Victory by Any Means

SECOND EDITION



With a Purpose

LOCAL CAMPAIGN AND OBJECTIVE MISSION RULES

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Chapter 1 ▸ Introduction

"Jim, what's our status on the delivery of the Hoegenwald's Flu vaccine?"

"Captain, they just unloaded the last load and the shuttle will be inbound in 10 minutes. The *Carnation* will remain on station with the *Mercy* until the inoculations are complete. Once the shuttle has docked, we're free to go." Lieutenant Commander James Thoroughgood, the XO, a short, squat, and very hairy man from the Rigellion Colony, was the best Executive Officer Captain Patricia Winters had ever had.

"Excellent." She handed him a tablet. "Follow me to my office and take a look at that." More than once, other crewman had to flatten themselves against the corridor walls as the Captain and XO moved towards the bridge. FAS *Repulse* was an old *Defiant* class light cruiser, and was quite cramped.

As they settled in on either side of Captain Winters' desk, Thoroughgood looked at her expectantly.

"I see the question hiding behind your eyes, Jim. Why are we having a discussion about a routine patrol along the Thyrcian frontier? Because of this." She handed him an actual piece of paper she pulled from a desk drawer.

His eyebrows rose at the sight of paper, and continued to rise as he read. "A shiny new Thyrcian *Groenenwald* battlecruiser is expected to do her shakedown cruise along our border? Captain, you know better than I do that we have no business being anywhere near a battlecruiser, much less a *Groenenwald*. What is Admiral Lowes wanting us to do that he wouldn't put in a regular dispatch?"

"Simple, Jim. Scan her. We don't know much about the *Groenenwalds* other than this one is supposed to be the third one. Being a relatively new class, they could very well be better than any of ours. But we don't know."

"Why us? Why not just send a scout or one of those intel ships we're not supposed to snoop around?"



"Because the Thyrcians will almost certainly go out of their way to avoid any fleet scouts or otherwise unidentified ships. But an old *Defiant* light cruiser? We're no threat to them."

"So what do we do? Go over and ask for a cup of sugar?" Jim said, chuckling.

"Didn't you tell me last week that Ensign Barnes was working on a new sensor algorithm?"

"I did. In simulations, it's providing a 7% boost to sensor range and a 9.1% boost in clarity. She's still working on the formal request for a test implementation, though."

"Request approved. Make it happen, XO."

1.1 ▸ About the Game

Motivation is a funny-but-important thing. Why we act is almost as important as how we act, individually, and the same holds true for star empires. One may strive to explore the stars, while another desperately tries to spark war with a neighbor to save its political situation at home. Each campaign is shaped by many empires' pursuit of their own goals and objectives.

The *VICTORY BY ANY MEANS* campaign system gives players a way to run campaigns using a variety of modular rules, and through a near-infinite number of settings. Until *WITH A PURPOSE*, however, the rules have not directly addressed the important question of motivation in terms of game mechanics. *WITH A PURPOSE* defines the "why" behind an empire's actions. It provides goals, a victory system, and an ever-increasing number of objectives and missions for these empires to accomplish. This supplement adds rules for creating a victory-point-based endgame, as well as a system for drilling down to a more exciting and detailed local campaign system. This enables players to focus on operational-scale campaigns, if they so choose. Campaign Moderators will have more freedom to explore the motivations of an empire, becoming a true 5x game (eXpand, eXploit, eXterminate, eXplore, and eXplain).

1.2 ▸ Rules References

Some rules in this book refer to rules found in other *VICTORY BY ANY MEANS* supplements, specifically the *CAMPAIGN GUIDE*. These references are preceded by a two- to three-letter code that indicates which book the rule appears in. Each *VICTORY BY ANY MEANS* supplement is assigned its own unique code for this purpose. For example, a reference to the *3.2 Turn Orders Phase* section of the *CAMPAIGN GUIDE* would be written as *CG 3.2 Turn Orders Phase*.

VBM-110: CAMPAIGN GUIDE ..... CG

VBM-111: CAMPAIGN COMPANION CC

VBM-112: FIRST CONTACT ..... FC

VBM-113: THOSE WHO SERVE ..... TWS

VBM-115: ATLAS OF NEARBY STARS ..... ANS

VBM-118: WITH A PURPOSE ..... WAP

1.3 ▸ New Terms

WITH A PURPOSE introduces a number of new terms that players should be aware of before they start playing the game.

Core Worlds: This is a reference to the off-map star systems of great importance to the players, but not shown on the map. Connections to the core worlds are critical for mission objectives.

Enemy System: Any system with at least 1 Census belonging to another player's empire that is not specifically considered an "ally" in a scenario.

Friendly System: Any system with at least 1 Census belonging to the player's empire or one of its "allies".

Major Objective: This is an overarching goal of an empire, which translates to added victory points for the players when achieved.

Minor Objectives: These represent secondary (but still significant) direct orders from high command. These likewise yield victory points but can have specific, and sometimes difficult, short-term requirements.

Neutral System: Any empty system or system not belonging to a player empire (*CG 4.8 Non-Aligned Worlds*). These are referred to as non-aligned systems in the core book, but as extra rules apply to them we called them neutral systems in *WITH A PURPOSE*.

Prestige Point: An intangible cost paid from the player's accumulated victory points that represents a player's clout with high command.

Tension: A measure of animosity in the region which can possibly trigger the end of the game and larger hostilities for the empire.

Victory Point (VP): This is a measure to determine who is winning, which players earn by achieving objectives, and is spend as prestige.

1.4 ▸ Future WAP Integration

VICTORY BY ANY MEANS is designed to be modular by nature, and *WITH A PURPOSE* is no exception. Future supplements may have references to *WITH A PURPOSE* as well as scenarios with objectives already defined. For *WITH A PURPOSE* campaigns, most important are those supplements that include new missions.

Chapter 2 ▸ Campaign Changes

In *WITH A PURPOSE,* players control smaller parts of much larger empires. This shift in campaign focus means that each campaign turn is no longer equal to one month of elapsed time, but rather several weeks or less. This chapter describes the rules changes and additions that are required to reconcile this new focus with the existing *VICTORY BY ANY MEANS* campaign rules.

2.1 ▸ Map Alterations

WITH A PURPOSE takes a traditional campaign and tightens its focus onto regional or local leaders within an empire. Instead of being some sort of "Grand Marshal of Space Command", as is usual, in *WITH A PURPOSE* players might simply be an admiral on the imperial border, or a commodore controlling a small-but-significant sector of a much larger civilization.

As such, the scope of the map will change. Players will no longer focus on the empire-at-large, but rather on a part of the empire only. This changes the nature of how maps are constructed for new games and how scenarios are considered. A minor planet in a traditional *VICTORY BY ANY MEANS* campaign, for example, might now be the economic center of a campaign region and vitally important. CMs should ensure that campaign maps include routes back to the center of a player's larger empire, which is important to the player but won't have a significant impact on the current game. This is discussed further in *5.2 Creating Your Own Maps*.

Player's Note: *While example maps are included with this book, consider what your campaign is emulating. Is it a border region between two hostile powers, with several players per side? Are the players responsible for a new deep space outpost or distant colony? These are all important considerations, and should shape the campaign map.*

2.2 ▸ Placing Starting Colonies

When placing starting colonies, as described in *CG 2.6.2 Placing Starting Colonies,* please use these alternate colony point costs: Outpost (1), Settlement (2), Minor Colony (4), Colony (6), Major Colony (9), Homeworld (12).

2.3 ▸ Off Map Support

Since the focus of this campaign scale is on a small, possibly isolated (but by no means unimportant) section of an empire's sphere of control, support from "home" can be utilized. The more prestige a player has earned, the more funding he will receive from his supporters back home. Starship construction is also limited by VP cost, and players will rely heavily on shipyards and bases in nearby, off-map sectors of their empire.

2.3.1 ▸ Central Government Funding

The border regions represented in a *WITH A PURPOSE* campaign are economically isolated, and the colonies here rely on the core worlds for some or all of their funding. At the end of every 12 campaign turns (which is about 3 months of in game time), each player receives 2 EP for every system they inhabit. This income is listed as Miscellaneous Income on the player's turn sheet and may be spent as the player sees fit.

2.3.2 ▸ Prestige System

Another element of Off Map Support is the prestige system. As players complete objectives and earn victory points (VP), they earn a measure of respect and clout with the central authorities. VP are a form of currency, which can be spent by players to bring in special equipment and ships from outside the limited production ability of his or her region. Note that VP spent in this way are lost for purposes of winning the campaign. A player may never spend more VP than they currently have available.

2.3.2.1 ▸ Requisitioning Starships

In a traditional campaign, players have much more control over their ship building infrastructure than they do at this scope, so a player's ability to build starships may be severely limited. Instead of building every new ship themselves, players can send

requests for reinforcements to their commanders back home where their nation's industry is well-developed enough to supply the war machine.

Some ships bear a cost in "prestige," which is represented here by spending VP to bring ships into the game. This VP cost represents the commander putting his or her reputation on the line to pull some strings to bring different assets into his operating area. There are certain units that are just not typical in some areas, so there is a measure of risk back home if those ships are entrusted to the wrong admiral. Put another way, this represents the regional player using influence to help bring some added firepower or flexibility to the region.

Of course, in the smaller-scale games of a *WITH A PURPOSE* campaign, there are other problems to be considered when bringing in some ships, such as escalation of Tension. It is simply not common for large and very important ships to be sent to the remote parts of the frontier often represented in *WITH A PURPOSE*. For example, a massive fleet carrier that appears two jumps away from a neighbor's distant colony could be considered provocative.

Players may only request vessels that can move under their own power and which are currently available in their force list. These units are first purchased in EP in the normal manner, except that their Construction Costs are two and a half times the normal amount (250%, rounded up) rather than doubled as when a player directly builds ships (*2.8 Construction Cost Changes*). Then, to determine the VP cost of a requesting a vessel from your force list, simply divide this modified EP build cost by six, rounding up (1 VP minimum). Both the VP cost and the Construction Cost of the ship must be paid before the vessel can be diverted to the player's region.

If a ship is ever "returned" home, the player receives half the EP cost of the vessel back (round fractional economic point totals up). If it is returned in a crippled state, the player loses an additional 1 VP.

After being paid for, the newly-requested vessel will arrive during the Update Phase d6+1 campaign turns after it is purchased, and it arrives in a system of the player's choice which has a jump lane linking it back to one of that player's core worlds.

Normal maintenance expenses — both prestige (*2.3.2.2 Prestige Maintenance*) and economic cost — apply to any ship that is requested in such a manner, immediately on the turn it arrives.

For example, a *Majestic*-class cruiser normally costs 10 EP to construct. In a *WITH A PURPOSE* campaign this cost is increased to 20 EP to show the shift in campaign scale. The player decides to request this ship from home rather than construct it, and must pay 25 EP. He must also pay 5 VP to satisfy the prestige cost of bringing the *Majestic*-class cruiser to his region (25 EP ÷ 6 = 4.16, rounded up to 5).

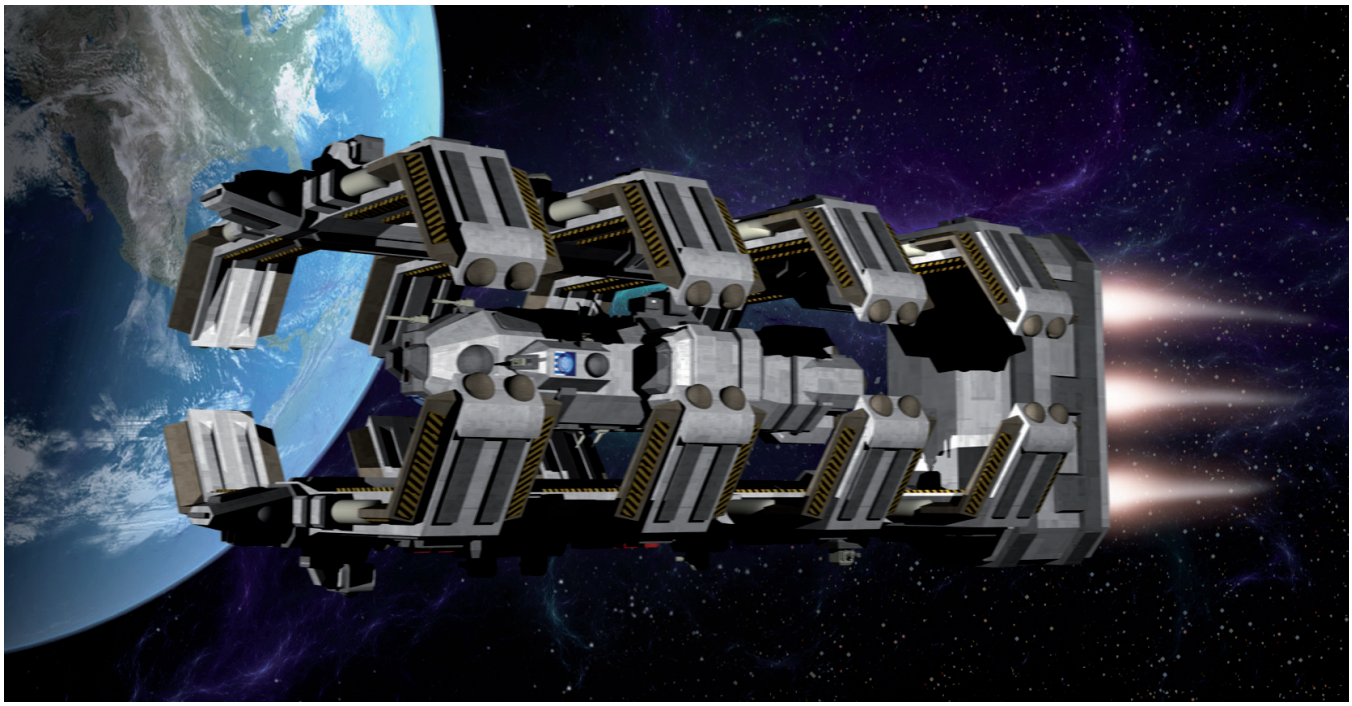
2.3.2.2 ▸ Prestige Maintenance

Some large units are very uncommon in *WITH A PURPOSE* campaigns. Not only would a neighbor worry about escalation if a fleet carrier showed up patrolling key areas along the frontier, but it is simply not done very often; an admiral would need to have some serious clout to be able to request and keep one of these key ships in a *WITH A PURPOSE* game. With that in mind, some ships bear an ongoing cost to keep around.

Every 12 turns, players must roll on the Prestige Maintenance Table for every ship that they have requisitioned to see if their central command is pulling the vessel back to normal service. The die result determines the VP cost that must be paid, or else the ship will leave player control and return home by the shortest path available. Round all VP costs down. Ships with an original, unmodified build cost of 5 EP or less are exempt from having to roll on the Prestige Maintenance Table.

Prestige Maintenance Table (d6)

Roll	VP Maintenance
1	25% Regular VP Cost
2-3	50% Regular VP Cost
4-5	100% Regular VP Cost
6	125% Regular VP Cost



2.3.3 ▸ Off Map Repairs

Ships that are damaged in a region without appropriate repair facilities (shipyards, military supply ships) may send those units home for repair. To do so, these ships must fly to a friendly map edge, whereupon the player must immediately pay the appropriate repair cost. It will then vanish from the board for the normal repair time plus one extra campaign turn, at which point it will re-enter the map at the same system it departed from.

2.4 ▸ Diplomacy Changes

The focus on *WITH A PURPOSE* campaigns is on regional conflicts, and this changes the way that players approach diplomacy in the game.

2.4.1 ▸ Diplomatic States

WITH A PURPOSE has a more simple system for diplomatic states. The current diplomatic state is tracked by *2.5 Tension* in the region. A scenario may define another player as an ally, but any player who is not specifically called an ally is referred to as an enemy in the scope of this campaign. The players are not, however, allowed to define relations with the other powers as they are regional commanders that simply do not have the authority to directly negotiate treaties with other major powers.

2.4.2 ▸ Neutral System Diplomacy

Players have the authority to work directly with neutral powers and are allowed to offer/break treaties or declare war with neutral systems (as described in *CG 3.4.2 Diplomatic Relations* and *CG 4.8 Non-Aligned Worlds*) as normal. Unlike the non-aligned worlds in the core rules, empires begin in a state of Non-Intercourse with any neutral systems they encounter and must develop their relationship from there. Each treaty that an empire signs with a neutral system advances their diplomatic state by one level (Non-Intercourse to Non-Aggression, Non-Aggression to Trade, etc.). Neutral systems can be offered Mutual Defense and Alliance treaties, and signing an Alliance with a neutral system immediately annexes that power and makes it part of the player's empire.

Players may only attempt to offer a treaty to a neutral system once every 2d6 turns. The base chance of treaty acceptance is 90% - (Census x 10%) with cumulative modifiers listed below:

- Player is offering a Trade treaty to the Neutral System (-10%)
- Player is offering a Mutual Defense treaty to the Neutral System (-20%)
- Player is offering an Alliance treaty to the Neutral System (-40%)

- Player has a ship with the Diplomatic special ability in the Neutral System (+20%)
- Neutral System generated an encounter against you in the last 24 turns (-50%)
- Neutral System was attacked by another Empire in the last 24 turns (+20%)

Example: *The Jains are offering an Alliance treaty to the Trata Kam, a 4 Census Neutral System. The base treaty acceptance chance is 50%, but this is reduced to 40% by the diplomatic modifier for offering an Alliance treaty. To improve their chance of success, the Jains moves a Diplomatic ship into Trata Kam, which gives them an additional +20% modifier. Trata Kam's final treaty acceptance chance for the Alliance offer is 30%. The Jain player rolls a 42 and fails to convince them to sign the treaty. A 2d6 roll of 4 indicates that the Jains must wait 4 turns before they can make another offer.*

2.5 ▸ Tension

The course of history and the fate of its authors will sometimes hinge on the decisions of a single frontier commander. Whether it be a few brash captains firing on one another or mistaking a newly-built supply network a preamble to war, tension along the frontier is an ever-present concern. If tensions rise too high, an otherwise peaceful region can become a war zone.

A single Tension value is tracked for the entire campaign. In a two-player game if Tension reaches 100 it is assumed both sides are arming for war. Unless there are special situations for a scenario, once Tension hits 100 there is a chance the game will end. Roll d3+2 to determine how many turns remain in the game. If Tension remains at 100 or higher at the end of the last turn, then the campaign ends. The only way to avoid this is for players to defuse the situation by lowering the Tension value below 100 before the turn limit is reached.

If the campaign has more than two players, the Tension level required to trigger the end of the game is increased by +25 Tension per additional player. So, in a 4-player *WITH A PURPOSE* campaign, the Tension level to end the game is 150. This means if the players are in a three-player campaign then any of those three players could drive Tension over 125 and potentially end the campaign by triggering a war.

There are two times to check for Tension changes: when an event occurs (like a battle), or at the end of a campaign turn. The following page contains a list of events which trigger changes in Tension. This list is not meant to be exhaustive and CMs or scenario designers can add additional events appropriate to their campaigns. A CM could also ignore Tension entirely or modify what level of Tension sparks a war.

At the end of the campaign, VPs are added up for all players to determine a winner. The player who drove Tension over the scenario limit (100 for a two-player game, for example) subtracts 25% (rounding down) from their final VP. The player with the most VPs wins.

Player's Note: *There is a great deal of freedom to explore in scenario design here. Tension is often used to reign in warlike empires and create interesting tabletop combat scenarios.*

2.6 ▸ Supply Changes

Units in a *WITH A PURPOSE* campaign earn out of supply levels at half the normal rate (*CG 3.5.5 Out of Supply*). This means that a ship will only earn an out of supply level for every two turns that it is out of supply. If a unit is out of supply for a single turn and then moves back into supply on its next turn, the partial out of supply level is automatically cleared.

Player's Note: *This change to how out of supply levels are tracked and earned requires more bookkeeping for the CM or players, but it means that the players will be less affected by the negative effects of being out of supply. This lets them move units into enemy space more easily and not have to worry about finding themselves immediately out of supply.*

2.7 ▸ Commerce Raiding

If a starship is in a non-friendly system, it may attempt to raid convoys, system facilities, or anything else the commander can find that can be stripped for supplies or take as a prize to be sold off. If a fleet remains in a non-friendly system during the Update Phase it removes one out of supply level or earns 1 EP for each point of Commerce Income the system produces.

Tension Trigger Events

- Raid on Player's Trade Fleet or Convoy: +5
- Raid (*2.7 Commerce Raiding*): +1 for each point raided.
- An encounter between players, using the most severe case:

  No starships lost: +EP of largest ship engaged.

  One ship Crippled: 2x (EP of largest ship crippled).

  At least one ship destroyed: 3x (EP of largest ship destroyed).
- An encounter against neutral powers:

  +EP of largest ship engaged.
- New Player Shipyard Discovered: +25
- New Player Starbase Discovered: +EP of base
- New Player Ship Class Discovered: +EP Cost of Vessel
- Every 50 enemy AS Encountered in a Scenario: +5
- Enemy Ship found in friendly system: Tension equal to number of ships spotted
- Tension Intel Mission: +/- X on success (See Espionage Missions).
- Each Player Census Destroyed: +40
- Each Neutral Census Destroyed: +20
- Convoy/Trade Fleet Destroyed: +5
- Convoy with Census Destroyed:+25
- Player System Bombarded: 2x Census of System
- Player System Invaded: 5x Census of System
- Neutral System Bombarded: 2x Census of System
- Neutral System Invaded: 3x Census of System
- Successful Intel Sabotage Mission; Hidden Mission Initiator: 1/3 Difficulty (round up)
- All Other Intel Sabotage Attempts; Known Mission Initiator: d3 + 1/3 Difficulty (round up)
- Successful Intel Espionage Mission; Hidden Mission Initiator: None
- All Other Intel Espionage Attempts; Known Mission Initiator: One.

Campaign End Tension Events

- No encounters, including players against non-players, this turn: -3
- No raids this campaign turn: -2
- Cooperation in battle against a common enemy: -10

Blindly thieving from star systems is not without consequence. Tension immediately increases (as discussed in *2.5 Tension*) and any neutral system that is raided will not accept any diplomatic offers (*CG 3.4.3 Diplomatic Actions*) for d12+12 turns.

2.8 ▸ Construction Cost Changes

Since *WITH A PURPOSE* has a much more focused approach to a campaign, the Construction Cost of all regular units (convoys, ships, fighters, bases, minefields, and ground forces) is doubled. Additionally, CMs may increase the cost of new construction and requisitions to increase the difficulty of the scenario and decrease the scope of the game. Accordingly, all construction times are doubled as well.

Please note that this rule only effects the Construction Costs of units built during the game costs, and any units purchased using starting points before the game use the normal *VICTORY BY ANY MEANS* unit Construction Costs.

Player's Note: *The cost of units will serve as a gauge of how small the game region is, with a more granular campaign focus. Therefore, the higher the unit costs, the smaller the area of focus of the campaign. An antiquated light cruiser may be a big deal in a small border region, but relatively unimportant in a standard VICTORY BY ANY MEANS campaign. So, if a CM wants even fewer ships in a campaign, he or she may want to triple the Construction Cost of units.*

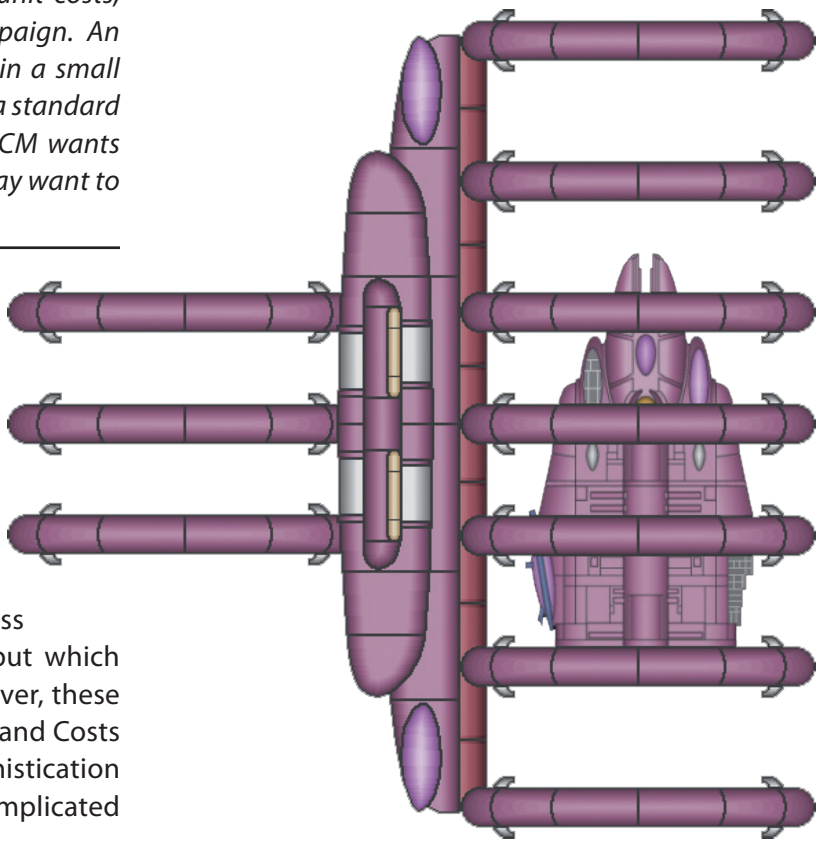
2.9 ▸ Shipyard Changes

Construction of ships is difficult in distant regions such as those portrayed in *WITH A PURPOSE*. Local shipyards often don't have access to key imperial infrastructure and resources and are therefore extremely limited in what they can build. Empires can only build *CG 4.19 Frontier Shipyards*, which have less access to parts, talent, and equipment, but which can still deliver functional starships. However, these shipyards can only build ships with Command Costs of 2 or less. This reflects a lack of sophistication and specialization necessary for complicated construction.

Because of these restrictions it is very important to remember that requesting ships might be the only way to field larger vessels.

Player's Note: *If the CC 2 ship construction limit for Frontier Shipyards does not accurately reflect your setting, change it to better match your setting. You may want to be able to build CC 3 ships or want it dependent on the size of the colony. Or, it could be that your campaign reflects some distant carrier construction facility, and one of your colonies is an exception because of the scenario. These are all considerations that could change how Frontier Shipyards work.*

Players should note that since big ships are harder to build later in the game and it is important to include a few in their starting forces, too. Please consider though that a concentration of forces in just large vessels can make it harder to complete missions compared to having several different ships of smaller classes.





Chapter 3 ▸ Campaign Objective System

As a smaller part of a much larger empire, player-run regions are now subject to orders and operating objectives passed down from central command back home. Each player functions as an appointed commander who is accountable to a higher authority in their empire. The Campaign Objective System provides the player with a list of goals to achieve. Completing these objectives earns the player *victory points (VP)*. The more difficult the objective, the more VP will be awarded for its completion.

There are two different types of objectives. *Major objectives* are the overall goals, which represent operating orders from home and are general goals to be met within the following 24 campaign turns. There are also *minor objectives*, which are important but very specific orders that have a more limited time frame to be accomplished.

3.1 ▸ Major Objectives

Within the framework of *WITH A PURPOSE* are a set of overall objectives that the player is tasked to accomplish. These will directly affect how a player responds to other empires when they meet and interact, and influences the nature of the campaign itself. Major objectives represent the overall operating goal that a player's superiors expect him or her to accomplish. ***A system may only be scored once for any major objective.***

Each player gets two overall goals at the start of the game. Every 24 campaign turns the players are assigned new major objectives and victory points are awarded for the previous major objectives that they completed. A player may not earn more than 20 VP per major objective unless specified by the scenario or CM.

Please note that victory points (VP) are only awarded the first time that a specific goal is accomplished (unless the CM dictates otherwise). Rewards cannot be won a second time through the requirements being "unfulfilled" and then re-attained, such as scrapping or losing a needed ship and then rebuilding it.

Objectives are not public information, and they are kept secret until scoring is done every 24 turns. However, a player can discover another

empire's objectives using an Espionage: Objectives intel mission. This mission may target any player-controlled world with 3+ Census and has a mission Difficulty Level of 3. A player may always choose to reveal his objectives to an opponent at any time during the game, especially if it is a point of issue in a campaign battle.

Player's Note: *Unlike traditional VICTORY BY ANY MEANS campaigns, With a Purpose creates a very specific, VP-driven game. Players have goals and are trying to complete those goals to forward the agenda of their leaders. A CM or scenario creator could simply use objectives and create an open ended campaign of conflict, conquest, or some other designer-intended purpose. Players may find the variety of missions may not play well with their empire or the current map. The CM should adjust as necessary, but also encourage players to make due with the constraints they may have. Campaigns are not all necessarily fair, especially when players are given difficult tasks from their leadership.*

3.1.1 ▸ Major Objective Assignments

Roll a d10 and consult the Major Objective Table, then find the corresponding grouping of major objectives and roll a d6 for the underlying objective.

Major Objective Table (d10)

Roll	Major Objective
1	Development
2	Science and Exploration
3	Presence
4	Control
5	Diplomatic
6	Intelligence
7	Infrastructure
8	Defense
9	Prowess
10	Technological

Players will sometimes be asked to randomize systems for objectives. This is done by assigning a random number to the available systems and making a roll on an appropriate dice. So if there are 17 possible systems, a d20 would be able to return the appropriate random number.

Development (d6)

The player's overall objectives for the year will be forwarding economic development and expansion efforts in this region.

1) Trade: Player will receive 2 VP for each new system to receive a Trade Fleet.

2) System GDP: Increase total of 2 Productivity for 6 VP.

3) Terraforming: Increase total of 2 Carrying Capacity for 6 VP.

4) System Productivity: Player will receive VP equal to the single highest Productivity improved this cycle. (i.e., new Productivity 7 yields seven VP)

5) Footprint: Orders dictate that the overall output of each system should be increased to add to the wealth of the central government. Each system that increases its output adds 2 VP for the player.

6) System Raw: The player will receive VP based on his overall resource wealth. Players earn 1 VP for each new Raw added to their control.

Science and Exploration (d6)

The player's superiors feel their knowledge of this region is weak at best, and want comprehensive survey, monitoring, and exploration goals met.

1) Survey: The player is required to scan unsurveyed space. Sending 1 Scout or 1 Explorer to a neutral or enemy systems for d3 turns will earn 1 VP.

2) Expeditions: Every 2 scout functions that can be contributed to a deep space expedition off the map gives 1 VP. The exploring ships are reassigned from your command for d6+2 turns. To launch this mission, each exploring ship must exit via the route to the core worlds during regular movement. After the required number of turns it will return to the same system.

3) Monitor: Science is more than scooping up information; sometimes careful monitoring must be done. Each unpopulated or neutral system with 1 or less Census may be monitored. This requires 1 Scout or 1 Explorer to be present for d6+1 campaign turns,

which is rolled when monitoring begins. Every three monitored systems grant 2 VP.

4) Minor Exploration: It is believed that with additional information on some key system we could better understand our universe. Each neutral system has a separate requirement for exploration, which is rolled when exploration begins. A total of d6 scout functions must be used to explore that system. A ship may remain in the system uncontested and use its scout functions over several turns. So, a ship with two scouts functions that remains for two turns counts as four total scout functions for this mission. Each system explored in this way grants 1 VP.

5) Exploration: It is not enough to scan from deep space; we need good and detailed information. Each unexplored system (stats known, no Census) has a separate requirement for exploration, which is rolled when exploration begins. A total of 2d6 scout functions must be used to explore the system. A ship may remain in the system uncontested and use it scout functions over several turns. So, a ship with two scouts functions that remains for two turns counts as four total scout functions for this mission. Each such exploration earns 2 VP.

6) Major Exploration: It has been deemed that this region is largely uncharted. Each unexplored system (stats known, no Census) has a separate requirement for exploration, which is rolled when exploration begins. A total of 3d6 scout functions are needed to explore the system. A ship may remain in the system uncontested and use its scout functions over several turns. So, a ship with two scouts functions that remains for two turns counts as four total scout functions for this mission. This yields 3 VP for each system successfully explored in time.

Presence (d6)

It is widely believed by our superiors that our presence in this region is not being felt. We must make it known that our empire wields the real power here.

1) Show the Flag: Our military needs to show the natives what we are capable of. Any cruiser or larger vessel (AS 5) that can park for d12 consecutive turns (rolled separately) in a system that has a Morale less than its Census scores 1 VP per system. That system gains 1 Morale at the end of the mission. VP and Morale is only scored once per system.

2) Raid Opposition: A few raids against the enemy should fix that smug attitude of theirs. Every Trade Fleet or Supply Depot destroyed will give us 4 VP.

3) Pirate Hunter: It is time to take out raiders! Any time that a raider ship (enemy or pirate) is destroyed or captured while in a system with a friendly Trade Fleet, the player gains VP equal to the highest CR of the raiders involved.

4) Intimidate: The enemy hardly knows we are here! How embarrassing! We need to engage them and make our presence known. Every space combat scenario we generate where our Task Force has twice the total Anti-Ship value as our enemy gives us 2 VP.

5) Border Patrol: Our ships are no good sitting over our pretty colonies. They are needed on the border watching for trouble and deterring our foes. These must operate within one enemy system for d6+1 consecutive turns (roll separately for each system), yielding 2 VP for each system.

6) Neutral Planets: We need to take up station over some of these neutral worlds and exert some influence. Every 10 AS worth of ships that stays for d12 consecutive turns in a neutral system (rolled separately for each system) is worth 2 VP. This is only scored once per system.

Control (d6)

Central command believes we need to assert more control over this region.

1) Colonize: We need more worlds and putting out new colonies is how we intend to do it. Each new colony created is worth 2 VP.

2) Expand: It is simply not enough to set up new colonies, we need to expand them. Each Census point moved from one system to a system with fewer Censuses yields 1 VP.

3) Minor Engagements: We feel that if we draw the enemy into a few starship duels, we can defeat and intimidate them piecemeal. Each small engagement, with three or less ships per side, will yield 2 VP.

4) Engagements: Some moderate engagements should help us expand our control of this region. Each victory in a scenario with more than one ship and fewer than 10 ships per side gives us 2 VP.

5) Major Engagements: We need to engage and destroy our enemy's fleets. Each scenario with more than 10 ships per side that we win gives us 6 VP.

6) Capture Neutral System: Neutral systems are a key concern of ours and we fear they could align with others in our region. Conquer them and take control. Each neutral world captured and held until this mission ends is worth 3 VP.

Diplomatic (d6)

The diplomatic situation in this region is critical to the government back home.

1) Keep the Peace: The commanders feel this region is heating up and want to avoid war. They are simply unready and unwilling to engage in such a conflict. Keep Tension below 100 to score 5 VP and under 50 Tension for 10 VP (non-cumulative).

2) Promote Hostility: We want to insult AND injure. It is believed this key area of space is the place to start prodding the enemy, and it is time to test their resolve. Keep Tension above 60 to score 5 VP and over 80 for 10 VP (non-cumulative).

3) Keep Them Nervous: We want to keep the others guessing and unsure of what we are capable of. Keep Tension above 70 to score 7 VP.

4) Power Play: The best way to be known and respected is by showing other empires that the player means business. Your ships must hold position in their current location for d3+4 total turns (roll separately for each system). A turn only counts if the systems are uncontested during that turn. The total turns are cumulative and need not be consecutive.

5) Neutral Allies: Diplomacy is the art of the pen, and we must remember this if we are going to be good neighbors. While active, every new treaty signed with a neutral planet yields 1 VP.

6) Blockade Enforcement: Nothing says diplomacy like parking warships in orbit of an inhabited world and telling the locals what to do. Each enemy system that is blockaded for d3+1 turns (roll separately for each system), yields 4 VP.

Intelligence (d6)

The controllers feel that more could be done in the region covertly and without blatant force.

1) Intelligence Defense Network: As enemy agents and spy satellites abound, we need to take preventative measures. Every five Intel added to a single system yields 1 VP per system.

2) Sabotage Efforts: We want to see our intelligence services make their presence felt. Each successful Sabotage mission yields 1 VP. This may only be rewarded twice per enemy system.

3) Intelligence Gathering Efforts: Your superiors need more information, and want it done quietly. Each successful Espionage mission that goes undetected yields 1 VP. If a mission was detected, the player may not launch against that system again for the purpose of this major objective. This may only be rewarded twice per enemy or neutral system.

4) Spy Network Disruption: There is a clear need to destroy the intelligence network of our enemy. Every enemy Intel destroyed earns 1 VP

5) Information is Key: At the end of the year if our total Intel exceeds our opposition's then we earn 3 VP (CM required). If we have more than double their Intel, we earn 5 VP.

6) Undermine Enemy System Governments: Why take a system when the population will do it for us? Every system we can persuade to go neutral or rebel against its current owner will earn 5 VP.

Infrastructure (d6)

The state of things within the player's control could be improved at the system level for the everyday citizen.

1) Morale: The happiness of the people is important! Each system in which Morale equals the Census earns 2 VP. Each system may only be counted once.

2) Supply Expansion: Our admirals feel the supply network in this region is weak. Every new supply point or Supply Depot will add 1 VP.

3) Productivity: Our industrial base is too idle! Every point of Productivity added gives the player 2 VP. Each system may only be counted once.

4) Future Growth: We need to keep long term expansion in mind and seek out new worlds. Each new system added to the player's control paves the way for future colonization. Players score 1 VP for every full 5 Capacity added with new colonies.

5) Footprint: Expanding our permanent presence in a region is achieved not only through new colonies, but also by putting boots on the ground. Simply laying claim to a world can often ensure that the system lies on the "correct side" of any future borders. Each unoccupied system claimed adds 2 VP. Claiming is done simply by moving a ground unit to an unclaimed system .

6) Construction Capacity: Command wants more shipyard production on the frontier. Every new shipyard ordered and paid for during this period will yield 5 VP (maximum of two shipyards).

Defense (d6)

Shoring up our fortifications by any and all means is required to safeguard this region.

1) Heavy Warship Build Up: This region lacks the heavy firepower it needs to get the job done. We need to stave off their growing numbers of large vessels. Each ship of DV 7 size and larger added to the player's fleet adds 2 VP.

2) Economic Warship Build Up: We need more ships, and any size will do. There are just not enough to cover the demand of our citizens. Every three warships added to the player's fleet adds 2 VP.

3) Engage: The enemy constantly challenges our vessels and we need a show of force. It will be a good experience for the player's commanders. Every scenario that results in an actual scenario with over 10 DV in ships per side battle earns 1 VP per enemy ship destroyed.

4) Trade Escorts: The pressure from our commerce officials is finally getting noticed and we are henceforth required to further protect our trade. Each Trade Fleet with three or more escorts earns 2 VP. They must be on station for six or more turns.

5) Base Expansion: We need more starbases or this is going to be a weak point in our empire. Each new base with over 8 DV added earns 2 VP.

6) Fortify: Our systems are dangerously vulnerable to enemy troops. Every system that ends a campaign turn with ground units equal to the system Census (after population advancement checks) earns 1 VP.

Prowess (d6)

A show of directed force is sometimes necessary.

1) Bust Starbases: With their bases building at an alarming rate we are at risk of future offensives. We need to destroy them immediately. Each base over 5 DV destroyed earns 2 VP.

2) Transport Hunt: Our opposite number could use their logistic network to undermine our efforts here. Every enemy convoy destroyed earns 2 VP.

3) Fighter Build Up: High command believes we need more fighters based and able to support the local systems. Each system that has 1 flight per Capacity by the end of 12 turns earns 1 VP.

4) Search and Destroy: Our government feels we can pick at the enemy without consequence. Each warship operating alone may be engaged without increase in Tension and will score 1 VP per ship destroyed in this manner.

5) Destroy Supply: The enemy can't move effectively if their supply networks aren't in place. The player scores 2 VP for each enemy Supply Depot or Supply ship destroyed.

6) Ground Warriors: Our armies want to do some marching. Every two ground units destroyed in combat by the player's own ground forces earns 2 VP.

Technological (d6)

Our superiors want us to add our efforts to the collective whole to forward our technological agenda.

1) Capture: The government needs more examples of how the enemy operates. Each military ship captured from the enemy will provide 5 VP. Each ship class may only be captured once for this purpose.

2) Prove Technology: The player may receive one currently unavailable starship design for half the normal EP price and no VP cost. It will arrive from the player's core worlds after d6 turns and must be "tested". If it completes a minor objective, the player will receive twice the normal VP for that mission. If the vessel is lost for any reason, the player loses d6 VP. If it is captured, the player loses 2d6 VP. It leaves the map at the end of the regular 12 campaign turn cycle. The player receives a 2 VP bonus if the ship simply survives undamaged.

3) Return on Investment: Our technological experts back home are pushing for new technological subsidies and want more funding from the central government to do it (*2.3.1 Central Government Funding*). The player may forfeit any amount of that funding and receive VP equal to the number of EP, rounding up. Otherwise, the players may direct the funds to their technological development.

4) Reinvest: We need everyone to pull their weight in new research and to that end, high command requests help from the player as well. The player earn 1 VP for every 10 EP returned for scientific research.

5) Research Expansion: It is felt that uninhabited systems in this region need automated scientific monitoring stations. A monitor station, costing 1 EP, may be purchased and placed in a convoy. A number of stations equal to the Raw of the target system are needed to establish the appropriate level of monitoring, and each system yields VP equal to the Raw of that system when complete.

6) Increased Tech Turnaround: When players check for tech advancement they gain 5 VP for each Tech Year increase they receive.

3.1.2 ▸ Year End Changes

Players must check for victory at the end of each 12 campaign turn cycle. The number of VPs needed to win is defined by the scenario. Remember major objectives never last beyond 24 turns unless dictated by the scenario and those VP are collected at the end of that 24 campaign turn cycle.

Player's Note: *A moderator will often set the overall objectives for players in a campaign and will usually assign objectives that deliberately put them at odds with one another. For the sake of interesting gameplay it can be important to have competing goals, even with allied players. Due to the variety of missions and changes in a map, a CM may feel it necessary to alter mission objectives to adjust for game balance. This is a good way to give an advantage to new players who need to learn how a campaign works, for example. This is also a good place to define "victory" for one side or another. Some scenario victories will simply be determined by players meeting predefined goals, while other scenarios will be won by having the most VPs after a preset number of campaign turns.*

3.2 ▸ Minor Objectives

Not only are there an overall set of major objectives for the player to achieve, there are also immediate demands from high command that the player will need to meet. Instead of sweeping conditions, like "maintain the peace and colonize X systems", minor objectives are very specific operations with definite goals. Like major objectives, these are a chance to win and lose VP during the campaign.

Missions force players to interact in ways they might not prefer, but are required to do so. This may require communication and an open dialog to get a job done. Perhaps one player needs to recover shuttle debris near the border, but in exchange they must allow another player to bring one of their people to a neutral moon that is currently under blockade. Without communication it could quickly lead to encounters and escalating Tension.

For the purposes of *WITH A PURPOSE*, an "enemy" is simply any player forces that are not allied. If a mission calls for an enemy and there is more than one, simply alternate between them per mission. Some CMs may prefer to randomize this.

3.2.1 ▸ Incoming Orders

At the end of the Update Phase every campaign turn, a player checks to see if any new orders have been dispatched to his command. Each player rolls a d6 and subtracts from this the number of current minor objectives the player has (note that this does not include major objectives). The outcome of this roll determines whether or not any new minor objectives have arrived from back home.

New Orders Table
(d6 - X Current Minor Objectives)

Roll	# of New Orders
1-3	No new minor objectives
4-5	One new minor objective
6	Two new minor objectives if player has no minor objectives, otherwise one new minor objective

This is the number of new minor objectives which must be generated. A roll of six will always generate one new minor objective regardless of the result shown in the New Orders Table.

Example: *A player already has three minor objectives to fulfill. At the end of Update Phase he rolls a d6 and subtracts 3 (since he already has three minor objectives). The roll is a 4 and the modified result is 1. No new minor objectives have been added for the player to fulfill.*

3.2.2 ▸ Generating Minor Objectives

Each minor objective is essentially created from a goal and an action word regarding that goal. Start by rolling to determine the objective type, then determine the specific mission objective. Complete rules for these missions are located in *Chapter 6: Minor Objective Missions* later in this book. Each objective can be different and as more *VICTORY BY ANY MEANS* books are released, players may create missions for a variety of settings or systems. Based on the object generated for the mission, some very specific steps are now taken for that object to generate a mission.

Despite how a player may feel about a particular mission or the overall situation, maybe the brass back home feels very differently. Some missions have a priority assigned because they genuinely are important and could save lives or forward the admiralty's agenda. Others may be pet projects or personal favors. Heck, maybe your commanding officers just have it out for the mission target. Ours is not to reason why. Since VPs are a measure of a player's favor back home, it is important to keep those folks happy. Don't be surprised if some of missions conflict with your major objectives (welcome to bureaucratic control!), but be inventive to maximize VPs.

Determine Objective Type (d6)

Roll	Objective Type
1	System
2	Personnel
3	Stellar
4	Cargo
5	Object
6	Scenario Specific (or Reroll)

System Objectives Table (d20)

Roll	Mission Objective
1	Science Institution
2	Military Base
3	Supply Depot
4	Refinery
5	Industrial Site
6	Technology Center
7	University
8	Spaceport
9	Cargo Station
10	Scientific Site
11	Xenoarchaeological Site
12	Religious Location
13	Agricultural Installation
14	Mining Operation
15	Rare Material Extraction Zone
16	Seat of Government
17	Prison
18	Factory
19	Commerce Center
20	CM Choice/Reroll

Player's Note: *The minor objective mechanic introduces a lot of variety, possibly some ambiguity, but will give the players nearly endless things to do and endless ways to expand the game. An objective is a way to give very directed commands, not to mention excellent story hooks for the ambitious CM. As always, use common sense. Listen to the players and don't be afraid to create new missions coupled with a little mystery and intrigue.*

Personnel Objectives Table (d20)

Roll	Mission Objective
1	Informant
2	Traitor
3	Defector
4	Neutral
5	Mercenary
6	Operative
7	Scientist
8	Engineer
9	Citizen
10	Officer
11	Diplomat
12	Industrialist
13	Designer
14	Intellectual
15	Pilot
16	Professor
17	Smuggler
18	Xenoarchaeologist
19	Doctor
20	CM Choice/Reroll

Stellar Objectives Table (d20)

Roll	Mission Objective
1	Civilian Ship
2	Military Ship
3	Asteroid
4	Civilian Installation
5	Military Station
6	Container
7	Derelict
8	Mining Facility
9	Moon
10	Nebula
11	Star
12	Planet
13	Trade Fleet
14	Gaseous Cloud
15	Monster
16	Refinery
17	Base
18	Convoy
19	Unexplained Phenomena
20	CM Choice/Reroll

3.2.3 ▸ Missions & Units

A military unit may only contribute to one mission per turn in this way. For missions that call for a certain number of special unit abilities to be expended to complete a mission, players may use one or more units that have that special ability to reach the designated total.

If a certain number of points are required to complete a mission, units may contribute towards this total over the course of several campaign turns if time allows, unless otherwise specified by the mission or CM. For example if a player needs 5 scout functions to scan a nebula and his ship in the area only has two sensors, that ship may spend five turns completing the mission.

3.2.4 ▸ Random Mission Targets

Some mission targets may be very specific, such as the most populated friendly system. These are outlined by the specific mission. It may be that there are two or more objects that meet the mission criteria. In that case, the player or CM should randomize which of the locations the mission applies to.

Others will call for a randomly-determined location, such as a system. The player or CM that is randomly selecting the target must observe any constraints applied by the mission. For example, the mission might target a neutral system or enemy starship. This immediately limits the possible targets of the minor objective. Once all possible targets are identified, randomly choose one of them to be the mission's target. So if the mission refers to a randomly determined friendly system and the player has eight systems, they could roll a d8 (or d10, ignoring 9 and 10) against the list of systems. It is best in these cases if the CM does the rolling in secret and just gives the minor objective to the player.

If a mission calls for a location that does not exist, perhaps a friendly unpopulated system, then that mission should be rerolled in the same category

Cargo Objectives Table (d20)

Roll	Mission Objective
1	Ore
2	Fuels
3	Special
4	Equipment
5	Medical Supplies
6	Low Grade Technology
7	Moderate Grade Technology
8	High Grade Technology
9	Passengers
10	Construction Materials
11	Entertainment
12	Biological Materials
13	Hazardous Materials
14	Foodstuffs
15	Luxury Goods
16	Precious Metals
17	Weapons Cache
18	Replacement Parts
19	Radioactive Materials
20	CM Choice/Reroll

Object Objectives Table (d20)

Roll	Mission Objective
1	Artifact
2	Weapons
3	Top Secret Information
4	Libations
5	Priceless Artwork
6	Shuttle
7	Alien Probe
8	Debris
9	Computer System Backup
10	Medical Supplies
11	Scientific Discovery
12	Research Materials
13	Communication Systems
14	Priority Parts
15	Rare Animals
16	Dangerous Microbe
17	Currency
18	Prototype Equipment
19	Scientific Experiment
20	CM Choice/Reroll

until a valid mission can be assigned. For example, if the target is a Trade Fleet in enemy territory, but the enemy has no Trade Fleets in play, you'd simply reroll on the Stellar Objectives Table for a new objective.

An ambitious CM might keep the mission and somehow make it work by changing the goal, duration, or theme of the mission. Since these rules can't account for every possibility, a CM has a great deal of flexibility to deal with these issues. For example, a player needs to capture an enemy warship over DV 7. It is entirely possible this ship doesn't exist yet in the campaign or is not completed. The CM could alter the mission ever so slightly so that it remains valid. The player with the mission is informed of the goal, and the other player is quietly informed that a commodore from a neighboring region is on a top secret mission in the area for the next 6 turns. The visiting ship is under the CM's control, raising several interesting story points for both players while still maintaining the original mission.

3.2.5 ▸ Missions & Ownership Change

During the course of a mission it is possible that a system or unit may change ownership. For example, a neutral system that was the target of a mission may be conquered. The mission is still valid unless the CM agrees that it no longer makes sense to complete.

Player's Note: *A change in ownership is inevitable in most campaigns. This makes for a fantastic narrative for some CM's. Perhaps a diplomat the players were extracting is now a fugitive from the new government and the players need to intervene? Or the downed shuttle with your citizens aboard is a victim of a recent invasion. WIth a little imagination this is a fun area to explore, but CM's should still be reasonable if the entire nature of the mission has changed.*

3.2.6 ▸ Impossible Missions

During the course of generating missions it is possible a mission could be created that is impossible to complete. This is simply the nature of

random mission assignments. A CM should consider what changes can be done to make the mission fair, interesting, or tie in to the campaign narrative before discarding the results. With a few simple tweaks, such as lowering the mission reward and increasing the time limit, could make a minor objective achievable.

A CM who feels a mission cannot be accomplished due to the scenario limits rather than player preparedness should reroll the minor objective. It is entirely possible a player may not have an extra convoy because their did not properly prepare for the campaign, for example. *WITH A PURPOSE* campaigns often require players to do a variety of tasks and utilize a fleet that is not typical for every campaign setting. Often orders are given to the players without any regard to if the players *can* do it, but only that their superior command feels they s*hould* do.

3.2.7 ▸ Order Status

As long as the restrictions of the minor objective and mission duration have not expired, a player may still attempt the mission. The mission will remain active until it is either completed or rendered impossible to complete. For example, not "delivering a priority cargo" or failing to "rescue a missing officer" would mean that minor objective is gone, and a new one possibly generated next campaign turn. The timer for a mission does not advance until the Update Phase, which means if a mission had 10 campaign turns to be completed, the player has until the Update Phase of the tenth turn to accomplish it.

A player loses 1 VP if a mission runs its course and is not completed. A player may also pay 1 VP to discard a minor objective. The decision to spend VP to invalidate minor objectives is indicated in the player's turn orders.

3.2.8 ▸ CMs & Minor Objectives

Minor objectives can be a fun topic for an engaged CM to explore. With the vast combination of missions, overall objectives, and creativity of players, there may be some unforeseen situations, so just use reasonable judgment. These missions are going to have locations, goals and all of that information, but be sure to tie it to a story and build a cohesive narrative. It may be best to keep dice rolls hidden from players and just reveal the mission to the players "in character".

Also consider expanding the map as needed. In some situations players may receive a mission that requires them to visit a system that is three jumps away from a system they control. It is entirely possible that a valid system does not exist on the map for one reason or another. This is a great chance to draw it into the narrative and the campaign by simply expanding the campaign map. It is easy to explain that high command would want you to deliver cargo to a newly discovered system. Perhaps the science team there needs relief supplies or a lift home?

Simply changing the required equipment (such as a scout or convoy) for a mission could introduce another interesting wrinkle, especially if the campaign is in a setting where new technology or abilities have been introduced. A mission may call for a unit with the Construction special ability when no such vessel exists in the source materials and the players are doomed to failure. As the CM you can set up a reasonable alternative for the players that does exist in the current force list, and that still represents a challenge. Maybe a Supply ship would work instead?

While this supplement includes a variety of missions for players, future *VICTORY BY ANY MEANS* supplements will explore alternate objectives. As we add new rules, tactical systems, and universes to the game we get to explore more mission types.

3.2.9 ▸ Minor Objective Assignments

This sections contains a list of all of the minor objectives that players may attempt to complete during the game.

The specific requirements for completing an objective often reference a number of units or an amount of special ability rating (such as Scout, Supply, or Disruptor). The latter represents the amount of rating of that ability that must be present, across any number of ships, to work on such a mission. For example, if a mission called for 3 Scout, this means that 3 scout functions must be working on the mission goal. This could be 3 ships with Scout 1, or 1 ship with Scout 3.

3.2.9.1 ▸ System Objectives

Scientific Institution (d6)

1 **Minor Assist:** This facility is in need of assistance and requires the use of a Scout for d6+1 turns.

Duration: Started within 2d6+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 1 VP

2 **Assist:** This facility is in need of assistance and requires the use of a ship with the Scout or Explorer ability for d6+1 turns

Duration: Start within 2d6+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

3 **Major Assist:** This facility is in need of assistance and requires the use of 1 Scout and 1 Explorer for d10 turns. Bonus: If the player can contribute 5 EP to the assistance of this Scientific Institution, the player receives an additional VP.

Duration: Start within 2d6+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 4 VP

4 **Establish:** The need for a new scientific institution is evident. A force of d3 starships and d3 Transport Fleets is needed for d10 turns to establish.

Duration: Start within 2d6 +2 turns

Location: Random populated (Census > 0) friendly system

Reward: 3 VP

5 **Relief Mission:** A problem has occurred and the institution has need of emergency supplies. A Transport Fleet must visit your highest Census system to pick up these supplies, which must then be delivered to the target location. The supplies are considered to occupy the entire convoy until they are delivered.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

6 **Rescue:** Something has gone horribly wrong and a rescue mission is required right away. The player must provide a total of 4 Supply or 2 Transport Fleets immediately for evacuation.

Duration: Complete within d3+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

Bonus: If the research can be saved, many would be grateful. The player needs to provide a Transport Fleet to haul away the research from the location for an extra VP. This is in addition to the current rescue ship(s).

Military Base (d6)

1 **Weapons Delivery:** This base needs a fresh shipment of 2 Supply or 1 Transport Fleet of weapons, which need to be delivered promptly. The supplies originate from a different, randomly-determined friendly system.

Duration: These supplies must be delivered within 10 turns.

Location: Random populated (Census > 0) friendly system

Reward: 1 VP

2 **Security Risk:** The base commander believes there are problems within the base and a security breach may be imminent. A special Espionage Intel mission (Difficulty Level 1) must be launched against this system to expose the problem.

Duration: There may only be one attempt to complete this and it must be executed within d6+2 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

3 **Infiltrate:** We have been ordered to deploy a team of marines to a distant installation. We need at least d3 Assault rating or 1 Marine ground unit to complete the mission.

Duration: Complete within 2d6+2 turns

Location: Random enemy or neutral populated (Census > 0) system

Reward: VP equal to half of target world Census, rounded down

4 **Destroy:** We need to target and destroy a hidden military installation. This must be done from orbit using at least 4 bombardment points.

Duration: Complete within 4d6+2 turns

Location: Enemy populated (Census > 0) system

Reward: 3 VP

5 **Construct:** One Transport Fleet of priority cargo must be moved from the player's most populated (highest Census) system to this new location. It takes d6+4 turns to build the new installation.

Duration: Start within 10 turns.

Location: Random populated (Census > 0) friendly system.

Reward: 2 VP

6 **Strategic Planning Conference:** Everyone has been called in for the big meeting with the brass from back home. Two of our largest ships (DV+AS+AF) are required to attend this event. The event lasts one turn.

Duration: This event takes place in 1d6+2 turns

Location: Random populated (Census > 0) friendly system

Reward: 1 VP for each of the two possible largest ships that can attend

Supply Depot (d6)

1 **Disrupt:** A Supply Depot used by raiders and other nefarious organizations was detected in deep space. They will move fast once they know their secret is out. We need to dispatch a force to destroy it, which will have 4d6+6 random raiders defending it. If this mission is drawn, all sides are made aware of the outpost and may share VP for a joint mission, which would lower Tension by 10.

Duration: Complete within 1d6+3 turns

Location: One randomly determined system

Reward: 8 VP

2 **Sabotage:** We need to mess with our enemy's supply network. We must use an Intel Sabotage mission (Difficulty Level 2) against the target, or sneak an assault team in with a Blockade Runner. The latter is accomplished by simply allowing the equipped ship to survive one turn in the target system.

Duration: Complete within 2d6+2 turns

Location: Random enemy supply point

Reward: 2 VP

3 **Investigate:** Rumors abound that there are corrupt managers and operators at this facility, and we need someone to investigate. One ship must report to the depot and attempt to figure out what has transpired, examine records and conduct a general investigation. The ship must remain for d3+1 turns.

Duration: Start within 3d6 turns

Location: Random friendly supply point

Reward: 1 VP

4 **Supplier Trouble:** Several key supply companies, responsible for a variety of parts, fuels, and other critical components, have experienced a number of problems. We must intervene before the issue becomes serious. One friendly supply point, chosen at random, is no longer functional as the replacement parts have simply stopped flowing. The player must immediately transport

a delegation from a random populated friendly or neutral system to the target supply point to resolve the dispute. After the delegation reaches the supply point it will function normally after d6 turns.

Duration: Must be resolved to be removed

Location: Random friendly supply point

Reward: 3 VP

5 **Union Dispute:** A union has formed in response to a recent change in attitude by management. They refuse to work until certain demands are met. They want d3+1 EP in benefits and need a starship with Police to help clean up management. Each turn the demands are not met, the EP demand increases by 1 EP to a max of 10 EP. The target location is a supply point again once the mission is resolved.

Alternatively, the player may take the harsher route and bring in strike breakers by simply bringing a ship with 1 Assault unit to the system. The mission then resolves immediately.

Duration: Must be resolved to be removed

Location: Random valid friendly or allied supply point

Reward: 3 VP for peaceful solution, 1 VP for strike breaking

6 **Contamination:** It appears something is wrong with our supplies, requiring an intense look at the problem. The location needs a ship with Hospital on site for d3 turns to determine what went wrong — possibly a storage issue or some other system leaking into the main container areas. The evidence won't remain long.

Duration: Start within d3+1 turns

Location: Random valid friendly or allied supply point

Reward: 1 VP

Refinery (d6)

1 **Systems Failure:** Something has gone horribly wrong and the refinery is suffering critical system failures. We need to get teams of experts in quick. We need to get 1 Construction or 1 Transport Fleet to the system.

Duration: Complete within 2d6+2 turns

Location: Random valid friendly or allied system with Productivity > 0

Reward: 3 VP

2 **Show of Force:** There have been rumors of an enemy infiltration at the target system and the natives managing the refinery want help chasing off prospective trouble. This needs to be done fast, lest we find out they were right. If the mission is not completed, a penalty of d3 EP is yielded for the lost refinery (yeah, they were right after all).

Duration: Start within d6+2 turns

Location: Random valid friendly or allied system with Productivity > 0

Reward: VP equal to the AS of largest ship completing mission divided by 3, rounded up.

3 **Opportunists at Heart:** A neutral government needs technical expertise to refine their newly-discovered fuel reserve, and they have made a public invitation for help. They need help locating all the fuel sources and getting their new industry up in the air. The player must send 1 Scout or 1 Explorer to the system, which need to stay in the system for d3+1 turns. This mission is a public mission and shared with all available players, any of whom may complete it.

Duration: Start within 2d6+2 turns

Location: Random valid neutral system

Reward: 2 VP. The target system gains +1 Census (look, people were there all along!), +1 Morale, +1 Raw, and joins player who completed mission.

4 **Recovery:** A large lot of fuel has been heisted by an area cartel. 2d6 economic points of raiders and a Transport Fleet are making a run for it with

the stolen goods. It can be found one jump away from the heisted system on its way to safety. Randomly determine a "safe" system that is three jumps away. The raiders will move there and remain for d6+1 turns before disappearing. The raiders' movement and destination are hidden information. The CM or another player should run the raider's hidden movement.

Duration: Start within d6+1 turns

Location: Random valid friendly or allied system with Productivity > 0

Reward: 3 VP

5 **Negotiate:** It turns out the pump system for this refinery was built off-world and redeployed cheaply here. Unfortunately, the pumps are only produced by another, non-allied player (randomly determined). We need to negotiate to acquire more units from the other player, and you have been given d6+2 EP to negotiate with. Take 3 Supply or 1 Transport Fleet to one of their worlds under a flag of truce and attempt to "buy" the unit. Any surplus from the amount given to you may be kept by you, but any surplus you must pay out of your own coffers.

Duration: Start within 3d6 turns

Location: Random friendly system

Reward: d3+1 VP

6 **Assist:** This refinery is in need of assistance scanning for the location of a new fuel deposit and requires the use of 2 Scouts for d6 turns

Duration: Start within d6+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

Industrial Site (d6)

1 **Establish:** The need for a new industrial is important to further development and would help quell fears of an economic downturn. A force of d3 starships and d3+1 Transport Fleets is needed for d6 consecutive turns to establish the new site.

Duration: Start within d6+3 turns

Location: Random populated (Census > 0) friendly system.

Reward: 1 VP per Transport Fleet needed.

2 **Efficiency Study:** Things are just not run very efficiently in this system. Plants sit idle with extra inventory. Using our own internal services, we intend to find out why. Launch an Espionage mission against this system from any of outside worlds (no internal investigation), with a random d3 Difficulty Level.

Duration: Complete within 2d6+2 turns

Location: Random valid friendly system with Productivity > 0

Reward: VP equal to mission difficulty.

3 **Destroy:** We need to target and destroy specific industrial installation. This can be done with of 15 bombardment points or 2 Missile ships.

Duration: Complete within 3d6 turns

Location: Random enemy system with Productivity > 0.

Reward: 4 VP

4 **Retool:** Setting up the production lines and factories for another valuable piece of equipment takes time and equipment. The system requires two Transport Fleets to be parked in orbit for six consecutive turns. One extra VP will be rewarded if a warship is available to protect the transports during the entire mission

Duration: Start within 2d6+2 turns

Location: Random friendly system with Productivity > 0

Reward: 2 VP

5 **Catastrophic Failure:** Due to some internal issue, lax oversight, or simply sabotage, the industrial system is breaking down and requires

immediate intervention. First we have to get our people out and get to work shutting down the system before the problem cascades. Mission failure means this system produces no economic points this turn. To complete the mission the site needs a combination of 3 Hospital, Construction, or Transport Fleets.

Duration: Complete within d6+2 turns

Location: Random friendly system with Productivity > 0

Reward: 3 VP

6 **Hostage Situation:** A situation exploded with a discovered insurgent team who took several hostages. We have been asked to make a rescue attempt. Immediately move 2 Diplomatic or 2 Police ships to the system before the time allotted.

Duration: Complete within d3+3 turns

Location: Random friendly or neutral system with Productivity > 0

Reward: 2 VP for success, -1 VP for failure

Technology Center (d6)

1 **Patrol:** We need to ensure that this facility remains protected and an active patrol is the way to do it. We need d3+1 additional ships positioned in the target system for d3+1 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

2 **Intimidate:** An enemy technology center sits on the cusp of a great breakthrough and we need to stifle their work. A ship with greater than d6+5 AS needs to be sent to the enemy system and "visit" the natives. It must remain for 3 non-consecutive turns.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 2 VP

3 **Infiltrate:** A specialized team needs to gather some information about what this laboratory and research division is up to. Our experts are ready to go, but need a ride. Deploy them to the target with 1 Blockade Runner and pick them up again after 4 turns.

Duration: Complete within 2d6+2 turns

Location: Random neutral or enemy system

Reward: 2 VP; Doubled if the arrival goes undetected.

4 **Assist:** This facility is in need of assistance and requires the use of 4 scout functions for d6 consecutive turns to finish their research in time.

Duration: Start within d6+1 turns

Location: Random friendly or neutral system.

Reward: 2 VP

5 **Found:** The need for a new scientific institution is evident. A Transport Fleet is needed for d10 turns to establish.

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) friendly or neutral system

Reward: 1 VP

6 **Relief Mission:** A problem has occurred and the center has need of emergency supplies. A Transport Fleet must visit your most populous system to pick up "supplies", which must be delivered to the Institution in d6+3 turns. Use the next largest system for supplies if the target of the mission is the largest.

Duration: Complete within d6+3

Location: Random populated (Census > 0) friendly system

Reward: 3 VP

University (d6)

1 **Medical Research:** Some of the best doctors are currently serving in your command. A prestigious university has required them for a number of

months to complete a difficult project. Your ship with the highest DV, which has your top talent, is ordered to the target system to deliver the doctors.

Duration: Complete within d6+1 turns

Location: Friendly system with highest Census

Reward: 1 VP

2 **Captain's Key Note**: The captain of one randomly determined ship has been asked to speak about something. I am sure it is worth diverting an entire starship to do, but none the less. The ship must arrive in time for the speech, which occurs on schedule d3+3 turns from now.

Duration: Complete within d3+3 turns

Location: Friendly system with highest Census

Reward: 1 VP

3 **Engineering Conference:** Some of the best engineers in the sector are currently serving in your command. A prestigious university has required them for a number of months to complete a difficult project. Your ship with the highest AS, which has your top talent, is ordered to the target system to deliver them.

Duration: Complete within d6+2 turns

Location: Friendly system with highest Productivity

Reward: 1 VP

4 **Dissertation:** A member of the crew on a randomly determined ship has published something of note and earned the attention of the brass back home. Unfortunately, he has been yanked home immediately. Given the importance of the mission, his ship is ordered to take them to rendezvous with a transport in the target system

Duration: Complete within 2d6+4 turns

Location: Friendly system that has a jump lane connecting to friendly core worlds

Reward: 1 VP

5 **Scientific Cooperation:** Our intellectuals think meeting with the enemy to discuss various scientific advances (approved by our security forces) could help forward peace in our sector. You are to invite them to a mutually agreed upon system to deliver a delegation of scientists to discuss mutual interests of science. The scientists appear in the friendly system with the highest Productivity and must be taken to the target location. Each side is allowed one ship without affecting Tension and the conference lasts for d3+1 turns.

Duration: Start within 2d6+1 turns

Location: Special (see description)

Reward: 1 VP to each player, -20 Tension, one chosen system for each player present gains +1 Carrying Capacity

6 **Philosophical Conference:** A meeting of the minds has been proposed with the enemy. You are to invite them to a mutual agreed upon system to deliver a delegation of philosophers to learn more about their culture. The philosophers appear in a friendly system with the highest Morale and must be taken to the target location. Each side is allowed one ship without affecting Tension and the conference lasts for d10+1 turns.

Duration: Start within 2d6+2 turns

Location: Special (see description)

Reward: 1 VP to each player, -20 Tension, target system gains +2 Morale

Spaceport (d6)

1 **Expand:** If only this planetary spaceport was expanded, then we would see a boom in new trade. The arrival of 1 Supply or 1 Construction ship to the target world from another randomly determined friendly target world would allow rapid expansion of the trade and encourage more commerce

Duration: Complete within d10+2 turns

Location: Random friendly or neutral system

Reward: 1 VP and player may buy one Trade Fleet for 50% EP cost, rounding down.

2 **Patrol:** If we can show this region is stable we can encourage the natives to build several new spaceports. We need to place d3+1 warships in the target system for 6 turns we can do this.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

3 **Neutral Recon:** So much of what happens on the frontier does so without our knowledge. We need to see what traffic passes in an out of these border worlds and their spaceports. We are to peacefully check things out. To prevent suspicion the ships are to patrol alone for d3+3 turns in each adjacent system to the target system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

4 **Prevent Trouble:** Pirates and some other foreign agents are pressuring operators at one of our spaceports. Proof in this matter is difficult to come by, so we are going to pressure them out. We need a fleet with d10+4 AS in the target system for 3 turns and 1 ground unit present to show them we have no need of their trouble here.

Duration: Start within 2d6+1 turns

Location: Random neutral system

Reward: 1 VP

5 **Enemy Recon:** So much of what happens beyond our border does so without our knowledge. We need to see what traffic passes in an out of these enemy systems and their spaceports. We are to peacefully check things out. We need up to 3 warships positioned around the target system (within 1 jump and in different systems). To prevent suspicion the ships are to patrol alone for d3 turns to complete the mission.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 2 VP

6 **Blockade:** Our superiors are adamant we have to force the issue in one particular enemy system and won't say why yet. They are commanding us to blockade it for a full d3+1 turns.

Duration: Start within 2d6+2 turns

Location: Random enemy border system

Reward: VP equal 1 + Productivity of target system

Cargo Station (d6)

1 **Resupply:** One of our deep space way stations is in need of urgent supplies. A Transport Fleet must visit your highest Productivity system to pick up "supplies", which must be delivered to the cargo station within 2d6+2 turns. Use the next highest Productivity system for supplies if the target of the mission has the highest.

Duration: Complete within 2d6+2

Location: Random populated (Census > 0) friendly system

Reward: 3 VP

2 **Lost Equipment:** This facility is in need of assistance and requires the use of 1 Supply from a starship for d6 turns.

Duration: Started within d6+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 1 VP

3 **Establish:** The need for a new cargo station is evident. A force of 2 starships and 2 Transport Fleets is needed for d10 consecutive turns to establish.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 2 VP

4 **Neighborly Assist:** A neutral planet has asked for our help building a cargo station. A force of 1 Transport Fleet and the expenditure of d3 EP are needed. It takes d10 consecutive turns to build the cargo station.

Duration: Start within 2d6+1 turns

Location: Random neutral system

Reward: 3 VP

5 **Evacuate:** The staff and equipment at a high risk cargo station needs evacuated. This area of the star system recently had a localized disaster and although there was no loss of life, the result is an impending disaster for this high risk cargo. We require a specialized Transport Fleet to get the staff out. The Transport Fleet in question has to be converted at a shipyard for 1 turn at a cost of 4 EP. We need to support the Transport Fleet with at least 2 Shield, 2 Boarding, or 2 Assault. Failure to complete the mission will result in -1 Morale in the target system.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 3 VP

6 **Covert Destruction:** A cargo station, discussed as a mundane civilian facility, is moving illegal cargo. We need to shut them down without arousing suspicion. Using an Intel sabotage mission with Difficulty 2, the target system must have a successful result. This may only be attempted once. We can also attempt this with an undetected Stealth ship and 2 EP in equipment costs, which are paid when the attempt is made.

Duration: Complete within 3d6 turns

Location: Random neutral or enemy system

Reward: 3 VP

Scientific Site (d6)

1 **Trap Specimen:** A scientific site needs to gather biological samples from the area's planetoids. We need to locate, tag, and return them. This will require a single ship with 1 Supply or 1 Explorer, which must be on dedicated station for 8 turns.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

2 **Detect Virus Strand:** There is a fear that a new virus could spread from a new strain found on the target world. We need to investigate and figure out possible future mutations. This requires our fleet to gather as much data as we can with our abilities. A sum of 2 EP must be spent to establish a series of sites and bases on the target system with the assistance of 2 Hospital or 2 Explorer for d3+1 turns.

Duration: Complete within 2d6+3 turns

Location: Random friendly or neutral system

Reward: 2 VP

3 **Study New Species:** Along the border a passing freighter reported spotting a new and unique life form. We have been ordered to study the new species. We need to spend d3+1 turns in the target system with 1 Scout.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

4 **Study Embedded Species:** We believe our opposition has access to a new form of life, which could fundamentally change how we view the development of new life forms. We need to investigate before the chance passes. We have been ordered to study the new species. We need to spend d3+1 turns in the target system with 2 Scout or 2 Explorer. Alternatively, we could destroy the new life with an Intel sabotage mission with difficulty 2, and score 1 VP.

Duration: Start within 4d6 turns

Location: Random enemy system

Reward: 3 VP

5 **Quarantine:** A target system has experienced a viral outbreak and is not allowed to have contact with the outside until our scientists are sure any problem is contained. We need to move d6+3 ships to the target system and blockade it immediately. The quarantine may be lifted after d6+1 turns. Failure to do so results in -1 Morale on the target system and -1 VP. We may ask any other players for help in agreement to share VP.

Duration: Start within d3+1 turns

Location: Random friendly or neutral system

Reward: 4 VP

6 **Sociological Program:** Our government wants a comprehensive social analysis of one of our own star systems for some important reason that does not particularly interest you. We need 1 Explorer or X starships for X turns to assist study of cultures in this system. X is equal to the Morale of the target system.

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) friendly system

Reward: 1 VP

Xenoarchaeological Site (d6)

1 **Isolate:** Command feels a breakthrough here could be huge. We need to keep all traffic away from the dig site until we have learned all there is to know. No other ships, including our own, may approach any planet in this system for the next 4 turns. It is considered blockaded during this time.

Duration: Start within 2d6+2 turns

Location: Random unpopulated friendly or neutral system (Census = 0)

Reward: 1 VP

2 **Rescue:** Something has gone horribly wrong and a rescue mission is required right away. The player must provide a Transport Fleet or 4 Supply for evacuation immediately.

Duration: Complete within d6+1 turns

Location: Random friendly or neutral system

Reward: 2 VP

3 **Ancient Power Source:** Something has gone horribly wrong. Something, which was probably an ancient power source, necessitates an immediate rescue mission. The player must provide a ship with 1 Disruptor to stop the threat.

Duration: Complete Within d3+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

4 **Assistance:** Not everyone wants outsiders poking around their world for lost treasures. In this case we need to troops to control the natives or buy them off with shiny objects. That is up to you. We either need a Transport Fleet full of equipment, picked up from our highest Productivity system and delivered to the natives. Or, we need 2 ground units deployed to assist the dig. Troops may leave after the 2d6 turns have passed.

Duration: Complete within 2d6+2 turns

Location: Random populated friendly or neutral system (Census of 1 or 2)

Reward: 1 VP

5 **Steal Information:** We are now aware of a prestigious xenoarchaeological site operated by our opposite number. We are going in to take their findings. We must steal three key artifacts off the planet. We need to arrive undetected, which means any ship that can manage this without an encounter, with 1 Stealth or 1 Blockade Runner. Either ship must remain in the target system for one turn and then withdraw to our highest Census system or any base for delivery

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 3 VP

6 **Back to the Deep with you Nessie:** The best part about Xenoarcheology isn't the pay, but the

surprises. Something dreadful was woken and its minions have flooded our camps. We need to put boots on the ground now. A total of 6 Attrition in ground forces must be landed within 10 turns or the site is lost. If it is, we lose -1 VP. Troops may leave after the crisis has passed.

Duration: Special

Location: Random unpopulated friendly or neutral system (Census = 0)

Reward: 2 VP

Religious Location (d6)

1 **Relocate:** Evidence of a new movement in one of the border worlds has prompted some citizens to require relocation from their current home to another inside the same star system. We need to a convoy in the targeted system and help them move to one of the outer moons in the target system. This takes 2 turns to complete

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) friendly or neutral system

Reward: 1 VP

2 **Enforce:** On one of the border system religious zealots are taking the fight to the people and the government. We have been asked to assist in the matter. We need to bring in one additional ground unit to protect key government areas until this area calms down. The ground unit must remain for 2d6 turns.

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 2 VP

3 **Refugees:** A group of religious refugees have asked to settle with their compatriots within our borders. One Colony Fleet carrying them has arrived at our most populated system and asked to be settled at another randomly determined friendly system. We will need to escort this transport every step of the way or it will attempt to return to the starting system. It costs us 2 EP to settle them, but the Census and Morale of the system will increase by 1 after settling. The Colony Fleet moving them is removed from play.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

4 **Study:** This religion has striking similarities to our own and we want to research commonalities. We need to observe the group in the target system for 6 consecutive turns with any able starship.

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 1 VP

5 **Pro-Government Group:** A religious leader in the target system has come out in support of our government. She has requested military support and if we can delivery three ground units for d6+2 turns she promises to bring the entire system in to our control peacefully. If the three ground units ever leave, there is an immediate d6 roll. If the roll is 1 or 2 the system returns to neutral status.

Duration: Start within 3d6 turns

Location: Random unaffiliated and populated (Census > 0) neutral system

Reward: 1 VP

6 **Anti-Government Movements:** A religious center has sponsored an anti-government leader. We must immediately launch a successful Intel mission with Difficulty 1 against this system to quell fears. Each mission failure results in -1 Morale. If the mission never happens the system becomes neutral.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0 and Morale < 5) friendly system

Reward: 1 VP

Agricultural Installation (d6)

1 **Observe and Report:** Watching crops grow may sound exciting and that is why we want your ships there. We need to make sure our new agricultural installations here are operating properly. One ship must remain in the system for 3 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

2 **Minor Terraform:** Deep space surveys and expert agriculturalist have a new method to grow food in the target system. With a starship and 3 EP we can increase Capacity on the target system by 1. This takes 2 turns to complete.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system with Capacity < 5

Reward: 2 VP

3 **Major Terraform:** Deep space surveys and expert agriculturalist have a new method to grow food in the target system. With a starship, Transport Fleet, and 5 EP we can increase Carry Capacity on the target system by 1. This takes 5 turns to complete.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system with Capacity < 3

Reward: 3 VP

4 **Rebuild:** The target system's ecosystem has been overused and is in dire need of assistance. The target system will be -1 Capacity if the mission is failed or not attempted. One starship with 1 Hospital, 1 Explorer or 1 Scout should quickly assess the damage. After which a comprehensive repair of the ecosystem is needed, requiring 1 Transport Fleet for d6 turns to complete the mission.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

5 **Detailed Survey:** There are some empty system which may have suitable climates to establish agricultural facilities on. We need two target system surveyed again with 1 Explorer or 2 Scout.

Duration: Start within 2d6+2 turns

Location: Random unpopulated (Census = 0) neutral system

Reward: 1 VP

6 **Survey:** We need to know what the enemy's agriculture can support and to that end we need to know the carry capacity and Census of the target system using a survey or Intel espionage mission

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) enemy system

Reward: 2 VP

Mining Operation (d6)

1 **Reforest:** The target system has an over-taxed and in dire need of assistance. A comprehensive repair of the ecosystem is needed, requiring 1 Transport Fleet for d6+3 turns to repair past damage from strip mining.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

2 **Infiltrate:** We have been ordered to insert a special operations teams to disrupt this mining operation. A ship must arrive undetected and deliver the team to complete the mission by using a Blockade Runner or Fast starship.

Duration: Complete within 2d6+2 turns

Location: Random enemy or neutral resource intense (Raw > 1) system

Reward: VP equal to Raw of target system

3 **Assist:** This facility is in need of assistance and requires the use of 1 Explorer for d6 turns.

Duration: Start within d6+1 turns

Location: Random resource intense (Raw > 0) friendly system

Reward: 2 VP

4 **Mining Survey:** There are some empty systems on the frontier which may have suitable resources to establish new mining operations. The target systems must be surveyed again by sending 1 Scout or 1 Explorer to each for d6 turns.

Duration: Start within 2d6+2 turns

Location: Two Random neutral systems

Reward: 1 VP

5 **Expand:** If only the mining operation in the target system were expanded, we could extract so much more and improve the local economy. However, the materials in questions are buried deep in the ground need specialized equipment. We must send 1 Dispruptor or 10 AS with of starships.

Duration: Complete within d10+2 turns

Location: Random friendly system

Reward: 1 VP

6 **Rescue:** Something has gone horribly wrong and a rescue mission is required right away. The player must provide a total of 15 DV or 2 Transport Fleets immediately to get all the workers out.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system.

Reward: 2 VP

Rare Material Extraction Zone (d6)

1 **Monsters in the Deep:** The manager of a deep planetoid mining facility is claiming a "monster" is loose and wrecking havoc on the workers. We need 1 ground unit and 1 warship to begin searching. Otherwise operations will cease and the system will be -1 Morale.

Duration: Complete within 2d6+2 turns

Location: Random friendly system (Raw > 1)

Reward: 2 VP

2 **Contamination:** It appears something is wrong with the material we process, causing a massive slowdown in production. The location needs 1 Hospital or 3 starships for d3 turns to determine what went wrong. We suspect a possible storage issue or some other system leaking into the main container areas. Raw Materials is -1 until this is resolved and the problem is solved.

Duration: Special

Location: Random friendly or allied system

Reward: 2 VP

3 **Establish:** The discovery of high yield materials in the system makes the need for a specialized extraction facility evident. A Transport Fleet is needed for d10 turns to establish.

Duration: Start within 2d6+2 turns

Location: Random populated (Census > 0) friendly or neutral system.

Reward: 1 VP and 2 EP

4 **Raiders:** 2d6 EP of raiders and one Transport Fleet appear in the target system in an attempt to run off with an extraction of rare materials. The raiders have cleverly hidden themselves and are in no rush to leave in an attempt avoid attention. Each ship in the system may scan for the raiders, which is done by rolling a d6 for each ship present. Ships with Police may roll twice per turn. If the roll is 6, they have revealed the raiders and may generate an encounter. The transports have the rare materials aboard. VP's are only rewarded if the cargo is captured. If the Transport Fleet is lost the player receives -1 VP.

Duration: Complete within 1d6+2 turns

Location: Random high resource (Raw > 2) friendly or neutral system.

Reward: 3 VP and 3 EP

5 **Helping Hand:** We have tracked a raider force stalking a rare material extraction zone in enemy space and believe we can help. We know their transponder codes and could easily track their force of 2d6 EP of raiders and one Trasnport Fleet. Once we reach the target system the scenario is generated normally. The Transport Fleet has the rare materials and VP's are only rewarded if the cargo is captured and returned to the system's owner. If the Transport Fleet is lost, the player receives -1 VP and +20 Tension. If the other player assists in the battle and no fighting occurs between the two players, then a bonus 1 VP is granted to each side and no normal Tension triggers apply.

Duration: Complete within 2d6+2 turns

Location: Random (Raw > 1) enemy system

Reward: 3 VP, -20 Tension

6 **Destroy:** We need to target and destroy a rare material extraction zone. This can be done with an orbital bombardment mission of 4 bombardment points, 1 flight of Atmospheric fighters (who can carry out a surgical strike), or 1 Mass Driver.

Duration: Complete within 4d6 turns

Location: Random (Raw > 0) neutral or enemy system

Reward: 3 VP

Seat of Government (d6)

1 **Attend Concert:** Our most prestigious ship (largest CR) has been requested to return to our highest Census system to attend a concert in honor of the sector's commodore. It simply must be in the target system during the event and may return to normal operation after that.

Duration: Event occurs at 2d6 turns

Location: Special

Reward: 1 VP

2 **Friendly Briefing**: All available ships are ordered to the target system for a meeting with brass and to discuss the situation in this sector.

Duration: Event occurs at 2d6 turns

Location: Highest Census friendly system

Reward: 1 VP for every 10 DV in warships present, rounding up

3 **State of the Frontier Meeting:** All available ships are ordered to the target system for a meeting with neutral brass and to discuss the situation in this sector.

Duration: Event occurs at 2d6 turns

Location: Highest known Census in a neutral system

Reward: 1 VP for every five warships present, rounding up

4 **Deep Space Envoy:** We must convince another player to meet by sending a lone ship with a Command Rating > 8 to meet one of their ships, also alone, with a Command Rating > 8 in an agreed location for 2 turns.

Duration: Start within 2d6+2 turns

Location: Agreed upon map location

Reward: Both sides score 2 VP and -20 Tension

5 **Grab:** The governor on a world in the target system is a wanted criminal and must be taken into custody. We must send in at least 1 Scout and 1 Assault to locate and grab the governor. Points are awarded when the governor is delivered to a friendly system with Census > 2, or friendly base with DV > 4.

Duration: Start within 2d6+2 turns

Location: Random neutral or enemy system within 2 jumps of a friendly system

Reward: 4 VP

6 **Alienated Government:** Our initial surveys were wrong and the target system is actually

populated. If we agree to send a delegation of at least one starship, they will align with our government. The target system gains 2 Census and 2 Morale.

Duration: Start within 2d6+2 turns

Location: Random unpopulated (Census = 0) system

Reward: 1 VP

Prison (d6)

1 **Build:** High command wants a penal facility far away from the populated sector. A Transport Fleet and 4 EP or 2 Construction is needed for 10 turns to establish.

Duration: Start within 2d6+2 turns

Location: Random unpopulated (Census <=1) system

Reward: 1 VP

2 **Political Prisoner:** Somehow a political prisoner is getting word out about his movement and one randomly determined friendly system is -1 Morale instantly. We need to get this character away to another sector before his vitriol causes more trouble. He is to be immediately transported to our core worlds. A ship is waiting just "off the map" to complete the transport. If the mission fails the Morale loss is permanent.

Duration: Complete within 1d6+4 turns

Location: Random friendly system

Reward: 1 VP

3 **Escort:** A high profile criminal requires more than the usual penal barge. We need a real escort to move this unpleasant character to a deep space prison where the key to his cell has already been lost. The prisoner appears in the highest Census friendly system and must be moved to another randomly determined friendly system. His friends may be waiting on the way to rescue him. At each system along the transport route a roll is made to see if a rescue is attempted. The CM rolls 3d6 to at the end of each turn until the prisoner reaches the penal facility. If that roll is higher than the total AS of the fleet moving the prisoner, a space combat scenario is generated against the transporting ship and its escort. That fleet will have 15 EPs of raiders (or other vessels should the CM chose that route). One friendly ship is designated as carrying the prisoner, which the raiders will try to rescue given the opportunity.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 4 VP

4 **Recover:** One of our own is being held in enemy territory and it is time to give him his freedom. We must arrive at the target system with a 1 Blockade Runner and 1 Assault. We may also bargain with the other player by exchanging EP for the return of the prisoner. If we do, the EP must be sent via Transport Fleet to the other player.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 3 VP

5 **Retrial:** We need to exert influence over a trial that is important to the military. Therefore, a single Intel mission with Difficulty 3 must be launched against the target world.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

6 **Destroy:** We need to target and destroy a neutral prison. This can be done with an orbital bombardment mission of 2 bombardment points, 1 Disruptor, or 1 flight of Atmospheric fighters (who can carry out a surgical strike).

Duration: Complete within 3d6 turns

Location: Random neutral system

Reward: 2 VP

Factory (d6)

1 **Bio Clean Up:** A recent production disaster has left the area heavily polluted, requiring a starship to aid in clean up. We need a DV 3 ship in the system for 10 total turns.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

2 **Big Bio Clean Up:** A recent production disaster has left the area heavily polluted, requiring an advanced starship to aid in clean up. We need 1 Hospital for 10 total turns.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 2 VP

3 **Local Competitors:** Outbuilding is just as important as outthinking. We need to launch an Espionage: System mission against the target system to see how the new factories are operating.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

4 **Enemy Competition:** Outbuilding is just as important as outthinking. We need to launch an Espionage: System mission against the target system to see how the new factories are operating.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 3 VP

5 **Part Reconcile:** Ugh. The parts from a series of factories are not up to spec and we need to intervene before some equipment depending on these parts starts breaking. Bring in 1 Supply and spend 1 EP to initiate this mission of rooting out the problems in production. It must remain 3 turns for the factory's process to be corrected.

Duration: Start within 2d6+2 turns

Location: Random friendly production (Productivity > 0) system

Reward: 1 VP

6 **Slow Production:** This area is overrun with competition that is ruining our business and we need to shut it down, quietly. We need 1 Minelayer in the system for 3 turns to disrupt their operations.

Duration: Start within 2d6+2 turns

Location: Random neutral production (Productivity > 0) system

Reward: 2 VP

Commerce Center (d6)

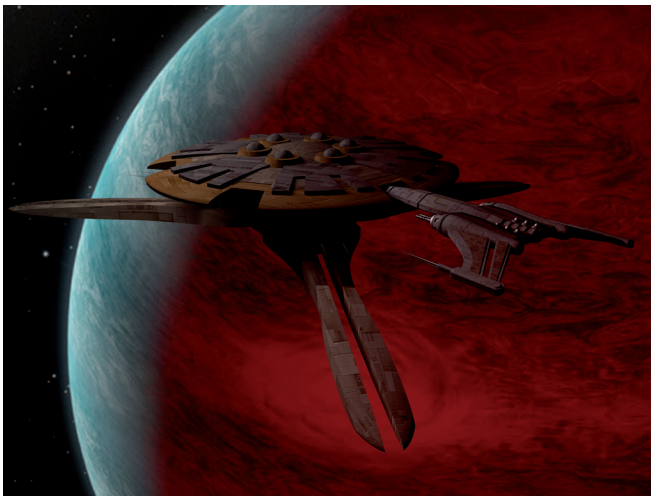
1 **Commerce Scan:** Intel informs us that if we do a scan of the target system, we will know the location of all enemy Trade Fleets based on a military code we cracked last month. This requires 2 Scout.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 2 VP, Trade Fleet Location

2 **Fleet Logistics Tracking:** Intel informs us that if we do a scan of the target system, we will know the location of all enemy convoys courtesy of a military code we cracked last month.This requires 2 Scout.



Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: VP, Convoy Fleet Location

3 **Arrest:** We surveyed a corrupt trade official and need to take them into custody. We need to send in 1 Security or 1 Police to take control of the situation before he can flee. However, 2 EP disappears from the books each turn as misappropriated funds each turn.

Duration: Complete within 1d3+3 turns

Location: Random productive (Productivity > 0) friendly system

Reward: 1 VP

4 **Border Arrest:** We surveyed a corrupt trade official and need to take them into custody. We need to send in 1 Security or 1 Police to take control of the situation before he can flee.

Duration: Complete within d6+3 turns

Location: Random productive (Productivity > 0) neutral system

Reward: 2 VP

5 **Search:** In order to check for contraband, we need 1 Police at our highest producing Trade Fleet to conduct a detailed search. It must remain for d6+1 turns consecutively.

Duration: Start within d6+1 turns

Location: Highest producing friendly Trade Fleet

Reward: 1 VP

6 **Patrol:** We need to ensure that this center remains protected and an active patrol is the way to do it. We need d3+1 ships positioned with our highest producing Trade Fleet for 6 turns.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

3.2.9.2 ▸ Personnel Objectives

Informant (d6)

1 **Recovery:** Talk about someone who knows how to get in to trouble! This informant has valuable information which may benefit us in the next encounter we have. However, he got himself trapped in a freighter and detained for stowing away. The informant must be recovered from a freighter in the target Trade Fleet with a friendly ship.

Duration: Complete within 3d6 turns

Location: Random friendly, neutral, or enemy Trade Fleet

Reward: 2 VP, +1 to Surprise Roll in any one battle in this campaign.

2 **Detain:** We learned there is an information leak aboard one of our ships but don't know which one. Each ship must be checked by a base, 1 Police, or 1 Security to be cleared. Each ship that is checked then rolls a d6. On the roll of a 5 or 6, an informant was found by the investigator.

Duration: Begin within 2d6 turns

Location: Special

Reward: 1 VP, -1 to Surprise Roll until complete

3 **Recruit:** There is a need for information from our frontier and we need to recruit some eyes to that end. We need to send a ship to an enemy or neutral area to see what recruits are available. After spending a turn in that system, we can return with a few names we can use. We need to send 1 Blockade Runner or 1 Diplomatic to the target system.

Duration: Complete within d6+1 turns

Location: Random neutral system

Reward: 1 VP

4 **Hunt:** Our intelligence services inform of us of an informant who escaped custody several weeks ago. Now he needs our help. We must scan every enemy ship we encounter for the informant with 1 Scout. Having the required

ship in the system will reveal them. We need to successfully capture the vessel or destroy the ship the informant is on.

Duration: Complete within 2d6+2 turns

Location: Random enemy warship

Reward: 2 VP to Kill Information, 6 VP to Capture

5 **Expose:** A distant world has an informant that must be exposed. She is feeding information to a rival and damaging relations with our government. If this informant is allowed to disappear (turn duration expires), we lose 1 VP. In addition, in the event of failure no further treaties may be signed with this neutral system. Each warship in system may attempt to "catch" her each turn, by rolling a d6. If the roll is 6, the informant is caught.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system.

Reward: 2 VP

6 **Investigate:** Corruption is a serious offense. This informant is certain our own people are involved in wrongdoing at the highest level. We need to send 3 or more frigate sized or smaller designs to our highest Production world to investigate. The ships must remain d3+1 turns to follow up on the informants claims.

Duration: Start within 2d6+2 turns

Location: Highest friendly Productivity system

Reward: 1 VP

Traitor (d6)

1 **Starship Traitor:** We have a problem. We believe one of our starships has a traitor or number of traitors aboard. We suspect explosives have been planted and could damage our ship. The ship in question needs to be checked from stem to stern. The ship conducts it own investigation by rolling a d6 and attempting to roll a 6, which result in a successful discovery, threat deactivation, and arrest. Nearby ships may assist the vessel by adding +1 to the attempt. Arrival at a shipyard before the timer expires automatically resolves the mission. Otherwise, the ship is damaged by the traitor and becomes crippled (or is destroyed if it was already crippled).

Duration: Complete within d3+2 turns

Location: One randomly determined friendly starship

Reward: 1 VP

2 **System Traitor:** A traitor in one of our system is prepared to create an incident by causing mass damage. The system conducts it own investigation by rolling a d6 and attempting to roll a 6, which result in a successful discovery, threat deactivation, and arrest. Nearby ships and bases may assist the vessel by adding +1 to the attempt. If the threat is not found, the traitor reduces Morale by d3 on the system and it has its Utilized Productivity halved, rounding down, on the next turn.

Duration: Complete within d3+1 turns

Location: Random populated (Census > 0) friendly system

Reward: 2 VP

3 **Base Traitor:** We suspect explosives have been planted and could damage one of our bases. The base in question needs to be scanned from stem to stern and checked for any trouble. The base conducts it own investigation by rolling a d6 and attempting to roll a 6, which result in a successful discovery, threat deactivation, and arrest. Nearby ships may assist the base by adding +1 to the attempt if they dedicate the turn to assisting. The base is damaged by the traitor and crippled if not resolved (or is destroyed if it was already crippled). If a base is unavailable players must use a shipyard instead.

Duration: Complete within d3+2 turns

Location: One randomly determined base, shipyard, or space installation

Reward: 2 VP

4 **Recover:** A traitor to a foreign empire is on the run and looking for a safe haven. We plan to offer that safe haven. The bounty on the traitor's head is high, which means we will have to be careful. The location of the traitor is known to us and we must pick that person up immediately and get them back to our largest populated system for debriefing. Once this mission has been created one other random player is selected as the betrayed party. That player will only know a traitor is lose and that the traitor is in a neutral system. Once this mission is complete the betrayed player loses 1 VP.

Duration: Start within d6+3 turns

Location: Random neutral system

Reward: 4 VP

5 **Shadow and Detain:** We have a suspicion that a group plans to broadcast confidential scientific data from a small freighter near a neutral system. We are to shadow the freighter and watch for trouble. We need d3 ships in the target system to monitor. If we see trouble, we are to move in a capture the freighter in the act. The d3 ships must be in position for d6 turns. Each turn rolling a d6. If that roll is ever a 6, we must immediately attack and capture the ship. The ships must be under 5 DV each to avoid suspicion.

Duration: Completes within 2d6+1 turns

Location: Random neutral system

Reward: 3 VP

6 **Bribe Traitor:** A chance to bring out a traitor is upon us, but we must enter enemy territory to do it. We need to deliver 1 EP as a bribe to the target system. We can immediately follow the flow of materials and make sure we find the traitor.

Duration: Complete within 2d6+1 turns

Location: Random enemy system (Census < 3)

Reward: 3 VP

Defector (d6)

1 **Minor Catch:** A low profile individual has committed an act of treason against the government by defecting! He is basically a nobody, but we want to catch him all the same. Unfortunately, he could be anywhere by now.

The defector begins in one randomly determined friendly system with a Trade Fleet and is attempting to reach any neutral system. The CM should control the action of the defector, who will jump on any Trade Fleet to the next available system. The player may look for the defector, rolling d10 + Total Scout Functions in each system. If the roll is higher than 10, the defector is uncovered if he is in that location and he is captured for 2 VP. If the defector cannot reach the next system, he will go into hiding. This means the defector stays put and the difficulty goes up to 15. After the duration expires, the defector disappears.

Duration: Complete within 2d6+4 turns

Location: Special

Reward: 2 VP

2 **Major Catch:** A high profile person has committed an act of high treason against the government! Not only was his access to information top secret, he is also highly regarded in society. We must catch and bring this person to justice immediately. Unfortunately, he could be anywhere by now.

The defector begins in one randomly determined friendly system with a Trade Fleet and is attempting to reach the highest Census enemy system. The CM should control the action of the defector, who will jump on any enemy ship or Trade Fleet to the next available system. Since the defector's existence is public knowledge, each side may look for the defector, rolling d10 + Total Scout Functions in any system. If the roll is higher than 10, the defector is uncovered if he is in that location and he is captured for 5 VP. If the defector reaches the target enemy system the enemy may score the 5 VP. The other player

may return the defector for -20 Tension as an alternative.

Duration: Special

Location: Special

Reward: 5 VP

3 **Starship Defector:** One of our ships is attempting to defect to the enemy and will pass through our region at any time.. One randomly determined class of our ships will arrive within d3 turns at our lowest Morale system and is placed under the other player's control. It will proceed to the largest populated enemy system, where it will surrender and remain under the other players control permanently.

Duration: Special

Location: Special

Reward: 4 VP for our capture, -4 VP if the enemy captures it, 0 VP for destruction

4 **Minor allied Defector:** One of our allies reports a defecting ship passing through our space. This is a public mission so all sides know about it and may attempt to recover it. This rewards 4 VP to whoever successfully captures it. The ship is randomly determined from a list of available source materials. It will appears in a randomly determined neutral system. The vessel will proceed directly away from the player's empire under CM control and attempt to leave space by avoiding populated systems. If captured, we may detain and use the vessel.

Duration: Special

Location: Special

Reward: 5 VP for our capture, 1 VP for destruction

5 **Major allied Defector:** One of our allies reports d3+1 defecting ships passing through our space. This is a public mission so all sides know about it and may attempt to recover any ships, rewarding 3 VP per ship to whoever successfully captures one. This fleet is randomly determined from a list of available source materials. It will appears in a randomly determined neutral system. The vessels will proceed directly away from the player's empire under CM control and attempt to leave space by avoiding populated systems. If captured, we may detain and use the vessel.

Duration: Special

Location: Special

Reward: 3 VP for each ship captured, 1 VP for destruction

6 **Ground Support:** We have learned that several ground units in one of our system is considering defection for one reason or another. We need more forces in the system now. Roll a d3+1, which is the number of ground units we suspect. Internal security feels we need that many ground units moved in to stop this problem before it materializes. If we do not move in the appropriate number of ground forces to match the defecting units, those ground will disband and cost the system -1 Morale. Until the mission is complete they will not respond to orders.

Duration: Complete within 2d6+2 turns

Location: Random friendly system with Morale < Census

Reward: 2 VP

Neutral (d6)

1 **Minor Aid Request:** One neutral system has requested foreign aid. This is actually 2 EP which is loaded from one of the player's system on a Transport Fleet and taken to the neutral world for delivery.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 1 VP

2 **Major Aid Request:** One neutral system has requested foreign aid. This is actually 4 EP which is loaded from one of the player's system on a Transport Fleet and taken to the neutral world for delivery.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 2 VP

3 **Negotiate:** The captain and senior staff must intervene in a dispute before it results in an expanded conflict. Two nations in a neutral system, one on the habitable moon and the other in the asteroid belt, are close to war. If a good impression is made, we may be able to stop the conflict. Roll a d6 and add the DV of the largest ship present. If the roll is above 7, war is averted and VP rewarded.

Duration: Complete within d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 1 VP

4 **Ground Force Request:** A neutral system has requested some ground forces to control its population. It needs 4 Defense worth of ground units, which will be gifted to the neutral empire after they arrive.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 2 VP

5 **Enemy Coercion Exposure:** This neutral representative insists your opposite number is working to undermine your efforts in this system. Players will need to search each neighboring system with 3 Scout or 3 Explorer for a hidden force. If the player has requirements, he or she may roll a d6 to check for the enemy ship, which will be found on a 5 or 6. If discovered, this force is immediately given to the other player as his government was working in his or her area without knowledge. The force discovered is a previously unavailable ship design worth d6+8 EP.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 3 VP for Discovery

6 **Fair Pricing:** The neutrals want a new ship to keep piracy down and want to purchase, for half price, any ship in your lineup you have available. The neutrals will buy one, which must be delivered to the target system. Construction must start within the mission duration and delivered upon completion.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 2 VP

Mercenary (d6)

1 **Rescue:** After a scuffle with pirates, a trusted mercenary made it to the life pod. Luckily, his transponder is working and we can find them. Quickly though, since he has d3+1 turns before life support fails.

Duration: Complete within d3+1 turns

Location: Random neutral system

Reward: 2 VP

2 **Hot Tip:** A mercenary says an pirate deep space raiding depot is positioned in the target system. Of course, he insists there is no time to lose! Upon arrival 4d6 EP of random raider ships, plus 3 EP in random mines are discovered.

Duration: Complete within d6+4 turns

Location: Random (Census > 0) neutral system

Reward: 5 VP

3 **Undermining:** It has been brought to our attention that a rival in our own government is trying to sabotage your efforts in the system. To prove it, you need evidence. The mercenary group wants to be paid 1 EP and they will gather this proof. The mercenary appears on your largest populated world and her evidence is located in two different randomly determined friendly or neutral systems on the map. If this can be brought back to your largest populated within 2d6+4 turns, you can expose the plot

against you. Otherwise, the player loses 1 VP and 2 EP when the plot reaches fruition.

Duration: Complete within 2d6+3 turns

Location: Special

Reward: 2 VP

4 **Destroy:** A mercenary force has favored the other side for too long and we need to break them. The mercenary has a randomly determined raider ship worth d3+3 EP and d6 planetary fighters in support. If destroyed or captured, score the VP as normal. It will move away after 2d6 turns and offer to join the closest enemy player.

Duration: Complete within 2d6+1 turns

Location: Randomly friendly, neutral, or enemy system

Reward: 2 VP

5 **Bribe:** We have a chance to sway a mercenary loyal to the enemy. If an Intel mission of Difficulty 2 is launched against any enemy system and succeeds, we will bring them to our side. Of course, like all good bribe, resources are involved. This costs 1 EP to complete. A random raider and d6 fighters will offer to join upon completion in a system of your choosing.

Duration: Complete within 2d6+2 turns

Location: Random enemy system

Reward: 2 VP

6 **Reinforce:** A group of mercenaries in the target system need support. We need to bring in one ground unit to support his position. This unit does not conquer the target system, but assists the mercenaries. It must stays in position for 3 turns before he can return.

Duration: Complete within 2d6+1 turns

Location: Random neutral system

Reward: 2 VP

Operative (d6)

1 **Surgical Strike:** An operative was able to give us precise data for key facilities and personnel on a neutral world. If we deploy one ground unit quickly, we will conquer it with minimal loss of life for all sides. The neutral fleet will make not attempt to stop our forces either.

Duration: Complete within d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 0 VP

2 **Recovery:** During your next encounter with the enemy you can see that one of his ships (randomly determined) has one of our operatives aboard. He must be recovered before we can disengage. The operative has stolen a shuttle and will flee on the first round of battle. If the shuttle survives the first round of battle we can recover the operative.

Duration: Special

Location: Special

Reward: 2 VP

3 **Difficult Recovery:** During your next encounter with the enemy you can see that one of his ships (randomly determined) has one of our operatives aboard. As it turns out, he is being held in a cell for questioning. We need 1 Assault or to simply capture the ship in question to recover the operative.

Duration: Special

Location: Special

Reward: 4 VP

4 **Trade Disruption:** If we can get an operative in the enemy's trade system we may be able to do some damage or at least plan raids against their commerce infrastructure. We must pick up the operative from any of our bases or our most populated system and deliver them to any Trade Fleet enemy world.

Duration: Complete within 2d6+4 turns

Location: Any enemy system with a Trade Fleet

Reward: 2 VP

5 **Neutral Space Recovery:** After some trouble we learned that our operative ejected into neutral space, probably for some reason I am sure the intelligence service will never tell us about. Unfortunately, we don't know where that is. One random determined neutral system will have the operative. We will require 2 Scout or 2 Explorer to locate the operatives escape pod. Life support won't hold out longer than the mission duration.

Duration: Complete within d3+3 turns

Location: Random neutral system

Reward: 3 VP

6 **Deep Space Recovery:** After some trouble we learned that the operative ejected in to deep space to avoid capture. Unfortunately, we don't know where that is. One random determined enemy system will have the operative. We will require 2 Scout or 2 Explorer to locate the operatives escape pod. Life support won't hold out longer than the mission duration

Duration: Complete within d3+3 turns

Location: Within 1 of a randomly determined enemy system

Reward: 5 VP

Scientist (d6)

1 **Research:** We have been required to assist in several surveys for a science team. Three randomly determined system must be surveyed within the allotted time by sending 1 Scout or 2 flights of fighters.

Duration: Complete within 2d6+3 turns

Location: Three randomly determined systems

Reward: 2 VP

2 **Thesis Testing:** This scientist has a brilliant theory and wants our help to prove it. One of our ships must return to our high Production world to pick up the scientist, the team, and all the equipment. The ship will then begin the test once in a low population system (Census <=1). The test begins when the captain approves the mission. Roll a d6, on a 1 through 3, the test fails, otherwise it succeeds with no problem and the tests were a success. If it fails, the ship is crippled and any fighters aboard are destroyed (it was a strange theory anyway). Either way, the VP for the mission is scored as there is always something learned from failure. The test may only be conducted once and the crew is grateful for that.

Duration: Complete within 2d6+2 turns

Location: Special

Reward: 3 VP

3 **Rescue:** Something that was being research has turned against the scientists for one reason or another and we need to mount a rescue. We need to send in help in the form of 2 Police, 2 Security, 2 Boarding, or 2 Assault immediately to stop the crisis.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

4 **Intercept:** A neutral scientist has escaped one of our moons with top secret research. We need to search each of our Trade Fleets to make sure he hasn't hopped a ride. Each Trade Fleets takes 1 turn to search by 1 Scout, 1 Assault, 1 Boarding, or 1 Police. At each Trade Fleet, roll a d6. If the result is a 1, a randomly determined ship from another foreign empire is there and is extracting him. This will automatically generate an encounter.

Duration: Complete within 2d6+2 turns

Location: Random friendly or allied Trade Fleet

Reward: 3 VP

5 **Capture:** A scientist in the target system is making astonishing advances and we need him. Travel to the target system and bribe the scientist

with 2 EP to join us. We can also send in a ground unit and just capture him too.

Duration: Complete within 2d6+2 turns

Location: Random neutral or enemy system

Reward: 1 VP

6 **Intervene:** The citizens that this scientist were studying are hopping mad. We need to spend d6 turns in orbit of the target system to settle the situation peacefully with a Diplomatic vessel. More troops will help, either 1 Peacekeeper ground unit or 4 AF in strength.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

Engineer (d6)

1 **Technical Reconcile:** A serious problem has occurred when a new system was installed at one of our production facilities. They need the expertise of a particular engineering staff. One randomly determined friendly starship must spend d6+1 turns at the target system for d3+3 turns.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system with Productivity > 0

Reward: 1 VP

2 **Capture:** An engineer in the target system is making astonishing advances and we need him. Travel to the target system and bribe the engineer with 2 EP to join us. You may also send in a 1 Marine for a forcible extraction.

Duration: 2d6 turns

Location: Random neutral system

Reward: 1 VP

3 **Extract:** One of the leading design engineers of the enemy must be captured. The engineer appears aboard a randomly determined enemy starship or base. The location of the target is known immediately and the player can extract the engineer by capturing the ship or base.

Duration: Complete within 3d6 turns

Location: Special

Reward: 3 VP

4 **Training Cruise:** For the next few campaign turns this ship is going to be a training ship to get a new engineering crew up to speed. There are a lot of new engineers who need to learn in this session and we have been selected to help. Failure to complete the mission will result in -1 VP. One ship at random must return to any base or our highest Productivity system to pick up the trainees. For the next d6+6 turns it must stay in position and train the new engineers. After which, the trainees depart the ship.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 1 VP

5 **Serious Reconcile:** A serious problem has occurred when an independent facility. They need the expertise of a particular engineering staff. 1 Construction or 2 Supply must spend d6+1 turns at the target system for d6+3 turns.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

6 **Remote Reconcile:** A serious problem has occurred with an independent facility and they need the aid of several ships or a towing vessel. 1 Towing or 16 DV in starships must spend d6+1 turns at the target system for d6+3 turns.

Duration: Start within 2d6+3 turns

Location: Random non-enemy system

Reward: 2 VP

Citizen (d6)

1 **Rescue:** A civilian has gotten in to a lot of trouble and needs a ride out from the target system.

He must be located in the target system and returned to a base or friendly system.

Duration: Complete within 2d6+5 turns

Location: Random neutral system

Reward: 1 VP

2 **Rescue:** A civilian has gotten in to a lot of trouble and needs a ride out from the target system. He must be located in the target system and returned to a base or friendly system. Since he is in enemy territory, this could be dicey.

Duration: Complete within 3d6 turns

Location: Random enemy system

Reward: 2 VP

3 **Exchange Program:** Oh goodie, a chance to cooperate with our friendly neighbors. We are to deliver a citizen liaison to the target enemy system from our most populated (highest Census) system. While there we must pick up their citizen liaison as well and return to our most populated (highest Census) system. Tension is not triggered by actions related to this mission.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 3 VP, 1 VP for associated enemy

4 **Emergence:** The target system has actually harbored a hidden population of sentient life all these years and fortunately, a citizen located at a randomly determined non-enemy system is willing to negotiate for us. Upon her delivery to a randomly determined neutral system, they will agree to meet with us and join our empire.

Duration: Start within 2d6+2 turns

Location: Random friendly, allied, or neutral system

Reward: 1 VP

5 **Local Insurgence:** The target neutral system has actually harbored a 5th column movement against our enemy. We need to return their leader, who has been working on our system with the highest Census, to the target system. This citizen will immediately begin his insurgence against our enemy, reducing the Morale on the closest enemy system by 1. At the time of delivery we can supply 10 EP to the insurgency movement, which the CM can use to buy mines and fighters to protect the target system.

Duration: Complete within 1d6+5 turns

Location: Random neutral system, which is closest to an enemy system

Reward: 1 VP, 4 VP for all goals

6 **Investigate:** Corruption is a serious offense, but this informant is certain a citizen is involved in wrongdoing that could undermine us. We need to send 3 or more military ships to the target system to investigate. The ships will remain d3+1 turns to follow up on the informants claims.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

Officer (d6)

1 **Deep Space Rescue:** During a recent trip of unknown designation, an officer had to abandon ship. Unfortunately, we don't know his final position. He must be found within d6 turns before his life support fails. Roll a d6 and add the number of the available starships and flights in the system. If the roll is higher than 12, he is located.

Duration: d6 turns

Location: Random friendly or neutral system

Reward: 3 VP

2 **Patrol:** We have been asked by a prestigious officer to conduct a patrol along our region of space. This officer has a hunch of smugglers moving arms through the area. We are to patrol each neutral system that adjoins our territory.

Duration: 2d6+2 turns

Location: Special

Reward: 2 VP

3 **Investigate:** We lost contact with an officer assigned to distant location. We need you to find out why. Travel to the world and conduct d3 turns with 1 Scout or 4 flights looking for the officer.

Duration: 2d6 turns

Location: Random unpopulated neutral system

Reward: 1 VP

4 **Reassignment:** A senior officer on a randomly determined ship is being transferred to another vessel. Therefore this vessel must travel to their core worlds for 1 turn to complete the transfer. Failure to do so results in -1 VP.

Duration: 2d6 turns

Location: Random friendly ship

Reward: 0 VP

5 **Capture:** A notorious enemy officer is a criminal wanted by our government. If we could grab him before he is transferred out and we could earn favor back home. We know his ship and where he is presently. If we encounter that ship, we could attempt to capture the ship or destroy it

Duration: d6+3 turns

Location: Random enemy ship (location known)

Reward: 3 VP, 5 VP for capture

6 **Pirate Capture:** A notorious pirate commander is in the system and we intend to catch him. At the target system a random raider ship, revealed immediately, appears. If we encounter that ship, we could attempt to capture the ship or destroy it

Duration: d6+2 turns

Location: Random system

Reward: 4 VP for capture, 2 VP for destruction VP

Diplomat (d6)

1 **Deliver:** A diplomat from the target system requests a meeting at our economic center with business leaders. We need to pick her up from the target system and deliver her immediately.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) neutral system

Reward: 1 VP, 3 EP

2 **Host:** Our most prestigious (highest CR) ship has been selected to host a delegation. The vessel must visit the highest Census friendly system, at which point the event can begin. This will last d3 turns. A ship with the Diplomatic special ability may be used as a substitute.

Duration: Start within 2d6+2 turns

Location: Highest Census friendly system

Reward: 1 VP

3 **Mutual Discussion:** If another player is willing, both players (the mission owner and one other party of the player's choosing) may send one ship with their lead diplomat to a prearranged system to meet for high level talks. The diplomats begin at their highest Census friendly system. The talks will last d6+1 turns. If any other ships from either side arrive, the talks end immediately. The use of a Diplomatic ship will result in a bonus VP for either side.

Duration: Start within 2d6+2 turns

Location: Mutually Agreed Location

Reward: 2 VP Each, -10 Tension

4 **High Level Discussion:** If another player is willing, both ships may send their most prestigious ship (Highest CR, with one escort each) with their lead diplomat to a prearranged system to meet for high level talks. The diplomats begin at their highest Census friendly system. The talks last 2d6+1 turns. If any other ships from either side arrive, the talks end immediately. The use of a Diplomatic ship will result in a bonus VP for either side.

Duration: Start within 2d6+2 turns

Location: Mutually Agreed Location

Reward: 2 VP Each, -30 Tension

5 **Alignment:** Establishing trade is a priority for our leaders, but we need trade talks with outsiders. The trade diplomat appears at a randomly determined populated (Census > 0) friendly system. The diplomat may be delivered at one neutral system, which will immediately trigger a trade treaty with that neutral system.

Duration: Complete within d6+3 turns

Location: Special

Reward: 1 VP

6 **Delegation Return:** A diplomat and her aids are departing for home and request a trip home from us since none of her ships are available. She is located on the highest Census friendly system and must be returned to the target system with all haste. Only one ship may accept this mission and that vessel accepting this mission may not be engaged by the enemy or else Tension will automatically increase by 15 with any fault falling on the other player for engaging a ship on a peaceful mission. The accepting ship must be clearly designated. This safety is lifted once it leaves the Target system and 2 turns have passed. This ship does not itself add to Tension as long as it observes the mission parameters.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: VP is equal CR of host vessel divided by 3 rounding up, -10 Tension, +1 VP is ship is Diplomatic

Industrialist (d6)

1 **Deliver:** A high-powered industrialist is certain of his ability to increase output on the frontier. This person must be moved from the most productive system in the player's empire to any other friendly system. The industrialist may decrease the cost of Productivity improvement on this system half upon arrival.

Duration: Complete within 2d6+3 turns

Location: Special

Reward: 0 VP

2 **Deliver:** A high-powered industrialist is certain of his ability to increase output on the frontier. This person must be moved from the most productive system in the player's empire to any other friendly system. The industrialist may decrease the cost of Productivity improvement on this system by 5 EP upon arrival.

Duration: Complete within 2d6+2 turns

Location: Special

Reward: 1 VP

3 **Deliver:** A high-powered industrialist is certain of his ability to increase output on the frontier. This person must be moved from the most productive system in the player's empire to any other friendly system. The industrialist may decrease the cost of Productivity improvement on this system by 10 EP upon arrival.

Duration: Complete within 2d6+2 turns

Location: Special

Reward: 0 VP

4 **Industrial Sabotage:** These high-powered industrial types really know how to hurt the enemy. She has offered to help us slow the enemy's efforts. With a specific Intel mission against the target system (Difficulty 2), we could delay construction of any ship in progress by d3+2 turns. After success, we get to choose the target ship and our effort is not revealed to the enemy in any event.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 1 VP

5 **Part Suppliers:** A machine is only as strong as its weakest parts and if we can bring in faulty parts to our enemies in this region we can slow their economy. However, the arrival and replacement

of these parts has to look legitimate. We only need to deliver 2 Supply, 1 Blockade Runner or 1 convoy of bad parts to any enemy system to introduce the problem. Delivery takes place during Update Phase, after which they can leave. At the start of the next turn, the other player generates 2d3 less economic points.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

6 **Starship Part Suppliers:** A machine is only as strong as its weakest parts and if we can bring in faulty parts to our enemies in this region we can slow their economy. However, the arrival and replacement of these parts has to look legitimate. We have an audacious plan involving decoy ships. By sneaking in 1 Hospital, 1 Diplomatic, 1 Construction, or 1 Transport Fleets of bad parts to any location with an enemy Trade Fleet to introduce the problem. Delivery takes place during Update Phase and then these bad parts find their way to d6 randomly determined starships. These ships earn 2 out of supply levels on the next turn.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

Designer (d6)

1 **Deliver:** A specialized structure designer must be taken to the frontier to meet with some prospective colonists. She appears at our highest Productivity system and must be delivered to the target system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

2 **Survey:** This trade designer has a vision. Yes, a vision! This region of space could be a new hub for commerce and diplomacy. We need a total of d3 Scout, Construction, or Explorer to sit in the target system for 3 turns. Any Trade Fleets built at this location in the future by any party are 50% of the normal cost.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

3 **Persuade:** An eccentric art designer lives in the target system and apparently, withdrawn from society. We believe the captain of the randomly determined ship has a past with this artist and is the only one who could persuade her to take up a life of artistic endeavor again. So, this ship must visit the target system. This is important stuff after all. Roll a d6, on a roll of 4, 5, or 6 the artist returns immediately with the captain and must be delivered to the closest map edge to be picked up for a grand return to public life. On a roll of 2 or 3, the same occurs, but it takes d6+1 turns to happen.

If a 1 is rolled, the captain forsakes life in the military and joins the artists in this reclusive life. The ship fails and no VP are rewarded, proving she was right about the existential nature of true art and the alien condition. In ten years maybe that captain will create art of his own some important ship can be diverted to track him down, but that is beyond the scope of this mission and you plan to be long retired by then anyway.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system with Census < 3

Reward: 2 VP

4 **Exploit:** This communication system designer has found a flaw with an enemy communication system. He needs more information. We need d3+1 special monitoring systems, which can be moved by a vessel with the Supply, Missile, or Minelayer special abilities. These are hyper sensitive and must be delivered in pieces by shuttles to the target system from any friendly system with Productivity > 1. One there it will take a turn to deploy each monitoring system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP, +1 advantage to select encounter

5 **Antagonize:** A computer system designer working in a neutral system is probably going to work with the enemy next, that is, unless we intervene. This fellow can't be bought, but apparently responds well to antagonism. We plan to visit this target system and engage him in belligerent one-on-one talks. This will take d3 turns to complete for any of our vessels.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP, +1 VP if Diplomatic ship completes the mission

6 **Designer Conference:** A conference of specialized, niche market game designers has warranted attention from the government. The native governor fears they will start a ruckus. They want us to observe and monitor this conference for signs of trouble. We need d3+1 warships to stay in the target system for d3+1 turns. Game designers are a crazy lot.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

Intellectual (d6)

1 **Deliver:** A legendary intellectual has requested a ride to neutral space to begin thinking somewhere else. He is located at the friendly system with the highest Census and must be delivered quickly before he loses interest.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

2 **Host:** We must provide the means for a gathering of intellectuals to discuss the importance of universe. The captain of the randomly determined ship considers himself just such a person and wishes to host the event. He must take his ship to the core systems, where it will disappear for d3+1 turns while the ship hosts this meeting of the minds.

Duration: Start within 2d6+2 turns

Location: Random friendly starship

Reward: 1 VP

3 **Kingmaker:** Somehow one of our own managed to convince the natives that we are not in fact an inter-stellar society of space travelers, but deities of wind and ghosts. We need a starship to intervene. You must decide; if we arrest this fellow and set the story straight, we will get things back on track for our goals in this region. If we support his decision the target system is +1 Morale, but we don't receive the VP. If the target is also a neutral system they will immediately join us. The ship must arrive at the system quickly and make the decision either way.

Duration: Complete within 2d6+2 turns

Location: Random populated (Census > 0) friendly or neutral system

Reward: 2 VP

4 **Troublemaker:** Let's put our philosophies to work for us! This intellectual has offered to spread word of the greatness of our way of life in an enemy system if we can sneak her in. She is located at the friendly system with the highest Census and must be delivered before word of this expedition get outs (which it always seems to do).

Duration: Complete within 2d6+4 turns

Location: Random enemy system

Reward: 1 VP, -1 Morale to target system

5 **Speaking Arrangement:** One of our intellectuals is gaining clout in this region for his particular brand of thinking. A ship assigned to deliver the intellectual will do so under a flag of truce. If the other player engages this ship in combat then

Tension will increase by 25. The intellectual must visit the target system for d6 turns, after which the ship must return immediately. The flag of truce only lasts 2 turns after the mission ends for the accepting ship.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 2 VP, -5 Tension

6 **Tour:** One of our intellectuals is gaining clout in this region for his particular brand of thinking. A ship assigned to deliver the intellectual will do so under a flag of truce. If the other player engages this ship in combat then Tension will increase by 25. The intellectual must visit d3+1 randomly determined target system , spending 1 turn at each, after which the ship must return immediately. The flag of truce only lasts 2 turns after the mission ends for the accepting ship.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 3 VP, -5 Tension

Pilot (d6)

1 **Deliver:** A new pilot group has arrived at one randomly determined system and ready for action. They are to be delivered to our largest base (DV) that has a CV > 0.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

2 **Host:** A cadre of pilots is aboard one randomly determined ship for training exercises. One randomly determined flight of fighters must return to the target system for d6 turns to assist in the exercise.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

3 **Rescue:** A pilot and his crew are lost in the target system. We need to rescue them! Luckily, their transponder is working and we can find them. Quickly though, since he has d3+1 turns before life support fails.

Duration: Complete within d3+1 turns

Location: Random friendly system unoccupied by friendly warships

Reward: 2 VP

4 **Search and Rescue:** A pilot and his crew are lost in the target system, and we need to rescue them. Luckily, their transponder is working and we can find them. Quickly though, since he has d3+1 turns before life support fails.

Duration: Complete within d3+2 turns

Location: Random neutral system

Reward: 2 VP

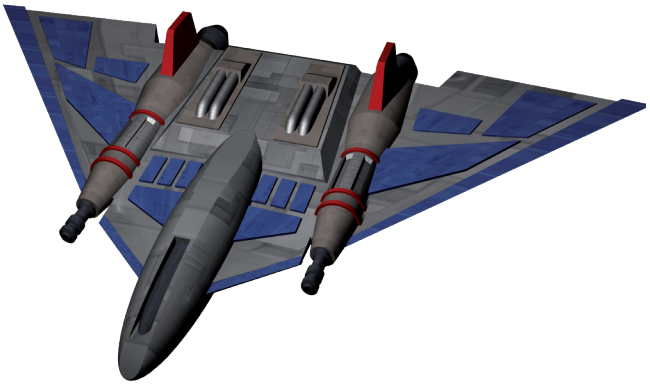
5 **Extreme Search and Rescue**: A pilot and his crew are lost in the target system, and we need to rescue them. Luckily, their transponder is working!

Duration: Complete within d6+3 turns

Location: Random, non-friendly system

Reward: 2 VP

6 **Fighter Proving Ground:** We need to test out a new flight system for our fighters. The environment needed is, unfortunately,



inconvenient. Transport d6 prototype flights from our highest Productivity system to the target system. They will conduct their tests over 3 turns and require transport back.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 3 VP

Professor (d6)

1 **Deliver:** A highly-prestigious professor will be speaking at our most populated (highest Census) system for the next few months. He needs picked up from the core worlds and delivered to the target system.

Duration: Start within 2d6+2 turns

Location: Highest Census friendly system

Reward: 1 VP

2 **Survey:** Recent findings from one of our intellectual elite have given us cause to recheck our findings. Therefore two randomly determined non-enemy system must be surveyed again, each taking two turns to complete. This is done by sending 2 Scout and/or 2 Explorer to each target system for d3 turns. Each system that is re-surveyed must roll a d6:

1: +1 Raw
2: -1 Morale
3: +1 Morale
4: +5 EP
5: +1 Capacity
6: +1 Census

Duration: Start within 2d6+2 turns

Location: Special

Reward: 1 VP

3 **Rendezvous:** We are participating in an exchange of professors. The meeting takes place in the target system, at which point we need to take the exchanged professor to our most populated (highest Census) system. Activity involved with entering enemy space on this mission does not trigger additional Tension.

Duration: Start within 2d6+2 turns

Location: Random system

Reward: 1 VP

4 **Transfer:** A senior professor serving in a limited fashion on a randomly determined ship is being transferred to another vessel. Therefore this vessel must travel to the core systems and make the transfer. Failure to do so results in -2 VP.

Duration: 2d6+6 turns

Location: Random friendly ship

Reward: 0 VP

5 **Minor Recover:** One of our greatest professors was arrested in the target system for speaking against the government. We can recover the professor with a Difficulty 3 Intel mission or forcefully transport the person from the penal moon. The latter requires some special equipment, either sending in a ground unit to the penal moon, or using a ship with the Assault, Boarding, or Diplomatic special abilities.

Duration: Complete within 3d6 turns

Location: Random neutral system

Reward: 2 VP

6 **Major Recover:** One of our greatest professors was arrested in the target system for speaking against the government. We can recover the professor with a Difficulty 5 Intel mission or forcefully transport the person from the penal moon. The latter requires some special equipment, either sending in a ground unit to the penal moon, or using a ship with the Assault, Boarding, or Diplomatic special abilities.

Duration: Complete within 3d6 turns

Location: Random enemy system

Reward: 4 VP

Smuggler (d6)

1 **Recruit:** We should hire these lowbrow smugglers to take some dirty jobs off our hand.

If we can locate the smuggling operation, we can attempt to recruit them. We must visit every neutral system and roll a d6. On a roll of 5 or 6, we locate a contact for the smugglers and can pay 1 EP to bring them to the recruiter table. Each system may only be checked once.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

2 **Apprehend:** Oh, enough of these wretched smugglers! You are ordered to apprehend their ship. There will be d3+1 random freighters in the target system in 1d6 turns. You need 2 Police, 1 Scout, or 1 Explorer to find the ship smuggling the cargo. Once we do, they will stand down immediately. We may add a free Transport Fleet under our control at the target system.

Duration: Start within 2d6+2 turns

Location: Random system

Reward: 3 VP

3 **Incite Rebellion:** We can pay off these smugglers to bring arms into an enemy's moon. Won't that be fun for them to deal with? We need pay the smuggler 3 EP to cover their costs. We get to decide the destination and path, starting from the target system. Should it come across any enemy ship with Police, it would be discovered on a roll for 4 or higher on a d6. The target enemy system of player's choice is -1 Morale next turn.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

4 **Smuggle in Bad Parts:** Our superiors agree we could undermine the enemy supply network by sneaking in bad parts with a trusted smuggler. We could pay d3+1 EP and pick a target enemy system. Construction at the target system does not advance next turn.

Duration: Complete within d6+3 turns

Location: Special

Reward: 1 VP

5 **Sneak in Bad Parts:** Our superiors agree we could undermine the enemy supply network by sneaking bad parts with a trusted smuggler. We could pay d3+1 EP. The smuggler will immediately reveal the location of the closest enemy Supply Depot, which does not function next turn.

Duration: Complete within d6+3 turns

Location: Special

Reward: 1 VP

6 **Export Vital Data:** A smuggler's ship was impounded, but she and her crew managed to escape capture. They are stuck in the target system and avoiding the authorities hot on her trail. We must reach this system with a ship that has the Atmospheric, Boarding, or Assault special abilities to perform an extraction on the area moon and recover the group. Reward is granted on return to a friendly system or base.

Duration: Start within 2d6+2 turns

Location: Random allied or neutral system

Reward: 2 VP, 2 EP

Xenoarchaeologist (d6)

1 **Minor Delivery:** A small expedition to the frontier is being mounted by our superiors. There are ruins on the target system and we need to help them move out. We must send 1 Transport Fleet to the core worlds to pick up the expedition and then it must be delivered to their destination. The convoy needs to remain in the system for 1 turn to deploy.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

2 **Delivery:** A moderate expedition to the frontier is being mounted by our superiors. There are ruins on the target system and we need to help them move out. We must send 2 Transport Fleets

to the target system and pay 2 EP. The expedition takes d3+1 turns to deploy.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

3 **Extraction:** An expedition to the frontier has made important discoveries. Of course, we need to loot it as fast as possible. We must send d3+1 Transport Fleets to the target system to begin extraction. It takes 2d6 turns to complete. If an Explorer is handy it would decrease the mission time, by half (rounding down).

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 3 VP

4 **Rendezvous:** One of our xenoarchaeologists has arranged to meet with us to relay important data. He is only passing through the target system and cannot remain long. If there are no neutral system to be target system , use enemy system and +1 VP to the reward.

Duration: Meet at in exactly d6+1 turns

Location: Random neutral system

Reward: 1 VP

5 **Cash and Carry:** An opportunity for a profit has arisen. We can move an otherwise worthless collection from a recent archeological dig to a buyer in the target system. We need 2 Supply, or one Transport Fleet to move the goods from one randomly determined friendly system to the buyer in the target system. The buyer is a random empire not represented in this scenario, who will bring d3 random warships and 1 Transport Fleet to the trade. Reward is granted when the transfer is complete.

Duration: Start within 2d6+2 turns

Location: Random neutral or enemy system

Reward: 2 VP, 5 EP

6 **Space Artifacts**: An expedition in deep space needs more logistic support. They have found something too big to move and don't want to abandon their findings. We need to help. We have been ordered to assist by sending 1 Towing for 1d6+1 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

Doctor (d6)

1 **Deliver:** A new, high-profile doctor has arrived at one randomly determined system and ready for action. She must be delivered to our largest base (DV) or a ship with at least 1 Hospital.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

2 **Reassignment:** A senior medical officer on a randomly determined ship is being transferred to another vessel. Therefore this vessel must travel to the core worlds and make the transfer. Failure to do so results in -1 VP.

Duration: Complete within 2d6+4 turns

Location: Random friendly ship

Reward: 0 VP

3 **Deep Space Cure:** Rumors have reached our medical professionals that a distant abandoned wreck contains a means to treat an emerging disease back home. We must reach the target system with 1 Hospital or 1 Explorer and then get the results to a friendly system for transmission back home.

Duration: Complete within 2d6+4 turns

Location: Random neutral or enemy system

Reward: 3 VP

4 **Medical Drop:** A doctor has requested a lot of equipment for the new hospital and we, of course, have to do the helping. We need to

invest 4 EP for equipment, which is then sent via a Transport Fleet to the target system.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

5 **Mission of Mercy:** Several months ago, a doctor went deep in enemy space to avert an epidemic. Unfortunately, the political climate has shifted since then and because their government won't recognize his work, she is in trouble. We need to reach the target system, extract her out and get home. We will require 2 Assault, 2 Boarding, or a ground unit to complete the operation.

There is also another, more desperate option available to us. We can send a ship with the Blockade Runner or Stealth special ability. Upon arriving in the system roll a d6; on a roll of 4+ we can pull off some audacious and risky operation as an alternative. It was probably some really exciting plan too, worthy of at least a holo-movie if it worked.

Duration: Complete within 2d6+3 turns

Location: Random neutral system

Reward: 2 VP

6 **Mercy Tour:** One of our leading physicians took his team deep into enemy territory without our knowledge. It become public information last month when a local news team covered the successful suppression of an especially nasty outbreak and our role in the matter. Their government must not have liked the positive news coverage we received because he and his team disappeared. We have learned that they are aboard a randomly determined enemy ship. We want them back. The other player can negotiate their return with us or we can capture the ship holding them.

Duration: Start within 4d6 turns

Location: Random enemy system (Census < 3)

Reward: 4 VP

3.2.9.3 ▸ Stellar Objectives

Civilian Ship (d6)

1 **Tow:** The civilians need a lift home and we have been asked to assist. We have been asked to tow a civilian Small Freighter from the target system to the nearest friendly base or system with Productivity.

Duration: Start within 2d6+2 turns

Location: Random system

Reward: 1 VP

2 **Inspect:** A civilian ship must be stopped to inspect for contraband. We need to be at the target system with 1 Police ship (or 3 starships of any type) when it arrives in 2d6 turns.

Duration: Special

Location: Random friendly or neutral system

Reward: 2 VP

3 **Hold:** A random civilian vessel must be held for local authorities to intervene. One ship must stay with the civilian smuggler for d6 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

4 **Distress Call:** A distress call from a civilian ship is in effect. We must arrive right away to get them off of the ship. We need d3 ships to fully evacuate the crew.

Duration: Complete within d3+1 turns

Location: Random friendly or neutral system

Reward: 2 VP, If the rescuers have 1 Supply available they can save the cargo, which will yield 1 extra VP.

5 **Capture:** One civilian ship of a random design needs to be captured. We can find it in the target system and must return it to a friendly base or system with Productivity.

Duration: Complete within 3d6 turns

Location: Random neutral or enemy system

Reward: 3 VP

6 **Destroy:** A civilian ship of a random design, which appears in the target system, must be destroyed.

Duration: Complete within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

Military Ship (d6)

1-2 **Capture:** One of the enemy's ships has been targeted by our government. We must captured it and returned to a friendly base or friendly system with Productivity. The player may take control of it after this. We are immediately informed of the ship's location.

Duration: Complete within 3d6+5 turns

Location: Random enemy ship

Reward: 50% of ships DV, rounding up, in VP

3-4 **Interdict:** One of the enemy's ships has been targeted by our government and must be damaged. We are to engage and leave it crippled. We are immediately informed of the ship's location.

Duration: Complete within 3d6+5 turns

Location: Random enemy ship

Reward: 25% of ships DV, rounding up, in VP

4-6 **Destroy:** One of the enemy's ships has been targeted by our government and must be destroyed. We are immediately informed of the ship's location.

Duration: Complete within 3d6+5 turns

Location: Random enemy ship

Reward: 50% of ships DV, rounding up, in VP

Asteroid (d6)

1 **Local Explore:** A region of space has shown some interesting asteroid activity and we are required to take a look. We need 1 Scout or 1 Explorer present for d6 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

2 **Distant Explore:** There is something special about this new asteroid cluster showing up on our sensors. We need 1 Scout or 1 Explorer present for d6 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

3 **Survey Enemy Asteroid Belt:** Intelligence services believe we can benefit in many ways from studying a specific asteroid belt. Unfortunately it is in enemy controlled space. We need 1 Scout or 1 Explorer present for d6 turns. If the enemy allows permission for the visit Tension will not increase from the entry.

Duration: Start within 2d6+4 turns

Location: Random enemy system

Reward: 3 VP

4 **Destroy:** Command has determined an asteroid in the target system is a risk to the population and we must act. We need 10 AS or 1 Mass Driver in the target system ASAP to prevent a disaster. If we can't destroy the asteroid, it will destroy 1 Carry Capacity in the target system.

Duration: Complete within 2d6+1 turns

Location: Random non-enemy system

Reward: 2 VP

5 **Tow:** You are under orders to haul an asteroid from the target system back to the friendly system for study with the highest Productivity. This requires 1 Towing.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

6 **Big Tow:** What could be more exciting than rocks? Well, hauling rocks through space! Big rocks! You are under orders to haul an asteroid from the target system back to the friendly system for study with the highest Productivity using at least 2 Towing.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 3 VP

Civilian Installation (d6)

1 **Courtesy Call:** As long as Tension is below 75 we can accept an olive branch offer and visit the administrator of a civilian station on his invitation. This is a real opportunity to show our flag to the other player. A ship accepting this mission may not be engaged or else Tension will automatically increase by 25 with fault falling on the other player for engaging a ship on a peaceful mission. The accepting ship must be clearly designated. We must spend d6+2 turns visiting the station..

Duration: Start within 2d6+2 turns

Location: Random enemy system or base

Reward: 1 VP for every 4 AS the ship has, rounding fractions down.

2 **Meddle:** We could exert some influence on at a civilian installation in a neutral system. We need to bring in our own advisors to "help" them make the right decisions. The advisor appears at any base or the friendly system with the highest Census. She must be moved to the target system with all haste. If they arrive in time, we may force the neutral system to join the player immediately.

Duration: Complete within 2d6+5 turns

Location: Random neutral system

Reward: 0 VP

3 **Information Snatch:** As long as Tension is below 75 we can accept an olive branch offer and visit the administrator of a civilian station on her invitation.This is a real opportunity to show our flag to the other player. A ship accepting this mission may not be engaged after accepting this mission or else Tension will automatically increase by 25 with fault falling on the other player for engaging a ship on a peaceful mission. The accepting ship must be clearly designated. While visiting the station for d6 turns, we may attempt each turn to steal information from the station. Roll a d6, on a roll of 5 or 6 the player succeeds and on a roll of 1, the mission fails and the ship must leave immediately. In the case of the latter, it may not be engaged right away as described, but this safety is lifted once it leaves the system and 2 turns have passed.

Duration: Start within 2d6+2 turns

Location: Random enemy system or base

Reward: 2 VP

4 **Rescue:** Something has gone horribly wrong and a rescue mission is required right away. The player must provide transports to evacuate by sending 1 Transport Fleet or 2 Supply.

Duration: Complete within d3+1 turns

Location: Random populated (Census > 0) friendly or neutral system

Reward: 2 VP

5 **Enemy Rescue:** Something has gone horribly wrong and a rescue mission is required right away. The player must provide transports to evacuate by sending 1 Transport Fleet or 2 Supply. Unfortunately, the distress call is coming from a system in enemy space. The disaster becomes known to both players, but only the player with the mission will score VP for the rescue. If the rescue fails, the target system loses 1 Morale.

Duration: Complete within d6+3 turns

Location: Random populated (Census > 0) enemy system

Reward: 3 VP

6 **Build:** An influx of capital would help build a new network of civilian bases to support our civilian traffic. We need 2d6 EP spent and 1 Construction or 1 Transport Fleet to support the venture. They must hold station in the target system until work has completed

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 3 VP

Military Station (d6)

1 **Capture Prototype:** In 2d6+1 turns this military station will be visited by a new starship prototype on a shakedown cruise. One randomly determined starship type, currently unavailable to the other player, will be in the target system. It is only operating at half efficiency at present (treat it as if it was crippled) and must be included in any scenario. We must capture it and return it to a friendly base or system with Productivity > 2.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 8 VP

2 **Destroy Prototype:** In 2d6+1 turns this military station will be visited by a new starship prototype on a shakedown cruise. One randomly determined starship type, currently unavailable to the other player, will be in the target system. It is only operating at half efficiency at present (treat it as if it was crippled) and must be included in any scenario. We must destroy it so we don't end up with more of these ships on our frontier.

Duration: Start within 2d6+2 turns

Location: Random enemy system

Reward: 7 VP

3 **Raid:** An enemy military station in deep space has been operating alone for some time. While an unremarkable facility, it is still a threat to us. We need 10 AS worth of ships in the target system for 1 turn to raid the facility. The system must be uncontested for VP to be claimed.

Duration: Complete within 4d6 turns

Location: Random enemy system

Reward: 4 VP

4 **Intimidate:** A neutral planet has a military station and we need to remind them who controls this region of space. We need 1 Mass Driver, 1 Disrupter, or 20 AS worth of ships in the target system for 1 turn.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

5 **Construct:** We have been ordered to assist in building a small military installation in space in one of our systems. We need d3+1 Transport Fleets (or 1 Construction), the expenditure of d6 EP, and 7 turns to complete work.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 3 VP; You may also place 24 EP of new basic mines for free

6 **Dismantle:** One of our old military stations is really of no use anymore. The personnel have all left and we fear it could fall into the hands of smugglers or pirates. We need 1 Transport Fleet or 1 Construction available for 2d6 turns at the target system to complete this objective.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

Container (d6)

1 **Assist:** A container of cargo has busted loose from a hauling civilian tug and the owners require assistance. A ship with 1 Supply or 1 Towing must meet the ship in the target system for assistance.

Duration: Start within 2d6+2 turns

Location: Random friendly, neutral, or allied systems containing a Trade Fleet

Reward: 1 VP

2 **Tow:** A lost container was spotted in deep space and we are required to bring it in. Pick up the container in the target location with 1 Transport Fleet, 1 Supply, or 1 Towing and return it to a friendly Trade Fleet, system, or base.

Duration: Start within 2d6+2 turns

Location: Random Map neutral system

Reward: 1 VP

3 **Sabotage:** A cargo container in a neutral system is carrying goods bound for our enemies. We need to contaminate the goods. We can use an Intel mission with Difficulty 3 against the target system or bring in a Hospital or Blockade Runner, which must spend d3+1 turns working to undermine the cargo.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

4 **Steal:** A cargo container, worth 3 EP if captured, is in a vulnerable position and we can bring it back. We simply need any ship to bring it onboard and transport it to any friendly Trade Fleet, system, or base. Unfortunately, the target system is not close by, but at least the container is fairly small.

Duration: Start within 2d6+2 turns

Location: Random neutral system adjacent to an enemy system

Reward: 3 VP

5 **Destroy:** A cargo container in a neutral system is carrying goods bound for our enemies. We need to destroy the container while it is still in space and vulnerable. We need a ship with at least 1 AS to enter the system, destroy the container, and get out.

Duration: Complete within 2d6+3 turns

Location: Random neutral or enemy system

Reward: 2 VP for a neutral system, 4 VP for an enemy system

6 **Swap:** A special container completed at our highest Productivity system, which can be moved by a ship with Supply, is needed for a cargo swap. It can be taken to the target system and exchanged for another cargo container in a meeting arranged by our superiors. We have been told neither container may be scanned or damaged. We probably have nothing to worry about, right?

Duration: Complete within d6+10 turns

Location: Random neutral or enemy system

Reward: 1 VP, +2 offensive Intel bonus for all friendly Intel missions conducted against the target system for the next 12 game turns

Derelict (d6)

1 **Tow:** A derelict hull was found in deep space and we want to bring it back for study. It requires 1 Towing and must be taken to a friendly base or system with Productivity.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

2 **Tow:** Some strange derelict emerged from deep space and is emitting some sort of high-energy field which is working against our towing efforts. All ships in the target system operate under half-power in the event of any scenario, Stealth does not function, and trade is disrupted until the derelict is destroyed. We can toss the ship in to the sun with 2 Towing, or break it up with 1 Disruptor or 1 Mass Driver. Fighter flights are also able to get close enough without an issue. We need 6 AS in flights to destroy it. Ships with Armor and Shields are not affected.

Duration: Special

Location: Random neutral or friendly system

Reward: 2 VP

3 **Field Repair:** To get this derelict moving under its own power and therefore make it easier to recover, we need to bring in help. 3 Supply is required to fix the derelict and get it started again.

Duration: Start within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP, 2 EP

4 **Floating Wreck:** A derelict is on a collision course with a planet and we need to intervene. We need 3 AS in the target system to destroy it before it is too late. If we send a ship with 1 Towing or 1 Disruptor we can stop the ship, earning a bonus 2 EP from the salvage.

Duration: Complete in 1d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP

5 **Treasure Ship:** The derelict in question is actually a lost treasure ship of the area's raiders, who misplaced it several years ago. It has 10 EP aboard and has no power. The crew abandoned ship years ago and until now it was lost. However, on the third turn of this mission news of the ship leaks out to the other players, as well as its location. The ship is a Large Freighter and with 1 Towing it could be moved. It could also be repaired by a ship with Supply and put in to use. Otherwise, players will need 1 Transport Fleet to effectively pillage the vessel and recover the economic points.

Duration: Start within 4d6 turns

Location: Random neutral system

Reward: 1 VP

6 **Treasure Ship:** The derelict in question is actually a lost treasure ship of the area's raiders, who misplaced it several years ago. It has 15 EP aboard and has no power. The crew abandoned ship years ago and until now it was lost. However, on the eighth turn of this mission news of the ship leaks out to the other players, as well as its location. The ship is a Large Freighter and with 1 Towing it could be moved. It could also be repaired by a ship with Supply and put in to use. Otherwise, players will need 1 Transport Fleet to effectively pillage the vessel and recover the economic points.

Duration: Start within 4d6 turns

Location: Random neutral or enemy system

Reward: 0 VP

Mining Facility (d6)

1 **Meteor Storm:** A mining facility has drifted into an area of high meteor activity. There are d6 attempted hits on the mining facility. A hit may be ignored for each point of Guardian value, or 10 AF of flights, bases, and starships. Any hit that is not stopped will mean the destruction of the mining facility and 2 VP lost.

Duration: Storm begins in 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

2 **Corrections:** A mining facility has drifted off course and needs to be pushed back to its original position. This takes 1 turn and requires either a tug (Towing) or 4 normal starships.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

3 **System Failures:** Mineral conveyance equipment has failed at a mining facility. We need to get a specialized engineering team there right away from the original manufacturer. The only available specialist come from the closest neutral system with Productivity > 2. This has to be done quickly so mining operations can resume.

Duration: Complete within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

4 **Prospecting:** I am sure any of your commanding officers would jump at the chance to chase rocks through deep space; so here it is. A mining company has given us the location of some errant mineral deposits and asked us to take a look. We need 1 Explorer or 1 Scout to remain in the system d6+4 turns to complete the prospecting operation. We may earn a bonus 2 EP if we have 1 Supply or 1 Construction present to retrieve surplus resources.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

5 **Destroy:** Free traders have given us new information on the opposition. The target system is a key mining location for the enemy. If we can destroy the facility, we can slow their economic effort. We need to bring a total of 2 bombardment value to the target system and destroy the mining facility, or we can accomplish the goal using a Sabotage: System mission.

Duration: Complete within 3d6+4 turns

Location: Random enemy system

Reward: 2 VP, and the enemy system's income is reduced to zero next turn

6 **Drilling Assistance:** Deep level drilling is often difficult and the high grade equipment is hard to come by. In this case the mining facility needs 1 Construction, 1 Disruptor, or 15 AS to complete a highly specialized drilling operations.

Duration: Complete within 2d6+4 turns

Location: Random friendly, or allied system

Reward: 2 VP

Moon (d6)

1 **Correct:** A moon is slowly falling out of position in the target system and will ultimately be a problem. We need 1 Towing for d3+3 turns to correct the moon's orbit.

Duration: Start within 4d6 turns

Location: Random friendly or neutral system

Reward: 2 VP

2 **Study:** Questions about the origins of this system have been raised and we need to get answers. A team of specialists will appear at our most populated (highest Census), which must be moved to the target system. They need the use of a 1 Explorer and 2 other ships for d3 turns to complete their research.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

3 **Terraform:** Imagine what this system would be like if this moon could be made to support our life? We need 1 Hospital or 1 Construction in this system for a total of d6+2 turns to effect this special terraforming operation.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP, +1 Carry Capacity to target system

4 **Explore:** Although this system has been surveyed, we know very little about the moons as a whole. A thorough exploration should be launched. The player will need 2 Scout or 2 Explorer to effectively scan this moon and this operation will take d10 turns to complete.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 1 VP

5 **Assault:** A moon in this system is on the brink of a serious conflict and we must bring our force to bear. There are two rebel Militia units which must be destroyed to return the system to normal. No orbital bombardment may be used against the Militia since it is embedded in the population, but we must destroy them before the population turns against the government.

Duration: Start within 2d6+1 turns

Location: Random neutral system

Reward: 2 VP

6 **Blockade:** Our superiors are adamant we have to force blockade on one troublesome moon. It has been a problem for the rest of the star system. They are commanding us to blockade it for a full d3+1 turns with d6 starships.

Duration: Start within 2d6+2 turns

Location: Random friendly, neutral, or enemy system

Reward: 1 VP friendly, 3 VP neutral, 6 VP enemy

Nebula (d6)

1 **Study:** We have been asked to study shifts in a nebula and bring back scientific data. This requires the use of 1 Explorer at the target system for 1 turn.

Duration: Start within 3d6+2 turns

Location: Random neutral system

Reward: 1 VP

2 **Study:** We have been asked to study shifts in a nebula and bring back scientific data. This requires the use of 2 Explorer at the target system for 3 turn.

Duration: Start within 3d6+2 turns

Location: Random neutral system

Reward: 2 VP

3 **Study:** We have been asked to study shifts in a nebula and bring back scientific data. This requires the use of 3 Explorer at the target system for 2d6 turns.

Duration: Start within 3d6+3 turns

Location: Random neutral system

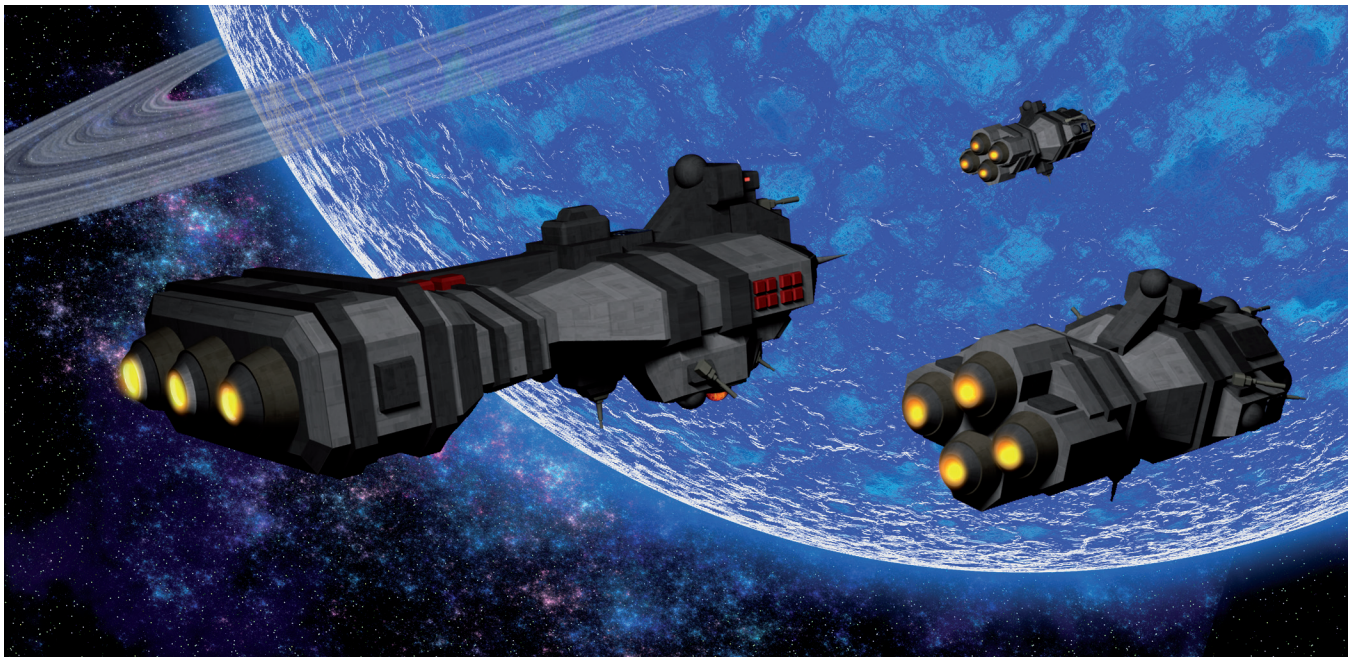
Reward: 3 VP

4 **Intense Study:** The sheering forces of this nebula are outstanding and a very rare occurrence. To complete, we need 1 Explorer for the nebula's event. Any ship conducting the mission without shields or armor this turn is crippled. Ships in the system 5 DV or less are at risk of damage. Roll a d6 for each such ship present without armor or shields. They are crippled on a roll of 6.

Duration: Occurs in 2d6+2 turns

Location: Random neutral system

Reward: 1 VP



5 **Intense Study:** The gravimetric forces of this nebula are outstanding. Only a ship with the right engines can complete this survey and stay in place long enough to study the nebula. This requires the use of 1 Fast at the target system for 3 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

6 **Intense Study:** The unique forces of this nebula create the need for a special kind of study. Only a ship with 1 Disruptor or 1 Interdictor can assist in the nebula. Our scientists believe this equipment can disperse the native particles in the nebula long enough to complete their imaging of the dark matter present.

Duration: Start within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 3 VP

Star (d6)

1 **Analyze:** A close analysis of a star is required. A ship needs to hold position for 3 turns, which requires 1 Shield or 1 Armor to do the actual study.

Duration: Start within d6+1 turns

Location: Random non-enemy system

Reward: 1 VP

2 **Spectral Study:** A ship needs to approach the star and deploy close proximity probes in the outer photosphere. This requires 1 Minelayer for 5 turns.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

3 **Distant Study:** A far off star is suspected of going nova soon and we need more information. We need 2 Scout or 2 Explorer to monitor for 2d6 turns. Once the study is complete and roll a d6. If the roll is a 6, the system's star will collapse in 12 turns after which it will be rendered uninhabited (reduce all system stats to zero). Sorry!

Duration: Start within 3d6 turns

Location: Random neutral system

Reward: 2 VP

4 **Matter of Perspective:** To see the state of the star we need to monitor how it appeared from a different galactic position. We need 1 Scout or 1 Explorer in the target system for d3 turns, and then to a second target system to compare the data.

Duration: Complete within 3d6 turns

Location: Two random neutral or friendly systems

Reward: 2 VP

5 **Collapsing Star:** If we move quickly we can see a collapsing star from a particular point in the galaxy. We must have a ship with 1 Explorer at the target system when the event occurs.

Duration: Occurs at 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

6 **Life Cycle of a Star:** We need to hit three different randomly determined neutral systems to pick up crucial data on the life cycle of a distant and newly discovered star. The ships attempting this mission must simply remain for 1 turn in each system.

Duration: Complete within 2d6+5 turns

Location: Special

Reward: 2 VP

Planet (d6)

1 **Visit:** We have been asked to explore a particular planet in a system we have, until now, neglected. We must spend d3+1 turns with a ship over 4 DV in the target system while our senior staff takes a look around, shake hands, and buy postcards.

Duration: Start within 2d6+2 turns

Location: Random allied or neutral system

Reward: 1 VP

2 **Visit:** We have been asked to explore a particular planet in a system we have, until now, neglected. We must spend d3+1 turns and have at least 1 transporter or shuttle available, in the target system while our senior staff takes a look around.

Duration: Start within d6+1 turns

Location: Random allied, neutral, or enemy system

Reward: 2 VP

3 **Explore:** Exploration of a key planet in the target system is in order. It requires a combination of talents to get this done. We need one ship at random, deemed the best to complete this mission, to bravely explore the planet by spending d3 turns there.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

4 **Explore:** Exploration of a key planet in the target system is in order. It requires a combination of talents to get this done. We specifically need at Atmospheric ship to land and to explore the planet for d6 turns.

Duration: Start within 2d6+2 turns

Location: Random allied, neutral, or enemy system with Census < 2

Reward: 2 VP

5 **Study:** An intense ground survey of a planetoid is needed. We at least 3 flights of fighters to complete a detailed surface survey. This will also require d3+3 turns to complete.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system with Census < 2

Reward: 1 VP

6 **Blockade:** Our superiors are adamant we have to blockade on one particular planet. It has been a problem for the rest of the star system and this should help put things in order. They are commanding us to blockade it for a full d3+1 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly, neutral, or enemy system with Census < 2

Reward: 1 VP friendly, 2 VP neutral, 4 VP enemy

Trade Fleet (d6)

1 **Assist:** A civilian freighter operating in a Trade Fleet has broken down and requires a helpful hand. One starship must move to the system and spend d3+1 turns helping the freighter get back on its own power.

Duration: Start within 1d6+1 turns

Location: Random friendly or allied Trade Fleet

Reward: 1 VP

2 **Pirate Interdiction:** We were tipped off about a pirate attack occurring in 1d3+1 turns at the target Trade Fleet. If we stopped the attack, we can earn the mission VP. The pirate force will consist of 4d6 EP worth of raider ships. The Trade Fleet is lost if the fight is unsuccessful.

Duration: Special

Location: Random friendly or allied Trade Fleet

Reward: 2 VP

3 **Contract:** A new firm is willing to bring its Trade Fleet through the target system. This would result in the establishment of a new Trade Fleet at half the regular cost in an eligible system. If we pay half of the cost (rounding down) we can establish the new Trade Fleet for a bargain.

Duration: Complete within d6+3 turns

Location: Random and eligible non-enemy system without a Trade Fleet

Reward: 1 VP

4 **Harass:** We should keep the those lazy merchants on their toes. We must disrupt, but not destroy, the enemy Trade Fleet in the target system. Simple generate an encounter and the player may disengage after 1 turns.

Duration: Complete within 2d6+4 turns

Location: Random enemy Trade Fleet in any system

Reward: 3 VP

5 **Destroy:** Enemy Trade Fleets will not be tolerated. We are under specific orders to destroy elements of the enemy's trade network, specifically the targeted Trade Fleet.

Duration: Complete within 2d6+1 turns

Location: Random enemy Trade Fleet

Reward: 4 VP if the Trade Fleet was in a neutral system, 6 VP if it was in an enemy system

6 **Destroy:** We are under specific orders to destroy elements of the enemy's trade network, specifically the targeted Trade Fleet.

Duration: Complete within 3d6+1 turns

Location: Random enemy Trade Fleet

Reward: 5 VP

Gaseous Cloud (d6)

1 **Study:** 1 Towing is needed at the research station for periodic position changes. This ship will need to assist for d3+3 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP

2 **Study:** 1 Disruptor, 1 Interdictor, or 1 Guardian is needed to manipulate a gaseous cloud for research. This should only take 1 turn though.

Duration: Start within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP

3 **Sample Gathering:** A ship must enter the gaseous cloud and return with various, separated samples. The player will need 1 Supply or 1 Transport Fleet and this process will take 2 turns to finish.

Duration: Start within 2d6+4 turns

Location: Random neutral or friendly system

Reward: 1 VP

4 **Sample Gathering:** A ship must enter the gaseous cloud and return with various, separated samples. The player will need 1 Supply or 1 Transport Fleet and this process will take 2 turns to finish. We believe the gases here represent unique elements found only in this region of space which could unlock new technological advances for us.

Duration: Start within 2d6+4 turns

Location: Random neutral or enemy system (Census < 2)

Reward: 4 VP

5 **Launch Probes:** Our research in this area has been hampered by the negative effects of the gaseous cloud. They are asking for 1 Minelayer or 1 Explorer to deploy a network of probes to do the work.

Duration: Complete within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP

6 **Specialized Shuttle:** This cloud is draining our researchers energy, but we need to finish our work quickly. We are sending in 2 flights of specialized shuttles, which needs to be moved to the target system from any shipyard or base, to the target system for 3 turns.

Duration: Complete within 2d6+4 turns

Location: Random neutral system

Reward: 3 VP

Monster (d6)

1-2 Curious: A curious monster has appeared in a random system and will move to the closest base on the map. However, it will not attack unless fired upon. If that happens, the monster will attack anything that fired on it and flee. The monster will disappear after d10+3 turns and not attack a system. Fortunately, you know about the intentions of the monster, other players do not. Studying the monster with 1 Scout to yield 2 VP.

Duration: Special

Location: Random system

Reward: 2 VP

3 Hibernating: Deep in space, a space monster has been detected sleeping or is otherwise inactive. It is a rare chance to study it before it wakes up and scoots off. The monster will disappear after d10+3 turns and not attack anything unless fired upon (which will promptly wake it up). Fortunately, you know about the intentions of the monster, other players do not. Studying the monster with 1 Scout to yield 2 VP.

Duration: Special

Location: Random system

Reward: 2 VP

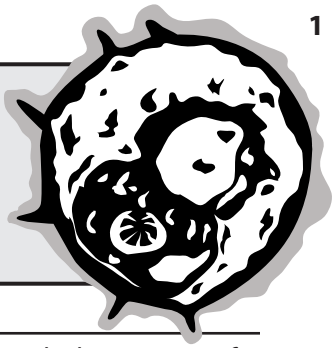
4-5 Destroyer of Worlds: A hostile monster has appeared in a random neutral system and will move to the closest friendly system on the map. It is bent on destruction in this system and should be destroyed immediately. Once it reaches the system it will immediately destroy anything in the system it can. Roll a d6, on a roll of 1-2, it destroys a Census; 3, it destroys a Raw; 4, it destroys a Productivity and a 5-6 it will destroy a Capacity. Once it finishes this system, it will move to the closest neutral system and then to the nearest enemy system. Once it completes three system, it will disappear.

Duration: Special

Location: Special

Reward: 6 VP for each player side involved in its destruction, -30 Tension if cooperation was involved in its destruction

Random Monster Stats
AS: 2d6+10
AF: 2d6+5
DV: 2d6+20



Players Note: *A discerning CM might have no use for a "space monster". Feel free to reroll or turn it into some kind of deep space intelligence or other wandering technological relic of a lost era.*

6 Taunt: *"Hey space monster! Look over here!"* A series of tachyon waves and other verbal insults are the key to driving this monster out or forcing it to give chase anyway. A monster has appeared in a random neutral system and will move to the closest friendly system on the map. Once there, it will harass the population and prevent all trade in the system. It will leave naturally after d12+10 turns unless a fleet enters the system with 20 AS to harass and taunt the monster to give chase. If it chases the fleet in question they may lead it for d3 turns until it gives up and disappears.

Duration: Special

Location: Special

Reward: 4 VP

Refinery (d6)

1 Terrorists: A group of troublemakers has established themselves in one of our refineries, threatening the lives of the workers and production. We must take action against the group. Two system will be randomly determined, one friendly and the second one friendly, neutral, allied, or enemy. The first is the location of the terrorists threatening our refinery. The second target is their base. We can resolve this one of two ways; bring in 2 additional ground units, 2 Police, or 2 Security or pay them 10 EP. We can earn an additional 2 VP by bringing in

2 Police or 2 Security to their base as well and neutralizing it.

Duration: Complete within 2d6+1 turns

Location: Special

Reward: 3 VP

2 **Assist:** This refinery is in need of assistance and requires the use of 1 Construction or 15 DV in starships for d6 turns.

Duration: Start within d6+1 turns

Location: Random friendly system

Reward: 2 VP

3 **Neutral Assist:** This refinery is in need of assistance and requires the use of 1 Construction or 15 DV in starships for d6 turns.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 3 VP

4 **Waste Disposal:** To properly dispose of toxic materials that are a by-product of some refining operations, we are helping establish a series of deep tunnels. The assisting vessels must have a total of d6+6 AS or 1 Construction available for 3 turns to complete the operation.

Duration: Start within 2d6+2 turns

Location: Random friendly system with Raw > 2

Reward: 2 VP

5 **New Resources:** A neutral world is asking for our expertise in exploiting their natural resources, but lacks the equipment to do so. We need to deliver 5 EP, which can be picked up at any friendly system with Productivity, to the target system with a Transport Fleet. The convoy must remain d3+1 turns to make the appropriate refinery material deliveries. +1 VP if 1 Construction is present.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP, target system gains +1 Raw

6 **Establish:** The need for a new refinery is evident. A force of d3 starships and d3 Transport Fleets is needed for d10 turns to establish in the target system.

Duration: Start within 2d6+2 turns

Location: Random friendly system with Raw > 2

Reward: 3 VP

Base (d6)

1 **Destroy:** Any enemy base must be destroyed one way or another. The location of the target is known immediately.

Duration: Complete within 2d6+10 turns

Location: Random enemy base

Reward: VP equal to DV of target base, divided by 2, rounding up

2 **Damage:** Any enemy base must be crippled one way or another. The location of the target is known immediately.

Duration: Complete within 2d6+3 turns

Location: Random enemy base

Reward: VP equal to DV of target base, divided by 4, rounding up

3 **Spy:** An Espionage Intel mission must be successfully run against the target. The Difficulty Level is 3 by default. This mission may only be attempted once without tipping our hand to the enemy. This is an attempt to deliver a spy. While the spy is in place (2d10 turns) we know what ships and ground units are present in this system.

Duration: Complete within 2d6+3 turns

Location: Random enemy base

Reward: 2 VP

4 **Infiltrate:** An Espionage Intel mission must be successfully run against the target. The Difficulty Level is 3 by default. This mission may only be

attempted once without tipping our hand to the enemy. At any time the infiltrating team may cripple the base.

Duration: Complete within 3d6+2 turns

Location: Random enemy base

Reward: 2 VP

5 **Build:** Our commanders have requested that a new base be built. The VPs rewarded upon completion.

Duration: Start construction within 2d6+2 turns

Location: Player's Choice

Reward: 1 VP per 3 DV of base size

6 **Mines:** Our commanders have requested that one system of our choice be mined for greater defense.

Duration: Start construction within 2d6+2 turns

Location: Random friendly system

Reward: VP Equal to EP spent for mines, divided by 4, rounding up (max 5)

Convoy (d6)

1 **Refugees:** A single Colony Fleet of refugees is seeking a new home. If we meet them at the target system, the fleet will move with our escorting starship and leave their one Census point (Morale 1) at any friendly-controlled system. The convoy will disperse after this.

Duration: Start within 2d6+4 turns

Location: Random neutral system

Reward: 0 VP

2 **Destroy:** Any enemy convoy must be destroyed one way or another. The location of the target is known immediately.

Duration: Complete within 2d6+10 turns

Location: Random enemy convoy

Reward: 4 VP

3 **Damage:** Any enemy convoy must be crippled one way or another. The location of the target is known immediately.

Duration: Complete within 2d6+3 turns

Location: Random enemy convoy

Reward: 3 VP

4 **Request:** Our central command feels that this area is operating with less escorts than normal. We must add 1 additional warship to each convoy as an assigned escort for the next 2d6 turns. +2 VP if any of the assigned ships are Q-Ships.

Duration: Start within 3d6 turns

Location: Special

Reward: 3 VP

5 **Inspect:** Word has reached us that the workers aboard a freighter in a convoy may be using their ship to haul illegal cargo. We need to a ship to follow the convoy for 3 turns to inspect the ship and make arrests as needed.

Duration: Start within 2d6+2 turns

Location: Random friendly convoy

Reward: 1 VP, +1 VP if 1 Police present

6 **Runners:** A convoy is attempting to move through this sector unnoticed, but all players have been informed of this move. This convoy contains 20 EP worth of goods which have been misappropriated. It has d3+1 defending ships (random raiders) as escorts. Anyone may attempt to recover any ships, rewarding 3 VP per for the capturing of the convoy. This fleet begins in a random neutral system. The CM should control its movements and attempt to guide it off the map as quickly as possible.

Duration: Special

Location: Special

Reward: Special

Unexplained Phenomena (d6)

1 **Inspect:** Ok, what is that? We need to find out in case it turns into a Greek god or something. Send 2 Scout to the location to complete a quick survey over 1 turn.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

2 **Fast Inspection:** Why is that thing hanging around our system? Get as much information as possible before it disappears. This requires 1 Stealth to approach it and only takes a turn to gather information.

Duration: Complete within d6+3 turns

Location: Random friendly or allied system

Reward: 1 VP

3 **Deter:** Whatever that thing is, it is definitely heading to a populated area of space. Let's give it a firm nudge away. We need 20 DV or 1 Mass Driver from the participating Fleet to nudge this thing off in deep space.

Duration: Complete within 2d6+2 turns

Location: Random friendly or allied system

Reward: 2 VP

4 **Helping Hand:** Whatever that thing is, it is definitely heading to a populated area of space. Let's give it a firm nudge away. We need 20 DV or 1 Mass Driver from the participating fleet to nudge this thing off in deep space.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 3 VP

5 **Hang On:** To survey this thing, we are going to put stress on our ship. Only a ship smaller than DV 3 can enter it and we need d3+1 ships to stay inside for 2 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied system

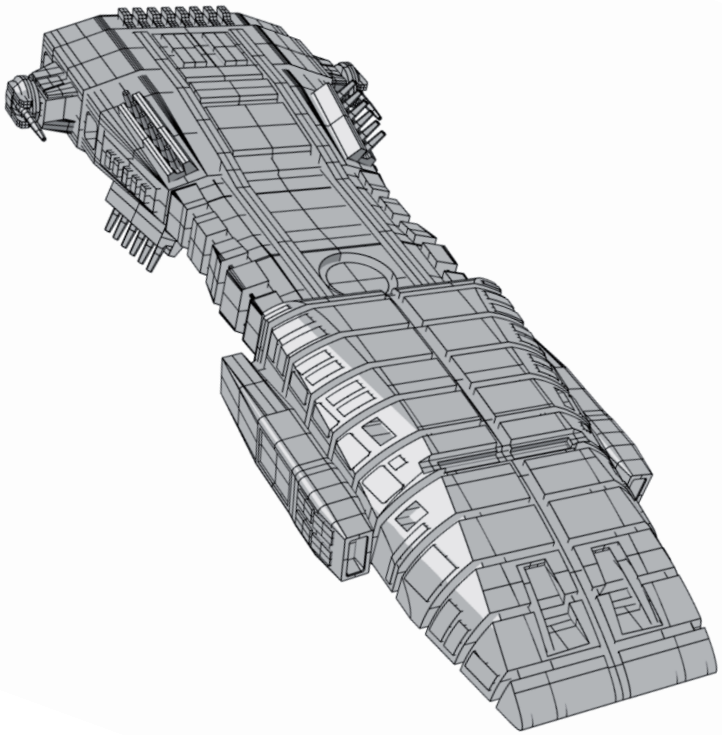
Reward: 2 VP

6 **Hang On:** To survey this thing, we are going to put stress on our ship. We need d3+3 ships to investigate, but any ship without DV 6 or higher, Armor, or Shields will be crippled in the attempt.

Duration: Start within d6+1 turns

Location: Random friendly or allied system

Reward: 3 VP



3.2.9.4 ▸ Cargo Objectives

Unlike the other missions, cargo simply has some general guidelines and then six different mission types. Any cargo is lost if the carrying units are destroyed. Please note if the criteria for a delivery does not exist, players should simply reroll.

Ore

Pickup: Ores may be picked up from any system with a Raw value > 1.

Amount: d2 Transport Fleets

Special: None

Fuels
Pickup: Fuels may be picked up from any system with a Raw value > 1.

Amount: 1 Transport Fleet

Special: Convoy will be destroyed if crippled.

Special
Pickup: Special may be picked up from any system with a base.

Amount: d3 Transport Fleets

Special: None.

Equipment
Pickup: Ores may be picked up from any system with a Productivity value > 1.

Amount: 1 Transport Fleet

Special: None

Medical Supplies
Pickup: Medical supplies may be picked up from any system with a Productivity value > 1.

Amount: 1 Transport Fleet

Special: May only be delivered to another system with Census > 1

Low Grade Technology
Pickup: Low Grade Technology may be picked up from any system with a Productivity value < 1.

Amount: d3 Supply (or 1 Transport Fleet)

Special: May only be delivered to another system with Census > 1

Moderate Grade Technology
Pickup: Moderate Grade Technology may be picked up from any system with a Productivity value > 2.

Amount: d3 Supply (or 1 Transport Fleet)

Special: May only be delivered to another system with Census

High Grade Technology
Pickup: High Grade Technology may be picked up from any system with a Productivity value > 3.

Amount: d3 Supply (or 1 Transport Fleet)

Special: May only be delivered to another system with Census

Passengers
Pickup: Passengers may be picked up from any system with a Census value.

Amount: d3 Supply (or 1 Transport Fleet)

Special: May only be delivered to another system with Morale > 1

Construction Materials
Pickup: Construction Materials may be picked up from any system with a Productivity and Raw value > 1.

Amount: d3 Transport Fleets

Special: May only be delivered to a different system with no Productivity

Entertainment
Pickup: Entertainment may be picked up from any system with a Productivity value > 1.

Amount: d6 Supply (or 1 Transport Fleet)

Special: May only be delivered to a different system with Census

Biological Materials
Pickup: Biological Materials may be picked up from any system with a Productivity value > 1.

Amount: 1 Transport Fleet

Special: May only be delivered to a different system with Census

Hazardous Materials
Pickup: Hazardous Materials may be picked up from any system with a Productivity value > 1.

Amount: d3 Supply (or 1 Transport Fleet)

Special: If a ship carrying hazardous materials takes a hit the resulting hazardous material could contaminate the ship. Roll a d6. On a roll of 6 the ship must be abandoned and dest *Pickup:* Foodstuffs may be picked up from any system with a Raw value > 1.

Amount: d4 Transport Fleets

Special: Foodstuffs must be delivered to a different system with a Census value > 1.

Luxury Goods

Pickup: Luxury goods may be picked up from any system with a Productivity value > 2.

Amount: d3 Supply (or 1 Transport Fleet)

Special: Luxury goods must be delivered to a different system with a Productivity value > 3.

Precious Metals

Pickup: Precious metals may be picked up from any system with a Raw value > 2.

Amount: d3 Supply (or 1 Transport Fleet)

Special: Precious metals must be delivered to a different system with a Census value > 3.

Weapons Cache

Pickup: Weapons cache may be picked up from any system with a Productivity value > 3.

Amount: 1 Transport Fleet

Special: Weapon cache must be delivered to a different system with a Morale value > 3.

Replacement Parts

Pickup: Replacement parts may be picked up from any system with a Productivity value > 1.

Amount: d2 Transport Fleets

Special: any Base or Shipyard

Radioactive Materials

Pickup: Radioactive Materials may be picked up from any system with a Raw value > 1.

Amount: d3 Supply (or 1 Transport Fleet)

Special: Any damage to a ship with radioactive materials will force the ships to be abandoned, but may be towed to shipyard and repaired as though it were crippled.

Cargo Orders (d6)

1 Slow Haul

Duration: Deliver within 4d6+4 turns

Destination: Random friendly system, limited by cargo type

Reward: 1 VP

2 Haul

Duration: Deliver within 3d6+3 turns

Destination: Random friendly system, limited by cargo type

Reward: 1 VP

3 Priority Haul

Duration: Deliver within d6+2 turns

Destination: Random friendly system, limited by Cargo Type

Reward: 3 VP

4 Risky Haul

Duration: Deliver within 2d6+4 turns

Destination: Random neutral system, limited by cargo type

Reward: 3 VP

5 Raid: A general order to capture any enemy convoys, Trade Fleets, or other freighters has been issued. Disregard cargo type.

Duration: Complete within 2d6+1 turns

Reward: 1 VP for each transport captured

6 Destroy: A general order to destroy and disrupt any enemy convoys, Trade Fleets, or other freighters has been issued. Disregard cargo type.

Duration: Complete within 2d6+2 turns

Reward: 1 VP for every 2 transports destroyed

3.2.9.5 ▸ Object Objectives

Artifact (d6)

1 **Criminal Case:** An arrest must be made against an operation attempting to move artifacts from our territory. We must place a warship at every friendly Trade Fleet and each must be watched for a total of 4 consecutive turns. Any gap would negate the evidence we need to make an arrest. Once monitoring is completed successfully, randomly-determine a neutral system. There is a cargo container there holding the good which must be towed back to a friendly system or base with 10 DV, 1 Towing, or 1 Supply.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 3 VP

2 **Claims:** A recent find has caused quite a stir. Our team of archeologists and one from another player both claim to have recovered the artifact in question. A court in a neutral system has agreed to hear our case. We need a ship at this target system to argue our case. Each side rolls a d6 + the AS of their largest ship present during the hearing, the highest roll determining the winner (reroll in ties without the AS bonus).

Duration: The hearing starts at the end of 2d6+4 turns

Location: Random neutral system

Reward: 2 VP to Winner

3 **Secure:** An artifact, which may in fact be part of an energy device used by the older races, was discovered in the target system. We need to get there first and return it to a friendly system or base. It takes 1 Disruptor, 1 Construction, or 15 AS to uncover the artifact on the planet. However, on the second turn of the mission knowledge of the artifact will become public knowledge. Whoever returns the artifact claims the VP.

Duration: Special

Location: Random neutral system

Reward: 4 VP

4 **Deep Space Relics:** An artifact, which may in fact be part of an advanced propulsion unit used by the older races, was discovered in the deep space. We need to get there first and return it to a friendly system or base. It takes either 3 Scout probes or 2 Explorer to locate the artifact in deep space. However, on the second turn of the mission knowledge of the artifact will become public knowledge. Whoever returns the artifact to one of their systems claims the VP. Any ship operating in the system with the relic without Shields or Armor fights as if if is crippled.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 4 VP

5 **Delivery:** A team has found a precious artifact and returning it to our superiors is of great importance. Pick up the artifact in the target system which takes 1 Supply, 1 Blockade Runner, or 1 Transport Fleet, and, then take it to the core worlds. This ship will be gone for d3+1 turns making the delivery and will return to the departing map edge after the allotted turns have passed.

Duration: Start within 2d6+4 turns

Location: Random friendly or neutral system

Reward: 1 VP

6 **High Priority Delivery:** It is a race against time as the public loss of an expedition's transport in the target system has every player aware that the team and its findings are now up for grabs to whoever can reach the location first. One friendly freighter of a random design is stuck in the system with a valuable cargo. The ship must be boarded with 1 Boarding or 1 Assault to recover the team, or using 1 Towing, hauled to a shipyard.

Duration: Complete within 2d6+2 turns

Location: Random system (must be within 5 jumps of a neutral system to be valid)

Reward: 2 VP

Weapons (d6)

1 **Deliver:** It has been decided that d3+1 Supply or Blockade Runner worth of weapons needs to be delivered to the target system. It can be picked up at any friendly system with Productivity > 1.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

2 **Insurgency Support:** It has been decided that d3+1 Supply or Blockade Runner worth of weapons needs to be delivered to the target system. It can be picked up at any friendly system with Productivity > 1. Morale on the target system is reduced by 1 next turn.

Duration: Complete within 4d6+4 turns

Location: Random enemy system with Census < 3

Reward: 5 VP

3 **Major Drop:** It has been decided that 1 Convoy worth of weapons needs to be delivered to the target system. It can be picked up at any friendly system with Productivity > 1.

Duration: Complete within 5d6+5 turns

Location: Random enemy system with Census < 4

Reward: 5 VP, Target system loses 2 Morale

4 **Prototype:** We have been asked to field test a high grade weapon system. A superior shipboard weapon system, which may fire twice in a turn, is installed on a target ship for testing. The new system may be installed, taking 1 turn and 2 EP to complete, at any base or friendly system with Productivity > 0. While installed the target ship as +2 AS, +2 AF, +1 CC.

Duration: Start within 2d6+6 turns

Location: Special

Reward: 2 VP

5 **Super Weapon:** Some madman has built a super weapon and plans to unleash it on the population of the target system. This must be handled tactfully since any overt action will result in it's unleash. One lone starship can attempt stop the weapon. If more than one starship is present the weapon is unleashed.

Roll a d10; add the CR of the starship attempting the mission against the madman's d10 roll. High roll, with ties awarded to the madman, has won the encounter. If the madman wins the roll against the starship or more than 1 starship shows up in the system, the super weapon is used. That will destroy 1 Census, 2 Morale, and 1 Carry Capacity from the target system.

Duration: Occurs in exactly 1d6+4 turns

Location: Random non-enemy system

Reward: 3 VP

6 **Repair:** The target ship has had a critical weapon's failure and requires special equipment. It can be picked up at any friendly system with Productivity > 1, and once delivered, will affect repair on the target ship. The ship in question has no AS or AF until the repair is completed.

Duration: Special

Location: Random friendly ship, random weapon system

Reward: 0 VP

Top Secret Information (d6)

1 **Destroy:** Critical information has slipped out of our hands and is danger of being lost. We need to send the destruction code to the storage device before this gets out of hand. We need to pick up a security expert, who is stationed at a randomly determined neutral system and deliver to the target system.

Duration: Start within 3d6 turns

Location: Random random neutral or enemy system

Reward: 3 VP

2 **Destroy:** It has occurred to us that a double agent has meant to return crucial top secret information

to the enemy. Fortunately, it was delivered to the target and never revealed because he was killed on sight. Deep within his ship is his uniform, containing the lost information. We need to destroy the ship carrying this information lest it be discovered.

Duration: Complete within 5d6 turns

Location: Random enemy warship

Reward: 4 VP

3 **Destroy:** It has occurred to us that a double agent has meant to return crucial top secret information to the enemy. Fortunately, it was delivered to the target and he was arrested for unrelated charges. The information still remains in the seized cargo aboard the ship. One random enemy Trade Fleet must be destroyed to eliminate the information. It is the only way to be sure.

Duration: Complete within 5d6 turns

Location: Random enemy Trade Fleet

Reward: 4 VP

4 **Recover:** Critical information has slipped out of our hands and is danger of being lost. We need to send the destruction code to the storage device before this gets out of hand. We need to pick up a security expert, who is station at a randomly determined neutral system and delivered to the target system. The agent must be picked up after d3 turns and returned to a friendly system or base.

Duration: Start within 3d6 turns

Location: Random random neutral or enemy system

Reward: 2 VP

5 **Frame:** We have uncovered secret information about a local neutral power and want to use it against them. Their leader is planning to join our enemies. Fortunately, we have a number of state secrets which put him in an unfavorable light. We need to send one or more ships to the target system and expose this information to their government. If we take a Diplomatic vessel, the mission ends immediately. Otherwise a fleet loyal to the leader (D20 EP in raider or equivalent) vessels will attack us. Once this is managed the neutral system will join us.

Duration: Complete within 3d6+2 turns

Location: Random neutral system

Reward: 3 VP

6 **Deliver:** A Courier class ship with sensitive information is bound for our enemies highest Census system from the core worlds. They are informed immediately of this mission and our intention to deliver the information packet to them. The ship operates under a flag of truce and will not generate any Tension as normal. If the ship is destroyed, Tension will increase by 20.

Duration: Complete within 5d6+5 turns

Location: Special

Reward: 2 VP, -20 Tension

Libations (d6)

1 **Deliver:** We know these are illegal, but the governor does enjoy his beverages. This is a good opportunity to really get his favor. We must use Supply, Blockade Runner, or a Transport Fleet to pick up libations from any enemy system and deliver to the target system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP, system +1 Morale

2 **Smuggle:** We know these are illegal, but the governor does enjoy his beverages. This is a good opportunity to really get his favor. We must use Supply, Blockade Runner, or a Transport Fleet to pick up libations from any enemy system and deliver to the target system.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 2 VP, system +1 Morale

3 **Disrupt:** An illegal business is operating in the target system. We need to bring in 4 Police, 4 Security, or 2 ground units to root them out. Normally we would let local law handle this, but it has created a number of serious health problems for the local system.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

4 **Intercept:** A smuggler is moving through this system with a large freighter and an escort of d3 random raiders. We must capture or destroy the large freighter, which means the escorts will intervene. They will also disengage if his ship becomes crippled.

Duration: Complete within 2d6+1 turns

Location: Random friendly or neutral system

Reward: 2 VP, 4 EP

5 **Hunt:** A libations smuggler is on the move, but won't stay put for long. We need to intercept a large freighter which is hiding out amongst our trade vessels. We need 1 Police to check each Trade Fleet we own before the smuggler can disappear again.

Duration: Complete within d6+1 turns

Location: Special

Reward: 3 VP

6 **Duty Free:** A pirate is offering to sell libations at a discount price, which we can turn around and sell back home for a profit. We must meet the pirate at the target system, in which we may purchase up to 5 units of libations and move via 5 Supply, 5 Blockade Runner, or 1 Transport Fleet. The total will be 1 EP. We may sell it at any friendly system for 1 EP per unit.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

Priceless Artwork (d6)

1 **Deliver:** A governor in the target system wishes to purchase artwork owned by one of our superiors. Since it is "on the way", we have been asked to drop it off. The artwork can be picked up at the core systems e and then moved to the target system on any ship.

Duration: Start within 2d6+1 turns

Location: Random neutral system

Reward: 1 VP

2 **Host:** An art exhibit? You would think a ship of war would have something better to do. Our superiors think this is just the thing to relieve border Tension and promote understanding with those around us. A ship must be used to host the exhibition and will visit the target system under a flag of truce. This means a single ship accepting this mission may not be engaged while on this mission or else Tension will automatically increase by 25 with fault falling on the other player for engaging a ship on a peaceful mission. The accepting ship must be clearly designated.

This ship must visit the target system for d6 turns and leave immediately after. This safety is lifted once it leaves the system and 2 turns have passed.

Duration: Start within 3d6 turns

Location: Random enemy system or base

Reward: VP equal to CR of hosting vessel divided by 4, rounding up

3 **Armed Escort:** A priceless work of art has somehow found its way to the frontier and the bounty on it is very high. We need to get this to the core worlds as fast as possible and without loss of the art (which will occupy a small freighter). The ship appears in the target system and must be picked up within d6+1 turns, at which point it will follow the escort force. During the Update Phase, roll a d6 for the fleet moving the artwork. On the roll of 1 or 2, a raider force attempts to capture the artwork back in a scenario. Randomly generate this

raider force of d3+1 ships. The mission ends during the Update Phase if the artwork has been moved to the core worlds.

Duration: Special

Location: Random neutral system

Reward: 3 VP

4 **Exchange:** Pirate brethren have a strange code of conduct. One "nobody" pirate is willing to sell us a a random raider (or CM choice) for some art pieces she favors. The art costs 1 EP, which must be picked up at our highest Productivity system and then delivered to the target system aboard any ship. The new ship appears once the cargo has been delivered in the target system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 0 VP

5 **Sell Out:** Pirate brethren have a strange code of conduct. One "nobody" pirate is willing to sell out his brethren to get more power in his own weak faction. A raider force of 1 random warship is arriving with a random freighter of stolen, priceless artwork in the target system. We must recover that artwork.

Duration: Occurs in d6+1 turns

Location: Random neutral system

Reward: 2 VP

6 **Forgery:** One notorious brigand has the location of an elaborate forgery center responsible for the flood of fake artwork in this sector. A small base can be found at the target system, with 2 flights of medium fighters supporting it. It should be destroyed or captured.

Duration: Start within 2d6+2 turns

Location: Random neutral or enemy system (Census < 3)

Reward: 5 VP

Shuttle (d6)

1 **Deliver:** An expedition on the frontier is to receive 2d6 flights of new shuttles from our stocks for their development project. Take the shuttles to the target system aboard the appropriate carriers from any shipyard, deploy them, and spend d3+1 turns making sure the expedition knows how to use them, keep them running, and not crash them into some mountain.

Duration: Start within d6+1 turns

Location: Random friendly or neutral system

Reward: 2 VP

2 **Prototype:** A neutral power is boasting about their new shuttle design. They are willing to sell them to us. Unfortunately, the shuttle is not that much better than our standard fare, but our leaders think it will go a long way to establishing ties. We need to travel to the target system with at least 1 CV and spend d3 turns testing the design. If we pay for the design at d6 EP, they will immediately sign a Trade Treaty with us.

Duration: Complete within d6+2 turns

Location: Random neutral system

Reward: 1 VP

3 **Search and Recover:** A shuttle has gone down in the frontier region. We must find it and transport it back with 1 CV or 1 Towing from the target system to a shipyard.

Duration: Start within 2d6+2 turns

Location: Random allied or neutral system

Reward: 1 VP

4 **Shuttlecraft Down:** We have learned one of our Intel teams working to spy on the opposition lost power and needs a lift home. If we are discovered in enemy territory on this mission, Tension will increase by 10 in confirmation of our role in the espionage attempt.

Duration: Complete within 2d6+4 turns

Location: Random enemy system (Census < 3)

Reward: 3 VP

5 **Sabotage:** With the right Intel mission, we could trigger a shuttle to self destruct with an important target aboard. Conduct a Difficulty 2 Sabotage mission against the target system. If successful, score VP.

Duration: Complete within 2d6+2 turns

Location: Random enemy system

Reward: 3 VP

6 **Tracking Device:** We now have access to an enemy shuttle. It has an older security code on it, but it should check out. The shuttle can be launched from a ship with 1 CV. Once launched, it can travel 7 jumps before it loses fuel. We learn about fleet deployments for any system it passes through. If it returns to the launching ship in 7 turns after having scanned any enemy ships we will score the VP.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

Alien Probe (d6)

1 **Rendezvous:** About six months ago we received signals in an unknown alien language. We have tracked it to an alien probe near one of our systems. We want to meet it and see if we can open a friendly dialog. We must take at least one starship to the target system. Each turn we can attempt to communicate, rolling a d6 and adding the number of Diplomatic ships present. If we achieve 7 or higher on the result of the modified roll, we can establish a dialog with this new species.

Duration: Complete within 2d6+4 turns

Location: Random neutral system

Reward: 1 VP, +1 if Diplomatic ships were used

2 **Rendezvous:** About six months ago we received signals in an unknown alien language. We have tracked it to an alien probe near one of our systems. We want to meet it and see if we can open a friendly dialog. We must take at least one starship to the target system. Each turn we can attempt to communicate, rolling a d6 and adding the number of Diplomatic ships present. If we achieve 15 or higher on the result of the modified roll, we can establish a dialog with this new species. We do not believe it will remain long in the system.

Duration: Complete within d6+1 turns

Location: Random neutral or friendly system

Reward: 3 VP, +1 if Diplomatic ships were used

3 **Ensnare:** We can capture a rare piece of alien technology by snagging this alien probe. We believe it is low on power and can be towed to a base or friendly system with Productivity > 3 for examination. It can be towed with 1 Towing. If there is an encounter with the probe in the vicinity it will activate and reduce the AS and AF of all units without Armor or Shield by half, rounding down, until the fighting is over or it is destroyed with 10 points of damage.

Duration: Start within 3d6 turns

Location: Random neutral system

Reward: 2 VP

4 **Confusion:** An alien probe has entered the target system and its automated signal is wreacking havoc. When it activated all ships smaller than DV 2, excluding fighters and mines, went offline. The local economy has stalled and trade is currently not possible. We have been asked to assist by destroying it with 10 points of damage during a 3 turn Deep Space scenario. The probe must be destroyed before normal operations can resume.

Duration: Start within d6+1 turns

Location: Random neutral system

Reward: 2 VP

5 **Listening Post:** We believe an alien probe in the target system is spying on us and relaying data to a party outside our current galaxy. We must locate and destroy this probe quickly. It requires 20 damage to be destroyed in 3 rounds of

combat. Failure to destroy the probe will prompt it to move to another target system.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

6) Zoooon Zooooooooooon: A mysterious probe has arrived in the target system and making erratic movements, jumping at random each turn to another system. We believe it is damaged, and could be fixed and returned home. It will disappear completely after 15 turns. We can shut it down with 1 Disrupter or 1 Interdictor and then fix it manually or fix it with 1 Supply or 1 Construction.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 3 VP

Debris (d6)

1 **Scan:** Mysterious debris has shown up on long-range scans and we must investigate. We need 1 Scout in the target system for d3+1 turns.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

2 **Investigation:** Mysterious debris has shown up on long-range scans and we must investigate. We need d3+3 ships in the target system for d6+1 turns. +1 VP if 1 Explorer is present.

Duration: Start within 2d6+2 turns

Location: Random neutral, allied, or friendly system

Reward: 2 VP

3 **Falsify:** All we know is that there is debris and somehow we need to show that we were not involved in said debris. Unfortunately, evidence is to the contrary. A starship with Police, Disruptor, Supply, or Blockade Runner must spend one turn to "correct" the evidence.

Duration: Complete within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

4 **Plant:** It is time to make our opponent look bad, so we plan to create an incident which implicates them! Take a Transport Fleet to the target system and drop the debris. We will need one additional turn to manipulate the debris to look convincing.

Duration: Complete within 2d6+2 turns

Location: Random neutral or enemy system

Reward: 2 VP

5 **Clean Up:** With so much garbage in the system is a wonder more accidents don't occur. We need d3 ships with and 1 Transport Fleet to sweep this system for d3+1 turns and get rid of this mess.

Duration: Start within 2d6+2 turns

Location: Random allied or friendly system

Reward: 1 VP

6 **Create:** A small freighter has been caught running through this system with illegal cargo for the last time. Intercept the freighter, which will be in the target system in 2d6+1 turns. Just destroy it, no more warnings. Seizing it could create an incident and we can always falsify the records for this joker.

Duration: Special

Location: Random neutral system

Reward: 1 VP

Computer System Backup (d6)

1 **Removal:** Computer system backups are essential for data integrity, but are also weak points in security if lost. A pirate has smuggled a series of system backups to a neutral world. We need to follow the pirates in and recover it. We need d3+1 starships in the target system, at which point we will need to land one ground unit to find and locate the lost system backup.

Duration: Complete within 2d6+4 turns

Location: Random neutral system

Reward: 2 VP

2 **Recover:**. An enemy operative has smuggled a series of system backups out from our central worlds aboard one of his ships. We must find it before it disappears. Each turn each friendly or neutral system with one of our ships may roll a d6. On a roll of 6 the vessel has been found at that location. Once located, the enemy stands down and we capture the vessel, which is a random raider craft. One vessel must return the backups to the core system to score the points. Returning of the data is not a timed activity, but necessary for scoring.

Duration: Complete within d6+2 turns

Location: Special

Reward: 2 VP

3 **Intervene:** We have a suspicion that a group plans to broadcast the data from a stolen system backup from a small freighter near a neutral system. We are to shadow the freighter and watch for trouble. We need d3 ships within 1 jump of the neutral system to monitor. If we see trouble, we are to move in a capture the freighter in the act. The d3 ships must be in position for d6 turns. Each turn rolling a die. If that roll is ever a 6, we must immediately move to the system and capture the ship on the next turn.

Duration: Start within d6+1 turns

Location: Random neutral system

Reward: 3 VP

4 **Steal:** We have the means to steal a computer system backup from the target system containing critical information. We must deploy 1 Assault or 1 Boarding to the target system and return to a friendly system with the backup system.

Duration: Start within 2d6+2 turns

Location: Random enemy system with Census <3

Reward: 4 VP, +1 to next encounter Surprise roll

5 **Disaster Recovery:** A massive EMP accident on the target system has caused trouble, including key system failures. Experts aboard one randomly determined friendly ship have the means to recover this computer system thanks to special training. It must reach the target system and spend d6+3 turns rebuilding the systems from backups.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP

6 **Secure:** Concerns over critical data storage have been raised. Our superiors ask us to bring an extra ground unit to the target system quickly for security operations. The operation will last indefinitely and the ground unit permanently assigned to this new mission. It is still available for ground defense, but may never be reassigned.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 2 VP

Medical Supplies (d6)

1 **Heist:** Medical supplies have been lifted by pirates. In the target system a random raider and random freighter are making a run for it. We must capture or cripple the freighter before they can escape. The cargo must be returned to one of our system or bases for VP.

Duration: Complete within 2d6+2 turns

Location: Random neutral or enemy system (Census < 3)

Reward: 2 VP

2 **Vaccination:** Medical help is needed on the target system because vaccinations are a very good idea. We have been called in to assist. Deploy 1 Hospital ship or d6+3 other ships to the target system to administer vaccinations.

Duration: Start within d6+3 turns

Location: Random neutral or enemy system

Reward: 2 VP

3 **Contamination:** A shipment of medical supplies has shipped that was found to be contaminated. We need to inspect all our Trade Fleets with 2 ships or 1 Hospital ship to clean out any contaminated shipments.

Duration: Start within 2d6+2 turns

Location: Special

Reward: +1 VP per two Trade Fleets scanned

4 **Priority Delivery:** A small freighter is adrift in the target system due to illness. We must deliver medical supplies to help the crew recover. It can be picked up from any base or system with Productivity > 4. We may also simply send 1 Hospital ship. This must be done within 1d6+3 turns.

Duration: Complete within 1d6+3 turns

Location: Random neutral system

Reward: 2 VP

5 **Outbreak:** A system is in need of medical supplies. It can be picked up from any base or system with Productivity > 4 and delivered within 1d6+3 turns.

Duration: Complete within 1d6+3 turns

Location: Random non-enemy system

Reward: 2 VP

6 **Blockade Running:** Word has reached us from friendly operatives that the enemy could do more to aid their population and if we sneak in some medical supplies we could help the people and undermine the opposition. The supplies can be picked up from any base or system with Productivity > 2.

Duration: Complete within 2d6+2 turns

Location: Random enemy system (Census <3)

Reward: 4 VP

Scientific Discovery (d6)

1 **Deliver:** Scientists on the target system are ready to pack up and return home with their data. This requires a ship with DV 4 or more or a Transport Fleet. They must be taken to the core worlds to meet the other transports which will take them back.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system with Census < 2.

Reward: 1 VP

2 **Natives:** All these years a tribe of primitives has been living on this rock without anyone's knowledge. We must make contact quietly and establish their trust. One ship must spend d6 consecutive turns in the system discussing with the locals. The system stats are now Census +1, Morale +1.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system with Census < 2.

Reward: 1 VP

3 **Deep Ground Deposits:** If we can dedicate 1 Explorer to the system for 1 turn or 1 regular ship for 10 turns, we can learn more about the deep ground deposits found by the initial survey team.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system with Census < 2

Reward: 1 VP, system Raw+ 1

4 **Advanced Computer:** A computer intelligence has woken up on the target system, bent on destroying all life around it. It has begun fortifying its world with 20 EP of defenses and 2d3+1 randomly determined starships from the Universal List. Those are ships it managed to take over and bend to its will. Players may work together to destroy the computer after the defenses have been destroyed.

Duration: Special

Location: Random non-enemy system (Census < 2)

Reward: 4 VP

5 **Techno-Society:** Survey teams have found that the central government in the target system is trying to control their people with technology. This has increased their economy, but is a huge problem for the population. We must move quickly and land troops to overthrow the government before it is too late. The government has 1 Militia for each Census on the planet to fight us. Due to the uniqueness of the problem, we are not allowed to conduct orbital bombardment. If we take the system back from the government, they will immediately join us. We can also send 2 Diplomatic vessels to the target system and work out a peaceful arrangement, earning only 1 VP and accepting it was not our place to get involved.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 3 VP, +1 Productivity to target system

6 **High Grade Minerals:** Fuels and construction equipment of the quality found in this system has never been seen before. Mineral rights have been established and we need a mining expedition set up immediately. We need to blockade this system for 2d6 turns, after which we can send in a Transport Fleet to extract the material and take it back for better analysis at our highest Productivity system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP, 4d6 EP

Research Materials (d6)

1 **Theft:** We need to ensure that stolen research data does not escape the system and an active patrol is the way to do it. We need d3+1 ships positioned within 1 jump of the target system for d3 consecutive turns.

Duration: Start within d6+2 turns

Location: Random friendly system

Reward: 2 VP

2 **Major Theft:** We need to ensure that stolen research data does not escape the system and an active patrol is the way to do it. We need d3+3 ships positioned within 1 jump of the target system for d6+3 consecutive turns.

Duration: Start within 2d6+2 turns

Location: Random friendly or neutral system

Reward: 3 VP

3 **Recovery:** A large scale research expedition is returning with their findings when they were waylaid by another empire. That empire has no jurisdiction here, but is likely using it as an excuse to look at our research. One randomly determined force, not currently in the game, is holding the large freighter with d3 randomly determined ships. Those ships will disengage if crippled, but will attempt to keep their prize if able.

Duration: Complete within 2d6+2 turns

Location: Random neutral system

Reward: 3 VP

4 **Planned Expedition:** A deep space research mission is planned. We need to refit 1 Scout or 1 Explorer at a shipyard for a cost of 3 EP. It will be sent to the core worlds for d10 turns for its mission, after which it will return and be ready for normal use. VP is award once it leaves the map.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

5 **Conduct:** We need to send 1 Scout to the target system for a research mission which lasts 3 turns.

Duration: Start within d6+3 turns

Location: Random non-enemy system

Reward: 1 VP

6 **Conduct:** We need to send 4 Scout or 4 Explorer to the target system for a research mission. This may be spread out of several turns if needed.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 3 VP

Communication Systems (d6)

1 **Construct:** One of our systems is due for a communication system update. We need d3 Transport Fleets in the system for d6+1 turns to initiate new construction.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 2 VP

2 **Construct:** A frontier world has asked for help deploying a communication system. We need a Transport Fleet in the system for d6+1 turns to start new construction.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

3 **Communication System:** A flaw in the enemy's communication grid has given us a opportunity to exploit it. We must launch an Intel Sabotage mission with Difficulty 1 (only once) and upon success, gain +1 Surprise in our next encounter with the enemy.

Duration: Start within 2d6+2 turns

Location: Random enemy system (Census < 3)

Reward: 1 VP

4 **Exploit:** A key communication system works with a listening post that the some local raiders use. If we activate it, we can draw a 2d6 EP random raider force looking for an easy target any system we choose with Census < 4. To activate the system exploit, we need to launch an Intel Sabotage mission (Difficulty 1) against the target system.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 1 VP

5 **System Failure:** A communication relay back home requires that a Construction or Supply ship needs to pick up replacement parts from our highest Census system and deliver them to the core systems and complete repairs of the relay.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 1 VP

6 **Manipulate:** We can mess with a poorly-constructed navigational communication beacon in the target system that is used by a local smuggling ring. Doing so will bring one of their Transport Fleets off course and available for easy capture on the following turn. We simply need to send 1 starship to the target system and alter the beacon.

Duration: Complete within d6+1 turns

Location: Random neutral system

Reward: 1 VP

Priority Parts (d6)

1 **Retool:** One of our systems could be made to produce a highly sought specialty part, vital to the supply chain of the commerce fleet. We must move a Construction ship or Transport Fleet to the system, pay 5 EP, and help the system retool for d3 turns.

Duration: Start within 2d6+2 turns

Location: One friendly system (Productivity > 2)

Reward: 2 VP

2 **Pick Up:** Due to an oversight in the supply chain, a number of critical parts never reached the target ship. It is out of supply this turn, and

is treated like a crippled ship unit it can visit a shipyard or friendly system with Productivity > 3 to retrieve the correct part and remove the special out of supply status.

Duration: Special

Location: Special

Reward: 1 VP

3 **Oversight:** It turns out a key part in the target ship's systems were replaced with faulty, improperly produced parts in the last supply shipment. One random fleet needs a priority resupply. After d3+2 turns the fleet is out of supply. A large freighter from the core worlds arrives immediately. Once it reaches the fleet the out of supply status is removed.

Duration: Special

Location: Special

Reward: 1 VP

4 **Intercede:** A group of d3+1 large freighters is on the way to bring parts to a neutral system as part of an arrangement one of our corporations had there. Apparently, the governor intends to make a profit double dealing against us and selling the parts to another party. We must blockade the system for 1d6+6 turns to ensure the cargo is delivered and installed.

Duration: Freighters arrive in 2d6 turns

Location: Random neutral system (Census > 3)

Reward: 1 VP

5 **Intercept:** A Large Freighter has broken from our supply lines and intends to sell this expensive equipment to the highest bidder. The freighter starts in a randomly neutral system friendly and will move the target system. Catch the freighter before it leaves the map.

Duration: Special

Location: Random friendly neutral system

Reward: 2 VP

6 **Intercept:** Equipment on a neutral system has failed, causing a possible environmental hazard. The equipment was originally designed by our enemy. They have asked us to help. We either need to bring in a Hospital ship to preserve the environment, or visit any enemy system to pick up and deliver the priority parts to the target system. If we do not complete the mission in time the system loses 1 Morale and 2 Capacity.

Duration: 2d6+2

Location: Random friendly supply point

Reward: 3 VP

Rare Animals (d6)

1 **Tag:** The last of a rare species of animals must be tagged and we need numbers to do this quickly. We must take one additional ground unit to the target system and deploy them for one full turn. After which, we can begin tracking their movements.

Duration: Complete within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

2 **Tag:** At the target system is a particularly delicious animal would be perfect to introduce to one of our low population systems. We must visit the target system with a Blockade Runner or Supply ship and pick up several of the species. They must be delivered to a friendly system with Census < 3.

Duration: Start within 2d6+4 turns

Location: Random enemy system

Reward: 3 VP

3 **Catch:** The only way to ensure a particular species will survive is to gather a sizable group and move them off world. We must use a Transport Fleet and spend 3 turns gathering a population of these animals. The convoy must then be sent to the core worlds to complete the mission.

Duration: Start within 2d6+2 turns

Location: Random friendly system

Reward: 1 VP

4 **Habitat Change:** Many species on the target system have been dying off with the introduction of so many new settlers. While we will not bemoan new development, we can do better jobs as stewards. We need a Hospital or Construction ship in the target system for d6 turns to adjust various biomes to handle the species under stress.

Duration: Start within 2d6+2 turns

Location: Random neutral or friendly system

Reward: 2 VP

5 **Invasive Species:** New colonists to the target system have introduced several invasive species. Maybe they eat them, maybe they are nice pets; we don't care one way or another. They are affecting infrastructure projects and disrupting the life cycle of native species. We can deploy 2 additional ground units to gather and remove them, or utilize 2 Hospital to find a way to remove them in a more hollistic fashion. Either way, get it done.

Duration: Start within 3d6+2 turns

Location: Random friendly or neutral system

Reward: 2 VP

6 **Escape:** A number of rare animals are loose in a small freighter in the target system. We can't let them space the creatures, but they are running amok on the ship. We must intervene if we can and save this menagerie. Once we reach the target system we must have Assault, Security, Police, or Boarding to help the crew get control before the situation gets ugly.

Duration: Complete within d3+3 turns

Location: Random friendly or neutral system

Reward: 2 VP

Dangerous Microbe (d6)

1 **Deliver:** Running germs around the galaxy is probably dangerous business, but our military is up to the job. Just 1 Supply ship or Transport Fleet of dangerous microbes must be moved to the target system from our highest Census system. They will be destroying the microbes for us in a special containment unit.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: VP

2 **Vent:** We need to drop a Transport Fleet of dangerous microbes in a particular ion cloud in deep space for experimental reasons. We are not sure why exactly, but the science officer insists it is safe as long as it does not come near terrestrial life. These kind of missions should probably raise some ethical concerns but we lose enough sleep as it is. The cargo can be picked up from any system with Productivity > 3 and delivered to the ion cloud in the target system. It must be picked up again from the ion cloud after d3+3 turn and returned to the starting system for study.

Duration: Start within 2d6+2 turns

Location: Random neutral system

Reward: 2 VP

3 **Destroy:** One freighter of a randomly determined design was transporting a dangerous microbe for us and is not acknowledging signals. Our scientists believe this to be an alien microbe and dangerous to anyone exposed. Last we heard it was inbound for the the target system. It might be on auto pilot, but must be destroyed before it arrives in 2d6+1 turns. If it does arrive it will crash in the main planet and all life in the system will be destroyed.

Duration: Special

Location: Random neutral system

Reward: 2 VP

4 **Recover:** One freighter of a random design has a microbe aboard and is not acknowledging

signals. It is stranded in the target system. The good news is that we know exactly what it is and can help the crew. We must intercept the ship and tow it back to a shipyard, base, or highest Productivity system before it is too late. 1 Hospital ship may also be used as an alternative and would only take 1 turn to complete.

Duration: Complete within 2d6+6 turns

Location: Random neutral system

Reward: 2 VP

5 **Purge:** A dangerous outbreak of microbes on the target system is a cause for concern. We need d3+1 starships in the system for d6 turns to correct the issue.

Duration: Start within 2d6+2 turns

Location: Random non-enemy system

Reward: 1 VP, +1 if a Hospital ship participated

6 **Market Panics:** Dropping a series of dangerous (but not fatal) microbes on the target system would create a panic that will cripple the local economy. We must transport down 1 Supply of the microbes, which can be picked up at any base or shipyard. Once delivered to the target system, it will prevent that system from producing EP next turn.

Duration: Start within 4d6 turns

Location: Enemy system of player's choice

Reward: 1 VP

Currency (d6)

1 **Deliver:** A Transport Fleet full of currency is on its way to target system and we must provide an escort. The Transport Fleet begins in the core worlds after d3 turns and will work to the target system at a rate of system per turn. It must have an escort the entire trip to the destination and back to earn VP.

Duration: Special

Location: Random friendly system (Census > 2)

Reward: 1 VP

2 **Deliver:** A border world is starting to use our currency as their main means of exchange. A Transport Fleet full of currency is on its way to target system and we must provide an escort. The Transport Fleet begins in the core worlds after d3 turns and will work to the target system at a rate of system per turn. It must have an escort the entire trip to the destination and back to earn VP.

Duration: Special

Location: Random neutral system

Reward: 1 VP

3 **Rendezvous:** A commodity exchange with our enemy is in order, despite the border animosity we have. In this public mission we must take one Transport Fleet to meet with a Transport Fleet of their choosing. Each Transport Fleet will begin in the player's core worlds and will work to the system of the player's choosing. It will exchange commodities, currency, and return to their core worlds.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP each, 5 EP, -20 Tension

4 **Vault:** Central command has decided to build a secure a new vault for their strategic monetary reserve in our highest Census system. We need 1 additional ground unit brought in for permanent security detail.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 2 VP

5 **Forgery:** A massive drop in the value of enemy currency would do the trick to undermine their influence. To that end we must run an Intel Espionage mission against an enemy system with 1 Difficulty to gather more information. Then we can use a starship with Supply or Blockade Runner to drop forged currency on any neutral

or enemy system in an effort to undermine their economic power. If this is done the enemy loses d6 EP next turn from the falling currency value.

Duration: Start within 2d6+2 turns

Location: Special

Reward: 1 VP

6 **Mass Forgery:** A massive drop in enemy currency would do the trick to undermine their influence. To that end we must run an Intel Espionage mission against an enemy system with 2 Difficulty to gather more information. Then we can use 2 Supply and/or Blockade Runner ships to drop off forged currency on any enemy system in an effort to undermine their economic power. If this is done the enemy loses d6+3 EP next turn from the falling currency value.

Duration: Start within 3d6 turns

Location: Special

Reward: 3 VP, +5 Tension

Prototype Equipment (d6)

1 **Upgrade:** The target ship is eligible for a new prototype weapon system. For 1 EP and d3 turns at a shipyard the ship receives +1 AS.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

2 **Upgrade:** The target ship is eligible for a new prototype weapon system. For 1 EP and d3 turns at a repair facility the ship's receives +1 AF.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

3 **Upgrade:** The target ship is eligible for a new heavy weapon system. For 2 EP and d3 turns at a repair facility the ship receives +2 AS.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

4 **Upgrade:** The target ship is eligible for a new heavy weapon system. For 2 EP and d3 turns at a repair facility the ship receives +2 AF.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

5 **Upgrade:** The target ship is eligible for a hull configuration. For 3 EP and d3 turns at a repair facility, the ship may add 1 new special ability (Guardian, Disruptor, etc) to this prototype.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

6 **Upgrade:** The target ship is eligible for a new defensive configuration. For 2 EP and d3 turns at a repair facility, the ship receives +2 DV.

Duration: Start within 2d6+2 turns

Location: Random friendly or allied starship

Reward: 1 VP

Scientific Experiment (d6)

1 **Blackout:** A science experiment aboard the target starship has caused it to lose communication and power. The player needs to bring at least twice the amount of DV of the target starship to the system containing that starship to free it from the experiment. If the ship is not freed it will become crippled and the mission failed.

Duration: Start within 2d6+2 turns

Location: Random starship

Reward: 1 VP

2 **NOM NOM NOM:** The end result of this experiment was disastrous at best. In fact, it is gnawing away on the hull and degrading our ship's integrity! Each turn the ship loses 1 DV until the ship is destroyed. The ships around it may attempt to stop the experiment, rolling a d6

and adding 1 for each ship assisting the target. The result must be higher than 5 to stop the experiment.

Duration: Immediate

Location: Random friendly starship

Reward: 1 VP

3 **High Yield FTL:** A new experimental drive requires a ship with 10 DV or 1 Fast to complete. The designated starship will randomly appear d3 jumps away from the starting destination and is now crippled. The results of the experiment will have a profound impact on FTL theory for years to come.

Duration: Start within 2d6+2 turns

Location: Starship of player's choice

Reward: 1 VP

4 **Atmospheric Invigoration:** A terraforming experiment has been a resounding success. If the player wishes, he may deploy one Transport Fleet to the target system and perform it in the field. The Transport Fleet must spend d3 turns conducting the terraforming experiment.

Duration: Start within 3d6+3 turns

Location: Random friendly, neutral, or enemy system

Reward: 2 VP, +1 Capacity to target system

5 **Oh No!:** The reactor aboard one of our ships has not reacted well to the science team's new experiment. It has failed and the ship is adrift. It must be towed and repaired as though it were crippled. The findings of course, will prove useful if the ship is repaired within the turn limit before the effects of the experiment are lost. If the limit on the mission expires the ship can still be recovered, but the experiment and VP cannot.

Duration: Complete within 2d6+2 turns

Location: Random friendly starship

Reward: 2 VP

6 **Uh Oh!:** An experiment aboard one of our ships is causing it to move each turn erratically. Each turn it will move d3 jumps in a random direction. The starship could be crippled and stopped, or stopped by a ship with Disruptor, Interdictor, or Boarding abilities. After 6 turns the ship disappears forever unless the player was able to stop the experiment.

Duration: Immediate

Location: Random friendly starship

Reward: 2 VP

3.3 ▸ Victory

Unless otherwise specified in the scenario description, the first player to earn 100 VP wins. If two or more players reach 100 VP on the same campaign turn, the player with the most VP wins. In the result of a tie, the player with the highest total system Income will win.

Additional Thoughts on the Objective Rules

WITH A PURPOSE uses a fairly clear goal to end a typical scenario. Players are working to achieve 100 VP in a typical 2 player game. This is an abritrary measure of success that keeps the length of a scenario reasonable and helps players understand at what point their superiors are pleased enough with their performance to call their mission complete.

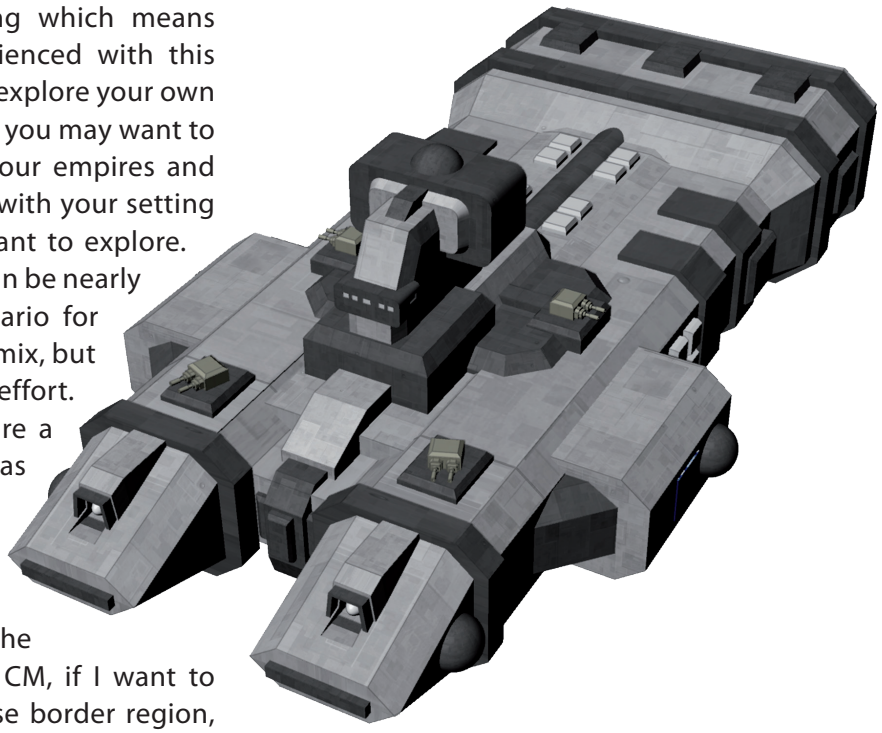
This may or may not be suitable for every situation. We like to give our campaign moderators a wide berth and WAP should be no exception. We have repeatedly stressed that *WITH A PURPOSE* is a good source book for designing scenarios, universe building, or creating a sandbox for a number of established settings. When defining a "victory" condition in a scenario a scenario designer or CM can use the goals to define the end of a scenario, and not necessarily the number of victory points, although the later is always important to maintain for the prestige cost of vessels.

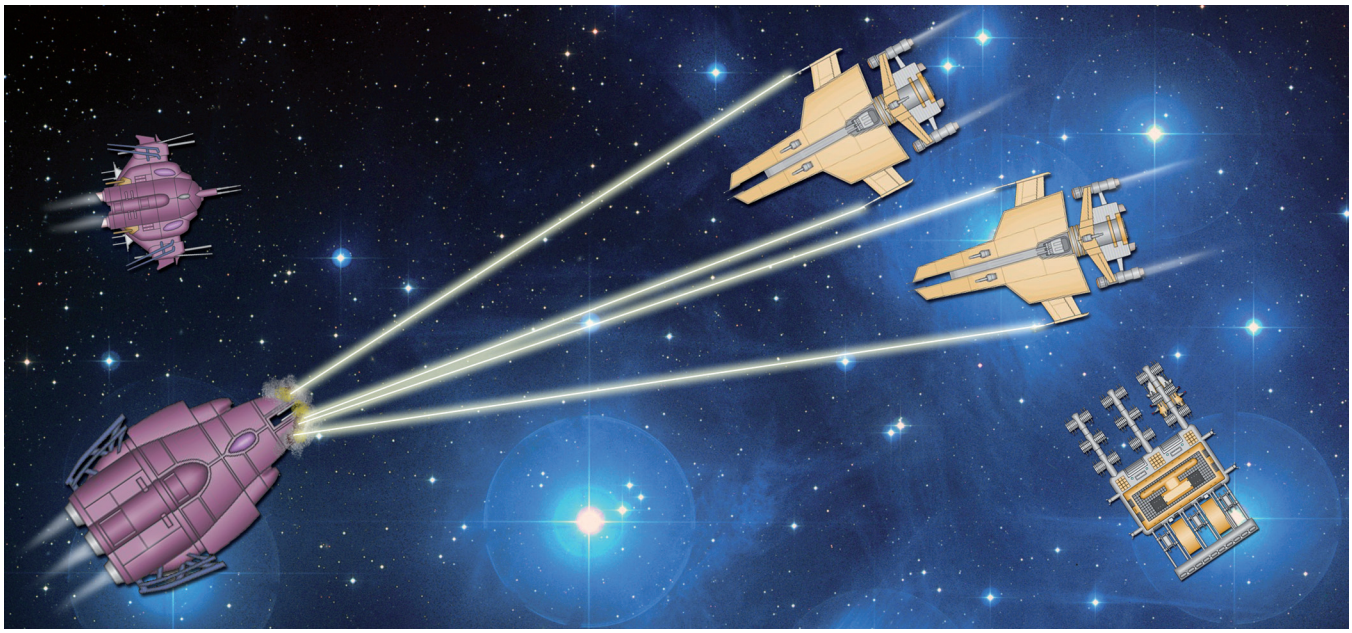
WITH A PURPOSE includes a vast amount of minor objectives, but these are designed for a more general science fiction setting which means that, as you get more experienced with this source book, you may want to explore your own minor objectives. For example, you may want to design minor objectives for your empires and universe that are more in line with your setting and any optional rules you want to explore. They won't be perfect, and it can be nearly impossible to balance a scenario for every contingency and player mix, but it can certainly be worth the effort. The forums and mailing list are a great place to run your new ideas past seasoned players.

By creating objectives, a CM can use the minor objectives ahead of time to define the narrative for a scenario. As a CM, if I want to create a scenario about a tense border region, I could put away the economic development objectives and focus on objectives more in line with combat or border tension. If the scenario is set in a particular tumultuous sector, I could make sure the pirate and raider scenarios are sure to happen and that the players are dealing with the "wild west" feel I want in the scenario.

Likewise, as minor objectives occur the CM can use them to introduce themes or characters to the scenario and tie it back to the major objectives the players are trying to accomplish. "Oh, so there's industrial sabotage in Orestes? Central command believes our opposition is trying to undermine your economic development in the sector".

As the *VICTORY BY ANY MEANS* product line continues to expand, we are set on introducing additional supplements that include more objectives, scenario, settings, and tactical system support. These will open up more opportunities for gaming groups and help frame the narrative of a campaign for a CM and the players.





Chapter 4 ▸ Scenarios

WITH A PURPOSE outlines the goals of each scenario with the major and minor objective systems. This chapter includes a few local campaign scenarios as well as notes for creating your own *WITH A PURPOSE* scenarios. Please note all scenario starting forces are in regular campaign costs, not costs as described in *2.8 Construction Cost Changes*.

4.1 ▸ With a Purpose Scenarios

Included in this section are three new pre-made scenarios that are designed to give a very direct and straight forward *WITH A PURPOSE* campaign experience. Players may take note that the maps, systems, and starting forces in these scenarios are different than a typical *VICTORY BY ANY MEANS* campaign. Instead of a grand campaign typical of a standard *VICTORY BY ANY MEANS* game, players are playing scenarios that represent a smaller corner of those grand empires.

4.1.1 ▸ Stare Across the Frontier

Overview: Two empires share an immense border region of their empire. These powers square off for dominance of the region.

Number of Players: 2

Map Setup: Small Map. Players will pick homeworlds, then select 25 points of initial colonies.

Starting Tech Year: 3005

Starting Forces: Each player starts with 3 Transport Fleets, 1 Trade Fleet, 1 Colony Fleet, 2 Frontier Shipyards, 1 Supply Depot, and 50 EP to spend on starting forces. At least 20 EP must be spent on ground units and bases.

4.1.2 ▸ Three Powers Conflict

Overview: Three major powers have sent expeditions to a vast and wonderful area of space. Neither side truly has a foothold and each is ready to advance their agenda in this region.

Number of Players: 3

Map Setup: Medium Map. Players will pick homeworlds, then select 30 points of initial colonies.

Starting Tech Year: 3005

Starting Forces: Each player starts with 3 Transport Fleets, 1 Trade Fleet, 1 Colony Fleet, 2 Frontier Shipyards, 2 Supply Depot, and 60 EP to spend on starting forces. At least 20 EP must be spent on ground units and bases.

4.1.3 ▸ Friends and Enemies

Overview: Four empires can reach this region along their borders. Players are formed in teams of two and will have an "ally" for the scenario. Players still win as individuals and not as a team.

Number of Players: 4

Map Setup: Large Map. Players will pick homeworld, then select 35 points of initial colonies.

Starting Tech Year: 3005

Starting Forces: Each player starts with 4 Transport Fleets, 1 Trade Fleet, 2 Colony Fleets, 2 Frontier Shipyards, 2 Supply Depot, and 60 EP to spend on starting forces. At least 20 EP must be spent on ground units and bases.

4.2 ▸ With a Purpose Maps

Three new maps are provided in the back of this book that can be used with the *WITH A PURPOSE* scenarios outlined in the previous section of this chapter, one for each scenario. System statistics are also included for these maps so that players can "pick up and play" without needing to generate random system statistics or make any other modifications to the maps before the game.

Players can use these *WITH A PURPOSE* maps with other campaign scenarios. In that case, consider the *Stare Across the Frontier* to be a Small map, *Three Powers Conflict* to be a Medium map, and *Friends and Enemies* to be a Large map. Alternatively, players can always substitute and use the maps from the *CAMPAIGN GUIDE* when playing in any of these scenarios.

4.3 ▸ Creating Your Own Maps & Scenarios

Players creating their own scenarios should follow the guidelines outlined in *CG 5.2 Creating Your Own Scenarios*. This allows you a great deal of control over your setting; however, there will be considerations for making a standard scenario work well in *WITH A PURPOSE*.

Maps in *WITH A PURPOSE* will be very similar to regular maps from the *CAMPAIGN GUIDE*. It is recommended that players use maps that are larger than normal, especially with regard to neutral space, preferably including at least twice the number of starting systems to accommodate the room needed for *WITH A PURPOSE*. Therefore, players using the standard maps from the *CAMPAIGN GUIDE* should use one map size higher than their current player count. So players in a 2 player game should use the 3 player map.

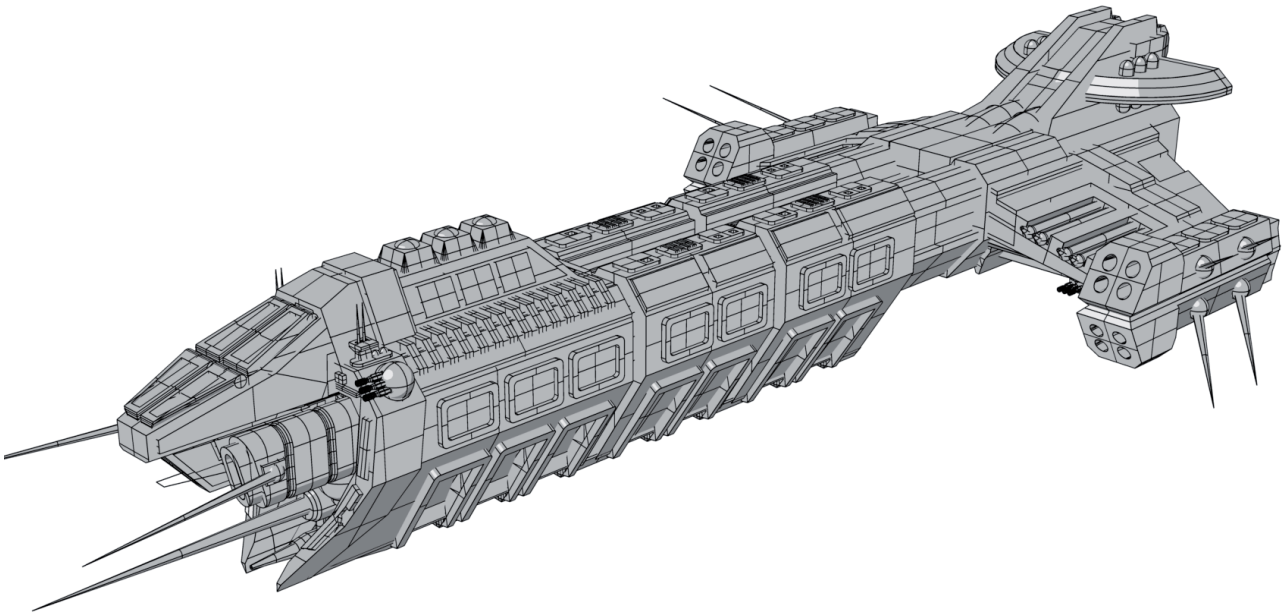
Additionally, all maps need d3 connections per player that go off-map and back to the player's core worlds at the heart of their entire empire. This is done for each player to show how they would get "back home", and how reinforcements from home might arrive.

4.3.1 ▸ Standard Map

When creating new star maps using the *CG 2.5.3 Random Galaxy Generator*, apply a -2 modifier to rolls on the System Importance Table to show the reduced capabilities of systems at this level.

4.3.2 ▸ Sparse Map

The sparse map is a reflection of a more desolate region of space. Instead of having a region filled with less important systems players will introduce the possibility of a less populated region of space. Apply the normal -2 modifier to rolls on the System Importance Table, but only 50% of the systems (rounding down) will have Census and Morale stats.



Chapter 5 ▸ Optional Rules

This chapter supplies a number of optional rules that help to add extra flexibility and depth to the basic campaign rules. Optional rules often introduce advanced concepts that may not be appropriate to every campaign setting or that might only appeal to specific subset of players. Players must agree on which optional rules are going to be used in a campaign before it starts.

5.1 ▸ Starship Surrender

It is not uncommon for ships to stand down and accept defeat. Once a ship is crippled, there is a chance that the vessel will strike its colors. Roll a d6 when a vessel is crippled in battle. If the roll is a 1, the vessel will offer to surrender at the end of the combat round.

The result of surrendering under these conditions is that the crew and ship survive. The CM may allow for the vessel to be refitted and used again in the campaign, but internment is also an option. Interment is simply taking possession of a surrendered ship until things cool down. A player could trade one ship for another captured ship or a number of economic points, or simply give it back to the original owner to calm things down along the border. Returning a starship from interment reduces Tension by an amount equal to the ship's original Construction Cost.

If the CM allows, a fleet may also simply stand down and refuse to fight. This may often be the result of a mission that requires something to be accomplished and instead of fighting a massive space battle, one player may simply need to capture a lost operative or load of cargo. That is hardly worth losing a fleet over and a flexible CM could allow the fleet to stand down, hand over the item in question, and allow both parties to proceed on their merry way. The CM should probably increase Tension for such an aggressive move, which is why it should be allowed only if a CM is involved.

For example, consider a situation where a ship is alone in a system facing down a dozen enemy starships that have it surrounded with their weapons ready. The ship may want to surrender because it has a 100% chance of being blown up. The player might ask for "terms" which could include being escorted to the border (the enemy's idea of where the border is) or perhaps the ship could be imprisoned until diplomats negotiate something. The fact is, for real interesting and realistic surrenders, the group needs a CM to judge or reasonable players who enjoy playing a good game (or want a few EP to return these battered vessel).

Player's Note: *The surrendering of a ship is a delicate issue, especially when it is up to the CM to make the call. A CM may have to gauge the situation which could call for a battle of "no quarter asked or given". In general, sentient life is important and a captain would be likely to just take his opponent out of the fight and leave it at that with the knowledge it could be him the next time. Surrender during war happens, but usually when the ship is trapped (unable to leave due to engine damage, surrounded by overwhelming forces, unable to inflict damage on the enemy, certain to be destroyed if it refuses to surrender). Surrender in peacetime is far more complex and every situation is different.*

5.2 ▸ Let Them Pick

A group of players may feel more comfortable picking their own major objectives instead of having them being randomized or controlled by the scenario. This allows more experienced players to choose goals and work to achieve those goals from the outset of the scenario. A CM should not allow the same major objective to be pursued twice in a row or preferably let a player select more than one from the same category at once.

Minor objectives are still chosen at random when this optional rule is in force as this randomness leaves an element of uncertainty in the mix as players pursue victory points. However, players may still have some control when this optional rule is used. A CM may roll the minor objective type and then let the player pick which of the associated objectives to pursue. For example, a CM may roll a Stellar objective of the Derelict type, but then let the player pick which Derelict mission he or she wants to attempt.

5.3 ▸ Faster Games

Players who wish for shorter and more intense games are free to change the value of the mission victory point reward values. The most common option is for players to simply double the amount of VP any major/minor mission objective awards.

Player's Note: *This option is especially popular in play-by-email (PBEM) or play-by-post (PbP) games, as it allows players to finish a game in half the time!*

5.4 ▸ Transporting Resources

There are times when a scenario may require a player to manually transfer economic points to another player. This may be done using a Transport Fleet, which can carrying up to 5 EP each at any given time. Military supply ships can also carry economic points, but at a rate of 1 EP per point of Supply rating. A unit that is moving economic points may not be used to carry other cargo or perform Supply functions (in the case of military supply ships).

Economic points may only be moved from a system that has a Utilized Productivity greater than zero, and can only be delivered to a target system that also has a Utilized Productivity greater than zero.

5.5 ▸ More Settlers

Some campaigns tend to focus on expanding border regions of an empire that tend to attract new settlements full of colonists anxious for new opportunities. This optional rule allows players to spend economic points to encourage settlement in the region and gain precious Census points. Players may request Census exactly like a starship (*2.3.2.1 Requisitioning Starships*) except that there is no VP cost associated with Census. This may be done once every 12 turns for every system controlled by an empire that has a Carrying Capacity greater than its Census. The economic cost to purchase this Census is equal to three times the system's current Census. New Census arrive at the target system after the normal delay time has elapsed.

5.6 ▸ Flag of Truce

Players in *WITH A PURPOSE* campaigns are often at odds with each other, and this is by design. They are acting at the whims of their government, given difficult tasks with a limited amount of resources, and have conflicting goals with our powers in the area. At a smaller scope these empires may know more about their opposition than their own commanding officers do. It would not be unusual for a relationship of necessity, respect, and quid pro quo to develop amongst these frontier commanders. With that in mind, players may allow for a flag of truce optional rule.

Players who can mutually agree on the criteria may allow enemy ships to enter their territory and not spark increased Tension. This would be highly discouraged by the player's central command of course. It also runs contrary to how Tension would normally function in a *WITH A PURPOSE* campaign, but it adds a degree of flexibility for players. Under a flag of truce, a ship may enter enemy systems which are adjacent to a neutral or friendly system. Each ship must be escorted by at least one ship and encounters are not generated as normal unless one player declares that they wish to create one.

A flag of truce is also a fantastic way to gather information and otherwise take advantage of a good neighbor and should be used carefully. After all, central command may not be wrong about them.

Player's Note: *This, like other optional rules, adds extra flexibility to the game. It is easy to see some frontier commanders working out a deal to allow one ship to recover a downed pilot or transport foodstuffs. At every point players should know if something is up, so if a player enters their space under a flag of truce and tries to send marines to raid a prison, this is probably something that would spark suspicion. You know your players, so have fun with it. WITH A PURPOSE introduces a lot of ways to add narrative and intrigue to your regular campaigns and wee believe these elements should be explored.*

5.7 ▸ Mission Proximity

Mission targets are typically determined at random when a new mission objective is generated. This random nature is designed to prevent players from exploiting missions which are easily accomplished and can be fine on most maps. However, in some games it is easier to base the randomly-determined nature of a mission based on proximity to the players.

When picking the systems eligible for a mission start by selecting the 10 closest systems to the player's home or capital system and then only randomizing with a d10. The idea being that these are the closest (and therefore most accessible) systems that a player's empire may care about. This tends to keep players away from each other, but it can be appropriate in some campaigns.

5.8 ▸ Random Belligerents

The neutral systems in *WITH A PURPOSE* are generally benevolent and even sometimes plain empty. This can make for a straightforward campaign but possibly doesn't emulate the dangers of space like a CM may prefer. Instead, a CM can randomize 20% of the available neutral systems with Census. These system should double their treaty difficulty (*1.8 Diplomatic States with Neutral Systems*) and increase their military output to Output X 10.

5.9 ▸ Small Shipyards

As an alternative to *CG 4.19 Frontier Shipyards,* players can use a unit called a Small Shipyard. Unlike Frontier Shipyards, these bases have the same amount of slipways as a standard Orbital Shipyard. However, it still has the same maximum Construction Cost build limit as a Frontier Shipyard (1 CC under the base rules, 2 CC if you're using the *WITH A PURPOSE rules)*. A Small Shipyard is Cost 10, Maint 2/1.

Player's Note: *This additional shipyard type exists specifically to allow for more domestic ship production than is normally allowed in these smaller campaigns.*

5.10 ▸ Early Completion

A CM may feel some missions are best completed early. This rule exists to reward players for completing a major objective in 12 turns instead of 24. If a player has completed at least part of a major objective, they may declare during the Update Phase that they have completed their major objective early. VP is awarded, doubling the amount of VP received, and a new mission is drawn. Players may only attempt one early completion at a time.

5.11 ▸ Starless Voids

Players normally apply a -2 modifier to rolls on the System Importance Table when generating random galaxy maps that are to be used in a With a Purpose scenario. This ensures that most systems on the map are going to be of lower importance to reflect that they are generally uninteresting systems found along the imperial border.

When this optional rule is in force, any modified roll of 1 or less on the System Importance Table results in

a special type of system called a Starless Void. These systems have no Carrying Capacity or Raw, rendering them completely uninhabitable. Starless Voids usually represent deep space locations that doesn't have any inhabitable worlds, but they can also be used to represent supergiants that don't have any inhabitable planets orbiting them, densely packed star clusters, etc. The one thing these systems have in common is that they have no material value but may still be of strategic interest to the players depending on how many jump lanes connect to them.

Starless Voids are considered to be Unimportant systems for the purposes of determining mission target assignments, but they can only be selected as mission targets for those missions that don't require the presence of any system resources (Carrying Capacity, Raw, Census, Morale, Productivity) because these things never exist in a Starless Void.

5.12 ▸ Balanced Objectives

The core mission objective system presented in this book is excellent for most campaigns, but it is not particularly well balanced when it comes to individual objective difficulty and victory point rewards. The systems relies heavily on CM intervention to balance player objectives and to make sure that a lucky player doesn't manage to run away with the game simply because of a series of particularly fortuitous random mission assignments.

This optional rule outlines a simplified objective mission system that players can use in more competitive campaign environments where the players are more interested in focusing on completing victory conditions than in a more free form game experience.

At the start of the game, each player rolls twice on the Balanced Objectives Table to determine which types of objectives their empire begins with. Once the objective type is known, roll on the appropriate objective table to find the specific objective that needs to be completed.

Unlike with the standard campaign objective rules, these missions never expire and remain in effect until they are completed. Players still have the option of retiring a single objective per turn, but this action costs the player 1 VP and a new objective is not rolled until the end of the turn in which the objective was retired.

Balanced Objectives Table (d6)

Roll	Objective Type
1	Development
2	Scientific
3	Political
4	Defense
5	Offense
6	Special Objective (or Player's Choice)

Player's Note: *The* Special Objective *option can be used in certain scenarios to gives players missions that are scenario specific or otherwise selected by the CM to further the campaign narrative. If this doesn't apply to your campaign, you can simply have the player choose which type of objective he would like his empire to receive this time.*

5.12.1 ▸ Balanced Objective Missions

There are five different types of missions that are available when using this optional rule: Development, Scientific, Political, Defensive, and Offensive.

Development Objectives (d6)

1 **Productivity:** Business leaders back home want to encourage economic development in the border area.

Goal: Increase Productivity in a friendly system.

Reward: VP equal to the system's new Productivity value.

2 **Terraforming:** Scientists need to begin terraforming new colony sites in our existing systems to accommodate a planned influx of new colonists to the area.

Goal: Increase Carrying Capacity in a friendly system.

Reward: VP equal to the system's new Carrying Capacity value.

3 **Trade:** Several merchant shipping concerns from the core worlds are anxious to set up shop along the border to exploit new and interesting trade opportunities.

Goal: Use a Trade Fleet to establish a new trade route in a system that your empire is not currently trading and maintain that trade route for six consecutive turns.

Reward: 2 VP if the trade is a system you control, 4 VP if it is in a neutral or friendly system.

4 **Colonization:** A ship full of colonists are ready to move out to the frontier and stake their claim on new alien worlds. It's up to you to blaze a trail for these hardy pioneers.

Goal: Use a Colony Fleet to establish a new colony in an uninhabited system.

Reward: 3 VP

5 **Supply Depot:** Fleet command believes that it is time to establish an increased military presence in this sector. That means building a new logistics hub to support military operations in the region.

Goal: Establish a Supply Depot in a system your empire controls that is NOT currently a supply point.

Reward: 2 VP

6 **Shipyard:** With tensions increasing along the border, it is now obvious that we need to expand our shipyard infrastructure just in case we need it in a future war.

Goal: Build a new shipyard in a friendly system.

Reward: 2 VP for Orbital or Planetary Shipyards, 1 VP for Frontier or Small Shipyards

Scientific Objectives (d6)

1 **Exploration:** Space is the final frontier, and central command wants you to undertake a mission to explore strange, new worlds along the outer rim of known space.

Goal: If you're using *CG 4.6 Exploration*, explore an unexplored jump lane. If you aren't using the optional Exploration rules, or if there aren't any unexplored lanes left on the map, instead spend 6 scout functions in an Unimportant star system.

Reward: 2 VP

2 **Research:** A number of research teams in your area of space are on the cusp of a major breakthrough that could have profound implications for the rest of the empire. Their research is now considered a critical priority!

Goal: Earn a tech advance.

Reward: 2 VP

3 **Survey:** In an attempt to consolidate our holdings, central command wants you to send scouts out to take a look at several worlds that may have been overlooked by previous survey teams.

Goal: Send a Scout or Explorer unit to an Unimportant system and spend 6 scout functions to perform a detailed system survey.

Reward: 1 VP if the target is a friendly system, 2 VP if the target is a neutral system, or 3 VP if the target is an enemy system.

4 **Recover:** Our scientists need to recover some alien artifacts that they think could hold the secrets to a major breakthrough in the material sciences.

Goal: Send a Transport Fleet or Supply ship to a neutral or enemy controlled system, remain in the system for three turns, and then return them to a friendly supply point.

Reward: VP equal to the number of jumps that the target system is from the nearest friendly system.

5 **Capture:** A rival empire has demonstrated technology that could be a threat to the future of your empire. You have been authorized to cross over the board and secure an example of this technology and return it home for study.

Goal: Capture an enemy unit and return it to a friendly supply point.

Reward: VP equal to the Construction Cost of the captured unit. If more than one unit was captured, the VP reward is based on the highest Construction Cost captured.

6 **Destroy:** Intel indicates that an opponent is developing some sort of "superweapon" in a secret facility somewhere in the region. Your mission is to locate and neutralize this installation to keep them from realizing this dreadful weapon.

Goal: Move to a neutral or enemy system and use orbital bombardment to permanently reduce the system's Productivity.

Reward: VP equal to the original Productivity value of the target system.

Political Objectives (d6)

1 **Diplomacy:** The diplomatic corps has dispatched a courier with orders to negotiate with one of the other powers in the region to try and secure some kind of long-term peace treaty. You are you to escort him to the peace conference and make sure no harm comes to him.

Goal: Send a Diplomatic ship to an enemy supply point system with 3+ Census and keep them there for three turns.

Reward: VP equal to the target system's Census value.

Special: In a standard campaign, this mission can also be satisfied by signing, breaking, or declaring against another power, however these options aren't available to players in a *WITH A PURPOSE* game.

2 **Espionage:** There are rumors of enemy activity along the border that we need to have substantiated by sending operatives out to get a closer look.

Goal: Complete a successful Espionage Intel mission against an enemy controlled system.

Reward: VP equal to twice the Difficulty Level of the Espionage mission

3 **Sabotage:** Your higher ups have authorized you to conduct a covert strike against the enemy's assets in this region. Just try not to get caught!

Goal: Complete a successful Sabotage Intel mission against an enemy controlled system.

Reward: VP equal to twice the Difficulty Level of the Sabotage mission

4 **Propaganda:** Public relations liaisons have arrived from the core worlds to brief you on plans to demoralize the enemy and undermine local support for their government. There are also plans to bolster public opinion of our own policies here at home.

Goal: Complete a successful Propaganda Intel mission against an inhabited system (friendly, enemy, or neutral).

Reward: VP equal to twice the Difficulty Level of the Propaganda mission

5 **Police Action:** Lawlessness in the neutral sectors is starting to take its toll on local merchant shipping. It's time for warships to be sent out and round up these raiders and make the jump lanes safe for civilian travel again.

Goal: Send a number of Police ships to a neutral system equal to its Carrying Capacity and remain there for three turns.

Reward: VP equal to the target system's Carrying Capacity.

6 **Blockade:** A trade dispute with another power has escalated to the point that your government has ordered your command to institue a total planetary blockade of their planet. This blockade will be maintained until the trade dispute can be resolved in our favor.

Goal: Move a fleet to a neutral or enemy system that is controlled by a power that your empire is not currently at war with and then blockade it for six consecutive turns.

Reward: VP equal to the system's Census value. The VP reward is halved if the target system was a neutral system (round up).

Defensive Objectives (d6)

1 **Warships:** A major fleet build up is beginning back home, and it's time for you to do your part by producing a number of new ships to bolster the local fleet and get it ready for war.

Goal: Complete construction of new ships with Command Costs of 2 or more in friendly systems.

Reward: 1 VP per 10 Construction Cost of warships that completed construction this turn. Round fractional VP to the nearest whole number.

2 **Escorts:** Increased system patrols are needed to reinforce the local star fleet, and that means building additional escorts.

Goal: Complete construction of ships with Command Costs of 1 or less in friendly systems.

Reward: 1 VP per 10 Construction Cost of escorts that completed construction this turn. Round fractional VP to the nearest whole number.

3 **Bases:** The admiralty believes that it's time to start investing in more fixed defenses in this region as a defense against any potential enemy encroachments.

Goal: Complete construction of one or more bases in the same friendly system.

Reward: 1 VP per 10 Construction Cost of bases that completed construction this turn. Round fractional VP to the nearest whole number.

4 **Flights:** It's time to restock the local fighter garrisons, expand the air fields, and make sure our carriers are fully loaded. There won't be time to build flights when the powder keg lights off.

Goal: Complete construction of flights in friendly systems.

Reward: 1 VP per 10 Construction Cost of flights that completed construction this turn. Round fractional VP to the nearest whole number.

5 **Troops:** The call has gone out to the recruiters to begin drafting young men and women to bolster the ranks of the ground pounders. The generals expect us to need their services in the near future.

Goal: Complete construction of new ground units (not including planetary facilities such as Planetary Shipyards or Supply Depots) in friendly systems.

Reward: 1 VP per 10 Construction Cost of ground units that completed construction this turn. Round fractional VP to the nearest whole number.

6 **Presence:** Our fleet needs to show the flag and let our enemies know that we still have the resolve to meet them on the battlefield if it comes down to that.

Goal: Move a fleet into a neutral or enemy system and have them remain there for three consecutive turns.

Reward: 1 VP per 10 Construction Cost of units in the fleet. Only those units that were in the system all three turns count towards this VP reward. Round fractional VP to the nearest whole number.

Offensive Objectives (d6)

1 **Attack:** You have been charged with eliminating as many enemy ships as you possibly can. It is expected that "thinning the herd," so to speak, might force the enemy to reevaluate their strategy.

Goal: Generate space combat scenarios against neutral or enemy fleets and destroy one or more of their units.

Reward: 1 VP per 10 Construction Cost of neutral or enemy ships, bases, flights, and minefields your forces destroyed in battle this turn. Round fractional VP to the nearest whole number.

2 **Bombardment:** Analysts believe that a coordinated orbital strike against a key enemy system can destroy a key munitions plant or refinery and cause a major setback for their war efforts.

Goal: Spend 24 or more bombardment points attacking a neutral or enemy system.

Reward: VP equal to twice the amount of system statistics destroyed in the bombardment.

3 **Conquest:** The only way to secure our future in this sector is to capture enemy systems and slowly push them out of the region. Troops must be moved to secure their more vulnerable border colonies.

Goal: Conquer a neutral or enemy controlled system.

Reward: VP equal to the Census value of the conquered system. The reward is reduced to half that of normal (rounding up) if a neutral system was conquered.

4 **Convoys:** Fleet command believes that raiding enemy commerce might be the most effective strategy for weakening their interests in this region. Your fleet is to cross over the border and eliminate their civilian shipping with extreme prejudice.

Goal: Destroy enemy convoys.

Reward: 1 VP per enemy Transport Fleet, 2 VP per enemy Trade Fleet, and 3 VP per enemy Colony Fleet destroyed this turn.

5 **Supply Depot:** The enemy won't be able to move aggressively against us here if we destroy or degrade their logistics network first.

Goal: Destroy an enemy Supply Depot.

Reward: 3 VP per Supply Depot destroyed this turn.

6 **Shipyard:** The enemy has been building up their shipyard infrastructure in this area. This cannot be allowed to stand, and these facilities must be destroyed post haste.

Goal: Destroy one or more enemy shipyards.

Reward: 3 VP per shipyard destroyed this turn.

5.12.2 ▸ Objective Secrecy

Objectives are always kept secret from the other players. They are effectively "secret victory conditions" that you only reveal when you have completed the requirements and have completed them. Keeping mission objectives hidden from the other players also adds a large amount of uncertainty between players because they can force them to play in a more erratic manner which can lead to interesting confrontations during the game.

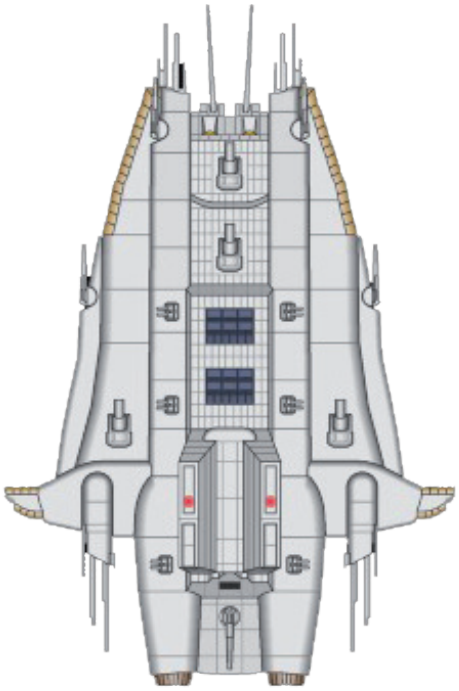
5.12.3 ▸ Objective Scoring

Players are given the opportunity to score objectives during the Update Phase at the end of each campaign turn. The player then receives the amount of VP shown for successfully completing that objective. This gives players control over when they score an objective, which can be important for missions that have variable VP bonuses depending on the degree of success. In those cases it can be beneficial to hold off scoring an objective until a later turn because it might net a higher VP reward.

At the end of the turn, any player that has fewer than two objectives must generate new objectives for their empire until it is back to having two objectives. Because these new missions don't arrive from central command until the very end of the campaign turn, players cannot score these new objectives until the Update Phase of the following turn. This directly limits the rate at which a player can resolve new missions and earn VP.

Chapter 6 ▸ Credits

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6.1 Notes from the Author

When we design source books we are often thinking about why one empire is at odds with another or what they could be attempting to achieve. *WITH A PURPOSE* started as a very simple concept of adding some loose goals to a campaign. What I wanted to examine with this book was what about all the years that happen between the major conflicts where commanders are subject to the whims of public opinions and often, conflicting orders from their superiors.

WITH A PURPOSE takes a closer look at the missions that are going on behind the scenes that keep an empire running. So, how does a player reconcile a mission objective to rescue a mission pilot lost in an enemy system and not violate their overall orders to not start a war? I think *WITH A PURPOSE* helps create that narrative by adding that level of detail and forcing a higher level of interaction with the other players.

This also has the tangential benefit of creating interesting combat scenarios. Players will now be entering a tactical scenario with endless combinations of possible objectives and I look forward to exploring this in future products. With this framework established we will be able to add custom scenarios with the *WITH A PURPOSE* system to new source books, explore alternative missions, and give fans a means to be creative with their own custom settings.

I hope you enjoy exploring the "why" of a campaign as much as I have had developing it.

-Jay Waschak

6.2 ▸ Submission Guidelines

As you or your gaming group develops your own unique *VICTORY BY ANY MEANS* scenarios or campaign rules you may decide to submit them to VBAM Games for consideration and possible inclusion in future campaign products. Any unsolicited submissions become the property of VBAM Games after they are received. This includes all possible submission methods, including email, fax, and postal mail. You may submit a conceptual summary or outline of your intended project (but not the work itself) to facilitate future discussions on terms for inclusion. This is to protect us from being accused of "stealing" your work.

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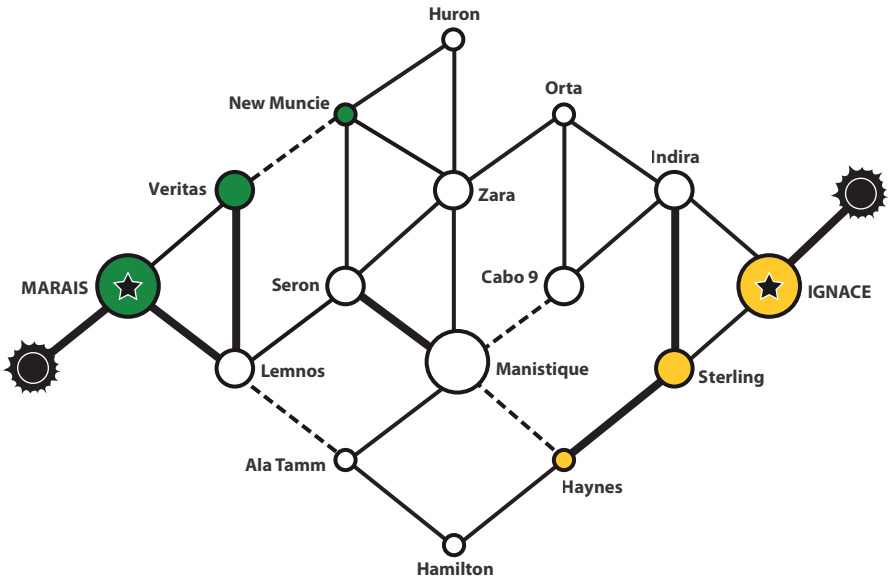
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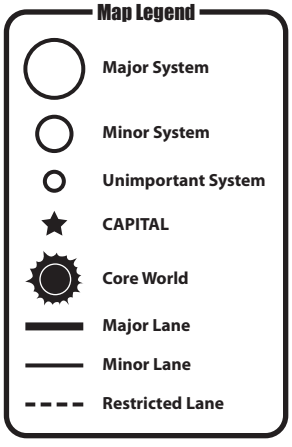
Tyrel Lohr

Version 1.0

Stare Across the Frontier

(2 Player Map)



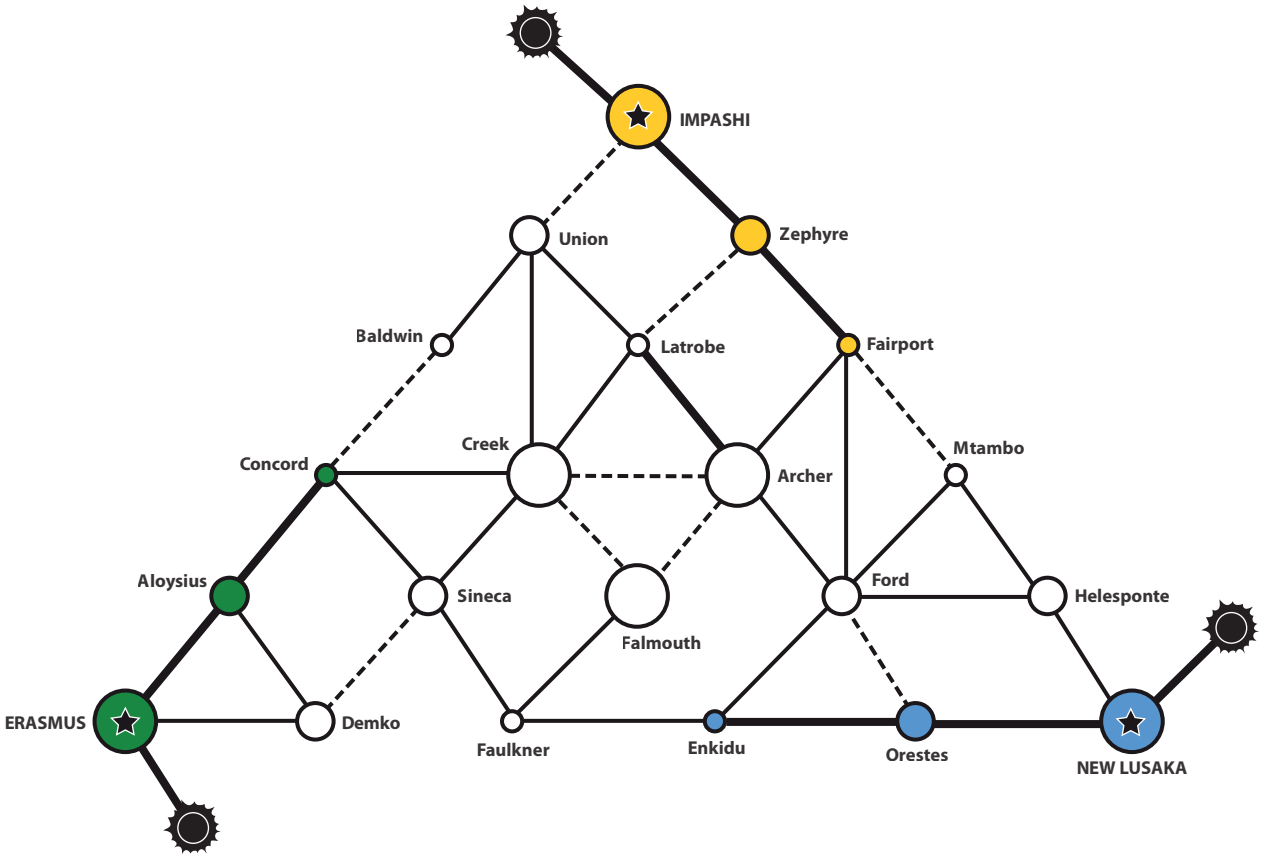


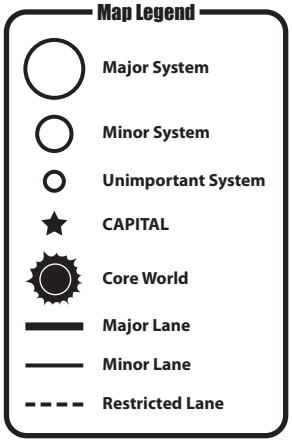
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Three Powers Conflict

(3 Player Map)



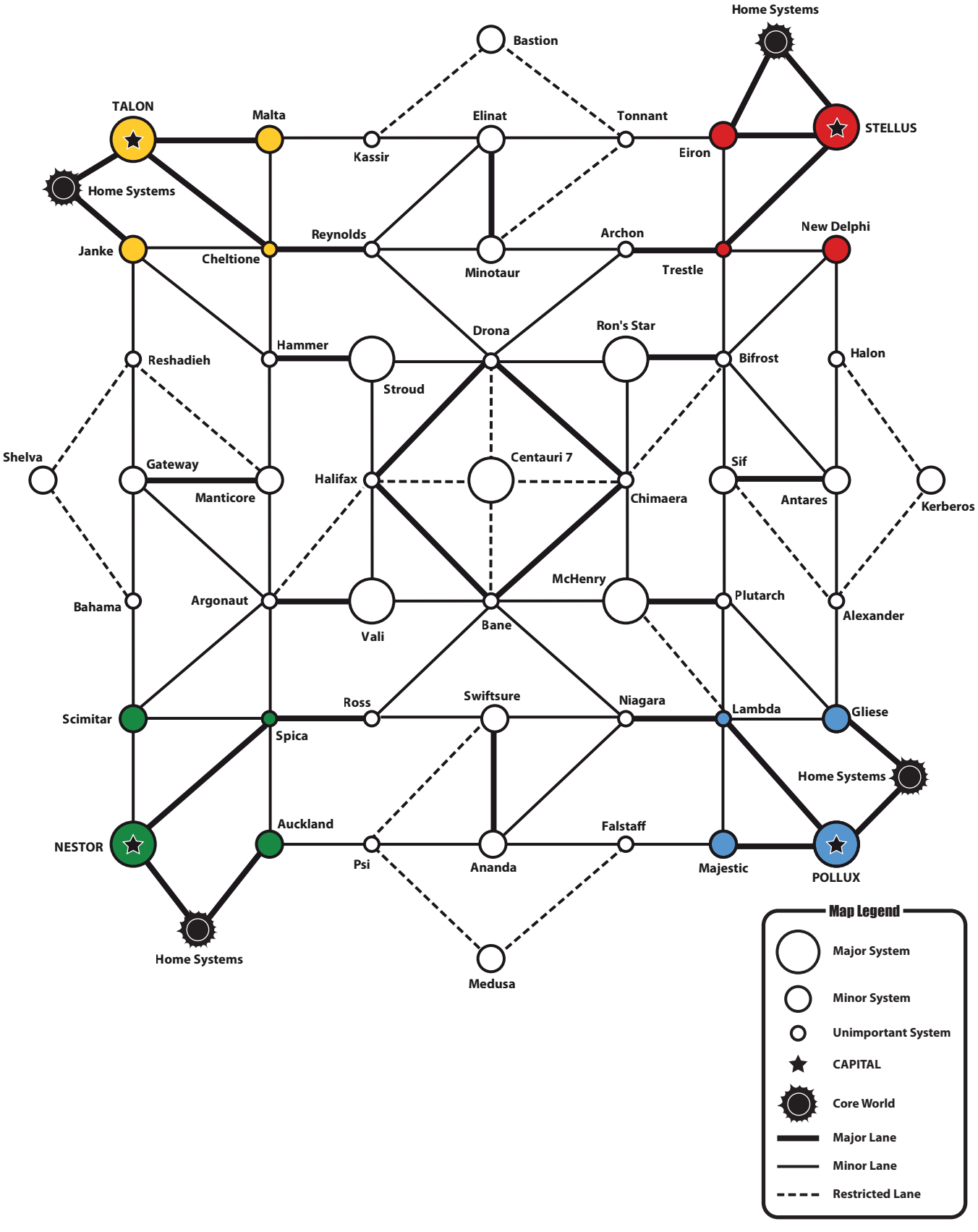


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Friends and Enemies

(4 Player Map)



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Stare Across the Border - Star System Statistics

System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Ala Tamm	Unimportant	Outpost	2	1	1	1	1
Cabo 9	Minor	Minor Colony	6	2	4	3	2
Hamilton	Unimportant	Settlement	5	1	0	0	0
Haynes	Unimportant	Outpost	3	1	1	1	1
Huron	Unimportant	Settlement	4	2	0	0	0
Ignace	Major	Homeworld	10	6	9	8	7
Indira	Minor	Minor Colony	6	2	3	2	3
Lemnos	Minor	Colony	9	3	5	4	3
Manistique	Major	Major Colony	9	4	8	7	6
Marais	Major	Homeworld	10	6	9	8	7
New Muncie	Unimportant	Outpost	2	1	1	1	1
Orta	Unimportant	Outpost	2	2	1	1	0
Seron	Minor	Minor Colony	6	3	4	3	1
Sterling	Minor	Minor Colony	7	1	3	1	1
Veritas	Minor	Minor Colony	7	1	3	1	1
Zara	Minor	Minor Colony	5	2	2	1	2

Three Powers Conflict - Star System Statistics

System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Aloysius	Minor	Minor Colony	8	2	3	2	2
Archer	Major	Major Colony	9	4	8	7	5
Baldwin	Unimportant	Settlement	4	2	1	1	0
Concord	Unimportant	Outpost	4	1	2	1	1
Creek	Major	Major Colony	11	5	8	6	5
Demko	Minor	Colony	8	3	5	4	3
Enkidu	Unimportant	Outpost	4	1	2	1	1
Erasmus	Major	Homeworld	12	6	9	8	6
Fairport	Unimportant	Outpost	4	1	2	1	1
Falmouth	Major	Major Colony	10	4	10	9	7
Faulkner	Unimportant	Outpost	2	1	1	1	1
Ford	Minor	Minor Colony	6	3	3	2	2
Hellesponte	Minor	Colony	8	2	5	4	4

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System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Impashi	Major	Homeworld	12	6	9	8	6
Latrobe	Unimportant	Settlement	4	2	1	1	1
Mtambo	Unimportant	Settlement	4	1	2	2	0
New Lusaka	Major	Homeworld	12	6	9	8	6
Orestes	Minor	Minor Colony	8	2	3	2	2
Sineca	Minor	Minor Colony	6	3	3	2	3
Union	Minor	Minor Colony	7	2	5	3	2
Zehpyre	Minor	Minor Colony	8	2	3	2	2

Friends and Enemies - Star System Statistics

System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Alexander	Unimportant	Outpost	2	3	1	1	0
Ananda	Minor	Minor Colony	6	4	4	3	1
Antares	Minor	Minor Colony	6	3	4	3	1
Archon	Unimportant	Outpost	2	2	1	1	0
Argonaut	Unimportant	Outpost	2	2	1	1	0
Aukland	Minor	Minor Colony	6	3	3	2	3
Bahama	Unimportant	Settlement	4	2	1	1	0
Bane	Unimportant	Outpost	2	1	2	2	0
Bastion	Minor	Colony	9	4	5	4	3
Bifrost	Unimportant	Settlement	4	2	1	1	0
Centauri 7	Major	Major Colony	9	7	7	6	6
Cheltione	Unimportant	Settlement	4	2	1	1	0
Chimaera	Unimportant	Outpost	2	1	1	1	1
Drona	Unimportant	Outpost	2	2	1	1	0
Elinat	Minor	Minor Colony	6	2	3	3	3
Elron	Minor	Colony	8	2	6	5	3
Falstaff	Unimportant	Outpost	5	1	1	1	1
Gateway	Minor	Minor Colony	6	4	3	2	2
Gliese	Minor	Minor Colony	6	3	3	2	3
Halifax	Unimportant	Settlement	4	1	1	1	1
Halon	Unimportant	Outpost	2	1	1	1	1
Hammer	Unimportant	Outpost	2	1	1	1	1

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System Name	Importance	Colony Size	Capacity	Raw	Census	Morale	Productivity
Janke	Minor	Minor Colony	6	3	3	2	3
Kassir	Unimportant	Settlement	5	1	1	1	1
Kerberos	Minor	Colony	10	3	6	4	2
Lambda	Unimportant	Settlement	4	2	1	1	0
Majestic	Minor	Colony	8	2	6	5	3
Malta	Minor	Colony	8	2	6	5	3
Manticore	Minor	Minor Colony	6	4	3	2	3
McHenry	Major	Major Colony	9	5	8	7	6
Medusa	Minor	Colony	10	2	6	4	3
Minotaur	Minor	Minor Colony	6	2	4	4	2
Nestor	Major	Homeworld	12	5	9	8	7
New Delphi	Minor	Minor Colony	6	3	3	2	3
Niagara	Unimportant	Outpost	2	1	1	1	0
Plutarch	Unimportant	Outpost	2	2	1	1	0
Pollux	Major	Homeworld	12	5	9	8	7
Psi	Unimportant	Outpost	2	1	1	1	2
Reshadieh	Unimportant	Outpost	2	1	1	1	1
Reynolds	Unimportant	Settlement	4	1	1	1	1
Ron's Star	Major	Major Colony	11	4	7	6	7
Ross	Unimportant	Settlement	4	2	1	1	0
Scimitar	Minor	Colony	8	2	6	5	3
Shelva	Minor	Colony	10	2	6	4	3
Sif	Minor	Minor Colony	7	2	3	2	3
Spica	Unimportant	Settlement	4	2	1	1	0
Stellus	Major	Homeworld	12	5	9	8	7
Stroud	Major	Major Colony	12	5	7	6	6
Swiftsure	Minor	Minor Colony	6	3	3	2	3
Talon	Major	Homeworld	12	5	9	8	7
Tonnant	Unimportant	Outpost	2	3	1	1	0
Trestle	Unimportant	Settlement	4	2	1	1	0
Vali	Major	Major Colony	9	4	7	6	8

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Notes

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By Your Command!

"Incoming priority message from Fleet Command, captain. Code Red."

WITH A PURPOSE shifts the strategic focus of the ***Victory by Any Means*** campaign system to the regional level, casting the players in the role of military governors or admirals that are in charge of overseeing a collection of border worlds instead of an entire empire. Players are still interested in exploration, expansion, and combat, but at the same time they are beholden to the desires of political and military higher-ups back home.

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Life on the border is fraught with peril, and players have to be careful to avoid increasing political tensions or they risk igniting a war between their opposing empires!

THIS IS NOT A STAND ALONE PRODUCT AND REQUIRES THE ***VICTORY BY ANY MEANS CAMPAIGN GUIDE*** TO FULLY USE.



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ISBN 978-1-935074-02-1

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MSRP $19.95