zephyr	DD	6	3009	6	0	0	4	2	Supply 2	☐	☐
	Prometheus	BC	10	3010	6	4	2	7	4	Carrier 1, Scout 2	☐	☐
	Victory	BC	10	3011	7	1	4	9	4	Carrier 3	☐	☐
	Chiron	DD	6	3012	6	0	0	4	2	Hospital 2	☐	☐
	Hermes	FF	4	3013	4	1	1	4	2	Atmospheric, Diplomatic	☐	☐
	Heracles	CA	9	3014	7	4	1	8	4	Assault 2	☐	☐
	Zeus	DN	12	3015	8	12	1	10	5	Gunship	☐	☐
	Vesta	CL	7	3016	5	2	1	6	3	Carrier 2	☐	☐
	Mercury	FF	4	3017	3	2	2	4	2	Fast	☐	☐
	Alliance	BC	9	3018	7	7	2	9	4	Carrier 1	☐	☐
	Hera	DN	14	3019	10	0	4	10	5	Carrier 5	☐	☐
	Perseus	DD	5	3020	4	4	2	5	2		☐	☐
	Sagittarius	CW	7	3021	5	6	1	7	3	Bombardment	☐	☐
	Argonaut	CA	9	3022	7	1	2	6	4	Supply 3	☐	☐
	Atalanta	CL	6	3023	5	0	5	6	3	Carronade	☐	☐
	Nike	BB	10	3024	8	8	4	10	5		☐	☐
	Theseus	BC	10	3025	8	5	1	9	4	Assault 1, Carrier 1	☐	☐
Fighters	Javelin	LF	2	3000	2	1	2	2	1	Atmospheric	☒	☒
	Myrmidon	HF	4	3004	4	4	2	4	1		☐	☐
	Lancer	MF	3	3009	3	2	2	3	1	Atmospheric	☐	☐
	Saber	MF	3	3014	3	1	3	3	1	Atmospheric	☐	☐
	Atlas	SHF	5	3022	4	2	3	5	1	Atmospheric, Assault 1	☐	☐
Bases	Everest	BS2	13	3000	10	8	6	8	4	Carrier 3	☒	☒
	Thor	OWP	4	3005	3	3	2	4	2	Carrier 1	☐	☐
	Denali	BS1	9	3010	8	5	3	6	3	Carrier 2	☐	☐
	Mauna Kea	BS3	18	3015	14	12	6	10	5	Carrier 4	☐	☐
	Olympus	BS4	23	3020	18	12	8	12	6	Carrier 6	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Mobile Infantry	N/A	2	3000	4	8	-	-	-		☒	☒
	Marines	N/A	3	3004	6	6	-	-	-	Marines	☐	☐
	Light Armor	N/A	2	3008	8	4	-	-	-		☐	☐
	Commandos	N/A	2	3012	2	4	-	-	-	Special Forces	☐	☐
	Mechanized Infantry	N/A	3	3016	9	9	-	-	-		☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.4 JAIN KHANATE



"From the shallow pools of Jathayn our warriors rise, their armor glistening in the moist rains of our homeworld. We have been anointed by the gods themselves to bring order to this chaotic universe. The Great Khan liberated us from the taint of the Old Empire and its rotting vestiges – now it is time for us to seize control and establish a new galactic order!"

The Jains are a warlike civilization that evolved from a species of hexapodal amphibious bog dwellers native to the planet Jathayn. These "mutant tree frogs" are fleet of foot, extremely cunning, and never to be completely trusted. They are naturally aggressive and quick to exploit perceived weaknesses.

A single hereditary sovereign known as the Great Khan exercises absolute authoritarian rule over the Jain empire. The Khan, who can be either male or female, holds an official title that loosely translates to "Grand Keeper of the Many Lakes." The Khan wields vast political power but still relies on their loyal generals and close family associates for guidance and advice. These forces at court serve as the instruments of the Khan's influence – and wrath.

Coups, palace or military, are rare in modern Jain history. The last such coup was two hundred years ago, immediately after the effects of the Great Hyperspace Collapse reached Jathayn. This violent uprising saw the elimination of the previous Khan and their family and the installation of the current ruling dynasty. The Jain people have been largely happy with the current family's rule, so no one has taken steps to forcefully topple the dynasty again (at least not yet).

The Royal Jain Star Force administers the empire's space and ground forces. The head of this military command holds the rank of *zabutai* and is one of the closest advisors to the Great Khan – and they are also historically the courtier most likely to stage a coup to oust a weak or troublesome Khan. This prestigious position gives the zabutai considerable political influence and power in the royal court. For political reasons, Khans typically install a trusted cousin or political ally in the role of zabutai who they can trust to carry out the job but whose political fortunes are closely tied to their own.

The Jains are deeply distrusting of outsiders and largely shun their company. This stems from the racial chauvinism ingrained in Jain society, as they believe they are "chosen of God" and innately superior to all other forms of life. Those aliens living in Khanate space are effectively treated as second class citizens and their activities are carefully monitored by the secret police known as the Inquisitors. Individuals who are deemed a threat to state security are routinely "disappeared" and never seen or heard from again. Similarly, those that pry too deeply into the clandestine affairs of the Inquisitors usually meet grisly ends.

The Jains field an inordinate number of assault ships and orbital bombardment vessels that are used to support planetary invasions of contested territories along their border. It's a widely held truism among the Jains that they will never be able to find a world as perfect as Jathayn anywhere else in the galaxy, but that's not going to stop them from trying to conquer as many other worlds as they can. The mantra "peace through strength" is a truism the Jains enthusiastically subscribe to, and to their credit they have been extremely open about their imperial ambitions.

Jain Empire Traits

Aggressive: The Great Khan is fickle and willing to abrogate treaties and declare war at seemingly any moment. Jains receive a +2 bonus to their Hostilities Check rolls, making it easier for them to break treaties or declare war against opposing powers. Their troops receive a +2 Attack bonus when fighting in enemy controlled sytems.

Strong Troops: Jain troops are extremely ruthless in combat, receiving a +2 bonus to ground combat rolls.

Poor Spies: The Jains have little interest in the art of subtlety, which makes them incredibly poor spies. Jains receive a -1 penalty to all covert mission rolls, and the construction costs of all Intel Increases purchased in their systems are increased by 50%.

Recommended Starting Forces (3005) - 200 EP

3× Trickling Anabranch, 5× Tranquil Mist, 5× Rushing Torrent, 3× Silent Bog, 2× Languid Flow, 2× Serene Drift, 2× Rippling Pool, 5× Flood, 7× Upsurge, 1× Estuary, 6× Militia, 3× Inquisitor, 3× Marines, 1× Convoy, 1× Shipyard

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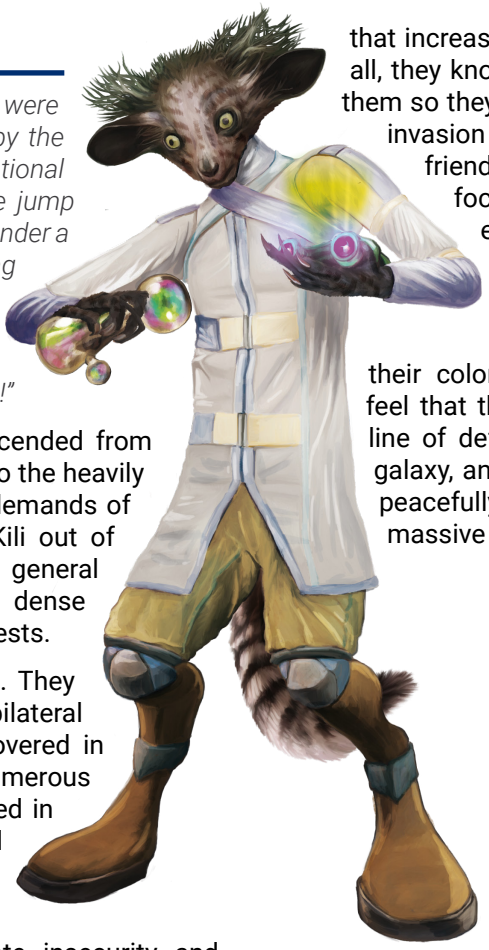
Jain Khanate Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Trickling Anabranch	CL	6	3000	5	3	2	6	3	Scout 1	☒	☒
	Tranquil Mist	AB	2	3000	2	1	2	2	1	Atmospheric	☒	☒
	Rushing Torrent	CT	3	3001	3	2	1	3	1		☐	☐
	Silent Bog	DD	5	3002	3	3	2	5	2	Carrier 1	☐	☐
	Languid Flow	FF	4	3003	3	1	2	3	2	Supply 1	☐	☐
	Serene Drift	DD	6	3004	4	1	1	5	2	Carrier 2	☐	☐
	Rippling Pool	CL	6	3005	5	5	0	6	3	Carrier 1	☐	☐
	Joyful Waterfall	FF	4	3006	2	4	0	4	2	Bombardment, Gunship	☐	☐
	Gathering Tide	CW	8	3007	6	0	4	6	3	Supply 2	☐	☐
	Deep Pond	CA	9	3008	6	4	2	8	4	Assault 2	☐	☐
	Oncoming Storm	BC	9	3009	6	7	3	9	4	Bombardment	☐	☐
	Broad Creek	FF	4	3010	2	2	3	4	2	Atmospheric	☐	☐
	Sinuous Stream	CA	9	3011	7	3	2	6	4	Scout 2	☐	☐
	Harmonious Delta	BB	11	3012	8	2	4	10	5	Carrier 3	☐	☐
	Violent Flood	BC	10	3013	6	7	1	9	4	Gunship, Carrier 1	☐	☐
	Rushing Shower	CW	7	3014	5	7	0	7	3	Bombardment	☐	☐
	Limitless Depth	DN	13	3015	10	8	2	10	5	Bombardment, Gunship	☐	☐
	Roaring Rapids	CL	7	3016	6	0	0	5	3	Tender 3	☐	☐
	Rainless Pool	DD	5	3017	3	2	2	5	2	Carrier 1, Police	☐	☐
	Temperate Eddy	CT	3	3018	2	1	1	2	1	Hospital 1	☐	☐
	Agitated Cenote	BC	10	3019	7	4	1	9	4	Assault 3	☐	☐
	Restless Loch	SD	16	3020	12	8	4	12	6	Gunship, Assault 2	☐	☐
	Flowing River	BC	10	3021	7	4	3	7	4	Scout 2	☐	☐
	Brisk Tributary	BB	10	3022	8	8	2	10	5	Bombardment	☐	☐
	Sleepless Gulf	CA	9	3023	6	5	1	8	4	Guardian 2	☐	☐
	Quiet Rivulet	FF	4	3024	2	2	2	4	2	Atmospheric, Police	☐	☐
	Turbulent Tidewater	SD	17	3025	14	3	5	12	6	Assault 1, Carrier 3	☐	☐
Fighters	Flood	MF	3	3000	3	2	3	3	1		☒	☒
	Upsurge	MF	3	3004	3	4	1	3	1		☐	☐
	Breaker	HF	4	3009	4	4	2	4	2		☐	☐
	Deluge	MF	3	3014	3	1	4	3	1		☐	☐
	Cataclysm	HF	4	3020	3	5	0	3	1	Bombardment	☐	☐
Bases	Estuary	BS2	13	3000	9	8	7	8	4	Gunship, Carrier 2	☒	☒
	Fjord	OWP	4	3008	2	5	1	4	2	Gunship	☐	☐
	Bayou	BS1	9	3013	6	6	2	6	3	Gunship, Carrier 2	☐	☐
	Harbor	BS3	18	3016	13	12	6	10	5	Gunship, Carrier 3	☐	☐
	Breakwater	BS4	22	3022	18	12	9	12	6	Gunship, Carrier 4	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Inquisitors	N/A	2	3000	6	2	-	-	-	Peacekeepers	☒	☒
	Marines	N/A	3	3005	6	6	-	-	-	Marines	☐	☐
	Commandos	N/A	2	3010	2	4	-	-	-	Special Forces	☐	☐
	Heavy Armor	N/A	3	3015	12	6	-	-	-		☐	☐
	Heavy Marines	N/A	4	3020	8	8	-	-	-	Marines	☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.5 KILI REPUBLICS

"When the jump lanes disappeared, we were FINALLY safe from the threats posed by the outside galaxy! It became a day of national celebration across Kilwa! Now that the jump lanes have returned, we once again live under a cloak of fear – and we must do everything in our power to secure our worlds against those who would love nothing more than to rain flaming plasma death down upon our defenseless cities!"



The Kili are an arboreal species descended from small mammal-like omnivores native to the heavily forested garden world of Kilwa. The demands of civilized existence have forced the Kili out of their forest homes but much of the general population continues to live in the dense canopies of their homeworld's rain forests.

Kili are on average 1 meter in height. They have two arms, two legs, and exhibit bilateral symmetry. Their entire bodies are covered in a soft, felt-like fur that comes in numerous shades and tones. Their fur is streaked in dark, black bands that originally served as camouflage to protect them from detection by predators.

This species is known for its innate insecurity and paranoia towards the unknown. The Kili were never the apex predator species on Kilwa, they were just intelligent enough to avoid getting eaten (well, most of the time anyway). Even under the best circumstances, a Kili will be skittish and nervous around other aliens.

As an outgrowth of their intrinsic paranoia, the post-contact Kili banded together to form a unified front to help protect themselves against the alien armadas they imagined were waiting just outside of sensor range ready to attack at any given moment. This constant fear of attack motivates them to develop new technologies they hope will someday ensure their species' long term survival.

At the top of the Kili government is an executive council of ministers that are appointed by lower branches of the government. One member of this council is assigned the role of Emissary and is given the task of leading the negotiations with other alien empires. Emissaries serve until they inevitably suffer a nervous breakdown from their repeated contact with other alien lifeforms, at which point the council must choose someone else to fill the position. As such, the role of Emissary is largely seen as punishment for those overambitious Kili leaders who have made too many political rivals during their career.

The Kili have focused their research and development efforts predominantly towards defensive technologies that increase the survivability of their ships. After all, they know that the other aliens are out to get them so they have to be ready when the inevitable invasion of their worlds by their "good alien friends" comes to pass. This defensive focus makes Kili fleets harder to destroy, even if their own weapons tend to be less effective.

They rely heavily on their massive orbital defense bases to protect their colonies against enemy attack. The Kili feel that these starbases are the best and last line of defense against an increasingly hostile galaxy, and any Kili would sleep just a bit more peacefully knowing they were protected by a massive orbital star fortress!



Kili Empire Traits

Brilliant: Perhaps because of their irrational fear of danger and death, Kili scientists are quite adept at developing new technologies intended to protect themselves from perceived threats. The Kili's Tech Advancement Cost (TAC) is reduced by 30%.

Fast Breeders: The Kili are extremely prodigious and multiply at an alarming rate, thanks largely to their extremely short gestation cycle. The cost to purchase a Population Increase at a Kili controlled system is reduced by 30%.

Weak Troops: Kili troops are less effective than those fielded by other powers because Kili are ill-prepared for ground combat operations. They are physically weak and have a tendency to flee rather than fight when confronted by major enemy resistance. This gives the Kili a -2 penalty to their ground combat rolls.

Recommended Starting Forces (3005) - 200 EP

3× Safeguard, 3× Canteen, 4× Riposte, 4× Vanguard, 4× Shield, 3× Caisson, 2× Warden, 7× Dart, 4× Buckler, 1× Pallisade, 6× Militia, 2× Peacekeepers, 2× Mobile Infantry, 1× Convoy, 1× Shipyard

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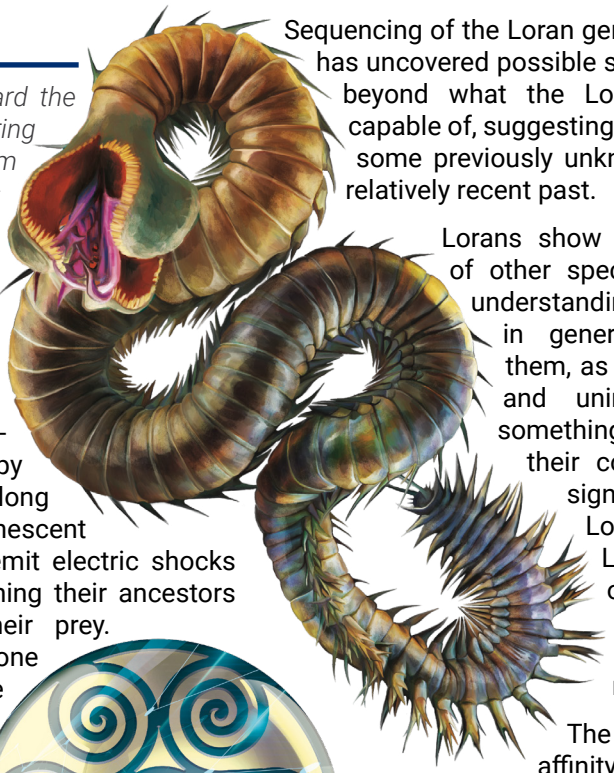
Kili Republics Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Safeguard	DD	5	3000	5	1	2	4	2	Scout 1	☒	☒
	Canteen	FF	4	3000	3	1	2	3	2	Supply 1	☒	☒
	Riposte	CT	3	3001	2	1	2	3	1	Fast	☐	☐
	Vanguard	FF	4	3002	4	2	2	4	2		☐	☐
	Shield	DD	5	3003	3	1	4	5	2	Guardian 1	☐	☐
	Caisson	DD	5	3004	4	2	2	5	2	Carrier 1	☐	☐
	Warden	CL	6	3005	6	3	1	6	3	Carrier 1	☐	☐
	Monitor	FF	4	3006	2	2	1	4	2	Atmospheric, Carrier 1	☐	☐
	Protector	CA	8	3007	8	5	1	8	4	Carrier 1	☐	☐
	Vault	CL	7	3008	6	0	2	6	3	Carrier 2	☐	☐
	Custodian	FF	4	3009	3	2	2	4	2	Police	☐	☐
	Wall	CL	6	3010	6	1	3	6	3	Guardian 1	☐	☐
	Gauntlet	FF	4	3011	3	0	4	4	2	Atmospheric	☐	☐
	Delegate	CL	7	3012	6	0	2	6	3	Armored, Diplomatic	☐	☐
	Aegis	CW	8	3013	6	1	3	7	3	Guardian 1, Scout 1	☐	☐
	Superintendent	BB	10	3014	9	5	3	10	5	Police	☐	☐
	Stolovaya	CL	7	3015	5	1	2	5	3	Supply 2	☐	☐
	Chamber	CA	9	3016	7	4	1	8	4	Carrier 2	☐	☐
	Sentinel	BC	9	3017	9	6	3	9	4		☐	☐
	Palanquin	FF	5	3018	4	0	0	3	2	Hospital 2	☐	☐
	Repository	CA	9	3019	7	2	1	8	4	Carrier 3	☐	☐
	Bulwark	BB	10	3020	10	6	4	10	5		☐	☐
	Watchman	BC	10	3021	9	2	3	9	4	Guardian 2	☐	☐
	Caretaker	BC	9	3022	9	6	1	9	4	Carrier 1	☐	☐
	Vedette	CA	9	3023	8	2	2	6	4	Scout 2	☐	☐
	Vallum	DN	12	3024	13	7	4	10	5		☐	☐
	Auspice	CL	7	3025	5	0	3	6	3	Guardian 2	☐	☐
Fighters	Dart	LF	2	3000	4	0	2	2	1		☒	☒
	Bolt	MF	3	3007	4	1	3	3	1		☐	☐
	Hook	MF	3	3014	3	0	4	3	1	Carronade	☐	☐
	Deadlock	HF	4	3021	4	3	2	4	1	Armored	☐	☐
Bases	Buckler	OWP	4	3000	5	3	2	4	2		☒	☒
	Palisade	BS2	14	3000	13	6	3	8	4	Carrier 2, Guardian 2	☒	☒
	Rampart	BS1	9	3006	9	5	2	6	3	Carrier 1, Guardian 1	☐	☐
	Bastion	BS3	18	3013	18	9	5	10	5	Carrier 2, Guardian 2	☐	☐
	Screen	OWP	4	3018	6	0	2	3	2	Scout 1	☐	☐
	Stronghold	BS4	22	3024	24	10	6	12	6	Carrier 3, Guardian 2	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Peacekeepers	N/A	2	3000	6	2	-	-	-	Peacekeeper	☒	☒
	Mobile Infantry	N/A	2	3003	4	8	-	-	-		☐	☐
	Heavy Militia	N/A	2	3008	8	6	-	-	-	Garrison	☐	☐
	Light Armor	N/A	2	3014	8	4	-	-	-		☐	☐
	Mechanized Infantry	N/A	3	3020	9	9	-	-	-		☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.6 LORAN DOMINION

"It has been years since we last heard the melancholic whispers of the Slumbering Worm in our dreams. The Worm Song stopped when the jump lanes disappeared, and our sleep has been disquieted ever since. But no more. We hear the Worm calling out to us from across the void once more, and she beckons us to return to the stars and reclaim our ancient birthright."



The Lorans are semi-aquatic, non-bipedal sapients native to their swampy homeworld of Lora. They have long segmented bodies that have bioluminescent qualities. They have the ability to emit electric shocks like a terrestrial electric eel, something their ancestors used to stun and immobilize their prey. They also have complex pheromone glands which is their primary mode of communication. This makes communications with the Lorans difficult to say the least.



The Loran civilization remained in a pre-technological state for an extended period of time before they advanced to a tool using society. Modern Lorans rely heavily on telepresence and mechanical waldo units to interact with their environment, especially those that travel between the stars or serve in the armed forces.

Loran leaders are known as the brood mothers. These enormous, sessile worms live in relative seclusion and are almost never seen by outsiders. They exist solely to procreate and are responsible for giving birth to the next generation of Lorans. Every colony has at least one brood mother present on it. If a brood mother dies or is otherwise not present, one or more Lorans in the population will undergo parthenogenesis and give birth to a new brood mother.

Lorans have a limited eidetic memory and experience shared dreaming (with all signs pointing this to being the result of chemical secretions from their pheromone glands causing a heightened state of consciousness). Human observers have colorfully referred to this as "alien worms constantly tripping on acid."

Loran mystics talk about the "Worm Dream" in which the Slumbering Worm, the supposed first brood mother of the Loran species, whispers and sings to them and imparts secret knowledge that no other species are privy to. There is no scientific verification of this, and the Lorans rarely talk of the Worm Dream with outsiders.

Sequencing of the Loran genome by outside researchers has uncovered possible signs of genetic manipulation beyond what the Lorans themselves could be capable of, suggesting the Lorans were "uplifted" by some previously unknown alien civilization in the relatively recent past.

Lorans show little interest in the affairs of other species and have a hard time understanding or interacting with them in general. Subterfuge is beyond them, as they are incredibly forthright and unimaginative. Lying is not something they are capable of (given their communication via chemical signaling, it's impossible for two Lorans to lie to each other). The Lorans are taught to distrust outsiders in order to prepare them for the possibility that what outsiders tell them is not actually true.

The Dominion Navy has a special affinity for fighters and carriers, and their units of these types are some of the best (if not the best) in the galaxy. They are also known to use powerful electromagnetic pulse cannons that they use to disrupt and neutralize enemy defenses, making them easier to destroy.

Loran Empire Traits

Natural Pilots: Loran pilots are cybernetically altered to allow for a direct machine/brain interface with their fighters. Lorans fighters receive a +1 bonus to one of their combat factors based on their current fighter mission assignment (+1 DV for Defense, +1 AS for Anti-Ship, or +1 AF for Anti-Fighter).

Ecologists: The Lorans excel at terraforming planets to make them more habitable. The cost to purchase Capacity Increases at Loran colonies is reduced by 50%, and they gain RAW on a roll of 6+ (instead of 8+).

Xenophobic: The Lorans distrust other alien species, and have shown very little interest in involving themselves in their petty political squabbles. The Lorans receive a -2 penalty to all First Contact and Diplomacy Checks they make with other powers. When an opponent offers them a treaty, roll a die and on a 3 or less the treaty offer is automatically rejected.

Recommended Starting Forces (3005) - 200 EP

3× Master, 4× Hero, 4× Defiance, 3× Justice,
2× Comrade, 2× Response, 2× Liberator, 9× Avenger,
7× Nemesis, 1× Beacon, 6× Militia, 2× Light Armor,
2× Marines, 1× Convoy, 1× Shipyard

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Loran Dominion Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Master	CL	7	3000	5	2	1	6	3	Carrier 1, Scout 1	☒	☒
	Hero	AB	2	3000	2	2	2	2	1		☒	☒
	Defiance	FF	4	3001	3	3	0	4	2	Disruptor 1	❑	❑
	Justice	FF	4	3002	3	1	2	4	2	Carrier 1	❑	❑
	Comrade	CL	7	3003	6	0	0	5	3	Carrier 1, Supply 2	❑	❑
	Response	CL	7	3004	5	2	1	6	3	Carrier 2	❑	❑
	Liberator	DD	5	3005	3	2	2	5	2	Atmospheric, Assault 1	❑	❑
	Retribution	CA	8	3006	6	7	3	8	4		❑	❑
	Wrath	CA	9	3007	6	4	2	8	4	Carrier 2	❑	❑
	Furious	DD	5	3008	4	4	0	5	2	Atmospheric, Gunship	❑	❑
	Revenge	DD	5	3009	3	4	1	5	2	Disruptor 1	❑	❑
	Commander	CA	9	3010	7	3	2	8	4	Carrier 1, Scout 1	❑	❑
	Amnesty	CT	3	3011	2	1	2	2	1	Police	❑	❑
	Vengeance	BC	10	3012	6	6	2	9	4	Carrier 2	❑	❑
	Emancipator	CW	8	3013	5	3	2	7	3	Assault 2	❑	❑
	Vindicator	BB	12	3014	7	3	2	10	5	Carrier 4	❑	❑
	Reckoning	CA	8	3015	6	7	1	8	4	Disruptor 1	❑	❑
	Punishment	BC	9	3016	7	8	3	9	4		❑	❑
	Retaliation	DN	14	3017	9	5	2	10	5	Carrier 4	❑	❑
	Manumitter	CA	9	3018	5	4	3	8	4	Assault 1, Carrier 1	❑	❑
	Freedom	CW	8	3019	5	2	1	7	4	Fast, Carrier 2	❑	❑
	Judgment	BC	10	3020	6	7	1	9	4	Disruptor 2	❑	❑
	Overseer	BB	11	3021	9	3	2	10	5	Carrier 1, Scout 2	❑	❑
	Presage	CL	6	3022	5	2	3	6	3	Diplomatic	❑	❑
	Rescuer	DD	6	3023	4	0	2	4	2	Supply 1, Hospital 1	❑	❑
	Ultion	SD	17	3024	12	7	3	12	6	Carrier 4	❑	❑
	Salvation	BB	11	3025	7	6	1	10	5	Carrier 2, Disruptor 1	❑	❑
Fighters	Avenger	LF	2	3000	2	0	3	2	1	Atmospheric	☒	☒
	Nemesis	MF	3	3002	3	3	1	3	1	Atmospheric	❑	❑
	Adversary	HF	4	3006	3	3	2	4	1	Disruptor 1	❑	❑
	Challenger	MF	3	3010	3	4	0	3	1	Gunship	❑	❑
	Champion	HF	4	3015	4	5	1	4	1		❑	❑
	Invader	SHF	5	3020	4	4	3	5	1	Atmospheric	❑	❑
Bases	Beacon	BS1	10	3000	6	2	4	6	3	Carrier 4	☒	☒
	Watchtower	BS2	15	3006	10	3	5	8	4	Carrier 6	❑	❑
	Lamplighter	OWP	5	3010	3	1	2	4	2	Carrier 1, Scout 1	❑	❑
	Pharos	BS1	9	3016	7	5	4	6	3	Scout 1, Disruptor 1	❑	❑
	Promontory	BS3	20	3021	12	6	6	10	5	Carrier 8	❑	❑
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Light Armor	N/A	2	3000	8	4	-	-	-		☒	☒
	Marines	N/A	3	3005	6	6	-	-	-	Marines	❑	❑
	Heavy Armor	N/A	3	3012	12	6	-	-	-		❑	❑
	Heavy Marines	N/A	4	3019	8	8	-	-	-	Marines	❑	❑
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.7 RALLAX INTELLIGENCE

"That which is built well will endure forever. We know this more than most, after the devastation that was wrought upon our homeworld by the dread Harbingers. From the ashes of that victory we have been reforged. We now stand as a testimony to the Builders – a harmonious hybrid of organic flesh, circuit, and machine."



The Rallax are a power without a history. There is no record of the Rallax in the Old Empire archives, indicating they were unknown to the galactic community prior to the great cataclysm that disrupted hyperspace travel. The Rallax for their part remain enigmatic about their history or origins, revealing only that their world had been devastated by the Harbingers and that in an act of desperation their forerunners chose to blend circuit and electronics with muscle and flesh to ensure the long-term survival of their species. Mechanical hardware has been integrated into their bodies, computer processors have been wired directly into their brains, and body parts have been replaced with synthetic replacements. These upgrades allow individual Rallax to perform various feats according to their skills. The Rallax have found that many of their cybernetics are modular and allow for great flexibility.

The great cities and farms on Rallaxia are tended by non-sentient cybernetic constructs. These machines are everywhere, but seem to operate largely autonomously and with little to no oversight or instruction from the Rallax themselves. The signs of planetary bombardment are everywhere on the planet; there is no mistake that their homeworld suffered greatly during the war. Strangely, DNA analysis is inconclusive when comparing the Rallax to the native flora and fauna of their homeworld, and some doubt whether or not Rallaxia is really their original homeworld – which only deepens the mystery of their already uncertain origins.

Individual local and regional leaders use their cybernetic implants and ubiquitous wireless networks to communicate and coordinate activities. These leadership cadres are collectively referred to as the Intelligence; a name that would eventually be applied to the Rallax government and people as a whole by outsiders that encountered them after the return of the jump lanes. It was also at this time that they formally took on the name Rallax, which roughly translates to "the Reborn."

The Rallax fleet is built around a core of massive capital ships. Almost all of their ships are cruiser size or larger. The only things smaller are the tiny attack boats they use for short range system defense. The largest of the Rallax ships serve as tenders for these attack boats, with each mothership being able to transport and deploy a number of them into battle alongside themselves.

Rallax ships are also unusually well armored with heavily reinforced hulls which can take substantial damage before their vessels are destroyed. If not for their disorganized fleet command structure, the Rallax could pose a major military threat to other empires in the sector. As it is, internal bickering between different fleet commanders prevents them from maximizing their combat efficiency.



Rallax Empire Traits

Industrious: The Rallax are the most skilled shipbuilders in the galaxy, and the only alien empire with the technical capabilities to design and build titan class starships, a feat not seen since the days of the Precursors. The construction capacity of all their construction sources are increased by 50%.

Enigmatic: The secretive Rallax are reluctant to share information with outsiders. There is still a lot they don't know about themselves, too. As a result, opposing powers receive a -1 penalty to all covert mission rolls made against Rallax controlled systems.

Disorganized: Rallax fleets often find themselves paralyzed by indecision and unable to come to a consensus on issues as ship captains struggle to decide on a proper course of action during a battle, leaving them unready for combat. Rallax task forces receive a -1 penalty to their combat rolls when resolving space combat scenarios.

Recommended Starting Forces (3005) - 200 EP

3× Inspector, 7× Alcalde, 3× Arbiter, 2× Surrogate, 2× Arbitrator, 2× Jurat, 2× Lawkeeper, 8× Decoy, 2× Reeve, 1× Constable, 6× Militia, 2× Light Armor, 2× Heavy Armor, 1× Convoy, 1× Shipyard

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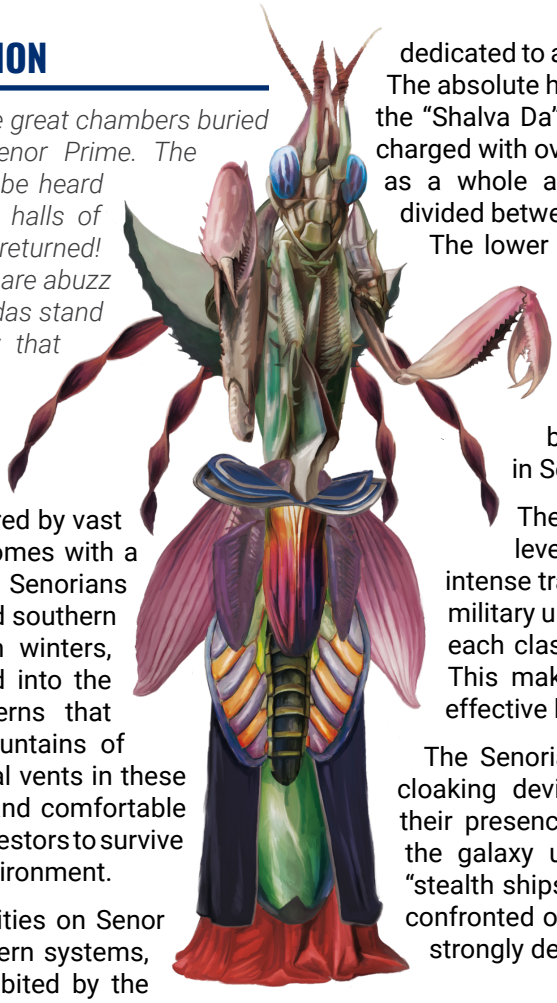
Rallax Intelligence Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Inspector	CA	9	3000	6	2	4	8	4	Atmospheric, Scout 1	☒	☒
	Alcalde	AB	2	3000	2	1	3	2	1		☒	☒
	Arbiter	CT	3	3001	2	2	2	3	1		☐	☐
	Surrogate	FF	5	3002	2	0	2	3	2	Supply 2	☐	☐
	Arbitrator	CL	6	3003	4	4	1	6	3	Armored, Tender 1	☐	☐
	Jurat	CW	8	3004	5	3	2	7	4	Carrier 2	☐	☐
	Lawkeeper	CA	8	3005	6	6	2	8	4	Armored	☐	☐
	Justiciar	BC	10	3006	7	5	2	9	4	Armored, Tender 1	☐	☐
	Solicitor	AB	2	3007	3	0	2	2	1	Police	☐	☐
	Peacemaker	BB	11	3008	8	6	2	10	5	Armored, Tender 1	☐	☐
	Negotiator	FF	4	3009	4	1	0	3	2	Diplomatic, Supply 1	☐	☐
	Concilliator	DN	13	3010	9	4	4	10	5	Armored, Carrier 1, Tender 1	☐	☐
	Advocate	CA	9	3011	6	2	2	8	4	Armored, Assault 2	☐	☐
	Provost	AB	2	3012	2	3	1	2	1		☐	☐
	Assizes	DD	5	3013	4	2	2	5	2	Armored, Diplomatic	☐	☐
	Chancery	BB	10	3014	8	8	2	10	5	Armored	☐	☐
	Tribunal	DN	13	3015	10	5	2	10	5	Armored, Carrier 2	☐	☐
	Magistrate	SD	16	3016	12	5	6	12	6	Armored, Tender 2	☐	☐
	Chancellor	TN	22	3017	14	12	6	12	6	Armored, Tender 2	☐	☐
	Defender	CL	7	3018	6	0	2	6	3	Carrier 1, Guardian 1	☐	☐
	Expounder	BC	10	3019	8	2	2	9	4	Armored, Assault 2	☐	☐
	Bailiff	AB	2	3020	2	0	3	2	1	Carronade	☐	☐
	Hospitalier	CL	7	3021	4	1	2	5	3	Armored, Hospital 2	☐	☐
	Executioner	TN	21	3022	16	14	6	12	6	Armored	☐	☐
	Hangman	CW	7	3023	4	7	0	7	3	Armored, Bombardment	☐	☐
	Steward	SD	17	3024	12	6	3	12	6	Armored, Carrier 3	☐	☐
	Inquest	AB	2	3025	4	0	0	2	1	Scout 1	☐	☐
Fighters	Decoy	LF	2	3000	4	0	2	2	1		☒	☒
	Recorder	MF	4	3007	4	0	0	2	1	Supply 2	☐	☐
	Lure	MF	3	3010	6	0	2	3	1		☐	☐
	Probe	MF	4	3013	4	0	0	2	1	Scout 1, Jammer 1	☐	☐
	Obstruction	HF	4	3020	8	0	2	4	1		☐	☐
Bases	Reeve	OWP	5	3000	3	3	0	3	2	Carrier 1, Tender 1	☒	☒
	Constable	BS2	14	3005	8	6	6	6	4	Armored, Carrier 2, Tender 2	☐	☐
	Ombudsman	BS3	19	3010	10	9	8	8	5	Armored, Carrier 2, Tender 3	☐	☐
	Lord Justice	BS4	23	3015	12	13	10	10	6	Armored, Carrier 3, Tender 3	☐	☐
	Sheriff	OWP	5	3018	3	0	3	3	2	Scout 1, Tender 1	☐	☐
	Estoppel	BS4	26	3023	16	3	7	10	6	Armored, Carrier 5, Tender 5	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Light Armor	N/A	2	3000	8	4	-	-	-		☒	☒
	Heavy Armor	N/A	3	3005	12	6	-	-	-		☐	☐
	Heavy Militia	N/A	2	3012	8	6	-	-	-	Garrison	☐	☐
	Mechanized Infantry	N/A	3	3019	9	9	-	-	-		☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.8 SENORIAN FEDERATION

"The Shalva Da stir restlessly in the great chambers buried deep beneath the surface of Senor Prime. The chittering of their attendants can be heard echoing throughout the hallowed halls of the capital. The jump lanes have returned! Our ancient citadels and foundries are abuzz with activity once more. Our armadas stand ready to protect us against any that might threaten our nest worlds!"

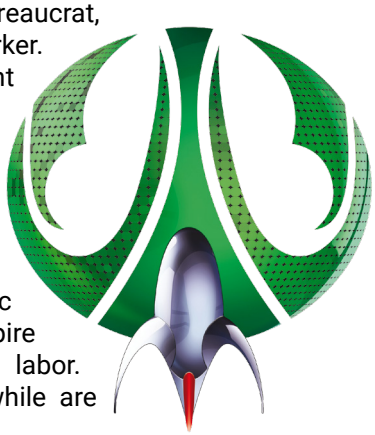


The Senorians are insectoids that bear a passing resemblance to a giant praying mantis. Their homeworld, Senor Prime, is covered by vast stretches of tundra and taiga biomes with a temperate equatorial region. The Senorians evolved on their homeworld's cold southern continent and, during the harsh winters, the primitive Senorians retreated into the networks of subterranean caverns that snaked beneath the rugged mountains of the continental range. Geothermal vents in these caverns maintained a constant and comfortable temperature that allowed their ancestors to survive in this otherwise inhospitable environment.

Even today, most of the major cities on Senor Prime sit atop these ancient cavern systems, and many of them are still inhabited by the lower caste rabble who do not have the resources or influence to afford comfortable accommodations in the more modern and opulent upper cities. All new Senorian colonies are built with similar structures dug deep into ground to help protect them against orbital bombardment.

Senorians reproduce by laying eggs, and it takes years for a fertilized clutch of eggs to hatch. Their offspring practice obligate siblicide – with the eldest or most healthy individual killing the weaker members of its own clutch to secure more resources for itself. Out of a dozen offspring, only one or two may survive.

Senorians are divided into seven different castes (presented in order of societal importance): Leader, Philosopher, Scientist, Bureaucrat, Warrior, Breeder, and Worker. There are significant morphological differences between each caste, with the higher castes being much taller and spindlier than the more squat lower castes. The lowest castes maintain the basic infrastructure of the empire and serve as disposable labor. The higher castes meanwhile are dedicated to academic and administrative pursuits. The absolute highest caste, the Leader caste (called the "Shalva Da" in the High Senorian language), are charged with overseeing the affairs of the Federation as a whole and they decide how resources are divided between the castes to achieve those goals. The lower castes are regularly disenfranchised and forced to feed on relative scraps compared to the opulent excesses enjoyed by their higher caste brethren. Historically, this has caused some political friction between the "haves" and "have nots" in Senorian society.



The Senorian fleet maintains a very high level of operational discipline thanks to the intense training of their warrior caste. Senorian military units tend to be highly specialized, with each class serving a specific role in the fleet. This makes Senorian units individually more effective but lacking situational flexibility.

The Senorians are rumored to have developed cloaking devices that allow their ships to hide their presence from the enemy and move about the galaxy undetected. The existence of these "stealth ships" has not been confirmed, and when confronted on the topic the Senorians politely but strongly deny the existence of such vessels.

Senorian Empire Traits

Disciplined: The Senorian warrior caste is drilled to the highest levels of professionalism and skill. They are always ready and willing for a fight. Senorians receive a +1 bonus to their combat rolls when resolving space combat scenarios.

Subterranean: All major Senorian population centers are buried deep below ground and can withstand significant orbital bombardment without noticeable effect. The costs of all bombardment missions are doubled when attacking Senorian controlled systems, and Senorian ground units receive a +2 DV bonus when defending colonies they control.

Slow Breeders: The slow gestation and obligate siblicide experienced in Senorian egg clutches leads to an overall slower population growth overall, which increases the cost of all Population Increases purchased at Senorian colonies by 30%.

Recommended Starting Forces (3005) - 200 EP

3× Grasshopper, 9× Termite, 4× Locust, 4× Cockroach, 2× Lice, 2× Silverfish, 2× Stag Beetle, 12× Yellowjacket, 2× Cone, 1× Hive, 6× Militia, 2× Light Marines, 2× Marines, 1× Convoy, 1× Shipyard

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Senorian Federation Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Grasshopper	DD	5	3000	4	2	2	4	2	Scout 1	☒	☒
	Termite	AB	2	3000	2	3	0	2	1	Atmospheric	☒	☒
	Locust	CT	3	3001	3	0	2	3	1	Atmospheric	☐	☐
	Cockroach	FF	4	3002	3	3	1	4	2	Atmospheric	☐	☐
	Lice	CL	7	3003	5	1	0	5	3	Supply 3	☐	☐
	Silverfish	DD	5	3004	4	3	2	5	2	Stealth	☐	☐
	Stag Beetle	CL	7	3005	5	0	3	6	3	Carrier 2	☐	☐
	Mantis	CA	8	3006	8	8	0	8	4		☐	☐
	Damselfly	DD	5	3007	4	2	1	5	2	Atmospheric, Assault 1	☐	☐
	Bristletail	DD	5	3008	3	3	1	4	2	Atmospheric, Tender 1	☐	☐
	Mayfly	AB	2	3009	2	0	3	2	1	Atmospheric	☐	☐
	Earwig	CW	8	3010	6	0	2	6	3	Tender 3	☐	☐
	Walkingstick	BB	10	3011	8	10	0	10	5	Stealth	☐	☐
	Webspinner	CL	7	3012	5	3	0	6	3	Jammer 2	☐	☐
	Dragonfly	BC	10	3013	8	5	1	9	4	Assault 2	☐	☐
	Rhino Beetle	CA	9	3014	7	0	3	8	4	Carrier 3	☐	☐
	Katydid	CL	7	3015	5	1	2	5	3	Scout 2	☐	☐
	Thrip	FF	4	3016	3	4	0	4	2	Atmospheric	☐	☐
	Archmantis	BC	9	3017	9	9	0	9	4		☐	☐
	Firebrat	FF	4	3018	3	3	1	4	2	Stealth	☐	☐
	Fishmoth	DD	5	3019	3	4	2	5	2	Stealth	☐	☐
	Butterfly	CA	9	3020	6	3	3	8	4	Scout 1, Jammer 1	☐	☐
	Titan Beetle	DN	14	3021	9	2	5	10	5	Carrier 4	☐	☐
	Hercules Beetle	DN	13	3022	9	8	1	10	5	Gunship, Carrier 2	☐	☐
	Weta	BC	10	3023	7	2	3	7	4	Scout 3	☐	☐
	Atlas Moth	DN	12	3024	10	9	2	10	5	Stealth	☐	☐
	Goliath Beetle	SD	18	3025	10	3	5	12	6	Carrier 6	☐	☐
Fighters	Yellowjacket	LF	2	3000	2	4	0	2	1		☒	☒
	Wasp	MF	3	3006	3	5	0	3	1		☐	☐
	Sawfly	LF	2	3010	2	0	4	2	1		☐	☐
	Hornet	HF	4	3015	4	6	0	4	1		☐	☐
	Tarantula Hawk	SHF	5	3022	5	5	0	5	1	Disruptor 1	☐	☐
Bases	Cone	OWP	4	3000	2	4	2	4	2	Carrier 1	☒	☒
	Hive	BS2	13	3000	12	5	7	8	4	Carrier 3	☒	☒
	Comb	BS1	9	3006	8	3	5	6	3	Carrier 2	☐	☐
	Skep	OWP	4	3018	4	1	2	4	2	Stealth, Jammer 1	☐	☐
	Apiary	BS3	18	3024	15	7	10	10	5	Carrier 4	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Light Marines	N/A	2	3000	4	4	-	-	-	Marines	☒	☒
	Marines	N/A	3	3004	6	6	-	-	-	Marines	☐	☐
	Light Armor	N/A	2	3008	8	4	-	-	-		☐	☐
	Heavy Armor	N/A	3	3013	12	6	-	-	-		☐	☐
	Heavy Marines	N/A	4	3020	8	8	-	-	-	Marines	☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.9 TIRELON SYNOD



"From the lectern we hear the fiery speeches of our most honored clergy. Just as the Collapse was a punishment for the sins and indiscretions of the Old Empire, so too is the Restoration a sign that our flagellation and atonement have not gone unnoticed! The Many Faced God smiles upon the Tirelons, their favorites among equals, and this is the moment we have long been waiting for! Our missionaries are even now being dispatched to bring Light to the Darkness!"

The desert planet of Tirekamaba orbits the largest of its system's three suns, an orange star they call Miche. Planetary conditions on Tirekamaba are cold, dry, and harsh and not particularly hospitable to life.

In appearance, the Tirelons look something like terrestrial aardvarks. They have a very similar appearance, though their snouts are longer, their ears shorter, and their bodies are built for bipedal motion. The Tirelon diet is mostly carnivorous, and their elongated mouths are filled with rows of sharp, serrated teeth for stripping flesh from bone. This dentition is better suited for sawing than biting or tearing.

The Tirelons are descended from nomadic pack hunters that tracked their prey as they migrated across the flat, wind-swept steppes of their homeworld. These prey animals were normally slow herbivores that could not hope to outrun the Tirelon hunters. Without hope of escape, the animals would be eaten alive by ravenous Tirelon packs. The development of crude agricultural practices, primarily animal husbandry, allowed the Tirelon nomads to retire from their hunter/gatherer existence and establish their first civilizations.

The Tirelon Synod is controlled by the Holy Convocation of Elders, a representative body of elected clergy drawn from all of the major faiths of Tirekamaba. The number of representatives each faith is afforded in the Convocation is based on their total registered membership. The Convocation acts as the ultimate arbiters of both moral and political authority. While other local political entities exist to administer Tirelon city-states or colonies, they are completely beholden to the power of the Convocation.

Most Tirelon religions are based on the central tenet that the Tirelons themselves represent the most perfectly divine expression of sapient life, a message that has not been particularly popular with members of other alien species and has led to few converts. This has not dissuaded the Convocation from allocating significant resources towards training and dispatching missionaries to other alien worlds to try and spread the teachings of their Many Faced God and bring spiritual enlightenment to the galaxy. The Tirelons believe that, given enough persistent proselytizing, the other aliens civilizations will eventually come to realize the inherent error of their ways and join in their shared fellowship.

The Synod's military wing that controls their fleets and armies is known as the Brethren Militant. Members of the armed forces join for life and leave the trappings of their old lives behind, severing all ties with their family and swearing an undying oath of allegiance to the Synod. Desertion or gross dereliction of duty is punishable by death, with the violator being flayed alive and then devoured by their former compatriots in a frenzied act of ritualized cannibalism.

Tirelon Empire Traits

Wolfpacks: Tirelon fleet doctrine is built upon using "wolfpacks" of smaller ships to take down larger enemy targets. During space combat, all AB, CT, FF, and DD ships receive a +1 bonus to their AS and AF values until they are crippled.

Steadfast: The Tirelons believe they are the chosen species, anointed by the Many Faced God to bring universal truth to the galaxy. This shared religious fervor makes it especially easy for the Synod to quell colonial unrest. Tirelons receive a +1 bonus to all Morale checks and +1 bonus to all Counter-Insurgency missions in systems they control.

Uncreative: A byproduct of the Synod's strict religious protocols is that free thought and expression are largely curtailed as they are seen as a challenge to established church dogma. This has led to the necessary re-education of a number of their most promising scientific minds. This increases their Tech Advancement Cost (TAC) by 30%.

Recommended Starting Forces (3005) - 200 EP

3× Seeker, 6× Zealot, 3× Adherent, 3× Pilgrim, 3× Emissary, 3× Believer, 3× Worshipper, 5× Acolyte, 5× Minion, 2× Pillar, 1× Refuge, 6× Militia, 2× Mobile Infantry, 2× Marines, 1× Convoy, 1× Shipyard

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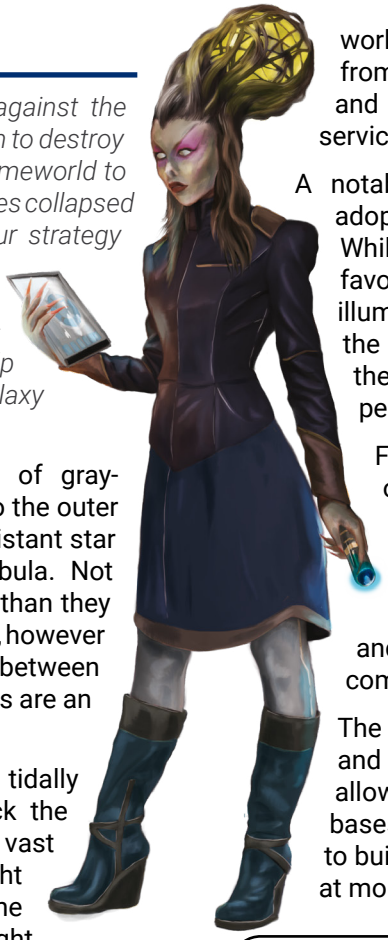
Tirelon Synod Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Seeker	FF	5	3000	4	0	0	3	2	Carrier 1, Scout 1	☒	☒
	Zealot	AB	2	3000	2	2	1	2	1	Police	☒	☒
	Adherent	CT	3	3001	2	1	2	3	1	Atmospheric	☐	☐
	Pilgrim	DD	6	3002	4	1	1	4	2	Supply 2	☐	☐
	Emissary	FF	4	3003	3	1	1	4	2	Atmospheric, Assault 1	☐	☐
	Believer	DD	5	3004	3	3	3	5	2	Atmospheric	☐	☐
	Worshipper	CL	7	3005	5	2	1	6	3	Carrier 2	☐	☐
	Firebrand	CA	9	3006	6	2	2	8	4	Carrier 3	☐	☐
	Prayer	DD	5	3007	4	1	4	5	2	Atmospheric	☐	☐
	Wayfarer	CA	9	3008	7	0	3	8	4	Carrier 2, Scout 1	☐	☐
	Maniac	DD	5	3009	2	4	3	5	2	Gunship	☐	☐
	Legate	CA	9	3010	6	2	2	8	4	Atmospheric, Assault 2	☐	☐
	Faithless	FF	4	3011	3	4	0	4	2	Bombardment	☐	☐
	Crusader	BB	12	3012	8	2	2	10	5	Carrier 4	☐	☐
	Agitator	CA	9	3013	7	3	2	8	4	Carrier 2	☐	☐
	Partisan	CT	3	3014	3	2	0	3	1	Stealth	☐	☐
	Vagabond	CW	8	3015	5	1	2	6	3	Supply 3	☐	☐
	Providence	DN	14	3016	9	3	2	10	5	Carrier 5	☐	☐
	Convert	CT	3	3017	3	3	0	3	1		☐	☐
	Radical	FF	4	3018	3	0	3	4	2	Atmospheric, Carronade	☐	☐
	Missionary	BC	10	3019	7	4	1	9	4	Atmospheric, Assault 1, Carrier 1	☐	☐
	Reformer	DN	13	3020	10	8	2	10	5	Gunship, Carrier 1	☐	☐
	Hermit	CT	3	3021	3	1	1	3	1	Police	☐	☐
	Kismet	SD	18	3022	12	4	2	12	6	Carrier 6	☐	☐
	Fanatic	DD	5	3023	3	4	1	5	2	Atmospheric, Gunship	☐	☐
	Dogma	BB	12	3024	8	3	1	10	5	Carrier 1, Scout 1, Jammer 2	☐	☐
	True Believer	TN	24	3025	12	8	4	12	6	Carrier 8	☐	☐
Fighters	Acolyte	LF	2	3000	2	2	2	2	1		☒	☒
	Minion	MF	3	3003	3	3	2	3	1		☐	☐
	Doomsday	HF	4	3009	4	3	3	4	1		☐	☐
	Apocalypse	SHF	5	3016	5	4	3	5	1		☐	☐
	Cohort	HF	4	3024	3	4	3	4	1		☐	☐
Bases	Pillar	OWP	4	3000	3	2	3	4	2	Guardian 1	☒	☒
	Refuge	BS1	9	3000	5	5	6	6	3	Carrier 1, Guardian 1	☒	☒
	Haven	BS2	13	3006	8	8	8	8	4	Carrier 2, Guardian 1	☐	☐
	Sanctuary	BS3	18	3018	12	10	10	10	5	Carrier 3, Guardian 1	☐	☐
	Cathedral	BS4	23	3023	14	12	12	12	6	Carrier 4, Guardian 2	☐	☐
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Mobile Infantry	N/A	2	3000	4	8	-	-	-		☒	☒
	Marines	N/A	3	3002	6	6	-	-	-	Marines	☐	☐
	Peacekeepers	N/A	2	3007	6	2	-	-	-	Peacekeepers	☐	☐
	Heavy Infantry	N/A	3	3015	6	12	-	-	-		☐	☐
	Mechanized Infantry	N/A	3	3021	9	9	-	-	-		☐	☐
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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7.10 YULETARRI IMPERIUM

"While your species fought a futile war against the Harbingers, ours made the prudent decision to destroy our jump relays and retreat back to our homeworld to wait out the crisis. The fact that the jump lanes collapsed was seen as simple confirmation that our strategy was the correct one; none of our worlds were ever ravaged by the Harbingers. Now that the jump lanes are back and the crisis averted, we are more than willing to help establish peace and security across the galaxy – but on our terms, not yours."



The Yuletarri are a secretive species of gray-skinned mammalian humanoids native to the outer rim planet of Ulan, a world located in a distant star cluster beyond the Dragon Shroud Nebula. Not much is known about the Yuletarri other than they are quite similar in appearance to Humans, however genetic testing reveals no connection between the two species – meaning the similarities are an example of convergent evolution.

Ulan is unique in that it is a garden world tidally locked to its sun. Violent storms wrack the heat-baked day side of the planet, and a vast ice sheet dominates most of the night side. Most life on the planet exists in the "twilight zone" between the day and night sides of the planet, and even then the majority of the local fauna are adapted to subterranean habitation. The long clawed nails of the Yuletarri would seem to indicate that their early ancestors were predators designed for digging out such burrows in search of food or shelter from chaotic storms. Modern Yuletarri have excellent vision in low light environments, but are not as well adapted to brighter conditions (although genetic manipulation and technological solutions are used extensively by those individuals who work off-world).

They are a strictly matriarchal culture, and the reigning empress serves as both the head of state and head of government atop an autocratic oligarchy. Wealth and power are held exclusively by an aristocratic class who benefit from the empress' direct political patronage.



In Yuletarri society, one's station is largely decided at birth, and the family you're born into determines the profession you will be trained for and perform for the rest of your life unless you attract the attention of a powerful benefactor. It is believed that the majority of the Yuletarri encountered on alien worlds are individuals that have been promoted from among the proletariat due to their skill and aptitude, making this a strictly meritocratic service.

A notable quirk of the Yuletarri elites is their adoption of elaborate and impractical headwear. While fashion trends come and go, a perennial favorite is the *veneleshem*, a light-weight, self-illuminating geometric orb that is woven into the wearer's hair. The larger and more intricate the veneleshem, the higher the individual's perceived station in society.

First contact was made with the Yuletarri only a few centuries before the Harbinger War, and they were never fully assimilated into the Old Empire and its bureaucracy. The Imperium largely stonewalled the Old Empire diplomats that were sent to parlay and cajole them into joining the greater galactic community.

The Yuletarri warships tend to be lightly built and many of them are equipped with airfoils that allow them to takeoff and land from planetary bases. This is seen as a benefit, as it allows them to build ships using planetary industry rather than at more expensive orbital shipyards.

Yuletarri Empire Traits

Spymasters: The Yuletarri are renowned for their skill in the peculiar art of covert statecraft. Yuletarri receive a +1 bonus to all covert operation rolls and the cost for all Intel Increases purchased in systems they control are reduced by 50%.

Orbital Bulwarks: The Yuletarri are experts in deploying planetary defense networks. The cost of Fortification Increases in Yuletarri systems is reduced by 50%, and they receive a +1 combat bonus in any space battle fought in a friendly system that has a Fortification value greater than 0.

Quarrelsome: The beleaguered Yuletarri underclass suffers under the yoke of systemic oppression of the imperial police state but the state's heavy-handed repression of the general population is growing less effective as time goes on the social situation becomes more desperate. The Yuletarri receive a -1 penalty to all Morale checks and Counter-Insurgency missions made in their systems.

Recommended Starting Forces (3005) - 200 EP

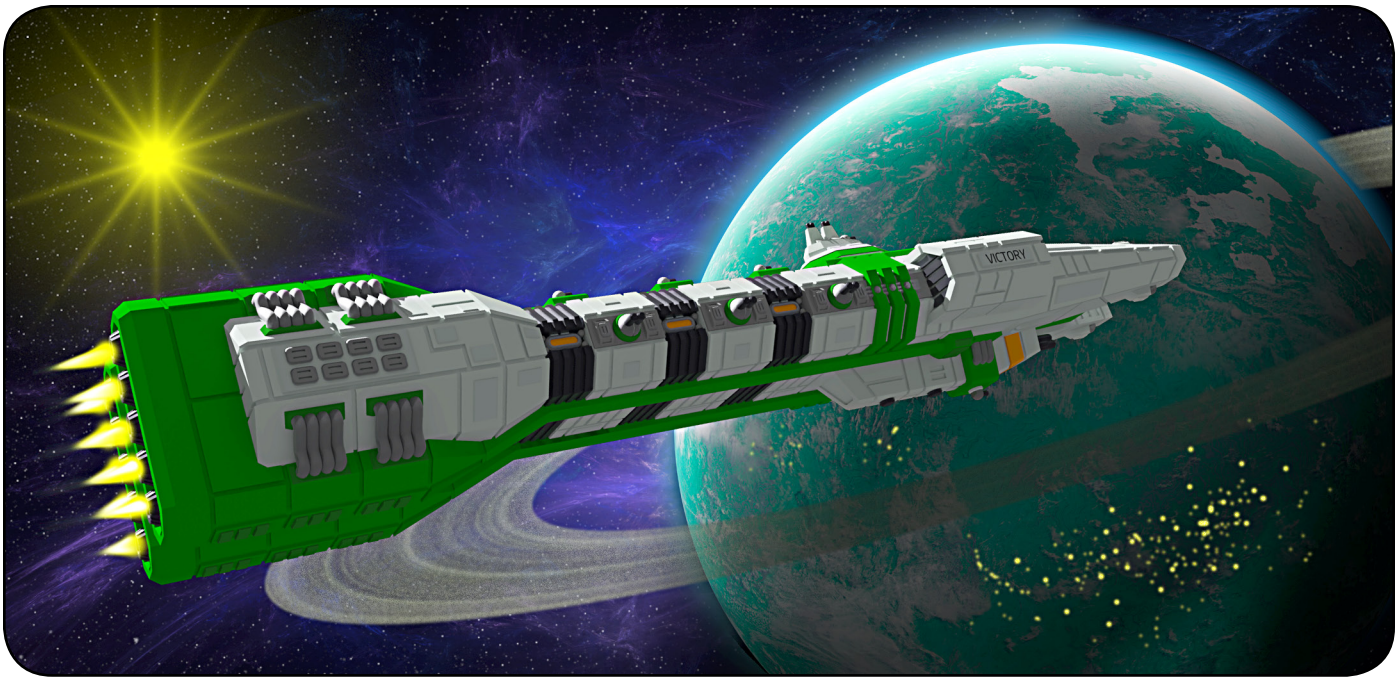
3× Bayonet, 6× Dagger, 5× Poniard, 3× Machete, 3× Scabbard, 3× Bulawa, 2× Santoku, 4× Epee, 5× Stiletto, 2× Lance, 1× Halberd, 6× Militia, 2× Light Marines, 2× Mobile Infantry, 1× Convoy, 1× Shipyard

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Yuletarri Imperium Force List

	Class	Hull	Cost	ISD	DV	AS	AF	CR	CC	Special Notes	R?	P?
Ships	Bayonet	CT	3	3000	3	0	0	2	1	Atmospheric, Scout 1	☒	☒
	Dagger	AB	2	3000	1	2	2	2	1	Atmospheric	☒	☒
	Poniard	FF	4	3001	3	2	3	4	2		❑	❑
	Machete	DD	5	3002	3	5	2	5	2		❑	❑
	Scabbard	DD	6	3003	4	1	1	4	2	Carrier 1, Supply 1	❑	❑
	Bulawa	DD	5	3004	3	2	2	5	2	Atmospheric, Carrier 1	❑	❑
	Santoku	CL	6	3005	3	4	4	6	3	Atmospheric	❑	❑
	Scimitar	CL	6	3006	4	4	4	6	3		❑	❑
	Talwar	CW	7	3007	6	6	0	7	3	Jammer 1	❑	❑
	Sheath	CW	8	3008	5	3	2	7	3	Carrier 2	❑	❑
	Shiv	CT	3	3009	2	3	0	3	1	Stealth	❑	❑
	Firangi	FF	4	3010	3	1	2	4	2	Carrier 1	❑	❑
	Mattock	CL	6	3011	4	6	2	6	3		❑	❑
	Xiphos	FF	4	3012	2	2	2	4	2	Jammer 1	❑	❑
	Cutlass	CA	8	3013	5	5	4	8	4	Scout 1	❑	❑
	Switchblade	FF	4	3014	3	2	2	4	2	Q-Ship	❑	❑
	Broadsword	BB	10	3015	7	7	6	10	5		❑	❑
	Rapier	CW	7	3016	5	6	3	7	3		❑	❑
	Scythe	CW	7	3017	5	6	1	7	3	Gunship	❑	❑
	Khanda	CL	7	3018	6	0	0	5	3	Supply 3	❑	❑
	Spathe	CA	9	3019	6	3	3	8	4	Carrier 2	❑	❑
	Akrafena	CA	9	3020	5	3	2	6	4	Scout 3	❑	❑
	Gladius	FF	4	3021	3	2	2	4	2	Fast	❑	❑
	Nimcha	CW	7	3022	4	4	5	7	3	Atmospheric	❑	❑
	Estoc	BC	10	3023	7	7	0	9	4	Jammer 2	❑	❑
	Katana	CA	9	3024	4	5	3	8	4	Carrier 1, Jammer 1	❑	❑
	Claymore	DN	12	3025	7	8	7	10	5	Disruptor 1	❑	❑
Fighters	Epee	LF	2	3000	2	3	0	2	1	Atmospheric	☒	☒
	Stiletto	MF	3	3005	3	0	3	3	1	Atmospheric, Carronade	❑	❑
	Foil	HF	4	3010	3	3	3	4	1	Atmospheric	❑	❑
	Morningstar	MF	3	3015	3	4	0	3	1	Gunship	❑	❑
	Warhammer	HF	4	3020	4	2	1	4	1	Atmospheric, Jammer 1	❑	❑
Bases	Lance	OWP	4	3000	2	3	3	3	2	Scout 1	☒	☒
	Halberd	BS2	14	3004	10	8	4	8	4	Carrier 2, Jammer 2	❑	❑
	Pike	BS3	19	3008	14	9	5	10	5	Carrier 4, Jammer 2	❑	❑
	Spear	OWP	4	3011	4	2	2	4	2	Jammer 1	❑	❑
	Kontarion	BS4	23	3020	16	13	7	12	6	Carrier 5, Jammer 2	❑	❑
Troops	Militia	N/A	1	N/A	4	4	-	-	-	Garrison	☒	☒
	Light Marines	N/A	2	3000	4	4	-	-	-	Marines	☒	☒
	Mobile Infantry	N/A	2	3004	4	8	-	-	-		❑	❑
	Commandos	N/A	2	3009	2	6	-	-	-	Special Forces	❑	❑
	Heavy Infantry	N/A	3	3015	6	12	-	-	-		❑	❑
	Imperial Rangers	N/A	3	3022	4	8	-	-	-	Special Forces	❑	❑
Civilian	Convoy	N/A	20	N/A	10	0	0	0	0		☒	☒
	Shipyard	N/A	20	N/A	10	0	0	0	0		☒	☒
	Supply Depot	N/A	20	N/A	10	0	0	0	0		☒	☒

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8.0 RANDOM GALAXY GENERATOR

The Random Galaxy Generator allows you to create a unique map for every VBAM campaign. Maps are generated starting with the Hub system in the middle of the map and expanding outward in "rings" of systems, with the number of rings of system typically being equal to the number of players in the game. Blank map templates for each map size are included in the digital version of the rules and can otherwise be downloaded from our website.

8.1 THE HUB

The Hub is the first system placed on the map, and it is always placed in the hex at the center of the map. This is a special system and is automatically a yellow G-type star with six jump lanes connecting it to each of the adjacent map hexes. This central placement ensures that the Hub will be of high strategic value both because of intrinsic resource value as well as because you can use it to move to all of the various regions of the map.

8.2 THE RINGS

The Hub is surrounded by a number of rings of systems equal to the number of players in the game. For example, a four player Large map would have a Hub system with four rings of systems around it. The number of rings you add to your map therefore determines the number of systems that will appear on the map as follows: Tiny (19), Small (37), Medium (61), Large (91), Huge (127). This works out to be anywhere from 10 to 20 systems per player, depending on your chosen map size.

8.3 SYSTEM GENERATION

After you have determined your map size and placed your Hub system, it is time to begin generating statistics for all of the star systems on your map. Use the system generation rules outlined in this section to determine each system's star type, system importance, system traits, attribute values, and the number and placement of its jump lanes. All of the tables you will use during system generation tables can be found on the following page.

The Hub system will always be the first system you generate on the map, and it is subject to a few special rules. The Hub is always a Yellow Star with the maximum six jump lanes connecting to it, so you won't need to roll on the Star Type Table or Jump Lanes Table for this system.

After generating the Hub, randomly choose a system in the first ring to generate and then proceed in a clockwise fashion until all of the system in that ring have been generated. You then move on to a system in the next ring and repeat the process until you have finished generating statistics for all of the systems on the map.

Step 1) Roll for Star Type

Roll on the Star Type Table to determine the star type of the primary stellar component in the system. This star type will help determine the importance of the system.

Step 2) Roll for System Importance

Roll on the System Importance Table to determine both its system importance and planet type, which will define its base system attributes as shown on the Base System Attributes Table. The system's star type provides a modifier to its roll on the System Importance Table.

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System Generation Tables

Star Type Table (d10)

Roll	Star Type	Star Code
1	Blue Star	A
2	White Star	F
3	Yellow Star	G
4-5	Orange Star	K
6-9	Red Star	M
10	Dwarf Star	D

System Importance Table (d10)

Roll	System Importance	Planet Type
1-	Unimportant	Extreme
2-3	Unimportant	Dead
4-6	Minor	Barren
7-8	Minor	Adaptable
9+	Major	Garden

Modifiers:
-2 Blue or Dwarf Star
-1 Red Star
+1 White Star
+2 Yellow Star

Base System Attributes Table

Planet Type	System Importance	Capacity	RAW	Population	Morale	Intel	Fortification
Extreme	Unimportant	2	1	1	1	0	0
Dead	Unimportant	4	1	2	2	0	0
Barren	Minor	6	2	3	2	1	0
Adaptable	Minor	8	2	4	3	2	1
Garden	Major	10	3	6	5	4	2
Homeworld	Major	12	5	10	8	6	4

System Traits Table (d10)

Roll	System Trait
3-	None
4	Mineral Rich (+1 RAW)
5	Ancient Ruins (+1 RAW, +1 Morale)
6	Strategic Resources (+2 RAW)
7	Automated Defenses (+1 Fortification)
8	Spy Satellites (+1 Intel)
9	Fair Biosphere (+2 Carrying Capacity, +1 Morale)
10	Scattered Survivors (+1 Population)
11+	Lost Colony (+2 Population, +1 Morale)

Modifiers:
-2 Extreme
-1 Dead
+1 Adaptable
+2 Garden

Jump Lanes Table (d10)

Roll	# of Jump Lanes
1-	1 Jump Lane
2-3	2 Jump Lanes
4-7	3 Jump Lanes
8-9	4 Jump Lanes
10	5 Jump Lanes
11+	6 Jump Lanes

Modifiers:
-2 Dwarf Star
-1 Red Star
+1 White Star
+2 Blue Star

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Step 3) Roll for System Traits

Roll twice on the System Traits Table to see what special traits (if any) apply to the system. These traits are effectively being used to randomize the system's base attribute values. The system traits a system receives are then recorded in its Special Notes.

System traits cannot increase the system's Carrying Capacity above a maximum value of 12, and none of the system's other attributes can exceed its current Carrying Capacity (except RAW, which can exceed the system's Carrying Capacity). Any result that would increase an attribute that is already at its maximum should be re-rolled instead.

A system can receive the same system trait multiple times, at which point a "(x2)" is appended to the system trait entry. For example, a system that rolls *Automated Defenses* twice would have *Automated Defenses (x2)* recorded in its Special Notes.

Step 4) Roll for Independent Systems

If your campaign uses the *5.1 Independent Systems* optional rule, roll 2d10 for each system and if the die result is less than or equal to the system's Population value then it becomes an Independent System. Refer to the rules for Independent Systems to determine how to setup the new power and purchase its starting forces.

Please note that the Hub system will never be an Independent System, so no indigenous population check is required for that system. This ensures that the Hub system will remain uninhabited at the start of the game.

EXAMPLE: Aldebaran is a Barren system with the Lost Colony *trait that has a total of 5 Population and is not the Hub system. The Independent System roll for this system (2d10) is a 5. This is less than or equal to the system's Population, so Aldebaran is now an Independent system and will be inhabited at the start of the campaign.*

Step 5) Roll for Jump Lanes

The number of jump lanes that a system has is determined by rolling on the Jump Lanes Table. A modifier is added to the die roll based on the star type of the system. Additionally, systems in the last ring reduce their total number of jump lanes by one, to a minimum of one jump lane, because they have fewer adjacent systems to connect to jump lanes to. Every system will have at least one jump lane connecting to it.

If a system rolls a number of jump lanes less than the number already connected it won't have any additional jump lanes to place, but don't remove any of its existing jump lanes either. It's normal for systems to end up gaining additional jump lanes during system generation.

Each additional jump lane you add to a system will always connect to the adjacent system with the fewest number of existing jump lane connections. If there is a tie, randomly pick which system the lane connects to.

This method of attaching new jump lanes to nearby systems helps to create chains of systems and minimize the chances that a system will end up with a lot of jump lanes connecting to it. In turn, this makes generating systems that do have high numbers of jump lanes more significant because they will become major travel hubs on the map that are of high strategic value regardless of what their system attributes are.

Step 6) Name the System

Finally, each system should be given a unique name that is usually either the name of the primary star ("Sol") or the most important planet in the system ("Earth").

If you have a hard time coming up with names for systems on your map, considering using names of real stars (ex: Sirius, Procyon, Groombridge) or else name them after mythological figures or creatures (ex: Zeus, Odin, Sphinx, Charybdis).

EXAMPLE #1: You are creating a new map and are ready to begin system generation. The first system to be generated is always the Hub system. We do not roll on the Star Type Table for the Hub because it is always a Class G Yellow Star. Likewise, we do not roll on the Jump Lanes Table because the Hub will always have six jump lanes connecting it to each of the adjacent systems on the map that surround it.

Proceeding with the rest of system generation for the Hub, we roll a 3 on the System Importance Table. The Hub is a Yellow Star, so it has a +2 modifier to this roll, which increases the die result to a 5. This makes the Hub a Barren planet with a Minor system importance and base attribute values of 6 Carrying Capacity, 2 RAW, 3 Population, 2 Morale, 1 Intel, and 0 Fortification.

We then roll twice on the System Traits Table and roll a 2 and a 4. The roll of 2 is a No Effect *result, but the roll of 4 is* Mineral Rich *which increases the system's RAW value by 1 (to 3).*

We are playing with the Independent Systems optional rule in our campaign, however the Hub system cannot contain indigenous populations so no check is made for the system.

We now name the system Terminus since it is located in the middle of the map and we expect it to be a major travel point in the future. With the Hub system generated, we can now proceed to generating the star systems in the surrounding rings.

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EXAMPLE #2: We now choose a random system in the first ring to continue generating our map. The roll on the Star Type Table is a 2, which makes this a White Star. We then roll on the System Importance Table with a +1 modifier from our star type. The die result is an 8 which is modified to a 9, which makes this a Minor System with an Adaptable planet. Its base attribute values are 8 Carrying Capacity, 2 RAW, 4 Population, 3 Morale, 2 Intel, and 1 Fortification.

We now roll twice on the System Traits Table. Because this is an Adaptable system, we receive a +1 modifier to our die rolls on this table. The modified die results are 6 and 9, which gives us Strategic Resources *(+2 RAW) and* Fair Biosphere *(+2 Carrying Capacity, +1 Morale). The system's final attribute values are now 10 Carrying Capacity, 4 RAW, 4 Population, 4 Morale, 2 Intel, and 1 Fortification.*

We are playing with the Independent Systems optional rule, so we need to check for the presence of indigenous populations in the system. We roll a 14 on our 2d10 roll for this check. This die result is greater than the system's Population (4), so the system is not an Independent System.

Finally, we roll a 9 on the Jump Lanes Table. White Stars receive a +1 bonus to their Jump Lanes Table rolls, so the die result is increased to a 10 which gives us five jump lanes. This system already has one jump lane connecting it back to the Hub system, so we must now randomly connect the remaining four lanes to systems in adjacent map hexes.

Of the six system hexes adjacent to this star, one is the Hub system which we are already connected to. Two others are first ring systems with one jump lane already connecting to them (from the Hub system). This leaves three systems in the second ring that have not been generated yet, which means they effectively have zero jump lanes connecting to them at the moment. The first three jump lanes we add to the map will connect to these systems, since they have the fewest jump lanes already connecting to them. For the remaining jump lane, it will connect to one of the adjacent systems in the first ring. Both of these systems currently have one jump lane connecting to them, so we would randomly choose which of them we will connect our fifth (and last) jump lane to.

We name this system Borealis, as it is located to the "north" of the Hub system. We may also decide this is a clever play on words, and the Adaptable planet in the system has a cooler climate and is covered in boreal forests (taiga). This is a case where the various system characteristics can help inform what we end up naming the system and how we describe it to players as part of our campaign story.

8.4 PLAYER STARTING LOCATIONS

Player starting locations are now placed on the map. These systems are designated by placing a star symbol inside the system icon on the map. This denotes which systems players can choose from when placing their initial Homeworld systems on the map.

It's recommended that player starting locations be placed in the outermost ring of the map and be as equally spaced as possible to give players sufficient room to explore and expand during the game before they make first contact with each other. However, you can place player starting locations in any system on the map if you so choose, and you may even choose them at random. Some campaign scenarios or settings may benefit from having player starting locations be spread out across the map instead of being all located in the outermost ring, for example.

The only restriction is that player starting locations cannot be placed in systems that are already controlled by *5.1 Independent Systems*. Allowing players to start in systems that are controlled by Independent Systems would effectively remove these minor powers from the game, and the chances of encountering that are already low enough that this might severely curtail their use.

All starting Homeworld systems must have at least three jump lanes connecting to them. If a system that is designated as a player starting location system has fewer than this number of lanes, you should add additional lanes to the system and connect them to adjacent systems with the fewest number of existing jump lanes until it has at least three jump lanes connecting to it. This ensures that all players have an equal number of Unexplored Lanes to explore at the start of the campaign. Having fewer jump lanes restricts their exploration options too much, while having more jump lanes can either benefit them by making it more likely that they'll find valuable systems in close proximity to their starting location or else make it almost impossible for them to defend it against outside aggression by the other players.

As a special optional rule, CMs might consider treating any player starting location systems that aren't controlled by player empires at the start of the game as Independent Systems if the number of starting systems on the map exceeds the number of players in the game, even if the 5.1 Independent System rules are not otherwise being used in your campaign. This option ensures that these strategic systems will still be inhabited during the game and provide players with extra opportunities for diplomacy and conquest as they expand to fill the map, and may also provide a valuable buffer zone between opposing powers.

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9.0 DESIGNER'S NOTES

VBAM Third Edition (VBAM3) represents the culmination of over 20 years of active development and playtesting. The game has come a long way since its first inception, with the game starting as a strategic campaign layer for another long defunct tactical space combat game. My initial involvement in the development of the First Edition was as editor and playtester, but that grew to doing the art, layout, and a a significant amount of the game development in the latter half of the First Edition days. I also took the lead on Second Edition, however I wasn't really happy with how Second Edition ended up because I realized after release that my incremental improvements to the game had not gone far enough and more dramatic changes were needed to evolve the game to the next level.

Second Edition's life was cut short by the development team scattering to the winds, with everyone getting busy with work, family, and other commitments that halted major development of the edition before it ever really got off the ground. For me personally, Second Edition's release coincided with a cross country move and career change which left no free time to work on hobby projects.

For these last ten years since Second Edition's abortive release, I've been continuing to tinker with the VBAM rules looking for ways to streamline and improve the game play experience. This has meant constant iterative design and playtesting.

Not all of those early prototypes were successful, however. For example, while playtesting an earlier version of the VBAM3 rules, we discovered that our marines could not actually invade enemy planets because they could not score enough damage to ever overcome the defenses of the dug-in defenders. In another test game, we ended up encountering the "shuttle carrier exploit" that allowed one player to deploy a fleet of carriers with cheap, throwaway shuttlecraft that could simply overwhelm the enemy with no real possibility of countering them.

These events acted as brick walls that sent me back to the drawing board to find new solutions to address these and other problems. But this also led to the adoption of new rules that persist into the current iteration of the rules. The ground combat system has been revamped to provide better overall game balance, and the number of fighters/attack boats units can carry have been effectively halved – while at the same time fighter durability has been improved so they can survive longer in combat.

As part of the ongoing VBAM3 development process, I ended up knocking the game back to its absolute foundation and slowly began rebuilding it piece-by-piece to find out what worked, what didn't, and how to improve upon the basic design. Legacy VBAM had a lot of rules that were nice on paper but didn't actually add that much to the overall experience. In the end, it felt like "complexity for its own sake" which ended up unnecessarily complicating the rules and making the game harder to learn and play. Only by going back to basics and reintroducing rules one at a time did I realize which rules were central to the game experience and which were largely extraneous and could be cut. Eliminating special edge case exceptions also became a major design goal, as it was determined that these kinds of strange rule interactions typically introduce a lot of additional design complexity for little (if any) benefit. You have a problem if you need a page of rules to explain how a new one paragraph campaign rule interacts with the rest of the campaign system!

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Another realization I've had as I've gotten older is that a lot of us just don't have the free time we had back when we were younger, so eliminating extraneous bookkeeping to speed up the game became a design priority. I think back to my college days, which is the period during which First Edition was created and released, when I had most evenings and weekends free to spend playing games or working on hobby projects. I just don't have that kind of free time anymore, and I bet very few of us do. Our time is valuable and limited, and we need rules that are going to be considerate of our time. This means getting rid of administrative busywork and micromanagement wherever possible so we can focus on the "big damn decisions" of running an interstellar empire instead of getting bogged down in mundane bookkeeping operations.

One major departure for VBAM3 is the introduction of a default campaign setting – *Harbinger Wars*. This setting is a deliberately broad pastiche that draws upon ideas and concepts from across popular science fiction. It provides a sense of familiarity for players as they recognize some of the coy references to these other universes while giving them a better idea for how they can integrate these kinds of concepts back into their own campaigns.

Previous editions of VBAM treated the included alien empires as largely generic collections of stats. The 1E Menagerie bonus materials provided some basic background on each of the empires, and the 2E Campaign Guide expanded on them but everything still remained fairly "matter of fact" without a lot of flair or character. VBAM3 adds alien art and faction logos for each alien empire in the game, and a simplified version of the custom alien design rules are now a standard component for the alien empires. These traits make each alien empire play differently and gives them a better sense of character and purpose. Each alien empire now offers a unique play experience, with their own empire traits and force lists. This book also expands the VBAM menagerie to ten alien empires (up from six in 1E and eight in 2E). This gives players a great variety of factions to choose from when playing the game. Kudos to the artist Marco Morte that has been working with us over the last decade on this alien artwork. I think he has done a fantastic job of helping to bring these aliens to life!

The *Harbinger Wars* setting has also helped to provide valuable context to the game rules themselves. Older editions kind of danced around the specifics of what the rules represented, trying to keep things generic enough to accommodate any setting. However, this generic approach often led to vagueness and made it harder for players to understand how they could use a rule, or what it really was representing in the game. For example, this is a reason why the system attributes are much more descriptive in this edition. Finding a system with *Ancient Ruins* is much more thematic and interesting than finding *Rare Metals*, even if the material bonus remains largely the same. I wanted to give players more narrative "hooks" like this so they could build off of these concepts in their own campaigns while also providing some interesting interaction options for future VBAM supplements.

After reading through and digesting the VBAM3 rules, you will have probably noticed some major departures from the previous editions. The micromanagement of moving Population from system to system is gone (good riddance!) and the "hard stop" events that typically occurred on the last turn of each campaign year have been removed. It was not uncommon in previous editions for campaigns to sputter out and die at the end of a campaign year when the CM had to go through and process all of those different end of year events – I know it happened to me on several occasions!

There was also the problem of players being forced to "sit around and wait" for Population increases before they could continue expanding their empires. While this was more realistic than simply purchasing Population increases using economic points (as you do in VBAM3, similar to how you purchased Productivity increases in previous editions), it meant you often found yourself twiddling your thumbs waiting for that next Population increase check to see if you got to do anything, and if you failed that check then it could mean you'd have to wait another 12 turns before you could do another. That isn't a great game experience for the player.

It was because of things like this that I pushed to give players more agency over their empires and the actions they perform during the game. Now you have the ability to decide which jump lanes to upgrade, which systems should gain Population, what technologies you research, etc. While you may still end up waiting for your empire to earn economic points to spend on these endeavors, you have much more control over the outcome compared to previous editions of the game.

The diplomacy and intel rules got a complete revamp in this new edition. In the case of diplomacy, this was done to facilitate the inclusion of diplomatic empire trait modifiers, so that particular empires could have bonuses or penalties to their diplomatic interactions with other players. This diplomatic overhaul was informed by previous experiences with the Non-Player Empires (NPEs) of First Edition as well as the Neutral Systems from Second Edition. The linear political state advancement came from the former, while the diplomatic cooldowns were inherited from the latter.

Perhaps the biggest shakeup for diplomacy was the inversion of the "signing vs. breaking" dynamic from previous editions. In the earlier books, it was always easy to offer and sign treaties with other powers but then you had to roll when attempting to break treaties or declare war. VBAM3 instead makes it much harder to improve relations and advance your political state with other

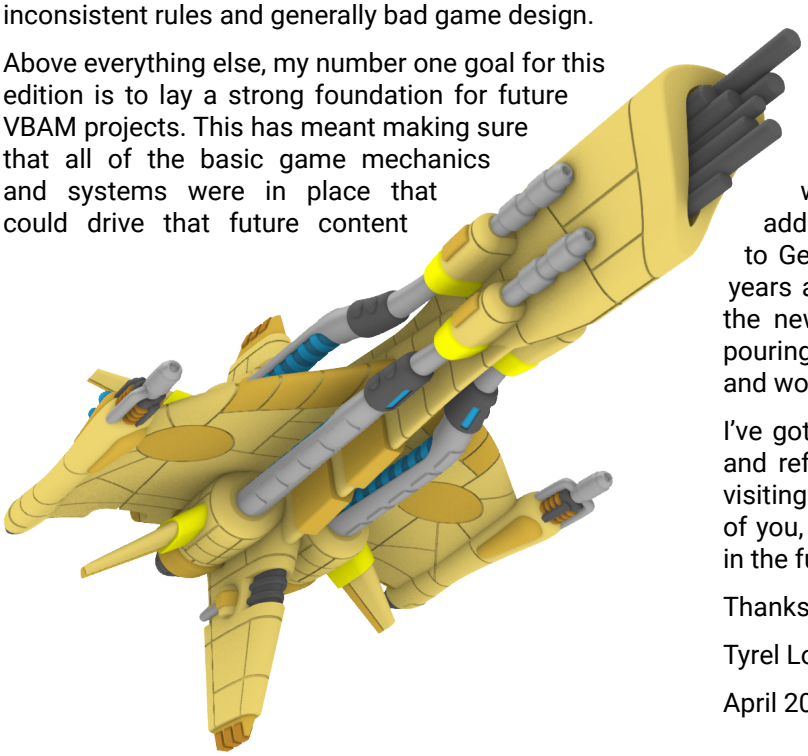
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powers while it's considerably easier to break treaties with them. This means players have to work harder to develop good relations with other powers, but abrogating those treaties is comparatively easy.

Intel meanwhile was adjusted to make spying a more useful tool in the game. The way the old Intel system worked, it was often not worth the time or investment to carry out Intel missions against other powers because the cost was too high for too low a chance of successful to justify the expense. The new covert operations rules try to thread this needle by making its easier to gauge a mission's chances of success while at the same time eliminating the "Intel point" resource found in previous editions and turning it into a separate system attribute. You are still effectively paying economic points to perform missions, but these costs are only being paid on major mission failures rather than every time you attempt a mission.

Another basic mantra of VBAM3 development has been that advanced campaign rules will expand the core rules but not replace them. We had issues in First Edition with some optional rules completely replacing existing core game features, and that's a road we do not want to take in VBAM3. At its heart, VBAM is a toolbox that players can use to build and run sci-fi campaigns how they want in their preferred setting. In this context, advanced rules are additional building blocks that you can use to better adapt the game towards your preferred campaign setting. Having new rules completely invalidate basic parts of the core rules ends up causing tons of problems, because now you have to explain they interact with each of those radically different versions of basic game components. This is the sort of thing that leads to confusing and inconsistent rules and generally bad game design.

Above everything else, my number one goal for this edition is to lay a strong foundation for future VBAM projects. This has meant making sure that all of the basic game mechanics and systems were in place that could drive that future content development without requiring any massive rewrites or changes after the initial release. There are always going to be some errata and changes after release – no rules completely survive "contact with the enemy," after all. But hopefully those changes will be minimal and will be mostly restricted to balance tweaks and clarifications.



For the player, the intent is that the advanced campaign rules we introduce in future supplements will be self-contained so you don't have to flip back and forth between a half dozen books to hunt down rules exceptions during play. That's one of the reasons why this book doesn't include the rules for creating your own empire: we made the conscious decision to keep those rules contained to a single future supplement so you will have a "one-stop shop" for creating your own empires. It's also why I find myself moving content back and forth between the rough drafts of the various VBAM3 supplements I'm working on now as I realize that certain rules work better in Book A versus Book B because there are more references to those rules in the former rather than the latter and moving the rules will make things easier on the player. In practice, this has meant a lot of editing and migration of text between supplements as I try to hit that sweet spot and keep any of the expansions from getting too big and unwieldy. There will not be any massive 1E Companion style tomes released for VBAM3!

I sincerely hope you enjoy VBAM3 and are as excited about the future of the VBAM campaign system as I am! It has been an extremely long road to get to this point, and it has been bumpy at times. But I think this new edition distills the core of the VBAM experience down into a compact set of rules that give you more control, faster play, and more long term potential than any of the editions that preceded it.

My thanks go out to all of the players that have supported VBAM over the years and kept the fires burning. Your support over the years has kept this project going, and I'm excited to see where the future takes us as I continue work on additional supplements. Special thanks are also due to Geoff Stano, who has put up with me the last few years and helped to sanity check and playtest many of the new VBAM3 rules. We've spent many long nights pouring over the various rules drafts, testing out variants, and working to get the rules to where they are today.

I've got nearly 20 years of content ready to be updated and reformatted for this new edition. I look forward to visiting those strange new alien worlds together with all of you, and see what new directions we can take VBAM in the future.

Thanks,

Tyrel Lohr,

April 2025

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Turn Orders

Empire		Campaign Turn	

Starting Point Pool		Tech Pool	
System Income		Tech Advancement Cost	
Trade Income		Current Tech Year (Optional)	
Maintenance			
Miscellaneous Income/Expense			
Current Point Pool			

FLEET DEPLOYMENT ORDERS - Deploy new construction, create/reorganize fleets	**INTEL ORDERS** - Covert missions to be performed by systems or troops

MOVEMENT ORDERS - Order fleets to perform jump lane movement or exploration	**DIPLOMATIC ORDERS** - Perform diplomatic actions with other powers

CONSTRUCTION ORDERS - Build, repair, scrap, or activate/deactivate units	**INVESTMENT ORDERS** - Tech investment, system improvements, & jump lanes

TOTAL PURCHASES		ENDING POINT POOL	

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System Assets

System Name	Star	Importance	Planet Type	CAP	RAW	POP	MOR	INT	FRT	Output	Special Notes

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Fleet Assets

Fleet ID		Location	

Fleet ID		Location	

Fleet ID		Location	

Fleet ID		Location	

Fleet ID		Location	

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Fleet ID		Location	

Fleet ID		Location	

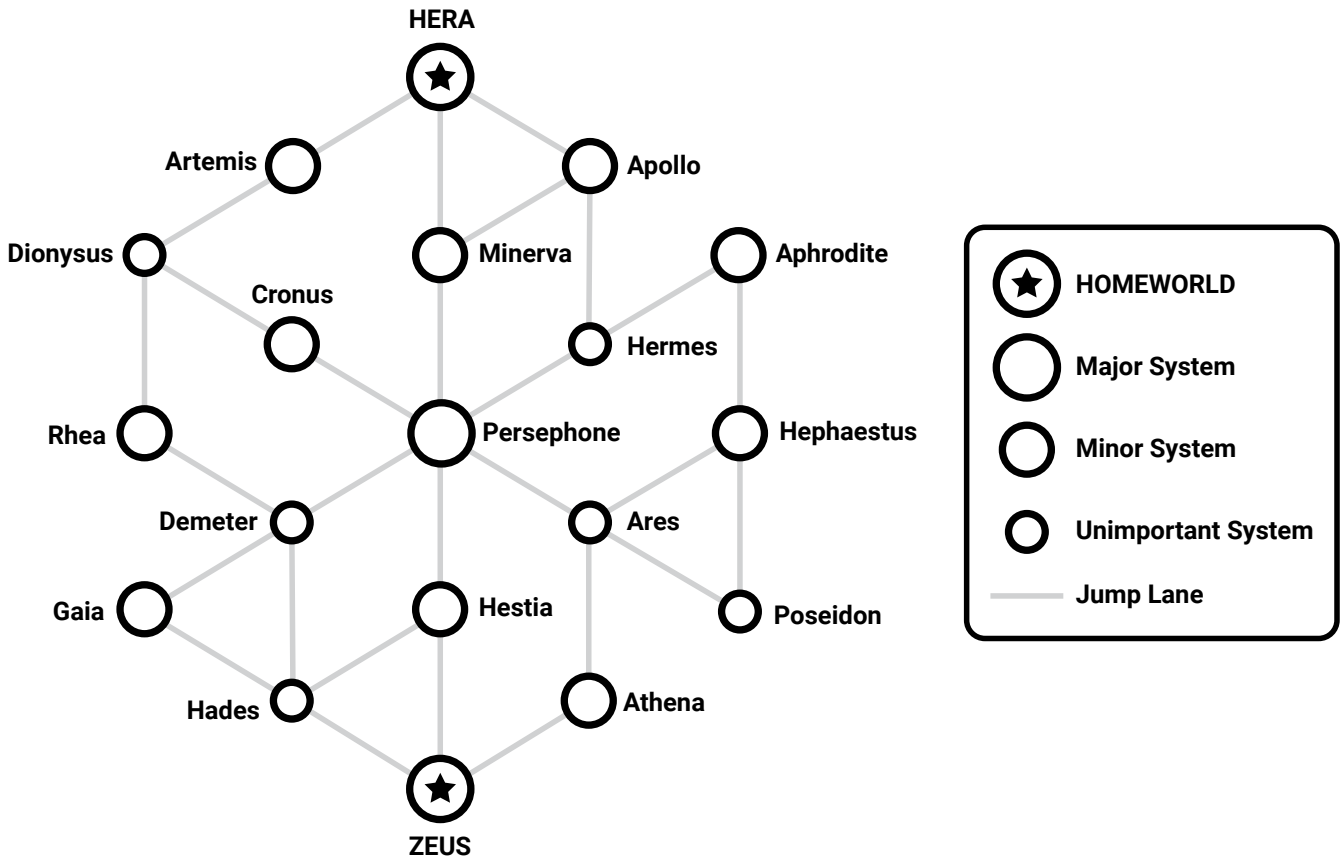
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Trade Routes

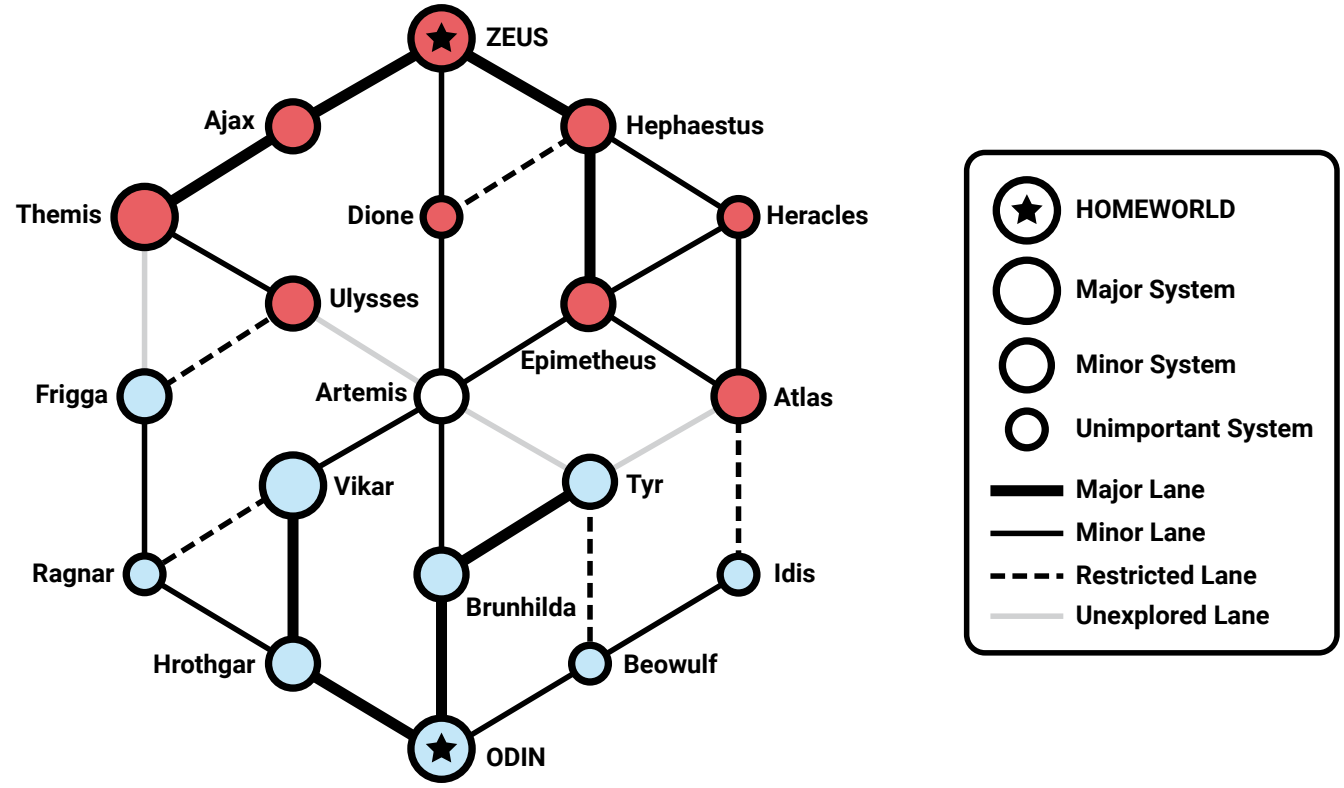
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TINY MAP (2 PLAYER)

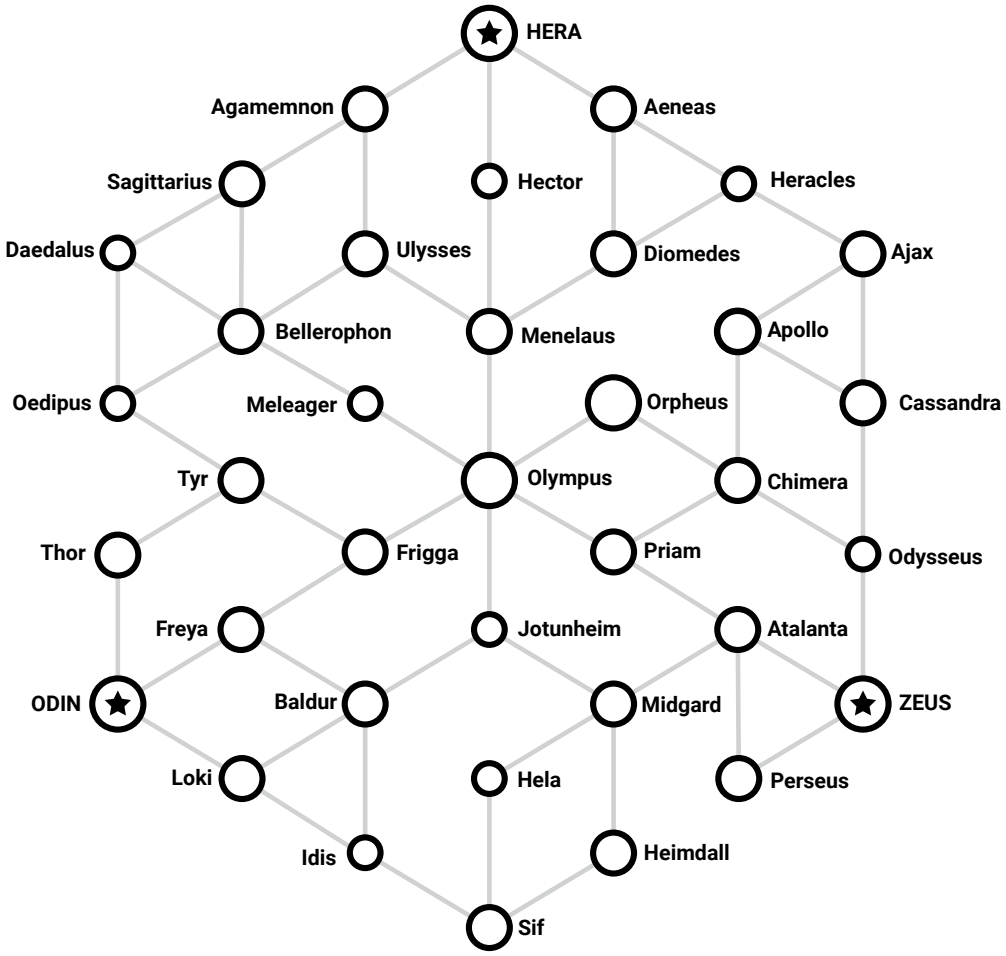


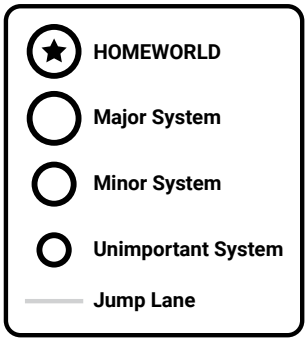
TINY MAP (2 PLAYER) - OLD ENEMIES



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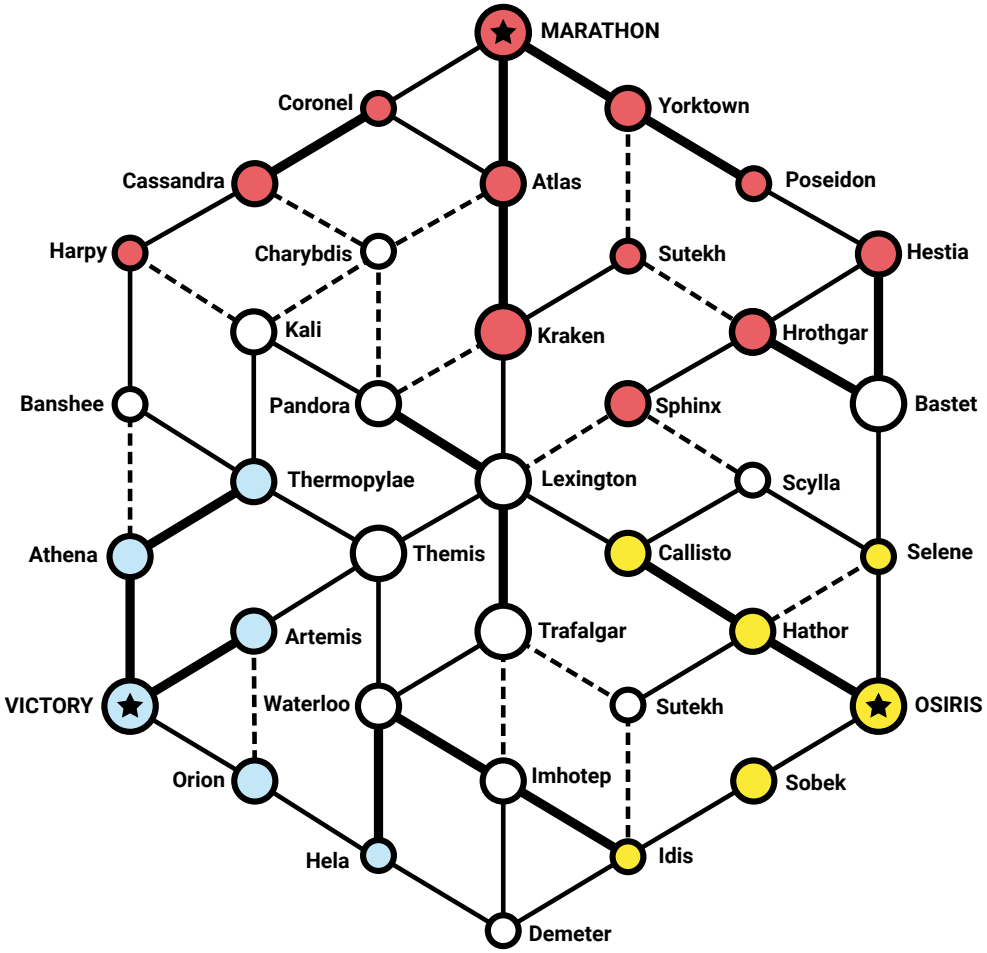
SMALL MAP (3 PLAYER)

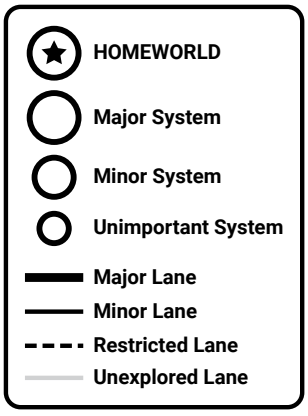




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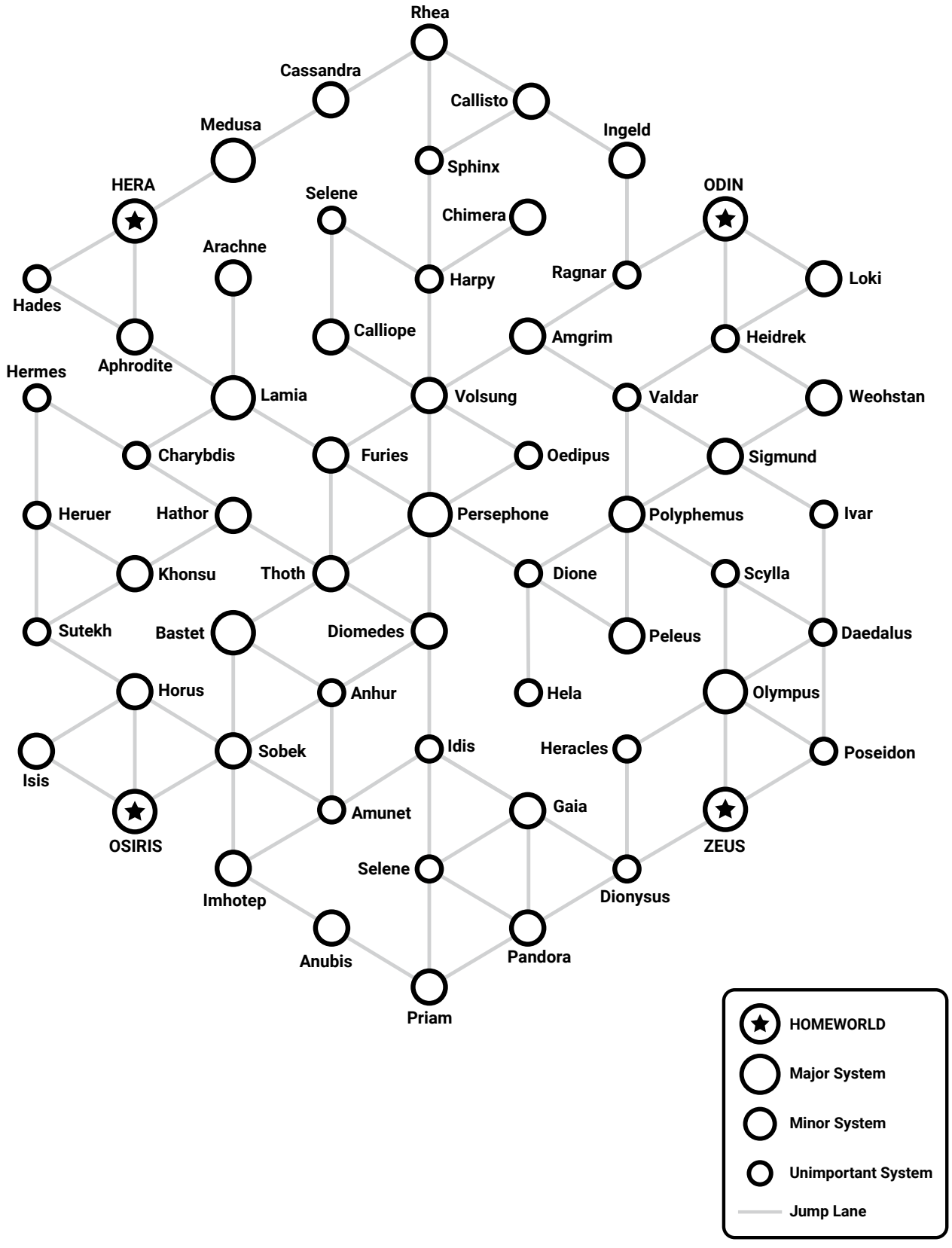
SMALL MAP (3 PLAYER) - SLAYING THE GIANT





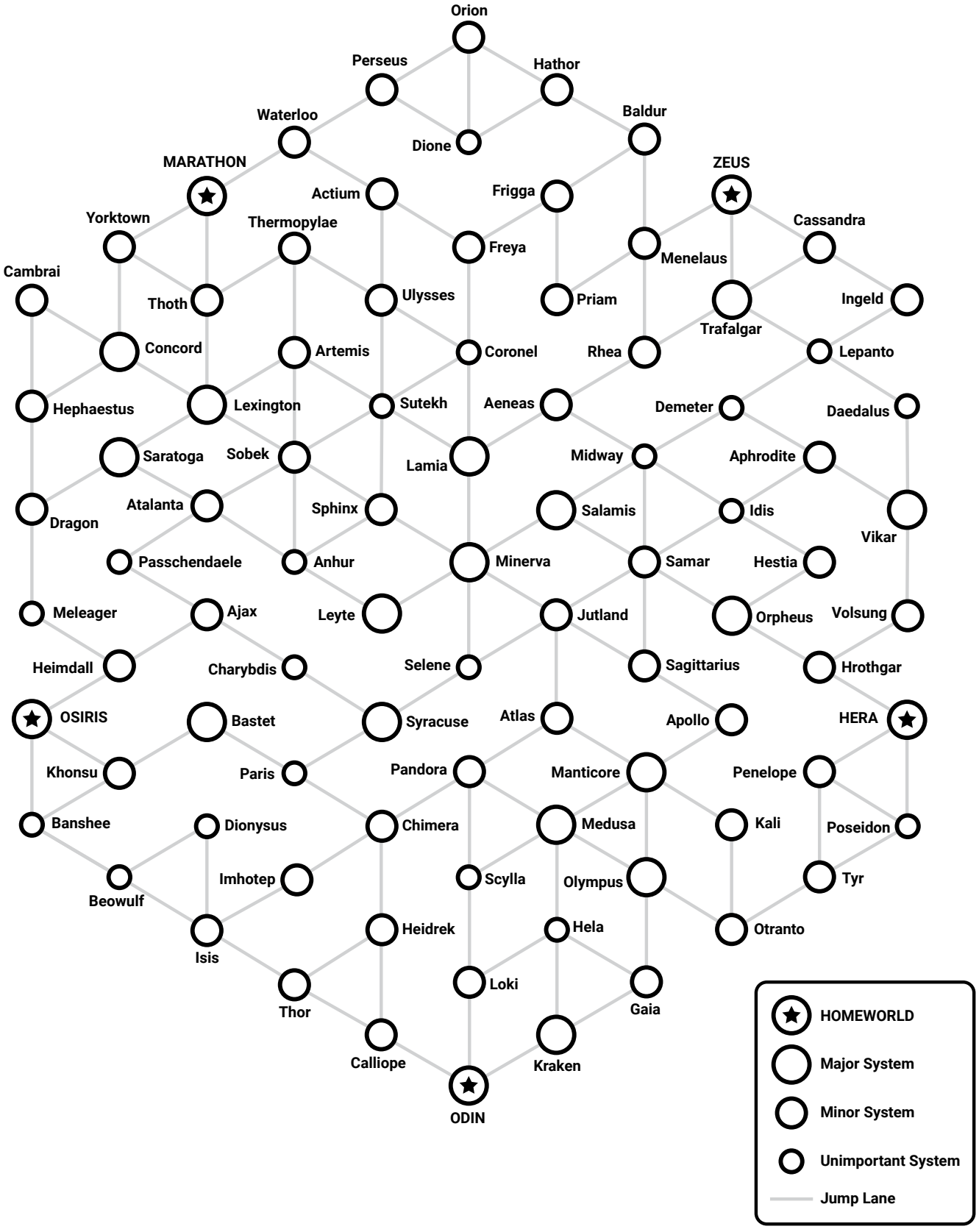
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MEDIUM MAP (4 PLAYER)

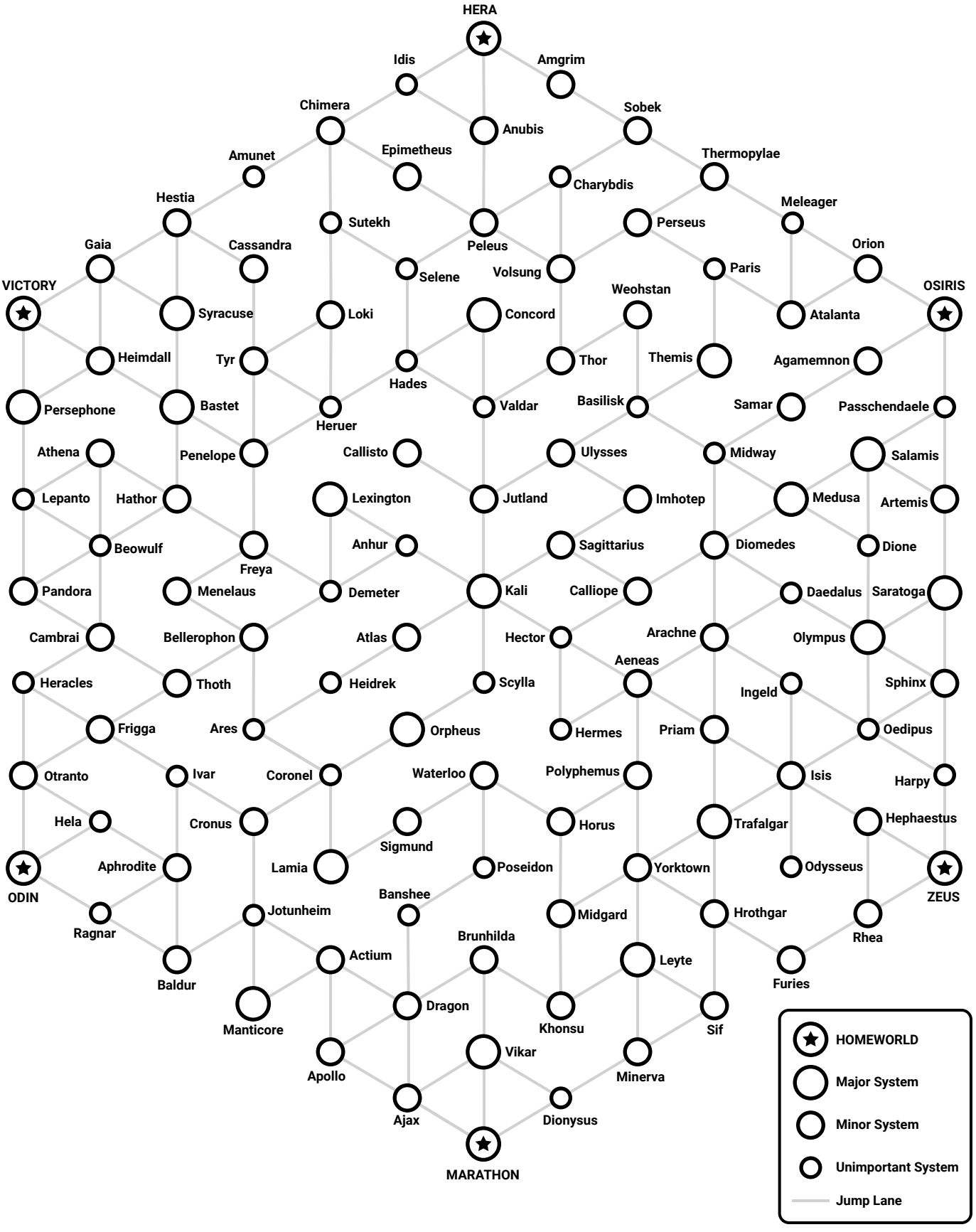


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LARGE MAP (5 PLAYER)



HUGE MAP (6 PLAYER)



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STAR SYSTEMS

System Name	Star	Importance	Planet	CAP	RAW	POP	MOR	INT	FRT	EP	Special Notes
Actium	D	Minor	Adaptable	8	3	4	4	2	2	12	Ancient Ruins, Automated Defenses
Aeneas	D	Minor	Barren	6	3	3	2	1	1	9	Automated Defenses, Mineral Rich
Agamemnon	M	Minor	Adaptable	8	4	5	3	2	1	20	Scattered Survivors, Strategic Resources
Ajax	G	Minor	Barren	10	2	3	4	1	0	6	Fair Biosphere (x2)
Amgrim	M	Minor	Adaptable	8	4	4	4	2	1	16	Ancient Ruins, Mineral Rich
Amunet	M	Unimportant	Dead	4	5	2	2	0	0	10	Strategic Resources (x2)
Anhur	K	Unimportant	Dead	4	1	2	2	0	0	2	
Anubis	M	Minor	Adaptable	8	2	7	4	2	1	14	Lost Colony, Scattered Survivors
Aphrodite	K	Minor	Barren	6	2	4	2	1	1	8	Automated Defenses, Scattered Survivors
Apollo	M	Minor	Barren	8	3	3	4	1	0	9	Ancient Ruins, Fair Biosphere
Arachne	M	Minor	Barren	8	3	2	2	1	0	6	Fair Biosphere, Mineral Rich
Ares	M	Unimportant	Dead	4	2	2	2	0	0	4	Mineral Rich
Artemis	F	Minor	Barren	6	3	3	3	1	0	9	Ancient Ruins
Atalanta	K	Minor	Adaptable	8	4	4	3	3	1	16	Spy Satellites, Strategic Resources
Athena	K	Minor	Adaptable	10	3	4	3	2	1	12	Mineral Rich, Scattered Survivors
Atlas	M	Minor	Adaptable	10	2	4	4	2	2	8	Automated Defenses, Fair Biosphere
Baldur	M	Minor	Barren	6	5	3	3	1	0	15	Ancient Ruins, Strategic Resources
Banshee	D	Unimportant	Extreme	2	1	1	1	0	1	1	Automated Defenses
Basilisk	K	Unimportant	Dead	6	1	2	3	1	0	2	Fair Biosphere, Spy Satellites
Bastet	K	Major	Garden	10	4	7	6	4	2	28	Ancient Ruins, Scattered Survivors
Bellerophon	K	Minor	Adaptable	8	4	4	3	2	2	16	Automated Defenses, Strategic Resources
Beowulf	K	Unimportant	Dead	4	2	2	2	1	0	4	Mineral Rich, Spy Satellites
Brunhilda	F	Minor	Adaptable	8	3	4	4	2	2	12	Ancient Ruins, Automated Defenses
Calliope	M	Minor	Adaptable	8	3	6	5	2	1	18	Ancient Ruins, Lost Colony
Callisto	M	Minor	Adaptable	8	4	4	3	2	1	16	Strategic Resources
Cambrai	K	Minor	Barren	6	2	3	2	2	1	6	Automated Defenses
Cassandra	G	Minor	Barren	6	2	3	2	1	0	6	
Charybdis	G	Unimportant	Dead	6	3	2	3	0	0	6	Fair Biosphere, Strategic Resources
Chimera	K	Minor	Barren	6	5	3	2	1	0	15	Mineral Rich, Strategic Resources
Concord	M	Major	Garden	12	5	6	6	4	2	30	Ancient Ruins, Fair Biosphere
Coronel	M	Unimportant	Extreme	2	3	1	1	0	0	3	Mineral Rich (x2)
Cronus	M	Minor	Adaptable	8	3	4	3	2	1	12	Mineral Rich
Daedalus	M	Unimportant	Dead	4	4	2	2	1	0	8	Mineral Rich, Strategic Resources
Demeter	D	Unimportant	Dead	4	1	2	2	0	0	2	
Diomedes	A	Minor	Barren	6	3	3	3	2	0	9	Ancient Ruins, Spy Satellites
Dione	K	Unimportant	Extreme	2	2	1	1	0	0	2	Mineral Rich
Dionysus	M	Unimportant	Extreme	2	3	1	1	0	0	3	Strategic Resources
Dragon	M	Minor	Adaptable	8	3	4	4	2	1	12	Ancient Ruins
Epimetheus	M	Minor	Adaptable	8	2	5	3	2	1	10	Scattered Survivors
Freya	K	Minor	Barren	8	2	3	3	1	0	6	Fair Biosphere
Frigga	K	Minor	Barren	6	3	3	2	2	0	9	Mineral Rich, Spy Satellites
Furies	A	Minor	Adaptable	8	2	6	3	2	1	12	Scattered Survivors (x2)
Gaia	K	Minor	Barren	6	3	3	2	1	0	9	Mineral Rich
Hades	M	Unimportant	Dead	4	2	2	2	0	0	4	Mineral Rich

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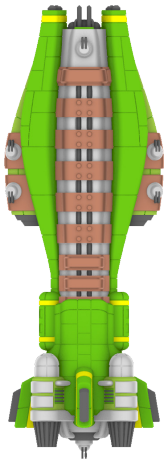
System Name	Star	Importance	Planet	CAP	RAW	POP	MOR	INT	FRT	EP	Special Notes
Harpy	K	Unimportant	Extreme	2	2	1	2	0	0	2	Ancient Ruins
Hathor	G	Minor	Barren	8	2	3	2	2	0	6	Fair Biosphere
Hector	M	Unimportant	Extreme	2	2	1	2	0	1	2	Ancient Ruins, Automated Defenses
Heidrek	D	Unimportant	Extreme	2	4	1	2	0	0	4	Ancient Ruins, Strategic Resources
Heimdall	M	Minor	Barren	6	2	3	3	1	0	6	
Hela	M	Unimportant	Dead	4	2	2	3	0	1	4	Ancient Ruins, Automated Defenses
Hephaestus	A	Minor	Barren	6	2	3	2	2	1	6	Automated Defenses, Spy Satellites
Hera	G	Major	Homeworld	12	5	10	8	6	4	50	
Heracles	K	Unimportant	Dead	4	3	2	2	0	1	6	Automated Defenses, Strategic Resources
Hermes	M	Unimportant	Dead	4	3	2	2	0	0	6	Strategic Resources
Heruer	K	Unimportant	Dead	4	1	2	2	2	0	2	Spy Satellites (x2)
Hestia	F	Minor	Barren	6	2	4	2	1	0	8	Scattered Survivors
Horus	K	Minor	Barren	8	4	3	3	1	0	12	Fair Biosphere, Strategic Resources
Hrothgar	M	Minor	Barren	6	4	3	2	2	0	12	Spy Satellites, Strategic Resources
Idis	M	Unimportant	Dead	4	2	2	3	0	0	4	Ancient Ruins
Imhotep	M	Minor	Adaptable	8	2	4	3	2	1	8	
Ingeld	M	Minor	Adaptable	10	4	4	4	2	1	16	Fair Biosphere, Strategic Resources
Isis	A	Minor	Barren	6	2	4	2	1	0	8	Fair Biosphere, Spy Satellites
Ivar	K	Unimportant	Dead	4	1	2	2	0	1	2	Automated Defenses
Jotunheim	M	Unimportant	Dead	4	1	2	3	1	0	2	Spy Satellites
Jutland	M	Minor	Barren	6	3	4	3	1	0	12	Ancient Ruins, Scattered Survivors
Kali	G	Minor	Adaptable	8	4	4	3	2	2	16	Automated Defenses, Strategic Resources
Khonsu	M	Minor	Barren	8	3	3	3	1	0	9	Fair Biosphere, Mineral Rich
Kraken	K	Major	Garden	10	3	7	5	4	2	21	Scattered Survivors
Lamia	G	Major	Garden	10	3	8	6	4	2	24	Lost Colony
Lepanto	A	Unimportant	Dead	4	2	2	3	0	1	4	Ancient Ruins (x2)
Lexington	M	Major	Garden	10	4	6	6	4	2	24	Ancient Ruins
Leyte	M	Major	Garden	10	5	6	5	5	2	30	Spy Satellites
Loki	M	Minor	Adaptable	8	5	4	3	2	1	20	Mineral Rich, Strategic Resources
Manticore	M	Major	Garden	10	7	6	5	4	2	42	Strategic Resources (x2)
Marathon	G	Major	Homeworld	12	5	10	8	6	4	50	
Medusa	F	Major	Garden	10	4	7	5	4	2	28	Mineral Rich, Scattered Survivors
Meleager	M	Unimportant	Extreme	2	1	1	1	0	1	1	Automated Defenses
Menelaus	F	Minor	Adaptable	8	4	4	5	2	1	16	Ancient Ruins (x2)
Midgard	M	Minor	Barren	6	4	3	3	1	0	12	Ancient Ruins, Mineral Rich
Midway	K	Unimportant	Dead	4	3	2	3	0	0	6	Ancient Ruins, Mineral Rich
Minerva	K	Minor	Adaptable	6	2	3	2	1	2	6	Automated Defenses (x2)
Odin	G	Major	Homeworld	12	5	10	8	6	4	50	
Odysseus	M	Unimportant	Extreme	2	2	1	1	0	0	2	Ancient Ruins
Oedipus	M	Unimportant	Extreme	2	3	1	1	0	1	3	Automated Defenses, Strategic Resources
Olympus	G	Major	Garden	10	4	8	6	4	2	32	Lost Colony, Mineral Rich
Orion	G	Minor	Barren	6	2	3	2	2	0	6	Spy Satellites
Orpheus	K	Major	Garden	10	4	8	7	4	2	32	Ancient Ruins, Lost Colony
Osiris	G	Major	Homeworld	12	5	10	8	6	4	50	
Otranto	K	Minor	Barren	6	4	4	2	1	0	16	Ancient Ruins, Mineral Rich
Pandora	M	Minor	Adaptable	8	2	4	3	2	2	8	Automated Defenses

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System Name	Star	Importance	Planet	CAP	RAW	POP	MOR	INT	FRT	EP	Special Notes
Paris	D	Unimportant	Extreme	2	2	1	1	0	1	2	Automated Defenses, Mineral Rich
Passchendaele	K	Unimportant	Dead	6	1	2	3	0	1	2	Automated Defenses, Fair Biosphere
Peleus	K	Minor	Barren	6	4	3	2	1	0	12	Strategic Resources
Penelope	M	Minor	Barren	8	3	3	3	1	0	9	Fair Biosphere, Mineral Rich
Persephone	G	Major	Garden	10	4	6	5	5	2	24	Mineral Rich, Spy Satellites
Perseus	G	Minor	Barren	6	4	3	2	2	0	12	Spy Satellites, Strategic Resources
Polyphemus	G	Minor	Adaptable	8	6	4	3	2	1	24	Strategic Resources (x2)
Poseidon	M	Unimportant	Extreme	2	1	1	1	1	0	1	Spy Satellites
Priam	M	Minor	Barren	6	2	3	2	2	0	6	Spy Satellites
Ragnar	D	Unimportant	Dead	6	3	2	3	0	0	6	Strategic Resources
Rhea	G	Minor	Adaptable	8	2	4	3	3	1	8	Spy Satellites
Sagittarius	F	Minor	Barren	6	3	3	3	1	1	9	Ancient Ruins, Automated Defenses
Salamis	F	Major	Garden	10	3	10	7	4	2	30	Lost Colony (x2)
Samar	M	Minor	Barren	6	2	5	2	1	0	5	Scattered Survivors (x2)
Saratoga	G	Major	Garden	12	3	6	7	4	2	18	Fair Biosphere
Scylla	A	Unimportant	Extreme	2	1	1	1	1	0	1	Spy Satellites
Selene	A	Unimportant	Dead	6	1	2	3	0	0	2	Fair Biosphere
Sif	K	Minor	Barren	6	3	3	2	2	0	9	Mineral Rich, Spy Satellites
Sigmund	M	Minor	Adaptable	8	2	8	5	2	1	16	Lost Colony (x2)
Sobek	K	Minor	Barren	6	4	3	2	1	0	12	Strategic Resources
Sphinx	A	Minor	Adaptable	8	2	5	3	2	2	10	Automated Defenses, Scattered Survivors
Sutekh	A	Unimportant	Extreme	2	1	1	1	0	0	1	
Syracuse	G	Major	Garden	10	5	6	5	4	3	30	Automated Defenses, Strategic Resources
Themis	K	Major	Garden	10	4	6	6	4	3	24	Ancient Ruins, Automated Defenses
Thermopylae	K	Minor	Barren	6	3	3	3	1	1	9	Ancient Ruins
Thor	M	Minor	Barren	6	3	4	2	1	0	12	Mineral Rich, Scattered Survivors
Thoth	M	Minor	Barren	6	2	3	2	1	1	6	Automated Defenses
Trafalgar	M	Major	Garden	10	5	7	5	4	2	35	Lost Colony, Scattered Survivors
Trata Kam	G	Major	Homeworld	12	5	10	8	6	12	50	
Tyr	D	Minor	Barren	6	2	4	2	2	0	8	Scattered Survivors, Spy Satellites
Ulysses	F	Minor	Adaptable	8	2	3	2	3	0	6	Spy Satellites (x2)
Valdar	F	Unimportant	Dead	4	2	2	2	0	0	4	Mineral Rich
Vikar	K	Major	Garden	10	3	8	6	5	2	24	Lost Colony, Spy Satellites
Volsung	M	Minor	Adaptable	10	2	4	4	2	1	8	Fair Biosphere
Waterloo	M	Minor	Adaptable	8	4	6	4	2	1	24	Lost Colony, Strategic Resources
Weohstan	G	Minor	Adaptable	8	4	6	4	2	1	24	Lost Colony, Strategic Resources
Yorktown	A	Minor	Adaptable	8	2	4	3	2	1	8	
Victory	G	Major	Homeworld	12	5	10	8	6	4	50	
Zeus	G	Major	Homeworld	12	5	10	8	6	4	50	

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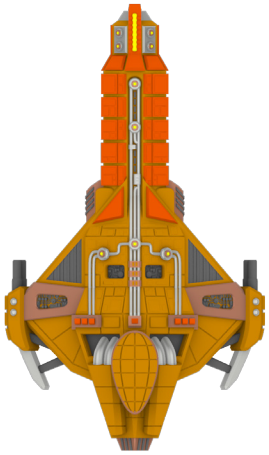
SHIP RECOGNITION CHART



Perseverance CA
(Brindaki League)



Wrath CA
(Loran Dominion)



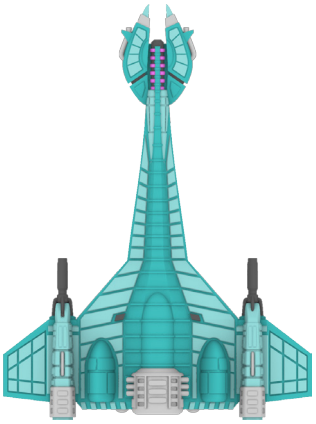
Lawkeeper CA
(Rallax Intelligence)



Prometheus BC
(Human Union)



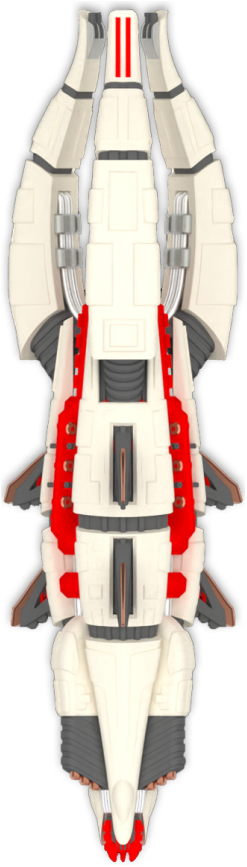
Firebrand CA
(Tirelon Synod)



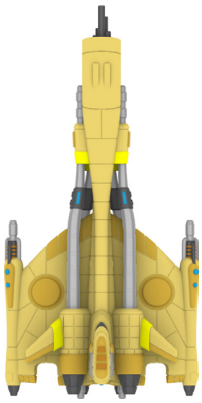
Mantis CA
(Senorian Federation)



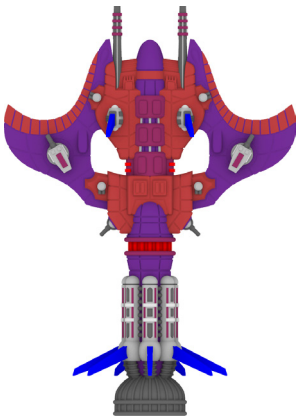
Oncoming Storm BC
(Jain Khanate)



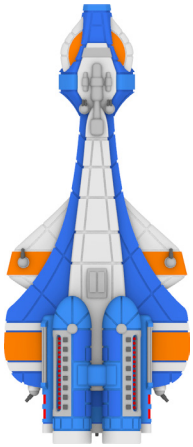
Emperor SD
(Harbingers)



Talwar CW
(Yuletarri Imperium)



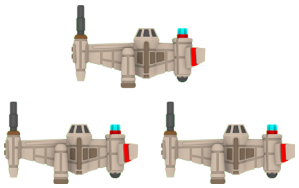
Condor CW
(Graal Star Kingdoms)



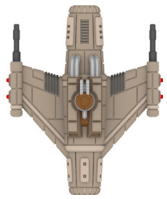
Protector CA
(Kili Republics)

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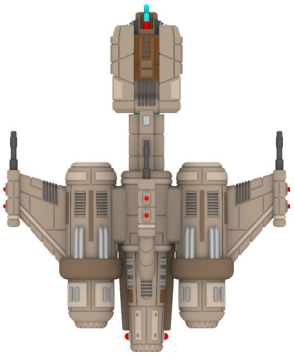
SHIP RECOGNITION CHART



Upsurge MF
(Jain Khanate)



Rushing Torrent CT
(Jain Khanate)



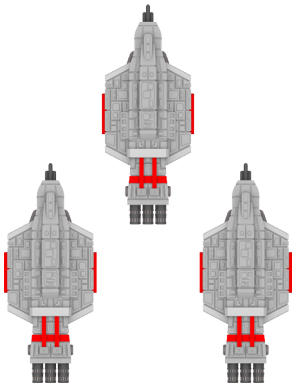
Rippling Pool CL
(Jain Khanate)



Bayonet CT
(Yuletarri Imperium)



Bulawa CVE
(Yuletarri Imperium)



Convoy
(Civilian)



Deep Pond CA
(Jain Khanate)



Trickling Anabranch CL
(Jain Khanate)



Epee LF
(Yuletarri Imperium)



Javelin LF
(Human Union)



Sentry CT
(Human Union)



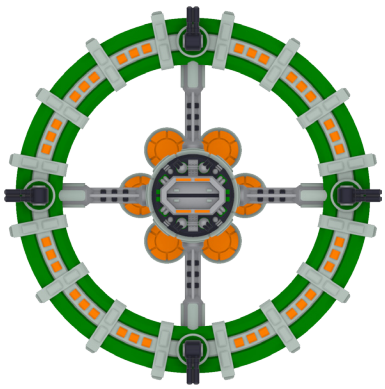
Sparta FF
(Human Union)



Athena DD
(Human Union)



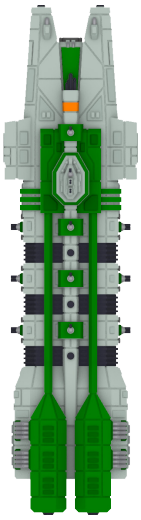
Achilles CL
(Human Union)



Denalis BS1
(Human Union)



Vesuvius CA
(Human Union)



Victory CVA
(Human Union)

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