



CAMPAIGN GUIDE

**A Full Featured
Space Strategy
Campaign System**

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Introduction

"Those also serve that stand and weld."

War is not just about defeating your enemy on the field of battle; a war can be just as easily won by avoiding it with diplomacy, wonder weapons developed by your scientists in secret, being the best at knowing other people's secrets, on the floor of a stock exchange, in the busy floors of your factories, or the cavernous interiors of mighty shipyards. But, in the end, the matter must be decided one way or another. Cry havoc and let slip the dogs of war...

1.0 Overview

Welcome to Victory by Any Means, a strategic campaign guide. What is a campaign? Simply put, it's a chance to play an entire race (not just a ship or fleet) and conduct an entire war one step at a time. You'll colonize planets, manage resources, build ships, capture territory, and negotiate with your neighbors. The ultimate aim is to control enough of known space to achieve total dominance.

Victory by Any Means (VBAM) can be played with conquest as the only goal or through specially designed scenarios with other victory conditions. VBAM has been designed in such a way that you can use any background setting (with the appropriate source materials) for your campaign. The primary goal of the master book is to provide the basic structure and rules to handle campaign-level issues and resolve even the largest conflicts with relatively fast campaign-level combat. You are encouraged to use other products with VBAM to resolve combats, both in space and on the ground, to add additional flair and detail as desired to your campaigns.

The campaign guide is designed to offer the players a variety of choices in complexity and style of play.

1.1 CM or CM-Less Play

First, before play begins, your group of players will need to decide if they want to play

with a campaign moderator (CM) or not. This decision affects the style of the game greatly.

1.1.1 CM-Less Version

This is a very straightforward method of play. Players know their resources and the capability of their empire. The basic structure is given for turn orders, growth and conflict resolution. However, the system remains very flexible.

1.1.2 CM Version

This is a less structured style of play that uses a campaign moderator. This person is responsible for the flow of game play, maintaining any secret aspects and any storyline elements you may work into your game. With a CM, it is possible to be very flexible with players and the campaign in general. The CM may want to introduce a story, giving each player enough pieces to play through the campaign in an almost role-playing fashion.

The CM version also allows the introduction of special secret Intel missions and specialized ships (with the CM's approval). The CM is encouraged to use the basic rules structure, but to also add any modifications to the basic mechanics needed to take special circumstances into account. This results in a more flexible campaign, but with this freedom to improvise comes a responsibility to maintain impartiality and most importantly to use restraint. Special circumstances should be the exception and not the norm.

The use of a Campaign Moderator adds a great deal to VBAM. The most basic area in which a CM can add value is in tailoring victory conditions. If a CM adds a story line to the game, giving each player a motivation to his or her actions by changing their victory conditions, it can produce very realistic (and amusing) situations. This will be especially important in story line-based scenarios where far more is going on behind the scenes than the players are aware of. The use of a CM also allows for secret movement, production, or other very creative ideas.

1.2 Organization

This book is organized into the following major sections:

Overview: This is the part of the book you are reading now. It includes an introduction, broad statements of scope and goals, rules layout, game requirements and a brief glossary of terms used throughout the game.

Before the Game: This rules section covers what choices and decisions you need to make and what preparations and setup are required before you start a campaign game. This section also includes the generic map and random galaxy generation rules.

Sequence of Play: The heart of the rules, this section goes over a campaign turn's sequence of play step-by-step. During play, this is the section of rules you'll use the most.

Optional Rules: This section contains rules of greater complexity that can be added for those who wish to play their campaign in greater detail and are willing to spend a little extra time for the added complexity.

Source Materials: In this section you will find the data and charts needed to run a campaign in one of many different universes. Potentially source materials for other universe may be published that are compliant with the VBAM system. Again, just replace the provided source materials with those from any compatible universe to use VBAM in other settings.

1.3 Required Materials

You need three things: this book (which you already have), dice (2 six-sided and 2 ten-sided or percentile dice), and plenty of time. A Victory by Any Means (VBAM) campaign will take a lot longer than a typical strategy game. In fact, it will probably take months! Players will need time to conduct diplomacy, decide how to

manage their resources, and contemplate their ship movements. Plus, every time you have a battle, it needs to be resolved. The campaign will likely include dozens or perhaps hundreds of battles ranging in size from picket fights to all-out invasions. You just can't do that much fighting in a single weekend!

When you are asked to roll a D100, or roll percentile, simply assign one D10 as the tens dice and the other D10 as the one dice and roll both. So if the first dice is a 4 and the second is an 8, you have rolled a 48 or 48%. If you roll two 0's that means you rolled 100 or 100%.

Of course, it is very important to know which galaxy the campaign is in. You can choose to use the generic map included, a map created with the random galaxy generator (see 2.3.2 Random Galaxy Generator) or whatever map is agreed upon. This is connected with choosing your background universe as some source materials include a map. The players must also decide what time frame to play in. The starting year you decide upon will provide a basis for future technology growth.

1.4 Recommended and Other Materials

A Victory by Any Means game can be much more than a set of rules to run a campaign. This book gives you basic ships, and maps to play a normal game. We encourage you to explore the ever-growing source materials provided by the VBAM team and fans alike. They will provide you with an established backdrop for the type of games you may be looking for. VBAM Games will continue to support the Campaign Guide with new source material books well into the future.

Between active efforts of VBAM Games and several fan initiatives, integration rules are being created to provide out-of-the-box compatibility with many of your favorite tactical space and ground systems. This means that VBAM will not only be a campaign engine, but a means to tie together your favorite games! We encourage the use of your favorite game

systems within your VBAM campaigns. Not only do they bring together the best of both worlds, but also your tactical decisions will bring real weight to the outcome of your battles.

There are many ways to keep track of your game in progress. Some players prefer to bring laptops to games, and track everything electronically. Others prefer to rely on trust pen and paper, assembling their maps on poster board for all the players to see. This is a very popular option for games where the CM runs the opposition, and all the players represent various admirals and governors from a single empire working toward a common goal. Outside of the common clipboard and paper, a simple computer spreadsheet is extremely handy for tracking ship data and maintenance costs in even the smallest game.

If you run into any questions or concerns, drop by our mailing list (details available on our website). The VBAM team is available to field questions or discuss game-related topics, or even help you and your players “find your campaign legs” by giving advice and guidance on how to setup your first source material packs. For those CMs and players who are starting out in the VBAM campaign system, the stories and fan-created resources available via the mailing list can be invaluable in pointing you in the right direction or giving you extra ideas as to what you can do in your own campaign.

1.5 Basic Terms

Alliance Treaty: A treaty signed by two or more Allied powers. A power may only be a signator of one Alliance Treaty at any given time.

Allied: Powers that have signed the same Alliance Treaty.

Anti-Ship (AS): Referring to space units, this statistics is used when firing at enemy non-flight units.

Anti-Fighter (AF): Referring to space units, this statistic is used when firing at enemy flights.

Attack Value (ATT or Attack): Referring to ground units, this statistic is the basic attack bonus added to the attacking ground unit's roll.

Attrition (ATR): When referring to a ground unit, its amount of damage a ground unit will take before it is destroyed. When referring to a bombardment of a planet, it's the damage points totaled up to determine the severity of the bombardment.

Attrition Damage: Attrition damage is additional damage scored to a unit less than its Defense Value (DV).

Ballistic: A special unit designation, Ballistic units

Basing Capacity: This represents the number of craft a system or planet can locally support. Planets can base a number of atmospheric ship squadrons equal to the planet's Productivity. Flight basing is equal to a planet's utilized Productivity squared.

Bombardment Point: Space units generate bombardment points, which are then used to perform orbital bombardment missions.

Campaign Moderator (CM): The individual who runs a Victory by Any Means campaign for a group of players.

Campaign Strategic Combat Resolution (CSCR): A strategic-level campaign combat resolution system, the CSCR allows players to resolve campaign battles without the need for or as a supplement to other third-party tactical combat systems.

Capital System: The system that serves as the head of a power's government. Only one Capital system may exist per power at any given time. By default, the homeworld of a race is its Capital system. Capitals can be moved, but this requires time and financial expense.

Carrying Capacity: Although this statistic is

rarely affected, it represents the maximum Census value a system can support. It is often abbreviated as simply 'Capacity' when dealing with systems and planets, but it should not be confused with either Basing Capacity or Construction Capacity.

Civilian Fleet: Colony, Transport, and Trade Fleets are purchased from the civilian infrastructure of your empire and are considered civilian fleets.

Census: This is an abstracted number to represent the number of citizens existing in a system. Census determines the maximum amount of Productivity that can be utilized and the maximum Morale level, as well as capping other activities such as the maximum number of Intel points the system can support.

Co-Belligerency Treaty: A treaty signed between two or more parties which allows certain mutual benefits, similar to those shared by Allied powers, during the course of a war against the target of the Co-Belligerency Treaty.

Co-Belligerents: Powers that have signed the same Co-Belligerency Treaty.

Colony Fleet: This term refers to a collection of ships that move a massive amount of people. The ships in this fleet are also designed to help establish a colony.

The default cost of a Colony Fleet is 30 economic points.

Combat Factors: When referring to ships and flights, combat factors are the Anti-Ship (AS) value, Anti-Fighter (AF) value, basing capacity, scout functions, supply rating, and towing functions, but it most notably does not include the Defense Value (DV).

Command Cost (CC): Command Cost is the intangible, administrative cost of including a particular unit in a ship squadron. When commanding a squadron, a ship's own Command Cost does not count against its

Command Rating. Smaller ships have lower Command Costs.

Command Rating (CR): Command Rating is an abstraction of a unit's command ability. A ship can command a number of other units whose total Command Cost is equal to or lower than its Command Rating. When commanding a squadron, a ship's own Command Cost does not count against its Command Rating. Better command ships have higher Command Ratings.

Construction Capacity: Refers to the capability of a planet or shipyard to build ships, flights, bases and other craft. The construction capacity of a planet is equal to its RAW times Utilized Productivity. The construction capacity of a shipyard (planetary or orbital) is equal to the construction capacity of the location at which the shipyard is located.

Contested: Used to refer to a system itself, it means a player owned system that is also occupied by hostile Forces deployed onto the inhabited parts of the system (presumably the main planet in the system). Used to refer to the space of a system, it means that Fleets of non-friendly powers are in the system.

Controlled: Used to refer to the inhabited parts of a system, it means a player owned system that is not occupied by hostile forces. The term is also used to refer to the space in a system. It means that fleets of only friendly powers are in the system.

Crippled: A unit can become crippled as a result of damage received in battle. Crippled units have all of their combat factors halved.

CSCR: See Campaign Strategic Combat Resolution (CSCR):

D Factor: Referring to ground units, this is the dice type rolled when the ground unit attacks.

Defense Value (DV or DEF): When referring to space units, the Defense Value is a measure of

how difficult it is to either cripple or destroy a unit. When referring to ground units, this represents the unit's defense and is important in determining whether or not a ground unit receives damage from an enemy attack..

Dock Space: In ship construction, each ship built at a shipyard occupies one dock space during its construction. Two ships cannot use the same dock space simultaneously.

Economic Points: The basic unit of currency in VBAM is the economic point, which is used to build units, invest in technology or industry, and make all other purchases. Economic points are generated by system Output.

Empire: Empires are powers controlled by a single entity, usually a player.

Encounter: An encounter occurs when two fleets meet, either in the same system or in the middle of a jump lane. Encounters often result in the generation of combat scenarios.

Field Repair: Military supply ships are capable of performing field repair on friendly vessels. Field repair is the only way to repair damaged ships without returning them to a shipyard.

Fixed Defenses: Any orbital construct, usually of a defensive nature, which lacks the ability to move from place to place and is incapable of independent movement from the location at which it is built. Bases, DEFSATs, and mines are all examples of fixed defenses. Unlike bases, DEFSATs and mines can be transported by ships with available cargo capacity, such as Transport Fleets or Military Supply Ships. A Shipyard, being a type of base, is also considered a fixed defense object.

Fleet: A group of space-based units (ships, fighters, DEFSATs, etc.) belonging to a single power in a system or jump lane.

Flight Wing: A flight wing is a group of four (4) flights.

Flights: A flight is a combat unit made up of one or more super heavy, heavy, medium, light or ultra-light fighters, shuttles (armed or not), or breaching pods. The number of individual fighters or shuttles in a flight is not defined within the scope of these rules, but the flight is the smallest functional unit of these types of craft.

Force: All units belonging to a single power in a system or jump lane.

Friendly: Powers that have signed at least a Peace Treaty are considered to be Friendly.

Good Order: When used to refer to a planet, it means that the planet's control is not contested and the planet is not in revolt.

Gunship: A special unit trait, Gunships gain bonuses to the number of bombardment points they generate.

Homeworld: The world on which a species (race) evolved. A homeworld can never be moved, unlike a Capital.

In-Service Date: This is the year the unit normally enters service and may be produced by the player once his/her empire has reached that technological level.

Intel: Intel represents the intelligence network of the empire designed for both offensive and defensive use. It is used to gather information from a nearby system, perform sneaky diplomatic actions or incite rebellion on an enemy suppressed world.

Jump Lane: The connecting paths between systems that can be traveled upon by units capable of hyperspace travel.

Maintenance: This is the cost automatically deducted from an empire's economic points generated each turn and used to maintain the empire's military forces.

Morale: This is the general attitude and morale of the intelligent beings in the system. A motivated population will be able to contribute more while a disgruntled society will eventually lead to civil unrest. Morale can be affected by a great deal of factors, from a successful peace treaty to orbital bombardment of a peaceful society.

Orbital Bombardment: Orbital bombardment is the use of bombardment points against a planet or system with the intent of causing damage to the industry, population, or environment of the targeted world.

Out of Supply Status Level (OSSL): Out of Supply Status Levels are earned when units move out of supply range and have a detrimental effect on a unit's combat capabilities.

Output: This is the systems contribution to the total output of the power. Economic points are generated from output at a fixed ratio, usually one for one, unless playing with optional output rules.

Owner: Used to refer to systems, the owner is the last power to control a system's source of system statistics.

Planet: Unless otherwise stated, a system has a planet, which is actually the source of all of a system's statistics. It's the only place where ground units are landed and space capable units are based. Alternate sources of systems statistics may be presented in future expansions as well as multi-planet systems, but these complexities are beyond the initial scope of the Victory by Any Means Campaign Guide. The word "planet" is only rarely used to help reduce confusion with its use in a future expansion. All planets are considered to have an atmosphere unless otherwise noted.

Point Pool: The point pool is the accumulation of the available economic points an Empire has. All spending and investment is made from here.

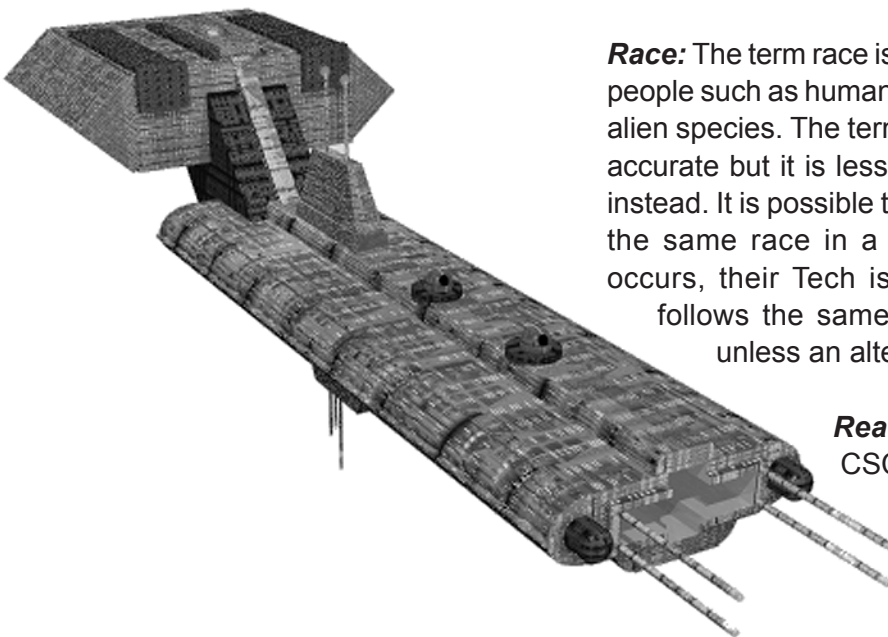
Power: This term is used to refer to either an empire or another group that has forces, such as raiders.

Productivity: Productivity is the ability of a system to turn RAW into useable material. It represents infrastructure, industry and general working conditions and efficiency of the system.

RAW: This represents the available resources of a planetary system. It is multiplied times the system's Utilized Productivity to determine the system's Output.

Race: The term race is used to refer to a specific people such as humans or one of many possible alien species. The term species is, in fact, more accurate but it is less popular, so race is used instead. It is possible to have multiple powers of the same race in a campaign game. If this occurs, their Tech is tracked separately but follows the same course of development unless an alternate is provided.

Readiness Modifier: Within CSCR combat, the readiness modifier is the value added to your damage roll before



multiplying it by your anti-ship (AS) or anti-fighter (AF) values. Readiness modifiers can be incurred as a result of 3.6.3.8 Surprise or the loss of a command ship, among others.

Scout: A Scout is a unit that has scout functions. Scouts can have a major impact on combat scenarios, and are also used to perform exploration.

Scout Function: Scout functions are a measure of a Scout's electronics capabilities. Scout functions can be used in combat scenarios to include/exclude ships, influence surprise rolls, and increase/decrease formation bonuses, among other uses.

Shipyard: These facilities are used for the construction and repair of ships. Shipyards can be built on a planet or in orbit. The amount of construction a shipyard can perform is limited by its construction capacity and available dock space.

The default cost for a Planetary Shipyard is 16 economic points, with a maintenance cost of 1/1. The default cost for an Orbital Shipyard is 20 economic points, with a maintenance cost of 2/1.

Species: See Race.

Squadron: A squadron is a group of ships whose size and composition are limited by the command rating (CR) of the squadron command ship and the command cost of the accompanying ships.

Supply Depot: A Supply Depot is a source of supply for a power's forces. An in-supply Supply Depot acts as a supply point, extending the operational supply range by two jumps.

The default cost of a Supply Depot is 15 economic points, with a maintenance cost of 1/1.

Supply Rating: A unit's Supply Rating is a measure of its ability to perform the duties of a military supply ship. This includes keeping units and squadron in supply, transporting cargo, or

conducting field repair.

System: An area of space that serves as the juncture of jump lanes and may contain one or more bases or other fixed defensive points. More complex rules for depicting systems may be provided for in a future expansion.

Task Force: All units belonging to a power that take part in CSCR combat are organized into a single Task Force.

Tech: Tech is the representation of the technological development of a society. Over the course of a campaign, a player will have to decide how much investment in technology is needed to remain competitive with their neighbors. If ignored, a player may find their productivity and troop effectiveness fall behind that of their neighbors.

Towing Functions: Vessels use towing functions to tow vessels out of combat areas.

Trade Fleets: These represent a collection of ships hauling cargo along a defined route. These trade fleets generate income for the power that controls them.

The default cost of a Trade Fleet is 15 economic points.

Transport Fleet: These represent a collection of ships hauling troops and ground assault equipment from system to system.

The default cost of a Transport Fleet is 20 economic points.

Utilized Productivity: The Utilized Productivity of a system is the lower of the Census or Productivity statistics, taking into account all suppression of Productivity or reduced effective Census due to civil unrest. The Utilized Productivity is multiplied by the system's RAW to determine the system's Output.

Weapons of Mass Destruction: Weapons of Mass Destruction are a special form of orbital bombardment that cause widespread destruction to all of a system's major assets.

2.0 Before the Game

This section details all of the setup and preparation needed in order to start a campaign game. Races for each player, time period, maps, and scenarios must be decided upon.

2.1 Race Selection

Campaign races are supplied in the source materials. Not all races are equally powerful and the source materials will help guide players to selecting races of close power levels and provide balance adjustments. Source materials will often contain special rules that make one race unique, including their unit technology track throughout a time period within given in-service dates.

2.2 Time Period

Players need to agree on a year to designate as the beginning of the game. This beginning year will be the starting *tech year* for all powers in the campaign. This tech year is used to establish what unit technologies are available to each race at the beginning of the campaign based on the in-service dates (ISDs) given in the source materials. Any units or technologies with an in-service date (ISD) of the same year or earlier than the tech year are immediately available to the player.

Technology progression rules allow new units and/or technologies to become available as the campaign progresses and each player performs technology investment. Refer to the 3.3 Tech Phase section for more information on technology advancement.

2.3 The Map

Players must choose a map to use for their campaign. A series of generic maps of different sizes are included with this product and

can be used with any source material. Most source materials will include a universe-specific campaign map along with the rest of its materials.

If players do not wish to use a pre-generated map, they can instead choose to randomly generate a map using the random map generation rules (see 2.3.2 Random Galaxy Generator).

2.3.1 Generic Maps

The generic maps listed in the back of this book are included for players who want a predefined geography or don't have time to make a random galaxy. These maps are compatible with the Starting from Scratch scenario or any of the sample scenarios listed in the 5.0 Source Materials section. Starting system values for the generic maps are also located in the 5.0 Source Materials section. These values can be altered by the CM to suit the game or used as-is in a CM-less game.

The generic maps come in four different sizes: Small, Medium, Large, and Huge. The size of the map used in your campaign depends heavily on the number of players in the campaign and the desired length of play. Shorter games or games with fewer players should choose a smaller map, while longer games or games with more players should choose a larger map.

Assign all eligible homeworld systems (those included in your game and not already rolled by another player) a number and roll an appropriately sized die to randomly determine your starting homeworld.

2.3.2 Random Galaxy Generator

The random generation of a campaign map allows players to create a new playing field for every campaign. The map consists of systems containing resources and jump lanes that serve as paths between systems for ships to travel along.

The campaign map is generated starting from the middle and expands outward in "rings" of systems. As you generate each system's particular statistics, you automatically determine if additional systems need to be created in the

next ring. The number of players in the game limits the number of rings of systems that you generate. The first system, placed in the center of the new map, is known as the Hub and has special rules associated with it. The second and last rings also have special rules associated with them.

2.3.2.1 The Hub

The map is generated from a central system referred to as the "Hub". It is also the only system in the first "ring". Whenever a reference to a higher ring is made, the Hub is at the top and the later rings descend from it. This is a special system and is automatically a major system. Roll up the Hub's special traits as a major system (see 2.3.2.4 System Generation). The Hub has a number of jump lanes from it equal to three plus one for every four players in the campaign (ex: A three player or smaller game has a hub with three jump lanes, a four to seven player game as a hub with four jump lanes, etc). At the end of each jump lane is a system in the second ring. Place these systems symmetrically around the hub in a ring so that every system is equidistant to the Hub and equidistant its neighbors.

2.3.2.2 The Second Ring

The second ring of systems is treated, for the most part, like any other system in the game. You roll for the system importance, number of jump lanes and special system traits like any other system. However, a second ring system always receives a +1 on the jump lane destination table and a -1 on the Jump Lanes Table, preventing a second ring system from linking up one ring and accounting for its link to the Hub. As you roll up the stats for each system in the second ring you will generate systems in the third ring, until you have fill the entire galaxy. You will continue this process until you produce four (4) rings plus one (1) additional ring for every four players in the campaign (ex: A three player or smaller game will have four rings, a four to seven player game will have five rings, etc).

2.3.2.3 The Last Ring

Systems in the last ring cannot have jump lanes that link down to the next ring, as there are no more rings. Anytime a system in the last ring would link down, simply reduce the number of jump lanes for the system by one instead and continue.

If you end up with fewer systems in the last ring than there are players, the system with the fewest jump lanes in the next to the last ring will receive an additional jump lane to the last ring, creating a new system in the last ring. If more than one system in the next to the last ring is tied for the fewest jump lanes, randomly determine which one will receive the additional jump lane. Repeat this procedure until there is a system in the last ring for every player in the game. This is important, as players will pick a world in the last ring to be their homeworld!

Generate system statistics for systems in the last ring as normal, if a system in the last ring is picked to become a player's homeworld, the system keeps its special traits, but replaces its base statistics with those for a homeworld. Its special traits then adjust these homeworld statistics.

2.3.2.4 System Generation

When you have completed all steps necessary to generate every system in a ring (starting after you've rolled the additional special traits of the Hub as the first ring), roll randomly to determine which system in the next ring you'll generate first. Generate the remaining systems in the ring in clockwise order. Complete these four steps to generate a system:

1) Roll for Importance on System Importance Table

The System Importance Table actually provides two descriptions of the system. The two descriptions are used to give differing modifiers in the following tables, giving systems more individuality. It will also determine the base statistics for a world.

Exhibit A: System Generation Tables

System Importance Table (Roll 2d6)

Result	Colony Size	System Importance
2-3	Minor Outpost	Unimportant System
4-5	Outpost	Unimportant System
6-8	Minor Colony	Minor System
9-10	Colony	Minor System
11-12	Major Colony	Major System

(Note: Minor systems are more common than unimportant systems, because truly unimportant systems are not even on the map)

Base System Statistics Table

Colony Size	Census	Morale	RAW	Productivity	Capacity
Minor Outpost	1	1	1	0	2
Outpost	2	2	1	0	4
Minor Colony	3	2	2	1	6
Colony	5	4	2	2	8
Major Colony	7	6	3	3	10
Homeworld	10	9	6	10	12

Jump Lanes Table (Roll d6)

Result	Jump Lanes
0	1
1-2	2
3-4	3
5	4
6	5
7	6

Modifiers:

-1 Unimportant System

+1 Major System

Exhibit A: System Generation Tables (Cont.)

Jump Lane Position Table (Roll d6)

Result	Jump Lane Position
1	Link to system one ring up
2-4	Link to system in own ring
5+	Create a system in the next ring and link to it

(Note: last ring systems subtract one Jump Lane when a 5+ is rolled and a system is not created)

Special Traits Table (Roll 2d6)

Result	Special Traits
1 or less	No Specials
2	Fair Government (Morale +1)
3-5	Rich in Rare Metals (RAW +1)
6	Fair Climate (Productivity +1)
7	Rich in Precious Minerals (RAW +2)
8	Expanded Industry (Productivity +2)
9	Expanded Population (Census +1, Morale +1)
10-11	Fair Biosphere (Census +1, Capacity +2)
12	Special Resources +1 (if not used then roll twice)
13+	Re-roll Twice

Modifiers:

Minor Outpost -2
 Outpost -1
 Colony +1
 Major Colony +2

Jump Lane Class Table (Roll d6)

Result	Jump Lane Class
2 or less	Restricted Lane
3-4	Minor Lane
5+	Major Lane

Modifiers:

Unimportant -1
 Major +1
 Homeworld +2

2) Roll for Number of Jump Lanes on Jump Lanes Table

The number of jump lanes that a system has is generated from this table. However, the system you are resolving will have at least one jump lane already. The jump lanes already connected to the system do count. In the case that you roll a number of jump lanes less than the number already connected, simply add no further jump lanes, but do not erase any pre-existing jump lanes, either. Later, another system may link to one already resolved and increase the resolved system's number of jump lanes.

3) Roll for Position of Jump Lanes on the Jump Lane Position Table

The first jump lane you need to position will always be a jump lane to the next outer (lower) ring (and creating a system in that ring). After the first jump lane, roll on the table to position the remaining jump lanes. The "Link to system one ring up" result will result in a jump lane to either the clockwise or counter-clockwise neighbor (determine by coin flip) of the system that created the current system. These are the only valid targets of a jump lane positioned "up" to an inner ring. This will increase the number of jump lanes connecting to these already resolved systems. The own ring result will result in a link to either the clockwise or counter-clockwise neighbor of the current system. Again, these are the only valid targets of jump lanes positioned in your own ring. The "Create a system in the next ring and link to it" result means that you will produce another system in the next (lower or outer) ring. If you are already linked to all possible targets of a Jump Lane Position Table result, simply re-roll until you can legally position a jump lane.

4) Roll for Additional Special Traits on the Special Traits Table

Special Trait bonuses are cumulative and add onto the base stats for the system described after the System Importance Table. No statistic may be higher than 12 and Census, Productivity and Morale stats may not exceed the Capacity. Any result that increases a statistic that is already at its maximum is re-rolled. If all stats are at their

maximum, stop rolling and continue to the next system. Unimportant systems roll once, Minor systems roll twice, Major systems roll thrice.

2.3.2.5 Player Starting Locations

Players will now choose a system in the last ring to become their homeworld. Divide the number of systems in the last ring by the number of players in the game, drop any fraction. This is how far each player homeworld must be from the next player homeworld. It does not matter if the systems are connected by jump lanes or not, for this calculation only consider all of the last ring systems to be 1 system away from their clockwise and counter-clockwise neighbors. If this minimum distance is one, then each player's homeworld can be the clockwise or counter-clockwise neighbor of another player's homeworld, otherwise the homeworlds must be spaced out along the last ring of systems by the minimum distance.

Any system selected to be a player's homeworld automatically receives the homeworld base stats and applies any Special Traits rolled up during system generation to improve that system. Remember that Special Traits cannot raise a statistic above 12. Players will pick homeworlds in order of highest to lowest on a roll of 2d6. Each player must select a system that will not prevent any of the remaining players from being able to legally select a homeworld.

If you are using the random map with the 2.4.1 Starting from Scratch scenario use these rules to pick the homeworlds and ignore the more generic rules in that section. Follow the rest of the 2.4.1 Starting from Scratch scenario setup.

2.3.2.6 Finishing Touches

When homeworlds have been determined, there is a final step. You must determine the quality of the jump lanes. Roll on Jump Lane Class table for every jump lane on the map; apply the modifiers for both systems the jump lane connects.

The galaxy is now complete. Now you must determine your scenario.

2.4 The Scenario

The campaign scenario can be one provided with a set of source materials, published in an expansion product compatible with the VBAM system, or you can choose one of the basic scenarios listed in this section. Additional scenarios are available in the 5.1 Sample Source Material section of this book.

2.4.1 Starting from Scratch

Starting from Scratch is the basic start from a homeworld and conquer the galaxy scenario. While not usually germane to the background of your source universe or particularly realistic, it can still be a very enjoyable way to use VBAM and the setup is simple.

Each player rolls a die to determine the order of homeworld selection. Each player selects only one homeworld from those available on the map. All races are out to conquer a majority of the systems on the map. To win, a player must have controlled more than half of the systems on the map for three complete, consecutive game turns.

Follow the rules in the income phase to determine the total output for your empire. This should be easy as you only have one system, your homeworld. Put this number into Total Domestic Productivity at the top of the Player Asset Sheet. This is for ease of use. The Total Domestic Productivity is the amount of starting points available. Note: if a faster or slower campaign start is desired, then multiply this number by 0 – 10, or any agreed upon figure to reduce or increase the starting point pools.

The starting points are put into your point pool on the Player Asset Sheet. This represents the total number of points available to build your empire. Construct your fleets and/or make other non-fleet purchases and treat these units as if they were completed on the turn prior to the beginning of the game.

2.4.2 Small Empire

The Small Empire scenario is very similar to the Starting from Scratch scenario. First,

decide on how many planets every player will control at the beginning of the game (no more than four is recommended). Then follow the rules in the 2.4.1 Starting from Scratch scenario to select homeworlds.

In the same order as homeworld selection, players will select another planet and will repeat this process until all players control a number of starting planets equal to the agreed upon starting number. All worlds selected by a player must be one jump away from another world selected by that player. No player may select a world closer than the minimum distance between homeworlds to another player's homeworld, when using the 2.3.2 Random Galaxy Generator.

Finally, complete the rules for determining your starting point pools and forces as in the 2.4.1 Starting from Scratch scenario.

2.4.3 Creating Your Own Scenario

Ultimately, every player or CM will want to branch off and fashion a game to his or her own set of preferences. When doing so, there are several critical factors to balance to provide a fair game for all players given the situation. A CM will have to decide if he wants an epic struggle between two warring giants, a game where low tech rebels attempt to throw off the shackles of an oppressive hegemony, or something else entirely. In short, the setup tells the story.

2.4.3.1 The Map

There are many different ways for players to create a map. One option is by using the included 2.3.2 Random Galaxy Generator, but you could just as easily use star maps available on the Internet from other science fiction universes in your campaigns. More often than not, a CM will want to create his or her own set of maps to reflect the unique campaign they want to run. The key thing to consider is the proximity of critical worlds to any potential threats, and the quality of the lanes connecting the systems.



First, consider if the game is being started in the early development stages of space travel, or if players will be beginning play in a galaxy with already established empires and borders. In the situation of the former, any lane structure is acceptable and should probably be randomized from the start. A generous CM will ensure that each player has a similar lane count, so one player is not stuck entirely behind restrictive lanes. In the case of established empires, this will be different. Players tend to settle along system with travel-friendly jump lanes. They also tend to improve the lanes within their borders over time so it would be likely that established empires would have an excellent jump lane infrastructure. There should also be several unoccupied worlds between the starting empires to serve as a buffer zone, and to act as a catalyst for the player's expansion.

It is also important to avoid fractured empires which have sections of the empire that are only reachable via by restricted lanes, especially if the player does not have the capacity to cross them early on. This means part of the empire will be isolated. Many CMs could use such a setup to explain a civil disorder, and may even use it in a very entertaining game, but as a general rule you should try to avoid fracturing empires with weak lanes if at all possible. Lane quality is a major contributing

factor in deciding the control of key systems. A player with excellent lane access to critical worlds will be able to bring ships more quickly to a fight, and probably conquer those systems before a player with poorer lanes can get there.

Remember that the basic VBAM campaign a "nodal" movement system, meaning that movement between systems is restricted to specific routes, in this case jump lanes. If your group prefers, it is easy to translate the VBAM movement rules to alternate map types. Hex-based (which is essentially a nodal system as well, except that each point always links into six other contiguous points on the map) and zone-based maps can easily be adapted to the existing rules. Simply note the strategic speed and/or movement requirements to move from one hex or zone to another. For example, the rules could allow units to move up to three hexes/zones per turn. This allotment could also be broken down on a unit-by-unit basis, giving some units a strategic movement advantage.

2.4.3.2 System Stats

Once the map has been defined, the CM or players must assign stats to each system on the map. Again, you can randomize this, but a CM creating a scenario of their own will likely choose the importance of statistics of systems to create a more balanced game for the players.

Unless there is a story-driven reason to do otherwise, each player should have at least one Major Colony or Homeworld system under their control at the beginning of the scenario. Otherwise the player will receive very little income and make for a very sluggish first couple of campaign years. In some games you may want this, but the normal game will require a few economic powerhouse worlds to help expand the player's empire in a reasonable amount of time.

The "typical" VBAM scenario would give players control over one Homeworld system and a handful of weaker colonies from the beginning of the campaign. This puts the burden on the player to make wise economic decisions about growth and resource allocation. However, depending on the size of the game and the basic scenario you are looking to create, the quality of the rest of the systems on the map can (and often will) vary wildly. For example, a scenario in which the players' empires have just discovered space travel and are only now beginning to explore beyond their world may start each player out with just a single Homeworld system. Alternatively, a game about an epic struggle between two established galactic powers would be remiss if it did not give both empire's numerous worlds to squabble over, including several Major Colony systems to supplement the other weaker or unpopulated systems under their control.

The trick here is to balance the starting positions of each player. In a normal, and non-scenario driven game, the CM usually wants the players to start with roughly the same output and room to grow so that no one player has an unfair advantage over the others. This means the homeworlds should not be upgraded beyond the capacity of their opponents' own homeworlds. Every factor, including Capacity will have a long term effect on how productive that system will be. For this reason, and to achieve perfect balance, CMs may not wish to apply any special traits to the players' Homeworlds. Keeping the game balanced and fun for the players is one of the CM's most important duties.

2.4.3.3 The Source

Your source material sets the mood for your game. Whether you are playing out battles with your favorite tactical system or taking the role of a fledgling empire in the face of overwhelming odds, the source material will provide important background information on your setting and the powers involved. The source materials you are using in the campaign will supplement the maps and system statistics that you have already created, but will also include full unit lists for each faction along with their backgrounds. A good set of source materials can make the entire campaign more fun for the players and extra life to player interactions.

To set this in perspective, perhaps you are creating something similar to the included Scenario 7: Barbarians at the Gate scenario, where an advanced empire attempts to fend off a more overwhelming, but inferior threat from four other players. This would not be possible if the source materials were not adjusted to match the scenario (and very awkward if an inferior, low economic power nation had to fight off four superior, high economic nations).

Source materials packages can be purchased, downloaded, or created by you, the player. More information on source material creation, along with a set of sample source materials, is available in 5.0 Source Materials.

2.4.3.4 The Starting Income and Forces

The best way to gauge starting points is to take the total empire's total system output and multiply the value by four. For example, an empire producing a total of 40 economic points from its systems on the first turn of the campaign would with 160 economic points. If a CM wants the game to start a bit quicker, he can adjust this value as he sees fit. This will give each player enough points to fill out their ranks and at least establish a working navy and ground forces.

A CM may also consider choosing the starting forces or establishing boundaries on what they can purchase. For example, if Player A is playing the Brindaki in the year 3009, but is playing in an era where their empire is in debt and decay, the CM may elect that only 20% of

his forces can come from Tech Year 3007 or above. In general, this forces the player to deal with the older ships that are likely to come with an empire with no money for new shipbuilding. The CM may also opt to make all starting fleet and ground force purchases for the player, forcing the player to deal with a less than optimal combination of units, many of which may need to be mothballed or scrapped in order to lower maintenance costs. Just be careful not to cripple a player's empire with high maintenance costs at the beginning of the campaign. This can have a drastic effect on their empire's long-term growth.

2.4.3.5 Summary

Creating your own scenario can be a great deal of fun. Just know what you and your players want from your upcoming campaign. The trick is to keep everything balanced until you and your players are comfortable with your own guidelines. Since the point of the VBAM campaign system is to introduce a great deal of creative freedom and modularity to play, we obviously encourage this as much as possible.

2.5 Setting up the Game

Once each player has chosen a starting race and both a campaign map and scenario have been selected, it is now time to begin setting up the campaign game.

2.5.1 Purchasing Starting Forces

At the beginning of a campaign, players typically start with a fixed amount of economic points for use in purchasing their starting forces. The number of economic points each player has available will be defined by either the scenario being played, the CM, or mutual consent of the players. If your scenario does not include the number of starting points each player is to receive, and you don't know what kind of value

Starting Force Considerations

As a player, there are many things you have to take into consideration when you are purchasing your starting forces. First of all, as discussed in 2.5.1 Purchasing Starting Forces, you want to make sure that your empire starts with a shipyard of some sort. The two different types of shipyards are orbital and planetary. Orbital shipyards are called Shipyards and are the most frequently utilized type of shipyard. Planetary shipyards are called 'Planetary Shipyards,' not unsurprisingly. Without a shipyard, your power will be restricted to using a system's native construction capacity and be limited to building atmospheric craft, flights, and fixed defenses only.

Another matter to consider when purchasing your forces is the amount of territory on the map that your empire will control at the beginning of the campaign. In particular, a player has to look at the defensibility of his or her empire. You want to make sure that you have enough fleet units (ships, flights, and fixed defenses) to maintain at least a token military presence in each of your star systems. In most cases, you will not start the campaign with enough starting points to purchase large fleets for each of your systems. This leaves you with the decision to either purchase a fewer number of more powerful units or a larger number of cheaper, less capable units. In most cases it will be better to diversify your fleet to some degree so that you can have larger fleets in the strategic systems of your empire while still maintaining small patrol fleets in the others.

It is also important for an empire to spend starting points on ground units. Troops may seem frivolous in the early

Starting Force Considerations (Cont.)

stages of a campaign, but in some cases your ground units will be the only thing keeping a planet under your control should a Morale Check go badly for your empire or an enemy force attack your system with troop transports in tow.

Generally speaking, it is best to spend all of your starting points during this point in the campaign instead of letting a large number of them carry over into the campaign. Spending fewer starting points will give you more purchasing flexibility once the campaign begins, but you will likely be placed at a military disadvantage when compared to your neighbors who spent their entire starting points on military forces.

would be fair, the best course of action is to have each player total their system output (see 3.1 Income Phase) and multiply it by four. In most cases, this will provide players with enough starting points to make an adequate number of purchases for their empire.

Starting points can be spent on any available units of the players' choosing. The availability of units is based on the Tech Year that the empire begins the campaign at. All units with an ISD equal to or less than the empire's Tech Year will be available to the player unless otherwise overridden by the scenario rules.

The list of units available to an empire is called either a unit list or a force list and is included with your source materials. For example, referring to the sample source materials included in this book, the Jains player in the *Scenario 6 – Five Player: Free for All* Scenario would look at the list of units in the appendices under the section 'Race: Jains.' These are all of the units that the Jains empire can purchase during the course of the campaign. However, not all of the units are necessarily available to be purchased out of their starting forces points because of availability. The Starting Date of the *Scenario 6 – Five Player: Free for*

All Scenario is 3005. This means that only those units with an ISD of 3005 or earlier can be purchased using the Jains' starting points. The other, more advanced units will not come available until the Tech Year is increased as a result of research and tech investment during the course of the campaign.

In addition to the units listed on an empire's force list, they may also purchase all 'generic' campaign units described in the Campaign Guide. This includes, but is not limited to, Colony Fleets, Transport Fleets, Trade Fleets, Shipyards, Planetary Shipyards, and Supply Depots. The cost of these units are given in the source materials, but if they are omitted you can refer to and use the costs listed in 1.5 Basic Terms.

Having now determined what units can be purchased, each player looks over their force list and spends up to the listed amount of starting points on units. *Scenario 6 – Five Player: Free for All* gives the Jains 150 economic points to spend on purchasing their starting forces. They also receive two Colony Fleets at no additional cost.

When purchasing starting units, the first thing that the player should check for is whether or not the scenario setup provides shipyards at one or more of their systems or if these must be purchased separately. For example, *Scenario 6 – Five Player: Free for All* does NOT give any of the players shipyards, so the Jains player will need to purchase at least one shipyard in order to be able to begin building additional ships on the first campaign turn. The Jains fleet list does not contain an entry for a shipyard, nor does the scenario itself outline their costs. In this case, the player must refer to 1.5 Basic Terms under *Shipyards* to find the default cost of a Shipyard.

After making sure that your empire has a shipyard (either orbital or planetary) at which to build new ships in the future, the player will spend the rest of his or her starting points on additional units, as desired. The total amount of points spent on starting forces cannot exceed the number of economic points given to the empire to purchase its starting points. Any points

left unspent go into the empire's starting point pool on the first turn of the campaign.

If playing in a CM-less campaign, all players must complete the purchase of their starting forces before 2.5.2 Placing Starting Forces can begin.



CM's Note: To jump start a campaign, you might want to consider starting your players with one or more each of Colony, Trade, and Transport Fleets. This high-cost units are invaluable to a growing empire, and starting your players with some already constructed will shave several turns of tedium off of a campaign during the early phase of the game.

2.5.2 Placing Starting Forces

Now that all starting forces have been purchased, players place these forces in systems under their empire's control. The location of all bases, ships, flights, ground units, etc. must be decided at this time. Fixed defenses (bases, DEFSATS, and mines) and ground units are assigned to specific systems (or, if more detailed star system rules are being used, to a specific planet or location in a star system). Ships are assigned to fleets, which are then placed in friendly systems. Flights can be assigned to either fleets or systems, given available basing capacity. All civilian fleets (Colony, Transport, and Trade) are also placed into specific systems at this time. For the sake of convenience, players may wish to begin thinking about the squadrons that they want their ships and flights assembled into for purposes of CSCR combat (see 3.6.3 Space Combat Phase) and organize their fleets accordingly when assigning them to specific systems.

Of the starting forces being placed on the map at this point, the placement of fixed defenses (bases, DEFSATS, and mines) is the most important. Bases cannot move from system to system (or even planet to planet!), so wherever they are placed at the start of the campaign is where they will remain until they are destroyed or scrapped. The same is of

course true for any bases built during the course of the campaign. It is for this reason that most players will place their starting bases at strategic, easily defended systems, such as their homeworld.

Ships, flights, and ground units, unlike fixed defenses, are mobile and can be moved during the course of the campaign. For that reason, the initial placement of these units is not as important. If a fleet gets placed in the wrong system by mistake, they can always begin moving to a new location on the first turn of the campaign. Ground units require the use of units with cargo capacity (Transport Fleets, Assault ship divisions, and Military Supply Ships) in order to be moved.

After other starting forces have been placed, you can also assign trade routes to any Trade Fleets that you either purchased with your starting points or else received as part of the scenario setup. These Trade Fleets will begin earning income beginning on the first turn of the campaign.

2.5.3 Start the Campaign

Once everyone has finished placing their starting forces, players can begin playing their first campaign turn! Congratulations!



Sequence of Play

- (3.1) Income Phase
- (3.2) Turn Orders Phase
- (3.3) Tech Phase
- (3.4) Intel Phase
- (3.5) Movement Phase
- (3.6) Combat Phase
 - (3.6.1) Supply Phase
 - (3.6.2) Encounters Phase
 - (3.6.3) Space Combat Phase
 - (3.6.4) Orbital Bombardment Phase
 - (3.6.5) Troop Combat Phase
- (3.7) Construction Completion Phase
- (3.8) Update Asset Phase
- (3.9) End of Turn Phase



3.0 Playing a VBAM Campaign

This section of the Victory by Any Means Campaign Guide includes all of the core rules necessary to play a VBAM campaign. These rules are outlined in sequential form, matching the order shown in the Sequence of Play found on the facing page. Below is a summary of the events that happen during each phase of the Sequence of Play, specifically how they impact the player.

If a CM is moderating your campaign, the results of all actions performed throughout the Sequence of Play are kept secret from all uninvolved parties. Players should only receive information pertaining to their empires and its actions. This “fog of war” effect makes the game far more interesting for the players.

(3.1) Income Phase

In the Income Phase, players begin their campaign turn by calculating their income and expenses to determine how many economic points they will have to make purchases on the current turn. Income comes primarily from two sources: systems and trade routes. Expenses typically are limited to maintenance costs. Other miscellaneous income or expenses can be incurred via random events or from payments made to your empire by other players.

It is important to remind players that maintenance costs for their fleet must be paid in full during this phase. 3.1.4 Calculating Maintenance Cost describe the process for calculating your empires maintenance. Maintenance costs for units are listed in your source materials.

(3.2) Turn Orders Phase

This is the phase in which the player records all of the orders for his or her empire to

be performed on this campaign turn. All of the orders that you give during the Turn Orders Phase are performed during the appropriate phase of the current turn, not the next campaign turn. This is a common point of confusion for new players. If you submit orders to move a fleet during the Turn Orders Phase of campaign turn 2253.4 (the fourth campaign turn of campaign year 2253), that fleet will move during the appropriate phase of 2253.4 (in this case, the 3.5 Movements Phase).

All players must finish their empire’s turn orders before the campaign turn can progress to the subsequent phases of the Sequence of Play. For games with a CM, these orders must also be submitted to the CM for processing. If a player does not complete their turn, the CM (or players, if CM-less) may make the decision to continue play without any orders having been submitted for that player’s empire.

If, during the appropriate phase in the Sequence of Play, a player’s orders are deemed invalid, they will be cancelled. For this reason, you may anticipate actions that will be occurring later in the turn and submit orders accordingly. If these events do not come to pass or your orders turn out to be otherwise illegal, they will simply be cancelled.

(3.3) Tech Phase

Every twelve turns (e.g., in the twelfth turn of each campaign year), a check is made to see if tech advancement occurs. Throughout the preceding twelve turns (including the twelfth turn), the player is likely to have paid economic points into his or her tech investment pool. If the player’s tech evaluation succeeds, then his or her empire will earn a tech advancement. How this tech advancement is interpreted depends on your source materials and CM but, generally speaking, it will result in your empire’s Tech Year being increased by one. For example, if you receive a tech advancement during the Tech Phase on turn 2253.12, and your Tech Year is currently 2253, then the tech advancement will increase your Tech Year to 2254. This advancement goes into effect immediately, though the player will not be able to act on the

advancement until the 3.2 Turn Orders Phase on the next turn (in this case, 2254.1). As your Tech Year increases, new units and technologies will become available to your empire.

(3.4) Intel Phase

All Intel missions (including diplomacy orders) included in your turn orders are resolved during the 3.4 Intel Phase. First to be resolved are 3.4.4 Diplomatic Actions. Any attempts to sign, withdraw/break, or declare during the turn are made at this time. Next, the success or failure of any and all Intel missions is determined for all Intel missions launched by your empire on the current turn.

(3.5) Movement Phase

During the 3.5 Movement Phase, all movement orders are performed for both space and ground units (though embarking/disembarking does not take place until the 3.6.5.2 Invasions segment of the 3.6.5 Troop Combat Phase) and any trade routes assigned to Trade Fleets become active. Once active, the trade route will begin generating income on the next 3.1 Income Phase.

If two or more opposing fleets meet during movement, there is a chance that an encounter will be generated between them during the 3.6.2 Encounters Phase.

(3.6) Combat Phase

The 3.6 Combat Phase includes all combat-related actions during the turn, ranging from deep space encounters to planetary invasions.

(3.6.1) Supply Phase

The 3.6.1 Supply Phase is the step in which your fleets are checked to make sure whether or not they are in supply. Being out of supply degrades the performance of your fleets and can eventually lead to their destruction if out of supply too long. This step also includes the rules for military supply ships, special units that can keep your ships in supply when they are away from home.

(3.6.2) Encounters Phase

The 3.6.2 Encounters Phase is the step in which all potential encounters between opposing forces are evaluated. Encounters can end in many different ways, but more often than not they will lead to battle scenarios being generated in the 3.6.3 Space Combat Phase.

During play, CMs and players will find themselves switching back and forth between the Space Combat Phase and the Encounters Phase as encounters are generated during the latter and resolved in the former.

(3.6.3) Space Combat Phase

Once an encounter is generated, play moves into the 3.6.3 Space Combat Phase. In this phase, an encounter scenario is selected and conditions setup for the impending battle. Players can choose to use either the provided Campaign Space Combat Resolution system or else their favorite tactical war game to resolve the encounter.

(3.6.4) Orbital Bombardment Phase

After all encounters have been resolved, play moves into the 3.6.4 Orbital Bombardment Phase. During this phase, fleets may begin bombardment of enemy worlds. The amount of bombardment that can be performed by a fleet is based on its bombardment point total. Bombardment missions take one full turn to complete (from the Orbital Bombardment Phase of one turn to the Orbital Bombardment Phase of the next turn) and have permanent results. If a fleet has just captured a system, they may only begin orbital bombardment if ordered to do so in this turn's turn orders.

Players should be sure to review their options in 3.6.5 Troop Combat Phase before spending all available bombardment points from the fleet on 3.6.4.2 Bombardment Missions. Bombardment points can be used to provide support to invasions or suppress Productivity during the 3.6.5 Troop Combat Phase.

(3.6.5) Troop Combat Phase

The 3.6.5 Troop Combat Phase contains nearly all ground unit related actions. The first

action to occur during this phase is invasions. All orders to invade enemy planets take place at this time. Ground combat rules are included in the VBAM Campaign Guide, but players and CMs should feel free to integrate their favorite ground combat system to resolve these battles. After invasions are complete, ground units may be embarked/disembarked to or from waiting Assault ships, Troop Transports, or military supply ships. Ground units embarked during the Troop Combat Phase of one turn will then be able to move with their fleet during the 3.5 Movement Phase of the next turn.

During this phase fleets may also be ordered to allocate bombardment points towards missions designed to assist in the conquest of a system. Unlike 3.6.4.2 Bombardment Missions, these missions take effect immediately. Examples include 3.6.5.3 Tactical Support and 3.6.5.4 Productivity Suppression.

(3.7) Construction Completion Phase

All construction for the turn is acted upon during the 3.7 Construction Completion Phase. All units purchased in your 3.2 Turn Orders become active at this point in the Sequence of Play. The Construction Completion Phase section of this book covers all of the rules relating to purchasing units, including the rules for construction capacity, shipyards, planetary shipyards, dock spaces, base construction, scrapping, and repairs. Players should refer to this section to determine what their empire is capable of purchasing or building during the turn. Also during this phase, units may have their activation level changed between normal, reserve, and mothballed.

It is important to stress that new purchases do not become active until this step in the Sequence of Play. Players often make the mistake of thinking that units that they purchase on the current turn are instantly available. Rather, the purchases made in the player's turn orders do not finish construction until after all movement and combat for the campaign turn have already happened, so the earliest point they would be available is on the next turn.

(3.8) Update Asset Phase

At the end of the turn, during the 3.8 Update Asset Phase, the last of the player's 3.2 Turn Orders are performed. Productivity increases purchased during the turn take effect at this time, and Colony Fleets with orders to colonize new systems complete their missions.

Also during the Update Asset Phase, each empire makes morale checks for all applicable systems under their control. These morale checks evaluate the overall happiness of the empire and are the primary way that your system's Morale statistic is modified.

Finally, every twelve turns each system rolls for Population Increases to see if the population (Census) increases.

Once all remaining players' actions are resolved, turn sheets are updated to reflect the changes and prepare for the next turn. Productivity increases may have increased a system's output, for example, and this increase in total domestic product will need to be reflected during next turn's 3.1 Income Phase. Maintenance costs should also be updated to reflect any new construction or purchases from this turn.

(3.9) End of Turn Phase

The 3.9 End of Turn Phase marks the end of the campaign turn. Some optional rules, like 4.13 Random Events, are rolled for during this phase, but otherwise no other actions are taking during this phase.

3.1 Income Phase

The Income Phase is where the Empire's revenues are calculated, expenses subtracted and profits are added to the point pools for spending during 3.2 Turn Orders Phase.

3.1.1 Income for the Turn is Calculated

The following formula is used to calculate income:

$$\text{Total Domestic Product} + \text{Trade/Misc. Income} - \text{Maintenance/Misc. Costs} = \text{Income}$$

Add this Income value to the player's Point Pool. The amount of points in the Point Pool are available for the player to use in this turn's Turn Orders Phase.

3.1.2 Calculating Total Domestic Product

Each system or planet in your empire can only use up to its Census worth in Productivity to generate output. For example, a system with a Census of 4 could only make use of up to 4 Productivity at one time. Additional Productivity would go unused. The number of Productivity actually being used in a system is its Utilized Productivity.

The output of each planet is calculated by multiplying the Utilized Productivity by the planet's RAW. The output of all planets is added together to calculate the Total Domestic Product in economic points.

Example: Earth has a Census of 10, a Productivity of 12 and a RAW of 4. Earth's output is 40 points. If Earth and Wolf were the only two systems in this human power and Wolf's output was 12, then the power would produce a Total Domestic Product of 52 economic points.

3.1.3 Calculating Commerce Income

Trade Fleets generate an income equal to 10% of the output of the systems on its route (rounded down). Obviously, only Trade Fleets that survived until this phase will contribute to this turn's income and only for those systems it successfully visited on its route last 3.5 Movement Phase.

Example: A fleet is assigned the Earth-Wolf-Proxima Centauri route, the total output for the three systems is 55 economic points, and so the fleet generates 5 economic points per turn.

Two fleets from the same player cannot be assigned to the same route without trade saturation. For this purpose, 10% represents the total the system can contribute to trade for the one player. If another power is allowed to trade there (with a proper treaty), they will also be able to generate income at the 10% level as well. Add up the income from all Trade Fleets owned by your empire to determine your Commerce Income.

3.1.4 Calculating Maintenance Cost

Maintenance cost for ships, ground units, bases and everything else you can build are provided in the source materials. All costs are either given as a number of points such as 1 or in fractional notation such as 2/4. The maintenance cost of 2/4 means 2 economic points to support a group of up to 4 units. The maintenance costs are evaluated for each specific class of unit in service and not by hull type.

For instance, if you have a light cruiser class called the "Atlantic" class with a maintenance cost 2/4, you must first determine how many "Atlantics" that are in active service. If you have 22 "Atlantics", then the maintenance cost would be 12 economic points for these units. Once you've placed your 25th "Atlantic" into



service, the cost will jump to 14 economic points, as any fraction of 4 units still costs 2 economic points to support. However, if you begin building a new light cruiser class, the “Pacific”, these units will be tracked separately and the first four “Pacifics” will cost 2 economic points to maintain, regardless of the number of “Atlantics” in service.

This type of maintenance cost encourages producing units in groups and using only those classes of units you really need. It discourages using several different classes of destroyer, for instance, because you’re more likely to suffer from additional maintenance costs from having more partial groupings of units that you still must pay full price for.

There is also a maintenance cost for Intel points at a rate of 1 economic point per 10 Intel points or any fraction of 10 Intel points. Add up all Intel points in your empire before calculating the cost for all of them. Source materials can change this maintenance rate for some or all races, but 1 for 10 is the default.

At various times units can be in special states that can halve or eliminate their maintenance costs, such as being placed into a Reserve status or Mothballed (see 3.7.9 Deactivations and Activations). Calculate the maintenance costs for units in different states independently. If you have, for instance, 2 Active light cruisers, 4 Reserve light cruisers and 1 Inactive light cruiser in each of two different shipyards, your maintenance cost is 2 for the Actives, 1 for the Reserves and 0 for the mothballs, but each shipyards construction

capacity is reduced by 2 each (see 3.7.9 Deactivations and Activations for more details).

The paying of maintenance costs is not optional. If a player is unable to pay for the maintenance of all units, the player must choose which units will be immediately removed from play. The units are considered destroyed for all purposes.

3.1.5. Miscellaneous Income or Expense

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

3.1.6 Updating the Point Pool

Once you know the Total Domestic Product, Commerce Income, Maintenance Costs, and all miscellaneous items, you can determine your Income. Add your Income to your current point pool to determine the economic points that you have available to spend during your 3.2 Turn Orders Phase. You may not spend more economic points than what you have in your point pool. Income or costs that accumulate in this turn from random events or other causes are applied in next turn’s 3.1 Income Phase as a 3.1.5 Miscellaneous Income or Expense item.

3.2 Turn Orders Phase

Even if you are playing with a CM, it is necessary for the player to write out all their orders for the turn. This includes everything the player does in a turn, such as spending on new ship construction, investment in technology, fleet movement, or launching a ground assault. Writing your turn orders is done before resolving anything else in the turn.

All recorded orders must be performed if they are legal when they are performed. Any order that is illegal at the time it is to be performed will not be performed and is cancelled. You may record orders that are illegal during the 3.2 Turn Orders phase that are later performed, because the events of the turn made them legal orders. Orders cannot be selectively performed, as all orders recorded will be completed, so long as they are legal at the time they are to be performed.

3.2.1 Investments

Players can spend economic points to invest in technology or to improve a system's Productivity. With optional rules there may also be other infrastructure items you can improve, such as jump lanes. Record all of your investments in economic points on your Turn Orders Sheet. The benefits of your investments are resolved in later phases.

3.2.2 Diplomatic Actions and Intel Missions

Players record the number of Intel points they are purchasing this turn. Add up your newly purchased Intel points with all of the Intel points in your empire. You can spend these Intel points on Diplomatic actions and Intel missions.

Diplomatic actions are recorded in the Intel Missions area. The signing of treaties should specify the treaty name. Breaking a treaty should mention its name and how many Intel points are being spent. Intel missions have a target system, a staging system, and a mission. You record all of these as well as how many points you are spending on the mission. The

amount of Intel points spent on all Intel missions staging from a system cannot exceed the system's Census rating.

Once you've bought and spent your Intel points for the turn, you assign the remaining Intel points to the systems in your empire or place them in the Military Intel pool. You can only assign as many Intel points to a system as its Census rating. Any Intel points that cannot be or are not assigned to a system are placed in the Military Intel Pool, which has no size limit.

3.2.3 Record Movement Orders

Players detail their movement orders for ships, ground units, fighters or any other mobile units. Trade Fleets have their routes assigned or reassigned in the movement orders area.

Although you record all your movement orders, the events of the Movement phase and Combat Phase could result in some or all of the order being impossible to obey. In such cases, the orders will be canceled at the point where the ordered movement becomes impossible.

Example: A Transport Fleet with an Infantry division has been ordered to jump from Earth to Proxima Centauri (which is controlled by an allied power) and then jump to Wolf. The Infantry Division is then to debark onto Wolf. Since the route is composed of all major jump lanes under the control of the power or allied power and ground movement comes after Fleet Movement, the entire movement would be legal. However, the allied power broke the alliance in the Intel Phase. The movement order is now illegal, as the Transport Fleet cannot move through Proxima Centauri, as an encounter will be generated. The Transport Fleet stops in Proxima Centauri and the Infantry division's debarkation order is cancelled. The Player controlling the Transport Fleet cannot choose to cancel the entire movement order and is forced to move the Transport Fleet into Proxima Centauri.

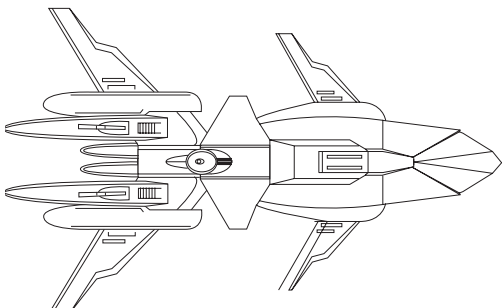
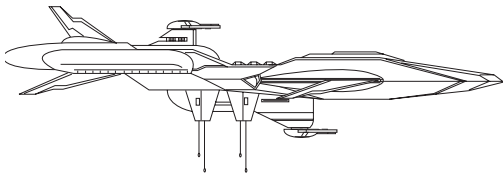
3.2.4 Purchasing, Repairing, and Activating/Deactivating Units

Players record purchases, repairs and activations/deactivations of various units along with where they are built, repaired or activated/deactivated (see 3.7.1 Construction Completion Phase). Costs for all units (including repair costs) are listed in the source materials. These actions are completed in the 3.7 Construction Completion Phase but the economic points are subtracted from the Point Pool during the 3.2 Turns Orders Phase. Should events of the turn(s) prevent their completion the economic points are still spent and lost. Any construction that takes more than one campaign Turn to complete may be canceled in a later Turn Orders Phase and 50% of the amount of points already spent is refunded (see 3.7.13 Scrapping).

A power may only purchase ships that have an in service date less than the starting year plus the power's tech level. A power may only purchase units of their own racial origin or generic units, listed in the source materials.



CM's Note: Like any other rule, you can make exceptions to what units an empire is allowed to build, but particular care should be taken when playing with technologies and mixing different race's units. It can easily get out of hand, creating a situation where power gamers will thrive.



Sample Turn Orders

Campaign Year 3024.5

Empire: Lorans

Income Phase

Starting Point Pool:	16
System Income:	89
Commerce Income:	7
Miscellaneous Income:	0
Miscellaneous Expense:	0
Maintenance Expense:	32
Current Point Pool:	80

Turn Orders

Launch an Intel: Espionage - Tech mission into Kamchatka from Manchuria (13 Intel assigned)

Offer Non-Aggression Pact to Tirelons (2 Intel assigned)

Move Fleet #7 & #10 from Manchuria to Kamchatka. The Fleets are ordered to begin Anti-Troop Bombardment this turn.

Purchase 3 Heavy Carrier II @ Loran (21 points)

Purchase 2 Destroyer III @ Loran (8 points)

Continue construction of Starbase I @ Manchuria [20/30 completed] (10 points)

Purchase 15 Intel (15 points)

Tech Investment: 20 (20 points)

Ending Point Pool:	6
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Ready for Next Turn

3.3 Tech Phase

It is important for any power to maintain an ample level of technological investment or risk falling behind a neighbor. On the same note, a player who keeps their investment high will possibly surpass their neighbors and outclass them in the next battle.

3.3.1 Investing in Technology

Players increase their tech investment pools by the amount of economic points they paid from the point pool to their tech investment pool during the 3.2 Turn Orders Phase.

3.3.2 Tech Advancement

Tech is evaluated annually (every 12 turns), so players will be making their first tech advancement checks in the Tech Phase of turn 12. When it is time to check for tech advancement, players roll a d100 and compare the roll to the tech investment pool, as a percentage of the required tech investment.

To calculate the required investment, take 50% (round up) of the total domestic product (found at the top of your asset sheet). The player then divides the amount of points in the tech investment pool by the required tech investment, rounding all fractions down, to determine their percentage chance of earning a tech advancement. If you roll less than or equal to the percentage of the required investment that you actually invested in tech investment pool, then your empire will have successfully advanced its technology, increasing its Tech Year by 1. You will increase your tech by 1 point and reset your tech investment pool to 0.

Example: An empire with a total domestic product of 214 in the Tech Phase of turn 12 will have a tech investment requirement of 107. A player, that invests 52 in tech over the 12-turn cycle, divides that number by the required total, rounding all fractions down ($52 / 107 = 48\%$). The player will need to roll a 48 or less on the d100 to make a tech advance. If a player invests the entire amount needed

(100%), then they make an automatic tech advance.

If the empire makes their tech advance, and their Tech Year was 3000 at the beginning of the turn, then the Tech Year will be increased to 3001.

3.3.3 Failed Tech Advancement

If a player fails to achieve a tech advancement in the current 12 turn cycle, the amount of economic points invested in tech is carried over into the next 12-turn cycle, giving the player a head-start on their tech investment.

3.3.4 Overpaying Tech Investments

Some players may want to speed up their research and development activities by giving the scientific community incentives to increase their efficiency. A player can invest as much as 200% of the required tech investment to potentially make a second tech advancement in the same 12-turn cycle. The amount of overpayment beyond the required tech investment is used to calculate the odds of a second tech advancement in addition to the first, automatic tech advancement.

However, the chance for the second advancement is halved, resulting in a maximum chance of 50% for a second tech advancement if you paid 200% of the required tech investment. Additionally, unlike in normal tech investment, all overpayment is lost after making the check for a second tech advance and does not carry over into the next 12-turn cycle.

Example: A player overspends, investing 30 points into the tech investment pool, while their required tech investment was only 22. The first tech advancement is automatic, as the first 22 points will go to pay for the required 100% chance for the first tech advancement. There are 8 points of overpayment. Divide this remainder (8) by required tech investment (22) and halve the result ($8 / 22 / 2 = 18\%$). The player will need to roll an 18 or less on a d100 to achieve a second tech advance. If

successful, add two (2) to the power's Tech Year, otherwise add only one (1) for the automatic advancement. The tech investment pool is reset to zero (0) regardless of the outcome of the second advancement. In this example, if the player had spent 44 or more points on tech, he or she would have the maximum allowed 50% chance to achieve a second tech advancement. No amount of additional payment over 44 would increase the chances for a second tech advancement.

3.3.5 Effects of Tech Advancement

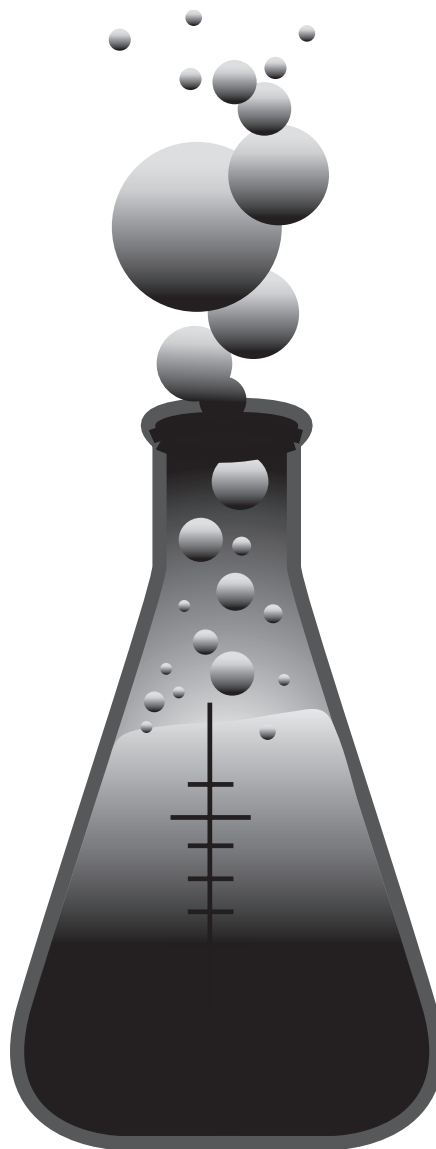
Each time that a tech advancement is made, the Tech Year of the empire is increased by one (1). The VBAM campaign system assumes that all technological improvements are available in a chronological order, unless otherwise contradicted by your source materials. This means that each new unit type or technology has an in-service date that lets the player know when that item will become available. As an empire's Tech Year increases as the result of tech investment, these new technologies will become available.

As an alternative option for settings where in-service dates are unavailable, tech advancements should instead give players a cumulative 25% tech advancement chance of developing a new unit or technology. If this option is used, players should roll a d100 after each successful tech advance. If the result is equal to or less than the cumulative tech advancement chance, then the player has made a breakthrough and one new unit or technology becomes available.



CM's Note: A Campaign Moderator is needed to handle tech in a more realistic fashion. Players may wish to trade tech or work off of real tech trees that will require a CM's attention. For instance, if a player wanted to develop a different weapon to mount on his light cruiser, this would require special rules, construction costs and probably unique unit

stats. Remember that technology advancement does not only focus on developing new vessels. In a CM game, you may want to give them a stronger ground unit or perhaps allow them to increase the carrying capacity of a planet. Establish a cost for prototype ships, odd variants and other investment ventures that fit your campaign. This kind of flexibility can make a campaign very interesting, but a CM is cautioned to keep changes minor and reasonable or risk upsetting the balance.



3.4 Intel Phase

The Intel phase includes Diplomatic as well as Intelligence activities, since some diplomatic actions can require the use of Intel points. Also, the Diplomatic status of two powers will affect the difficulties for completing some Intel missions.

3.4.1 Intel Points

An Intel Point is an abstract unit that represents the potential use of intelligence. This is the standard unit in regards to using Intel in VBAM. Intel points are used for both offensive (Intel Missions and Diplomatic Actions) and defensive purposes. Intel Points are purchased, used and deployed for defensive use at your systems, or to the Military Intel Pool for military use. Intel points by default cost 1 economic point to make and 1 economic point per 10 Intel points to maintain, but source materials can alter this to suit the universe. The maximum number of Intel points per system is limited by the Census.

3.4.2 Diplomacy

Diplomacy lies within the Intel phase as diplomatic work often ends up involving and assisting intelligence work. The most important part of diplomacy is establishing the level of relations you wish to have with other powers.

There are a variety of diplomatic states two powers can have. But the most important status is having established contact or not. You cannot engage in any diplomatic relations with or launch Intel missions against a power with which you have not established contact.

3.4.3 Diplomatic Relations

In the Start from Scratch or Small Empire scenarios, all powers start without contact with any other power. Establishing contact with another power requires that the player can trace a path of systems to a system owned by the power they wish to contact. This path can only contain systems explored and claimed by the player's empire, a power the

player already has established relations with and finally the system owned by the power the player wishes to contact. Once contact has been established, you may then establish relations with the new power or perform other diplomatic actions or Intel missions.

3.4.3.1 Normal Relations

Once either player makes contact, relations are established at the normal diplomatic state. Normal relations do not recognize a power's boundaries and you can freely move ships into or out of systems controlled by the other power. Your Forces may not, however, generate any encounter scenarios in or invade systems controlled by the other power. There are two exceptions to this rule. If any of your Forces in a system are attacked by a power at normal relations with you, all of your Forces in that system may generate scenarios or attack that power's Forces in that system for this campaign turn. If you previously controlled or currently control a system, your military actions against powers at normal relations in those systems are unrestricted (unless a system is or was part of another power's recognized borders after the last time you owned it).

3.4.3.2 Diplomatic States

Some diplomatic states have prerequisites. All treaties require the consent of the powers involved (all powers in question need to sign the treaty as a 3.4.4 Diplomatic Action). Once all powers have signed the treaty, it will be in effect the next turn. Withdrawing from a treaty can be done either unilaterally or with the consent of the other powers involved. Other kinds of diplomatic actions, called declarations, can be made without the consent of other powers. But declarations sometimes have other costs and are not automatically successful.

The following is a list of treaties that can be signed and declarations that can be made. The number in parentheses is used when attempting to break that kind of treaty and is detailed in the next section.

Non-Aggression Treaty (60): This treaty calls for the mutual agreement not to destroy the other government's assets in acknowledgement that they won't destroy yours. Neither side is allowed to move units through the systems of the other. Should your units end up in the system of a Non-Aggression Treaty (NAT) partner, they can be interned by that NAT partner or allowed to leave at the soonest possible time. If they are interned, the maintenance costs are covered by the interning nation. Should you encounter the units of a NAT partner in an uncontrolled, contested or third party controlled systems, you may not generate encounter scenarios or invade/land in a system containing their units.

Peace Treaty (10): This is a step beyond a non-aggression treaty and requires a non-aggression treaty. The Peace Treaty calls for non-aggression toward the other's assets and an establishment of a mutual border. This recognizes the systems of that power and allows both powers to move non-military units through the other's systems. The most important feature of a Peace Treaty is that it is much harder to withdraw from without the consent of the other power than a Non-Aggression Treaty. Non-military units include all of the "fleets" trade, colony and transport. Units of a power with which you have a Peace Treaty are considered "friendly" for all purposes.

Trade Treaty (50): This treaty makes it possible for Trade Fleets of one power to visit systems of another power for the purpose of trade. This cannot normally be done without a trade treaty between the powers. The treaty is reciprocal allowing all powers' Trade Fleets to visit any other power's systems in the treaty. A Non-Aggression Treaty must be in place for a trade treaty to be signed.

Mutual Defense Treaty (40): This is not only an agreement to acknowledge each other; it actually includes an agreement to go to the other's defense if they are attacked. It requires that a Peace Treaty already be in place. The Mutual Defense Treaty also allows your military ships to travel in the systems of the other powers

in the treaty, but does not allow you to move ground forces to systems of other powers in the treaty and vice versa.

Alliance Treaty (-20): The Alliance Treaty is the final step in cooperation between powers and requires a Mutual Defense Treaty with all other Alliance members. It accounts for peace, mutual defense, trade and the ability for the powers to work together in greater capacity. A declaration of war or hostilities against one power automatically results in a declaration of war or hostilities on all other alliance members. All allied powers must agree on any Armistice signed that normalizes relations with a power for those alliance members. To sign a separate Armistice, a power must first withdraw from or break the Alliance Treaty. All current members must unanimously agree to the inclusion of a new Alliance member. A power may only join one alliance at a time. A declaration of war by a member of the alliance on another power does not, however, result in an automatic declaration of war by the rest of the alliance members. However, every alliance member is required to attempt a declaration of war each turn until they succeed or an Armistice is signed that ends the conflict. Other members of the alliance can choose to spend Intel Points to increase the chance of a successful declaration of war by another alliance member. (Note: This can result in alliance members being dragged into a war they don't want by their alliance partners... beware unwanted foreign entanglements).

Declaration of Hostilities (20): This is a statement that gets the gloves off of ships in your government towards that power. The units of the power you have declared hostilities with and the units of a power that has declared hostilities on you are considered hostile. This means that your ships can cross the border, seize cargo and do all things hostile short of conquest of systems. A Declaration of Hostilities allows for the destruction of bases or the bombardment of colonies, but does not allow for the commitment of ground troops for the invasion of any system. This does permit a power to destroy a colony

and then colonize the system. The power you declare hostilities against automatically gets the benefits of having declared hostilities on you as well. Signing an Armistice will restore normal relations.

Declaration of War (-20): This is a formal and clear declaration of war against another power. A state of war will exist until one such power is conquered or peace breaks out. The state of war includes all the effects of a Declaration of Hostilities, plus it allows you to commit ground troops. Powers you declared war against automatically get the benefits of having declared war on you as well. Signing an Armistice will restore normal relations. Special rules exist in the optional rules section if you choose to play with a wartime economy (see 4.1 Wartime Economics).

Armistice Treaty (N/A): This treaty requires that a Declaration of Hostilities or Declaration of War exists between the powers. Its only function is to end the Declarations of Hostilities or War between all powers involved in the Armistice. An Armistice must be approved and signed by all parties in an Alliance. By its very nature, an Armistice is not broken as it only serves to halt hostilities and doesn't put into place any other treaty. It restores 3.4.3.1 Normal Relations between the powers that have signed the Armistice.

Treaty of Co-Belligerence (20): A unique situation must exist in order for two or more parties to enter into this form of treaty. All signing powers must at the very least have a Non-Aggression Pact with all other involved powers. At the signing of the treaty, all parties must agree upon a mutual enemy or, in rare instances, enemies with whom all parties are at war. This allows the signers of the treaty to operate together as if they were members of an Alliance in enemy territory. This does not allow for the additional privileges of other treaties unless they are already in place. The treaty is nullified once the conflict is resolved.



CM's Note: Have fun, this is where the role-playing aspects of the games come out. You will find that various diplomats and personalities from the governments will have their own unique diplomatic styles. Feel free to use the treaties here or go with your own that are more specific to the situation. Perhaps the players would like to issue a "Letter of Marque" to a local raider faction or some other elaborate agreement that requires a CM.

3.4.4 Diplomatic Actions

There are three basic diplomatic actions: signing, withdrawing/breaking and declaring. Signing is a free action. You may sign any treaty you wish with no cost and no chance of failure. Unless the other members of the treaty allow a power to withdraw, it can only end the treaty by breaking it. This action has a chance of failure dependant on the type of treaty, various other factors, and Intel points spent. Declaring also requires a check for success. It may be hard to persuade your own internal groups to go along with the declaration. So, dependent on circumstances and Intel points spent, a declaration could fail.

You cannot break or withdraw from a treaty that is serving as a prerequisite for another treaty. You must first break or withdraw from all treaties on which it depends. The base percentage chance to break or withdraw from a treaty is listed in parenthesis next to the treaty in 3.4.3.2 Diplomatic States. The modifiers shown in Exhibit B: Diplomatic Action Modifiers apply only if the condition stated occurred or existed while the treaty was in effect. Never apply a penalty to breaking a treaty that is a result of having the treaty you are trying to break. That effect is already factored into the base difficulty.

Non-cumulative bonuses or penalties do not stack with other non-cumulative bonuses or penalties. Always use the highest applicable bonus AND penalty to a roll. Do not apply a penalty for a treaty you're taking action against. For example, if you are trying to break a Trade Treaty with an Alliance Partner you receive a –

Exhibit B: Diplomatic Action Modifiers

Modifiers to Breaking a Treaty

- Power implicated in successful sabotage/insurgency mission +100%*
- Power has declared hostilities/war on a mutual defense treaty member +90% (Non-cumulative)
- Power was caught running an insurgency mission on one of your systems +80%*
- Power has generated an encounter scenario against your ships +75%*
- Power was caught running a sabotage mission on one of your systems +60%*
- Power has declared hostilities/war on a peace treaty member +50% (Non-cumulative)
- Power was caught running an espionage mission on one of your systems +25%*
- Power has broken a treaty with you +25% per treaty*
- Successfully withdrawn or broken a treaty with power +10%*
- Per Intel Point spent +5%
- Last attempt to break a treaty with power failed -10%
- Power has a Peace Treaty with you -20% (Non-cumulative)
- Power is a Mutual Defense Treaty partner -30% (Non-cumulative)
- Power is an Alliance partner -50% (Non-cumulative)

A successful Declaration of Hostilities or War against a power will break all existing treaties and agreements immediately. All modifiers apply if they occurred since the last successful diplomatic action.

Modifiers to Declaring Hostilities/War

- Power Implicated in successful sabotage/insurgency mission +50%*
- Power has generated an encounter scenario against your ships +40%*
- Power was caught running an insurgency mission on one of your systems +35%*
- Power has declared war on a mutual defense treaty member +30% (Non-cumulative)
- Power is currently under a Declaration of Hostilities +25% (Non-cumulative)
- Power was caught running a sabotage mission on one of your systems +25%*
- Power has broken a treaty with you +10% per treaty*
- Power was caught running an espionage mission on one of your systems +10%*
- Power has declared hostilities/war on a peace treaty member +10% (Non-cumulative)
- Successfully withdrawn from an agreement or broken a treaty with power +5% per treaty *
- Per Intel Point spent +5%
- Power has a Trade Agreement with you -10% (Non-cumulative)
- Power has a Non-Aggression Treaty with you -20% (Non-cumulative)
- Last attempt to break a treaty with power or declare against a power failed -25%
- Power has a Peace Treaty with you -40% (Non-cumulative)
- Power has a Mutual Defense Treaty with you -60% (Non-cumulative)
- Power has an Alliance Treaty with you: Impossible

** These modifiers are used as listed if action occurred last turn and are reduced by 10% per each turn thereafter until they reach 0%.*

50% penalty to the attempt, but if you try and break the Alliance Treaty itself (which applies to all Alliance partners) you only receive a -30% penalty for your current Mutual Defense Treaty or Treaties.

Roll a d100 under the percentage chance to succeed in all cases.

3.4.5 Intel Missions

To use Intel Points offensively, the player must declare in their turn orders the type of mission, the target and which system staged the mission. Therefore, the player could declare their system of Earth is launching an Espionage Mission into Wolf. If the defending system has Intel present, it is automatically used for defense, as only offensive missions require the specific allocation of Intel Points. The natural range of an Intel mission is one jump. It costs an additional Intel Point to extend the range by one jump. This represents the amount of resources needed to successfully launch an Intel mission away from a controlled system. An Intel mission cannot be launched across restricted jump lanes.

More than one system may cooperate in staging an Intel mission, but a secondary system must first pay 1 Intel point to cover costs of cooperation in addition to any costs incurred from its range to target system. Obviously, this all needs to be recorded in the turn orders. A third system would pay 2 Intel points to cooperate and so on with each additional system paying a cooperation cost equal to the number of system already involved. And, of course, they pay their normal range costs before they can even start to contribute Intel points to the effort.

3.4.5.1 Mission Types

3.4.5.1.1 Espionage Missions

These are information-gathering missions. A particular target must be specified for this mission. Applicable targets are as follows:

System (Difficulty Level: 1): Gathers basic information about a system, Census, Moral, Intel, Tech, RAW and Productivity.

Fleet (Difficulty Level: 1): Reveals starships and orbital installations in the system.

Intel (Difficulty Level: 2): This is an attempt to shadow another system's Intel resources. If the target system is used to launch an Intel mission this turn, the shadowing player, if successful, will learn the mission and target system of that activity.

Tech (Difficulty Level: 3): Tech espionage is a mission to actually steal another government's technological research. This mission must be targeted at a system with a Census value of more than 3. If the mission is successful, the spying government will receive a credit to its technology investment pool equal to the systems output (see 3.3.2 Tech Advancement).

Trade (Difficulty Level: 1): This will reveal any Trade Fleets that have this system in its 3.5.3 Trade Routes.

Troop (Difficulty Level: 1): Gathers information about what troops are present planet side and their abilities.

(Note: Espionage missions, except Intel and Tech, are only recommended for CM games that hide the information they are designed to learn.)

3.4.5.1.2 Sabotage Missions

This form of Intel operation is an attempt to destroy actual targets instead of just gather information on them.

Industrial (Difficulty Level: 1): This is an attack on the Productivity of a system. If successful, the attacked system will temporarily lose 1 utilized Productivity next turn.

Counter-Intel (Difficulty Level: 2): This is effectively a pre-emptive strike against another system's Intel operatives. If successful, the attack system loses 1 Intel during 3.8 Update Asset Phase.

Tech (Difficulty Level: 2): A tech sabotage mission will attempt to destroy their technological advancement capability. It must be targeted on a system with more than 3 Census. If the operatives succeed, then the targeted government loses an amount of tech investment equal to the planet's current output. The amount in a power's tech investment pool cannot go negative.

Troop (Difficulty Level: 2): This represents hit and run tactics to disrupt the function and supply of ground units. If successful, one random ground unit loses 1 attrition point.

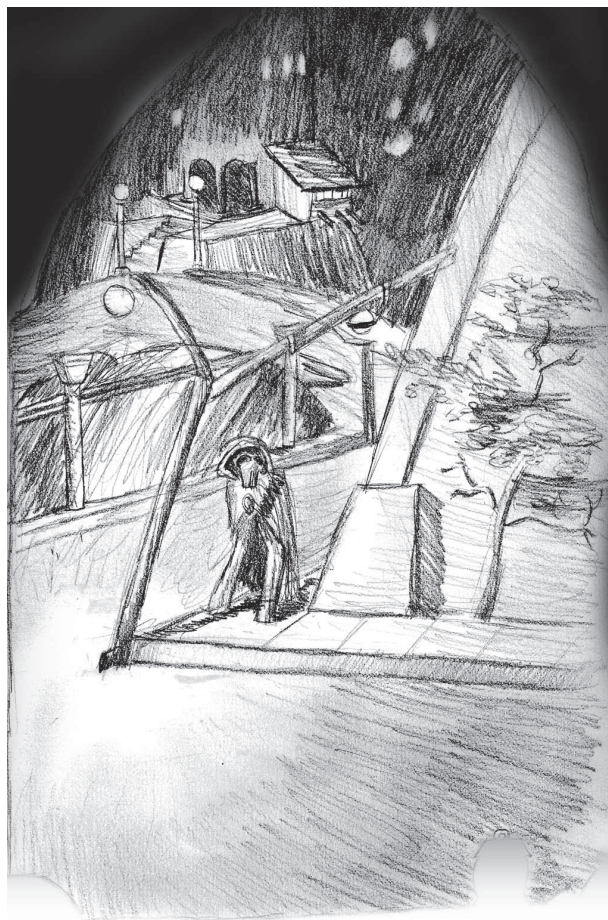
Starship (Difficulty Level: Varies): This mission is an attempt to destroy a ship or flight that is present in the system using Intel Points alone. It may be an agent that sabotaged the reactor, or an explosive stowed away in a shuttle. The difficulty is based on the ship itself. This also applies to fleet assets assigned planet-side.

- Flight Difficulty: 2
- Ship Difficulty: 2 + 1 per 3 economic point cost (round up)

Installation (Difficulty: Varies): An attack upon stationary space assets such as orbital defenses, shipyard or star-bases.

- DEFSAT/Mine Difficulty: 1
- Small Installation (3 to 25 construction points) Difficulty: 4
- Medium Installation (26 to 50 construction points) Difficulty: 8
- Large Installation (51 to 100 construction points) Difficulty: 12
- Enormous Installation (over 100 construction points) Difficulty: 16

Population (Difficulty: 4): This is a cruel strike on the actual life of a system. Population sabotage could materialize as a bio-weapon attack for example. If the attack succeeds, roll a d6, if the roll is a 4 or higher, then 1 census is lost.



3.4.5.1.2 Insurgency and Counter-Insurgency Missions

Intel operatives may be directed to incite rebellions on planets loyal to the enemy. Conversely, a local government may go to great lengths to conduct pro-government actions on their own systems. Therefore, this mission may be launched against even your own systems. First, the player must declare if they are attempting an insurgency (to decrease system Morale) or counter-insurgency (promote system Morale). The mission difficulty is 2. If the mission succeeds, then Morale will go up or down by 1 Morale value.

3.4.6 Conducting an Intel Mission

If playing in a group setting, it is probably best to conduct away from the other players, especially without a CM. During the 3.2 Turn Orders Phase, allocate the amount of Intel Points

to be used that turn. There is no limit to the amount of Intel points that can be spent on a single mission, but each mission must have at least 1 Intel Point. The player must specify the system(s) staging the mission (see 3.4.5 Intel Missions for staging rules), target system and/or unit. Each mission is resolved in the Intelligence Phase. All missions are resolved simultaneously.

Add the total number of Intel conducting the mission to find the Offensive Intel total. Do not count any Intel Points that were used to extend the range of the mission or used to allow another system to assist, they are spent just getting the mission to the target. Then calculate the Effective Defensive Intel by adding the mission's difficulty to the Intel deployed in the target system.

To determine a mission's success, you must divide the Effective Defensive Intel total value by the Offensive Intel total for that mission. This determines the Mission Failure Percentage, or MFP. The MFP should be rounded up. The defender (or CM) then rolls a d100. If the number rolled is less than or equal to the Mission Failure Percentage, the mission has failed. However, if the d100 roll is over the MFP, the mission has succeeded. A roll of 100 will always succeed while a roll of 01 will always fail. If you roll less than half the MFP, then the mission not only fails, but the mission's purpose and who launched it are learned by the defender. If the roll is greater than the MFP, but not greater than twice the MFP the mission succeeds, enough clues are left behind to tip off the defender as to who was responsible. Knowing who performed a mission is not only important in secret Intel CM games, but affects Diplomatic actions in non-CM games as well.

Example: A fleet espionage mission is launched against Epsilon Eridani from Tau Ceti with Epsilon Eridani defending with 2 Intel and Tau Ceti attacking with 4 Intel. To determine the MFP, you would divide 3 (2 Def Intel + 1 Difficulty) by 4. This gives us a MFP of .75 or a 75% chance of failing. The defender rolls a 51 on a d100, so Epsilon

Eridani's Intel Defense averted the mission's goals, but since the roll was not 37 or less (50% of the MFP), the mission went undetected. It is instructive to note that the mission could not have both succeeded and remained secret. So it pays to spend more intel if you wish to keep your activities secret.

Effective Defensive Intel	3	= .75 or 75%
Offensive Intel	4	

After the mission is complete, all Intel that was used offensively is lost. Defenders maintain the Intel they used in defense for that system. So, if Tau Ceti spent 4 Intel points on a mission to Epsilon Eridani, and Epsilon Eridani had 2 defending, then, after the mission was complete, Tau Ceti would lose the 4 Intel points it spent on the mission while Epsilon Eridani would keep their 2 Intel points.



CM's Note: CMs can be extremely helpful with Intel. They allow for secretive Intel actions and concealment of the perpetrator. There are many possibilities when using a CM with Intel. For example, if one player wants to conduct an espionage mission, this player would reveal the orders to the CM during the Turn Orders Phase. The CM would calculate the success of the mission. If the mission succeeded, the player who was spied on may never know the action was done. This represents a degree of realism that requires a CM. Players may also have interesting missions that do not fall within the spectrum of options presented here. With a CM, these mission options and parameters can be explored.

When running a mission, the CM can decide the difficulty and any after effects of the mission. If a mission fails, perhaps the offensive agent has gathered incorrect information. The CM should reveal information to players as seen fit. This can also mean that Intel mission results can be more detailed. For example, an agent might want to damage a ship's engines, instead of the entire ship. A CM could decide that a sabotage mission that almost succeeded should result in moderate damage to a ship.

3.5 Movement Phase

The Movement Phase consists of ship movements, Trade Fleet movement, and raider movement. All movement is simultaneous. Ships are moved according to the movement orders placed in the 3.2 Turn Order Phase. Once all ship movement is resolved, Trade Fleets are reassigned to their new trade routes and, finally, raider activity is checked for and any raiders are deployed into their target systems.

3.5.1 Ship and Flight Movement

Ships and flights can move along jump lanes from one system to another. Depending on the type of jump lane, the speed and safety of transit may vary. There are optional rules that change the behavior of jump lanes or allow the creation and improvement of jump lanes (see 4.2 Optional Jump Lane Movement). The default rules are explained in this section and are assumed to be in use for all examples.

Ships may move through two (2) major jump lanes in one turn, so long as that travel occurs entirely on Major jump lanes and that all systems along the route, including the origin and destination, are controlled by the player's empire or an allied power. Otherwise, you can only move through one (1) major jump lane per turn. Ships may move through one (1) minor jump lane per turn. Ships may move one (1) restricted jump lane per turn so long as one ship in the group has a jump drive or other form of faster-than-light drive. This typically restricts the use of these jump lanes to military ships, as civilian ships tend to rely on the jump gate infrastructure.

3.5.1.1 System Basing Capacity

A system may contain any number of ships (these ships are not "based" in the system), bases or other space-borne units. Systems may also base units (such as ground units) on the ground, typically on a planet. Atmospheric ships may take off from a system, travel between systems and land in a system in addition to moving through hyperspace via jump lanes. A system may base a number of squadrons of

atmospheric ships equal to its Productivity statistic. A squadron command ship may be assigned or the planet's Productivity statistic may be used as the command rating for the purpose of forming these squadrons (see 3.6.3.7 Task Force Creation). Atmospheric ships do not have to land, but may do so at their option. They may only land on planets that are at least in contested status.

Depending on your universe background, flights of fighters or shuttles may gain many of the movement benefits of ships, but unlike ships, fighters do need to land somewhere, eventually. Flights that do not find a place to land at bases, ships or other units capable of holding fighters, need to be able to land in the system itself. A system can base as many squadrons (a squadron being made up of four flights) as its utilized Productivity statistic squared. In the case of breaching pods, each breaching pod counts as a flight for purposes of planetary basing.

If movement ever causes a flight to end their move in a system where they cannot land, excess flights are removed from play (they are scrapped as per 3.7.13 Scrapping) until the number of flights is under the limit. These can be the flights that were moved into the system or ones that were already in the system.

There are some flights that are incapable of basing on planets. These non-atmospheric flights can only be based on other units or, in a future expansion, may be able to base on system locations that lack atmosphere, such as small moons or asteroid belt locations.

3.5.2 Moving Through Other Units

If ships from two or more non-friendly powers move along the same jump lane in opposite directions, then both sets of ships will be stopped. So long as ships are stopped in a jump lane, any ships of any power not friendly with at least one of these groups of ships will also be stopped in that jump lane if they try and pass along it.

Ships that start the Movement phase

within a jump lane cannot be stopped before they reach their destination system. Additionally, they will stop any non-friendly ships in their destination system from being able to use the jump lane they just arrived from by generating an encounter in that system. Any non-friendly ships in the destination systems that have orders to leave the system by other jump lanes will not be stopped and are otherwise not affected by the arrival of the ships from the jump lane.

3.5.3 Trade Routes

Trade routes can only contain up to three adjacent systems at a time. A system is considered adjacent to another so long as a minor jump lane or better connects them. Trade routes may not cross a restricted jump lane. Trade routes can be assigned to Trade Fleets and their escorts. Trade Fleets do not have to use a trade route and may move normally like any other unit, but Trade Fleets only generate income along a trade route.

Trade Fleets can have their trade routes and escorts reassigned during the movement phase. The new route is in effect before checks for raider activity or encounters are made. The new trade route must contain at least one system from the Trade Fleet's old trade route or the system the Trade Fleet started in at the beginning of the movement phase.

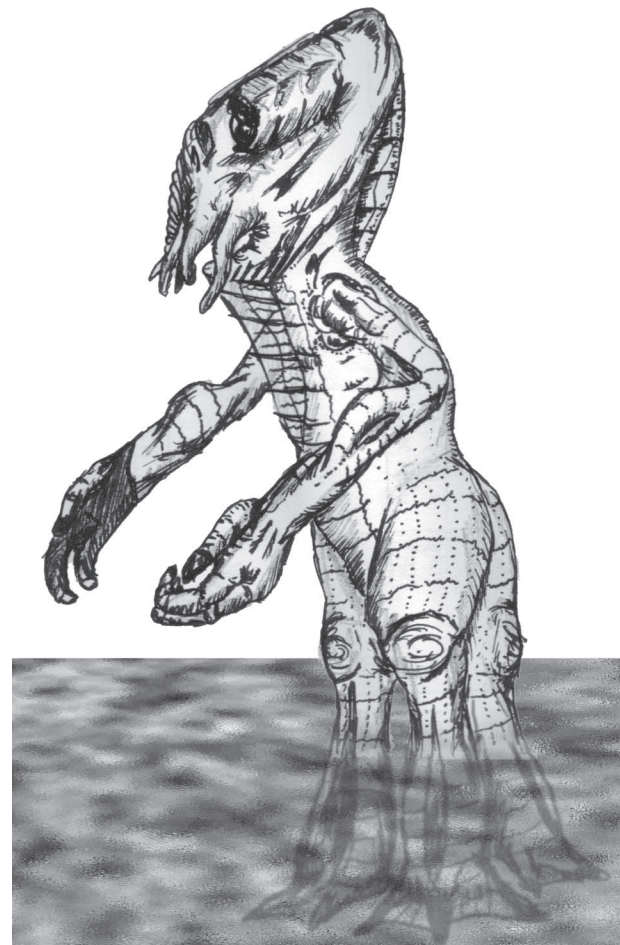
Escorts may only be assigned to a Trade Fleet if they started the movement phase in a system on that Trade Fleet's trade route after all trade route reassignments are made. Escorts that are removed from a Trade Fleet must be placed and end the movement phase in a system on that Trade Fleet's trade route at the beginning of the movement phase (before any trade route reassignments were made).

3.5.4 Moving Ground Units

Ships move ground units from system to system. All non-marine ground units have a size of 10. The Transport Fleet has a Supply (10) rating, which means it can carry one ground unit. This supply rating only applies to moving units; Transport Fleets cannot perform any other

Supply functions. Other ships may have a carrying capacity specified by their Supply (X) in their description. Typically, assault ships or military transports will only be able to carry a ground unit if multiple ships are involved. A division of Assault ships (one ship division is equal to the denominator in the class' maintenance cost) have a Supply (10) rating for purposes of moving ground units.

Marines are a special ground unit that are also used as security and boarding troops in space, on ships, and at bases. Marine regiments are half the size of a normal ground unit (size of 5) for carrying capacity and Transport Fleet purposes. Some special ships are capable of carrying more Marines than other ground units. If this is the case, details will be provided in the ship description. Marines are the only ground units that can invade from a Transport Fleet without the use of Assault ships (see 3.6.5.2 Invasions).



Ground units are embarked or disembarked from a planet in the troop landings phase (see 3.6.5.6 Landings and Deployment). A unit may only be embarked or disembarked once per turn and cannot do both on the same turn. This means that a ground unit may not be embarked and invade on the same turn.

3.5.5 Moving Other Units

Moving other units is very much like moving ground units, except that only Transport Fleets or other dedicated cargo carrying units (such as military supply ships) may be used to carry units other than ground units. The reason is that these other units tend to require larger bulk capacity storage. A DEFSAT, for instance may fit, in terms of cargo capacity, in a particular Assault ship. But that Assault ship was meant to be carrying ground vehicles and infantry; it doesn't have the voluminous cargo spaces that the large pieces of a disassembled DEFSAT require. Cargo carrying units will have a supply rating listed that will indicate how much cargo they can carry, indicated by their Supply (X) value. Recall that Transport Fleets are Supply (10).

Units that can be moved as cargo will note their size rating in their source materials description. If no size rating is given, consider it to be equal to the unit's defense value divided by two (2), rounding up. This size matches one-to-one (1:1) to the Supply rating of a cargo ship. For example, if a DEFSAT has a size of 1, a ship with a Supply (3) rating can carry 3 at once. A ship can mix cargos (two DEFSATS and one other unit with size 1). Small ships can combine their supply ratings to carry larger items. For example, two Supply (1) ships could combine their capacity to carry a size 2 unit, but if any of the carrying ships are lost, the entire cargo is lost. Also, the separate "pieces" of the unit must be transported at the same time, so in this example a single Supply (1) ship cannot take half, deploy it, and then return for the other half.

Census has a size of 10 and can thus be carried on a single Transport Fleet or a combination of other supply ships. Census carried on Transport Fleets or military supply

ships can only be disembarked on systems that already have Census, i.e. Census carried on Transport Fleets or supply ships cannot be used to colonize new systems. Only Colony Fleets are capable of creating new colonies.

In the case of flights, they may be embarked (only) onto a unit that is capable of basing them from a planet like cargo, as well as on transports as normal. Units carried as cargo may be disembarked in a system owned by the player or an allied power. DEFSATs and mines may also be deployed from their transports into a system and are considered fully functional once they are deployed (done at the same time as disembarking in 3.6.5.6 Landings and Deployment).

3.5.6 Towing

Unlike in wet navies, towing starships requires the use of specialized equipment. Specialized towing units, called *tugs* or *tugboats*, are used to tow other ships between star systems and out of combat zones. Towing units are rated as to the number of towing functions they possess. Each towing function allows the unit to tow one unit.

In addition to ships, towing units are also capable of transporting both DEFSATs and mines. Towing units can tow one (1) DEFSAT or group of six (6) mines per towing function. Due to their small size, the defense value of DEFSATs or mines has no impact on the number that can be towed. For example, A towing unit with Towing (2) can either transport two (2) DEFSATs; one (1) DEFSAT and six (6) mines; or twelve (12) mines.

Towing units have limited strategic movement when towing another unit or units. All towing units have their maximum movement rate reduced to one jump lane per turn, regardless of lane quality, if they are towing units, and they cannot cross a restricted jump lane with another unit in tow.

Towing units provide several advantages in combat. Only towing units are capable of moving damaged units out of active squadrons and moving them back into the Reinforcement

Pool. They are also able to exempt units from participating in Pursuit scenarios.

Towing units lose half of their available towing functions (round down) if crippled.



CM's Note: Some science-fiction backgrounds make heavy use of tractor beams, specialized gravitic devices which are used to easily tow units. If this is the case, consider every unit with a tractor beam to have one (1) towing function available.

3.5.7 Civilian Fleet Escorts

Empires oftentimes assign military escorts to protect their civilian fleets (Colony, Transport, and/or Trade) from harm. Ships assigned to protect a civilian fleet are called *Escorts*. The decision to assign a fleet to Escort duty is made during the 3.2 Turn Orders Phase, and the assigned Escorts will proceed to follow the civilian fleet throughout their movement during the 3.5 Movements Phase.

There are some limitations to which types of ships may be assigned as Escorts to a civilian fleet. No ship larger than a light cruiser (CL) or escort carrier (CVE) may be assigned as an Escort. This means that you could assign a frigate (FF) or destroyer (DD) as an Escort to a civilian fleet, but you could not assign a heavy cruiser (CA) or battleship (BB). Ships larger than light cruisers or escort carriers often lack the strategic speed and maneuverability required to suitably defend their convoy from nimble pirate ships. Some players may argue that they should be assign any type of ship as an Escort to their civilian fleets, but Escort duty really should be the mission of the power's light combatants. Battleships and their ilk are meant for fleet actions, not nursemaiding civilian freighters. If there is any dispute over whether a ship type should or should not be able to be assigned as an Escort, please confer with your CM as they are the final authority on this matter.

The benefit of assigning Escorts directly to your civilian fleets is that they will then always be drawn into any Encounter scenario in which the civilian fleet they are escorting takes part.

This has great utility when dealing with 3.6.2.2 Raiding and other encounters during the 3.6.2 Encounters Phase. It is important to note that any Escorts assigned to a civilian fleet will be automatically included/excluded with the fleet they are escorting, unless scout functions are spent to specifically include/exclude Escorts in the scenario (see 3.6.3.7.2 Scout Use in Task Force Setup).

The downside to assigning your military units as civilian fleet Escorts is that they will be unavailable to participate in any scenarios at their location that do not involve their escorted Colony, Transport, or Trade Fleet. An enemy could potentially use it to their advantage, excluding the escorted civilian fleet in order to deny its Escorts participation in a scenario.

If a player decides to remove Escorts from a civilian fleet, the Escort fleet is placed at the civilian fleet's current location. The former Escorts are then treated like any other fleet. For Escorts assigned to Trade Fleets on a trade route, the player may choose to place the Escorts in any of the systems along the Trade Fleet's trade route.



CM's Note: CMs should watch to make sure their players do not take advantage of the Escort rules to gain faster than normal strategic movement for their fleets.

CMs may also wish to limit the size of number of Escorts that a civilian fleet can have assigned to it based off of a special Fleet Command Rating. For instance, a Trade Fleet could be assigned a Command Rating of 8, limiting its Escorts to those with a total Command Cost of 8 or less. If this method is used, the CM should assign a Command Rating to Colony, Transport, and Trade Fleets and list it in their source materials. Using this special Fleet Command Rating would also make lifting size restrictions on Escorts practical, as placing larger capital ships as Escorts would quickly fill the available Command Cost allowance.

3.6 Combat Phase

The Combat phase consists of checking supply, resolving encounters, naval combats, ground bombardment, landings and invasions and, finally, ground combat. All combat occurs simultaneously. There may even be multiple naval battle scenarios generated within one system.

Since fighting in one system cannot affect the outcome in another (other than to, perhaps, change the decisions you make), it is sometimes easier to resolve Combat phase in each system one at a time. It is recommended that the order of resolution by system be randomized to prevent anyone from gaining a benefit from choosing the order.

3.6.1 Supply Phase

Supply comes first in the Combat phase because everything depends on it. All units are checked for their supply status in this phase. In order to be in supply, a unit must be able to trace a basic supply route to a supply point. All units that are out of supply gain one out of supply status level. All units that are in supply have all out of supply status levels removed.

3.6.1.1 Basic Supply Routes

A basic supply route can have a length of two (2) jump lanes. A basic supply route may begin in a contested system and can only be traced through systems whose space is contested or controlled by the player or a friendly power. A basic supply route can only trace along a restricted jump lane if the systems at both ends of the jump lane contain military supply ships owned by the player or an allied power. Military supply ships are those ships owned by an empire that have a supply rating. A Transport Fleet, although it has a supply rating, is NOT a military supply ship. The combined value of the supply ships will determine how many ships they can keep in supply (see 3.6.1.3 Military Supply Ships below). The basic supply route must end with a supply point.

Supply points can be either a good order planet owned by either the player or an Allied power that has at least 3 Census AND 3 Productivity, the player's good order Capital system, the good order Capital of an Allied power, or a planet with an in-supply supply depot (see 3.6.1.2 Supply Depots).

Units that can trace basic supply routes are in supply and remove all out of supply status levels and used conditions during 3.6.1 Supply Phase. Units out of supply, however, gain one out of supply status level. This level is cumulative with previously gained out of supply status levels.

3.6.1.2 Supply Depots

Supply Depots are purchased and deployed like any other ground unit (see 3.7.6 Purchasing Ground Units), but they serve a special purpose in that they turn any planet they are landed on into a supply point for the owning power. Any planet can be turned into a supply point in this fashion, even planets which are not in good order, lack the Census and Productivity requirements or both! In order for a planet with a Supply Depot to become a supply point, however, the Supply Depot itself must be able to trace a basic supply route (see 3.6.1.1 Basic Supply Routes).

Supply Depots are attacked and attack like any other ground unit and have all the combat factors (although very low Attack and D factors) of a ground unit. Unless otherwise stated, a Supply Depot has an attrition value equal to the purchase cost divided by two (rounding down). Supply Depots can be moved like any other ground unit and are one division in size (see 3.5.4 Moving Ground Units). Supply Depots can be attacked with 3.6.4 Orbital Bombardment and can receive, and be attacked by, 3.6.5.3 Tactical Support.

In addition to ground-based Supply Depots, some starbases can function in a similar capacity. Any base with 'Supply Depot' in its notes field acts as a Supply Depot at the location at which it is built. All of the benefits and limitations that apply to ground-based Supply Depots also apply to orbital Supply Depots.



3.6.1.3 Military Supply Ships

Military supply ships are used to provide supply to ships in two different ways. The first method is to allow 3.6.1.1 Basic Supply Routes to trace over a restricted jump lane. This requires that military supply ships be in the systems at both ends of the restricted jump lane. For each matched point of supply rating at each end of the lane, the military supply ships can supply one ship or system. If the supply rating of the ships in the two systems are unequal use the lower to determine how much supply is provided (e.g., if one system has a combined rating of 'Supply (4)' and the other is 'Supply (3)' then only three ships/systems can be supplied).

If a ship supplied in this fashion is used as a squadron command ship, all units in that ship's squadron (or based on units in that ship's squadron) are considered in supply and have all out of supply status levels removed. A system so supplied provides supply to all ground units in the system and all out of supply status levels are removed from these ground units. If an encounter scenario results in the system using its utilized Productivity as a command ration to support planet-based flights, these flights are considered in supply and have all out of supply status levels removed.

The second method in which military supply ships can supply a ship requires that the

military supply ships actually be in an unused condition and in the same system as the ships they supply. Each point of supply rating can supply one ship (but not a system). If this ship is used as a squadron command ship, all units in that ship's squadron (or based on units in that ship's squadron) are considered in supply and have all out of supply status levels removed. Military supply ships supplied in this fashion are considered in supply, but DO NOT remove their used status. This supply method does not require that the military supply ships actually be in supply themselves, nor do any of the ships in the fleet need to be in supply. Any military supply ships used in the fashion are considered used and will not become unused until they are able to trace a basic supply route (see 3.6.1.1.).

3.6.1.4 Effects of Being Out of Supply

The effects of being out of supply vary depending upon which type of unit is out of supply. Fighter groups do not replenish their lost fighters during the 3.7 Construction Completion Phase and do not benefit from ballistics bonuses. Ships, bases, planetary defenses and ground unit suffer from an out of supply status equal to the number of turns spent out of supply.

Unless otherwise stated in their source materials description, the following paragraphs describe the effects of being out of supply for units within campaign level combat resolution.

The effects to these units within a tactical level combat resolution product are given in the appropriate linkage rules sections.

Ships subtract one point from their Anti-ship and Defense values for each supply status level they currently have. If the ship in question is a Gunship ship (see Source Materials), they subtract two points from their Attack value for every out of supply status level. If any ship's Defense value is reduced to 0, due to out of supply status levels, it is considered scuttled (destroyed) and removed from play immediately.

Flights suffer from out of supply levels a bit differently than ships. Flights with out of supply status at any level, no matter where they are based, temporarily lose their ability to replenish lost flights with newly purchased units during the 3.7 Construction Completion Phase. Flights with out of supply status level 1 lose the use of ballistics bonuses (if any). At out of supply status level 2 and for each out of supply level thereafter, they must reduce either their Anti-ship or Anti-fighter value, whichever is higher (if the same controlling player chooses), by 1. A value of 0 reduces to an asterisk. Flights with an asterisk for both Anti-ship and Anti-fighter value may not launch at all and are grounded until the out of supply status levels are removed.

Ballistic ships subtract points from their Attack value equal to the summation of all levels up to their current out of supply status level. (i.e. subtract 1 for out of supply status level 1, subtract 3 for level 2, 6 for level 3, etc...) Additionally, a Ballistic ship with any out of supply status levels is unable to access a special ordinance package.

Ground units lose an attrition point for every out of supply status level they have before the start of the combat phase (although these points do come back during the 3.7 Construction Completion Phase). Planetary defenses (this includes DEFSATs and mines) are the most resilient to being out of supply only subtract one point from their Anti-ship, Defense and/or Mine values for every 2 full out of supply status levels accumulated. Planet-based flights, however, still suffer out of supply levels as flights, but at half the normal rate. As with ships, if any unit's Defense value or attrition value that is reduced

to 0 from out of supply status levels is considered immediately scuttled or disbanded and removed from play.

Orbital Bases are considered to have 1 damage level (see 3.6.3.16 Base Damage Levels) for every 4 full out of supply status levels. These damage levels are "repaired" as soon as supply is restored and should not be tracked as regular base damage levels. But if the base accumulates enough out of supply levels to destroy it (not just cripple it), the base is considered scuttled, just as a ship that is reduced to a 0 Defense Value or a Ground Unit that loses all of its attrition. Additionally, if the base uses ballistics, it is unable to access any special ordinance packages while it has any damage levels due to being out of supply.

3.6.2 Encounters Phase

An "encounter" occurs when two or more fleets of non-friendly powers are in the same system after Fleet Movement or the fleets stumble across each other in deep space between systems. Encounters may lead to scenario generation, but they don't have to. A scenario will only occur when at least one force in an encounter demands a scenario to be generated. Depending on the situation, only certain scenarios can be demanded. Once all encounters and the naval combat scenarios generated by them have been resolved, the ground portion of the Combat phase can begin.

3.6.2.1 Encountering Trade Fleets

If a non-friendly fleet enters a system that is on a Trade Fleet's trade route, there is a chance that the Trade Fleet will be encountered. If the system is the only system on the Trade Fleet's trade route, it will be encountered there. If a Trade Fleet had two or three systems in its trade route, roll randomly to determine which system it is considered in for this Movement Phase. For example, if a Trade Fleet has a route through three systems, assign each two numbers on a d6 (1-2 is system A, 3-4 is system B, 5-6 is system C). The Trade Fleet is considered to be in the system rolled for

Raiding Table (d6):

Result	Effect
1-2	1d6 economic points of enemy vessels, CM choice (randomize for race)
3-4	2d6 economic points of enemy vessels, CM choice (randomize for race)
5-6	3d6 economic points enemy vessels, CM choice (randomize for race)

purposes of determining if an encounter has occurred and for 3.6.2.2 Raiding.

3.6.2.2 Raiding

Each campaign turn, there is a chance that Raiders or other forms of piracy will hit vessels on their cargo runs.

1) Roll for Raiding Attempts

Using a base chance of 20%, or the base raiding chance provided in your source materials, roll a d100 for every system that contains a Trade, Colony or Transport Fleet or where no military ships or flights are present, modifying the result as follows:

- System has military ships and fighters present less than 8 construction points: -5%
- System has military ships and fighters present between 8 and 12 construction points: -10%
- System has military ships and fighters present greater than 12 construction points: -20% per 12 points
- System has more than one Trade, Colony or Transport Fleet unit in it: +20% per additional unit
- Use of Intel Points: -10% per point spent

If the modified die result is equal to or less than 20% (or the base raiding chance provided in your source materials) then a raider attack has been generated in the target system. The raiders are treated as having been in the system since the beginning of the 3.5 Movement Phase. As a result, they can generate an 3.6.3.6 Pursuit Scenario against any Trade Fleets

visiting the system on their trade route or newly arrived Colony or Transport Fleets short of any fixed defensive points in the system (see 3.6.2.4 System Encounters for details). This Pursuit Scenario cannot be refused.

If the raiders are attacking a Colony, Transport, or Trade Fleet, the targeted civilian fleet and any Escorts will automatically be included in the Pursuit scenario (unless later excluded through the use of scout functions; see 3.6.3.7.2 Scout Use in Task Force). In addition to the fleet's Escorts, the owning empire may decide to dispatch a single, randomly selected squadron from among the system's other defenders to help protect the endangered civilian convoy. A Task Force flag squadron is allowed to fill this role only if there are no other squadrons in the system at the time of the raid. This additional squadron will begin play in the Reinforcements Pool and will not be available until 1d6 rounds into the scenario. Should the raiders succeed in destroying the targeted fleet and its Escorts before these reinforcements arrive, the scenario will end and the raiders will get away without a fight. Besides those units listed previously, no other ships, bases, or flights located in the system may take part in the scenario.

If the raiders are attacking a system where there are no military ships or flights present, not even civilian fleets, then the raiders will instead generated a 3.6.3.5 Defensive Scenario and assault any fixed defenses located in the system.

2) Determine Raider Fleet Size and Composition

The size of a raiding fleet is determined by rolling on the Raiding Table (see above) to

determine the total economic point cost of all raider units attacking the system. Some source materials may provide their own, more detailed raiding tables geared specifically to the setting and should be used in preference to the table above (if they exist).

Once the cost (in economic points) of the raider force is determined, the composition of the raider fleet must be determined. The CM should use these points to “purchase” raider units to take part in the raid. The types of units available to raiders in your campaign should be included in your source materials. If none are available, refer to the generic raider units included in the Generic Raider Forces Table.

3) Results of the Raid

After the raiding scenario is complete, determine the consequences of the attack. The raiders may have succeeded in crippling or destroying one or more Colony, Transport, or Trade Fleets in the attack. Refer to 3.6.3.21 Scenario Resolution for the effects that this would have on the afflicted unit(s).

If the raid was instead against a system, not a civilian fleet, the system will not produce any income on the next campaign turn (though it will return to normal thereafter, barring another raider attack). A successful raider attack on a system will also require a Morale check to be

made as if a hostile force had seized the system (Target Number: 3, Effect: -3 Morale).



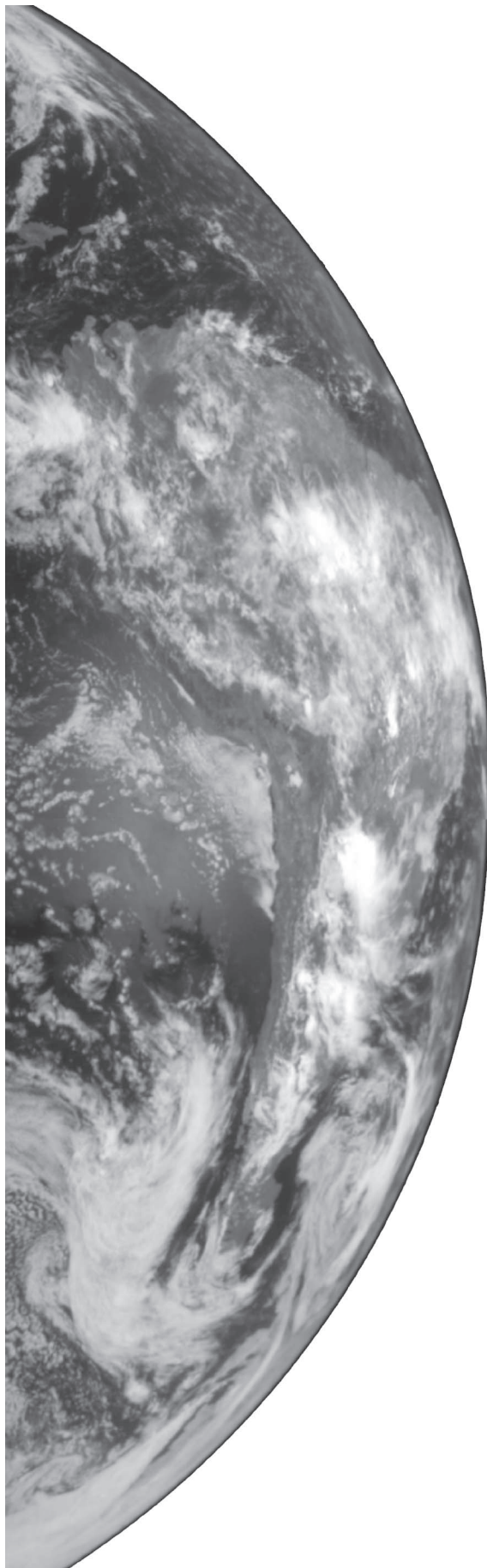
CM's Note: You can exercise complete control over the raiding scenarios in your campaign. If you feel that a raiding scenario should be designed in a specific way, then feel free to do so. You are the grand mechanic of the game and this is where you should flaunt your creativity. As the CM, you may also have a convoy raided when they feel appropriate. This gives you the unique ability to setup up special convoy scenarios.

3.6.2.3 Deep Space Encounters

Deep space encounters are the simplest encounters. All encounters in Jump Lanes are Deep Space encounters. So long as one fleet in a deep space encounter wishes to generate a scenario, then a Deep Space scenario must be generated. The fleets decide whether or not to generate a scenario in order of the fleet with the largest anti-ship value (including flight contributions and supply effects) to the smallest. A fleet can refuse Deep Space scenario by choosing to withdraw (essentially returning the fleet to the last system it was in before the deep space encounter at the end of the next 3.5 Movement Phase). However, any remaining fleets may immediately demand a Pursuit

Generic Raider Forces Table

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Battlewagon	CA	8	2/3	6	7	3	6	2	2
Galleon	CL	6	2/4	5	4	3	6	2	2
Heavy Carrier	CVA	5	3/3	5	1	2	5	2	6
Light Carrier	CVL	4	3/4	4	2	2	4	2	4
Dragonship	DD	4	3/6	3	5	1	4	2	0
Longship	DD	3	2/6	3	3	2	4	2	1
Corsair	FF	2	1/6	2	1	2	3	1	0
Gunboat	CT	1	1/8	1	1	1	2	1	0
Medium Fighter	MF	1/3	1/12	2	1	2	N/A	N/A	N/A
Light Fighter	LF	1/4	1/16	1	1	1	N/A	N/A	N/A



scenario by setting aside some units to give pursuit. A Pursuit scenario cannot be refused.

Once the scenario(s) (see 3.6.3 Space Combat Phase) has been resolved the fleets once again have the option of producing additional scenarios. If no fleet chooses to generate a scenario the remaining fleets have the option to proceed to their original destination or abort their original move in order to return to the last system from which they came. They will arrive at this destination (assuming they don't encounter other units belonging to another fleet in transit) at the end of the next 3.5 Movement Phase. When all fleets have made their movement decisions (which automatically become movement orders for the next 3.5 Movement Phase), the encounter in this area is resolved and you can move on to resolve the next encounter.

3.6.2.4 System Encounters

Systems are a bit more complex. An encounter can occur at a fixed defensive point or in deep space. A fixed defensive point may be a planet or just a base. As long as one fleet demands a Deep Space scenario (order again determined from highest to lowest anti-ship value) and no other fleet demands a different type of scenario, a Deep Space scenario will be generated.

If any fleet demands that a scenario occurs at a fixed defensive point and the other fleet(s) accept the scenario, then a Defensive scenario will be generated. If a system includes more than one fixed defensive point, only the defenses of one fixed defensive point may be included in a Defensive scenario.

The other fleets involved may refuse the Defensive scenario. Refusing to accept a Defensive scenario near a planet will prevent the refusing fleet from performing an invasion, a landing, supporting ground forces with orbital bombardment or air strikes, and strategic bombardment, including the use of weapons of mass destruction, at that planet (see 3.6.4 Orbital Bombardment Phase and 3.6.5 Troop Combat Phase). Refusing a Defensive scenario does not have any other effects and does not force refusing fleets to leave the system.

A fleet may also refuse a Defensive scenario by preventing other fleets from reaching the fixed defensive point by intercepting them. This is possible only if the intercepting fleet was already in the system at the beginning of 3.5.1 Fleet Movement. This is called an Interception scenario.

The only fleets that can be forced into an Interception scenario or leave the system are units that were not in the system at the beginning of 3.5.1 Fleet Movement, units that are blockading the fixed defensive point or units that failed to reach the fixed defensive point in all previous 3.6.3 Space Combat phases. These units must accept the Interception scenario or leave the system. Other fleets may join the interception scenario voluntarily without affecting their status of having reached the fixed defensive point.

Fleets that successfully breakthrough in the Interception scenario are allowed to land units, perform invasion or participate in orbit bombardment both strategic and tactical, launch air strikes in support of ground forces, or employ weapons of mass destruction provided they survive all subsequent scenarios generated and do not refuse any future Defensive scenarios. These units cannot be prevented from reaching the fixed defensive point in all future scenarios (even scenarios in future turns), until they voluntarily leave the fixed defensive point (by refusing a Defensive scenario) or the entire system. Fleets that cannot be forced to participate in the Interception scenarios may voluntarily participate without any negative side effects.

The accepting fleets involved in a scenario refused by fleets choosing to leave the system, may demand a Pursuit scenario, setting aside units to pursue. A Pursuit scenario may not be refused.

3.6.2.5 Blockades

If a fleet refuses a Deep Space scenario by demanding a Defensive scenario, the accepting fleets may refuse the Defensive scenario by establishing a Blockade of the fixed defensive point selected for the Defense scenario. A Blockade prevents any trade or the tracing of supply to or from other systems and all fleets that demanded the original Defensive

scenario are unable to leave the fixed defensive point, until the Blockade is lifted. Once a Blockade is established, fleets under the Blockade may demand a Breakout scenario to attempt to run the Blockade, even if the Blockading player demands a Defensive scenario.

Blockades can be lifted voluntarily, when enough opposing fleets arrive to make the disadvantage of holding a Blockade too great to justify. Lifting the Blockade can occur at any time during encounter resolution, but doing so restores supply to all units under the Blockade immediately. If a player isn't reasonable enough to abandon his or her Blockade once he or she is outgunned, if all units establishing the Blockade are destroyed or crippled the Blockade is automatically lifted and supply is restored immediately. This can be accomplished by performing a Breakout scenario; only the units don't leave the system once the Breakout scenario is resolved. Planets under blockades are effectively separated from the rest of the empire's economy. To reflect this, that planet may only spend points that are created from that planet at that location. Economic points may not get in or out of the blockade, so a Planet B (under blockade) may only spend points from the economy of Planet B.

3.6.2.6 Encounter Resolution

Scenarios are generated only so long as at least one fleet demands a scenario be generated. Once all demanded scenarios are resolved, the encounter is resolved and you can move on to resolve the next encounter. Resolving a scenario happens in 3.6.3 Space Combat Phase; which can reoccur many times in a system in one turn, until all scenarios are resolved. Once all scenarios are resolved the encounter is resolved and play proceeds to 3.6.4 Orbital Bombardment Phase.



3.6.3 Space Combat Phase

The Space Combat Phase is where the scenarios created in the encounters (3.6.2 Encounters Phase) are resolved. This phase can occur as many times as necessary to resolve all scenarios generated by the encounter. Combat within the VBAM system can be resolved in your favorite tactical space combat system, or with our CSCR (Campaign Space Combat Resolution). There are two methods to this. The standard method is our Large Battle CSCR below. This is designed to handle space battles quickly, and with significant control as fleet admirals. The second is outlined in the Optional Rules section 4.17, and is designed to handle battles with less than thirty ships in it. It offers more control to the players, takes more time, and is more akin to a tactical system than the standard CSCR. Whichever system you decide to use, be it your own tactical system, standard CSCR, or small battle CSCR, you and your fellow players should be consistent with it throughout your campaign.

3.6.3.1 Scenario Resolution Order

If more than one scenario has been generated in a single system or jump lane,

resolve them in order by scenario type. Scenarios within each type are resolved in the order chosen by either the player that controls the system in which the encounters are happening OR (if the system is contested or uncontrolled or the scenario is in a jump lane) by the player with the highest anti-ship total, including flights and supply effects, in the system or jump lane in which the scenario is happening.

- 1) Interception scenarios
- 2) Breakout scenarios
- 3) Deep Space scenarios
- 4) Defensive scenarios
- 5) Pursuit scenarios

3.6.3.2 Interception Scenarios

This scenario has a fleet(s) trying to block the approach of other fleets to a fixed defensive point. All fleets may only rely on fleet based Intel sources. The Interception fleet(s) must split their units into two pools, which may contain elements of one or more different fleets. The Intercepted fleet(s) chooses (select in order of highest anti-ship rating) which pool they will engage. Both sides (Interceptors and Intercepted) gain a +2 to their surprise roll, but neither ignores below normal readiness states (see 3.6.3.8 Surprise). Scenario length is unadjusted (see 3.6.3.9

Scenario Length). If all interceptor units (in the pool engaged) are destroyed or crippled all intercepted units are considered to have broken through to the fixed defensive point.

3.6.3.3 Breakout Scenarios

This scenario has a fleet(s) under a Blockade trying to breakout. All forces may only rely on fleet based Intel sources. The Blockading fleet(s) must split their units into two pools, which may contain elements of one or more different fleets. The Blockaded fleet(s) chooses (select in order of highest anti-ship rating) which pool they will engage. The Blockaded forces gain a +2 to the surprise roll (3.6.3.8 Surprise) and ignore any below normal readiness state results. Scenario length has a -2 modifier (see 3.6.3.9 Scenario Length). If all blockading units (in the pool engaged) are destroyed or crippled, all breaking out units are considered to have run the blockade and can choose to immediately leave the system (although their destination does not have to be specified until 3.2 Turn Orders for next campaign turn). Units that do not choose to leave or fail to run the blockade, return to their fixed defensive point at the end of the scenario.

3.6.3.4 Deep Space Scenarios

This is the most basic form of scenario. Each fleet has only mobile units and lacks any fixed point of defense. Both sides may only use Intel from fleet based sources and neither side receives a bonus to their surprise roll and there are no adjustments to scenario length (see 3.6.3.8 Surprise & 3.6.3.9 Scenario Length).

3.6.3.5 Defensive Scenarios

This scenario has a fleet(s) around some set of fixed defenses. The defensive forces can include some bases, satellites or mines to their Task Force at no command cost and these do not constitute a squadron (see 3.6.3.7 Task Force Creation). The Defensive forces may only use half of their fleet Intel sources (use normal fraction rounding), but may use Intel from a system, if available. Attacking fleets gain a +2 to their surprise rolls roll (3.6.3.8 Surprise) and

ignore any below normal readiness state results. Scenario length roll has a +2 modifier (see 3.6.3.9 Scenario Length).

3.6.3.6 Pursuit Scenarios

This scenario has a fleet(s) leaving the system or deep space encounter area being pursued by another fleet. Both sides may only use Intel from fleet based sources. The Pursued forces must use any crippled units in their fleet(s) to fill non-flagship squadrons (although squadron command ships do not have to be crippled), unless these units are exempted by use of Intel points or towing units (which may not be used in any squadron while towing units). Exempted units and their towers are considered to be already disengaged and not part of the Pursued fleet(s) for any purposes. The Pursuing fleet(s) is under special restrictions, in that they may only field half the number of squadrons, rounded up, that their Task Force Flagship would otherwise be entitled to (see 3.6.3.7 Task Force Creation). This is due to the hastiness with which these Task Forces are thrown into pursuit. The Pursuing fleet(s) has a +2 to their surprise rolls (3.6.3.8 Surprise) and ignores any below normal readiness states. Scenario length roll has a -4 modifier (see 3.6.3.9 Scenario Length). Once the Pursuit scenario is over the Pursued forces are disengaged and cannot be forced to participate in any further scenarios this campaign turn.

3.6.3.7 Task Force Creation

Space Combat occurs between Task Forces. Each Task Force is made up a Task Force flagship, a flagship squadron and as many squadrons as the Task Force flagship has command rating. For example, a Command Cruiser may have a command rating of 9, so a Task Force commanded by that Command Cruiser would consist of itself, its squadron and nine other squadrons. Additionally, in some scenarios fixed defenses may be included in a Task Force for free. Only one-third of any defenses (all fractions round up) of each type bases, DEFSATs and mines can be included in the Task Force.

A squadron consists of a command ship

and as many ships as the command ship can control with its command rating. The Command Cruiser with a command rating of 9 can control two ships with a command cost of 4 each and third ship with a command cost of 1. Any combination of ships with command costs that add up to nine or less is acceptable.

All civilian fleets (Colony, Transport, and Trade Fleets) taking part in a battle (e.g., those that were not excluded through the use of Intel) must be included in a Task Force squadron. Civilian fleets are considered to have a command cost of 1, unless otherwise countermanded by your source materials.

One ship per squadron can be placed in a level 1 formation bonus. Trade, Colony or Transport Fleets may not use the formation bonus, but otherwise count as a single ship for all other purposes. All ships in the flagship squadron are automatically in a level 1 formation bonus and a single ship can be placed in a level 2 formation bonus.

A partial exception to the “one-third of fixed defenses included in a Task Force” rule is that all planet-based flights or atmospheric ships may be included in a Defensive, Interception or Breakout scenario around that planet. Flights must be hosted by units included in the Task Force with spare capacity or included in a squadron at a command cost of 1 per flight wing (4 flights). Atmospheric ships must be included in a squadron, using the normal rules. All defenses are assigned to a single squadron, but do not count against the command limits of the command ship and no fixed defensive units may occupy the formation bonus. The remaining defenses are placed in the Reinforcement Pool.

If there are no ships included in a Task Force

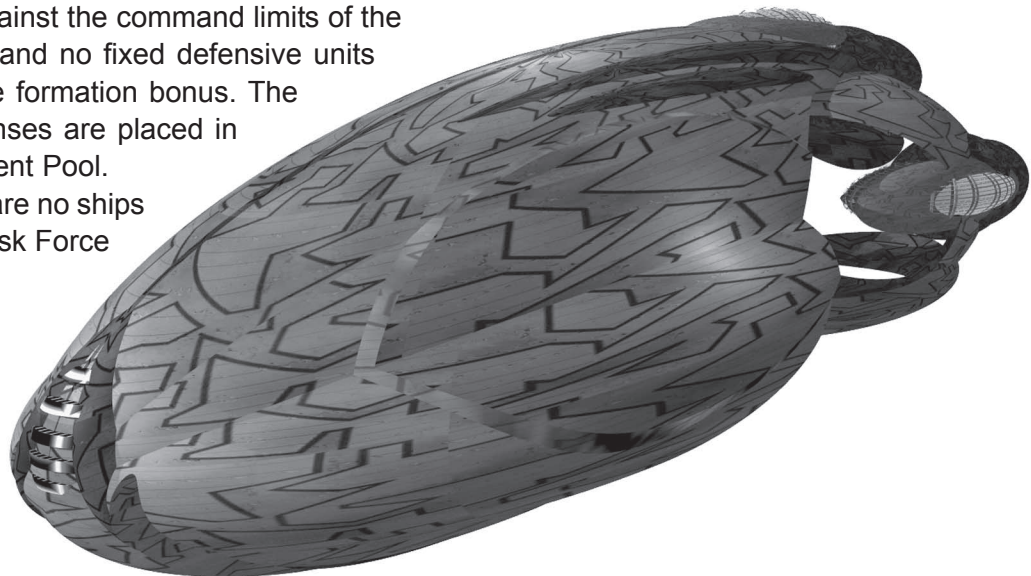
for one side, all defenses or planet-based flights included for that side’s Task Force are considered to be in one squadron. Any planet-based flights that cannot be hosted by included defenses are instead included using the system’s Utilized Productivity statistic as the command rating for that squadron, at the cost of 1 command point for every 4 flights. A group of friendly fleets must only field one Task Force, which may consist of units from all of the participating friendly fleets.

3.6.3.7.1 Reinforcements

Additional squadrons beyond those placed in the Task Force can be prepared as reinforcements. Simply set aside units that will be available as reinforcements in their own pool. Any units in reserve status must be placed in the Reinforcement pool. When reinforcements are allowed to enter the combat, you may place the ships into your Task Force, but only one squadron at a time. They may only enter if your Task Force flagship is able to control the new squadrons in addition to what is still left. Additionally, new defenses can be added up to the one-third included in the Task Force limit (round all fractions up) for each type to any squadron in the Task Force.

3.6.3.7.2 Scout Use in Task Force Setup

Each fleet may use unused scouts to spend Intel points or spend them from a planet



(dependant on scenario) to include or exclude ships from their or other Task Forces. To exclude your own ships costs 1 Intel point per ship or 2 Intel points for a civilian fleet (Trade, Colony or Transport Fleet). To include or exclude an opponent's ship costs 2 Intel points or 3 Intel points for a civilian fleet. If a unit is included or excluded, any flights based from that units are automatically included or excluded. Similarly, any Escorts assigned to a civilian fleet will be included/excluded with the escorted civilian fleet. Your opponent may include your reserve status ships, if they desire.

Includes take precedence over excludes and it doesn't matter how many players exclude a ship, if any player spends Intel points to include a ship, the ship is included. Scouts used for this purpose are considered used for this campaign turn. If your ship is "included" in your Task Force, then you are forced to place the ship in a non-Flagship squadron. It can serve as the squadron command ship and otherwise operates as a normal ship. If your ship is "excluded" from your Task Force (doesn't matter by whom) then this ship cannot be included in the Task Force and cannot be in the reinforcement pool. It has successfully disengaged from the scenario (and that does mean it will breakout or breakthrough as appropriate).

3.6.3.7.3 Multiple Combatants

Scenarios between more than two Task Forces can be fought either as multi-sided combat or by randomly determining which two Task Forces meet one another first. In this case, each Task Force rolls a d10; the two highest rolling Task Forces will encounter each other first. If more than two are highest (which is possible in the event of a tie), a roll-off is required. The two selected Task Forces proceed to fight the scenario to its completion. The other Task Forces do not fight in this round at all. This method is useful in preventing players from abusing multi-sided combat to gain an advantage over other players by having more than one Task Force involved in a scenario, but having no intention of fighting each other and only intend to attack another player.

Formation Bonus Table

Formation Bonus Level	Directed Damage Modifier
-1	1
0	1.5
1	2
2	3
3	4
4	5

Notes: The Formation Bonus Table shows the differing directed damage modifiers at different formation bonus levels. Multiply a unit's defense value by the directed damage modifier to determine how much directed damage is required to cripple/destroy the unit.

One ship per squadron may be placed in a level 1 formation bonus. Formation bonuses may be increased or lowered based by the use of scout functions. Flights treat all units as if they were in a formation bonus one level lower for purposes of directed damage.

3.6.3.7.4 Use of Formations

Ships in the CSCR system are organized into squadrons for ease of play. Ships within a squadron use fleet tactics to help provide cover fire, point defense protection and other vital combat services to its fellow squadron members. This natural integrated defense is collectively known as a formation bonus.

If more then one squadron is present in a Task Force, the flag squadron will automatically receives a +1 formation bonus by merit of the task force's organization. This also has the effect of lowering the combat ability of the flag squadron as described in 3.6.3.12 Fire Phase One: Ships Fire.

Scouts have the ability to raise and lower the formation bonus of a squadron. Scouts use this ability to either offer a friendly unit better protection against directed damage, or to lower

Surprise Roll Table (d10)

Modified Result	Readiness State (Modifier)	
1 or less	Disaster (-4)	Force is completely unready for combat
2	Bad (-2)	Force has just been ordered to battle stations
3-4	Poor (-1)	Most of force is at battle stations, but not all units
5-7	Normal (0)	Entire force is at battle stations
8-9	Good (+1)	Force is well prepared for the battle
10+	Superb (+2)	Force knows exactly what to expect in the battle

Modifiers:

+1 per Intel point spent

the enemy's formation bonus in order to make directed damage against that unit more effective. Rules for using scouts to alter formation bonuses are covered in 3.6.3.11.2 Scout Mission Assignments During Combat.

3.6.3.8 Surprise

Before the battle begins, a roll on the Surprise Table is needed to determine the readiness state of the task force. Each Task Force rolls a d10 and compares the result (with appropriate scenario modifiers) to the Surprise Roll Table. For each scout in the force, the force may choose to spend an Intel point to receive a +1 to the roll. Scouts used to allow an Intel point to be spent are considered "used" for this campaign turn. Also, depending on the scenario, Intel points from the system may be spent to purchase a +1 per point spent.

3.6.3.9 Scenario Length

Each Task Force chooses to increase the scenario length by 1-4 rounds (simultaneously announced). The total increase is added to a d6 roll and modified, if necessary, depending on the scenario. Also, each side may spend 1 Intel point per unused scout or from the system, if in a defensive scenario, to extend or shorten the scenario by one round per point spent. Scouts used to change the scenario length with Intel points are considered "used" for this campaign turn.

3.6.3.10 Scenario Sequence of Play

Once the scenario is determined, the Task Forces built, the Reinforcement Pools populated, Surprise (Fleet Readiness), and scenario length determined the scenario resolution proceeds. Any readiness state modifiers (positive or negative) are reduced by 1 (in magnitude) each combat round after the first, until they reach 0. For example, a fleet with a "Good" Readiness will be +1 for the first turn, and a 0 Readiness on the remaining turns. Each round of combat has one assignments phase, three fire phases, and an end of round phase:

- Assignments Phase)** Assign flights, Scout functions
- Fire Phase One)** Ships fire
- Fire Phase Two)** Flights fire at flights
- Fire Phase Three)** Flights fire at non-flights

Within each Fire Phase all damage is simultaneous, but damage from Fire Phase one and two affects the later Fire Phase(s).

3.6.3.11 Assignments Phase

In the Assignments Phase, new squadron command ships are assigned (including the task force flagship, if necessary). A squadron (including the flagship squadron) that

lost its command ship must be assigned a new command ship. Any squadron that has a new command ship assigned has all of its combat factors halved for this combat round, including any fixed defenses in the squadron. A Task Force flagship can only be assigned if it has the highest command rating of any ship in the Task Force. If more than one ship has the same, highest command rating, the player may choose which ship will become the Task Force flagship. If a Task Force has its flagship reassigned, the entire Task Force's combat factors are halved, but these effects are not cumulative.

Units can be moved between squadrons now, but all such "moved" units will have their combat factors halved for this round. This effect is also not cumulative with assignment of a new command ship or Task Force flagship. Formation bonus assignments may only be changed in this phase, but there is no penalty for doing so. New squadrons may also be formed, but only until the total number of squadrons equals the command rating of the Task Force flagship. New squadrons have their combat factors halved for one turn, as all members have been moved and assigned a new command ship. If the current number of squadrons already exceeds the command rating of the Task Force flagship (because the previous one was destroyed and its replacement has a lower rating) then squadrons must be removed to the Reinforcements Pool at this time until the number of squadrons is equal to the Task Force flagship's command rating. These can be any squadrons, including ones with crippled ships and fixed defenses.

3.6.3.11.1 Dedicated Missions

Once all Task Force units are in their final squadron assignments, players can choose to assign squadrons to be dedicated anti-fighter squadrons. Dedicated anti-fighter squadrons cannot participate in anti-ship fire in fire phase one or in fire phase three. If a flagship squadron is assigned to be a dedicated anti-fighter squadron, it loses the squadron wide level 1 formation bonus. Only ships and fighters may be part of a dedicated anti-fighter squadron. A

dedicated anti-fighter squadron may use its AF factors from ships or fighters to engage fighters in any one other squadron, but not vice versa. These AF factors are added with AF factors from any other friendly units in the squadron being supported by the dedicated anti-fighter squadron.

After squadron assignments are declared, each side determines which squadron (friendly or enemy) each flight they control will be in. Also, they designate any flights which will not participate in 3.6.3.13 Fire Phase two in order to gain a +1 to their anti-ship value and any flights that will not participate in 3.6.3.14 Fire Phase Three in order to gain a +1 to their anti-fighter value. A flight cannot choose to do both and gain a +1 to both stats. For example, a player may assign his flight to Enemy Squadron 1 (for any mission, dedicated AS, dedicated AF, or both undedicated), or to one of his own squadrons (for dedicated AF assumedly).

A flight that has a * value for either their anti-ship or anti-fighter value cannot gain a +1 for any combat factors, regardless of their participation in either fire phase. A flight with 0 factors (before ballistic bonuses) in either anti-ship or anti-fighter cannot increase any combat factor above 1 with this rule. Flights that gain a Ballistics bonus assign their ballistic factors to either anti-ship or anti-fighter in this phase.

Each side also determines which squadron (friendly or enemy) their side's breaching pods are in as well. If a breaching pod has survived a round in an enemy squadron, the controlling player may assign it a target for marine raids and capturing attempts (see 3.6.3.19 Capturing Ships and Other Units). If armed, breaching pods may also participate in 3.6.3.13 Fire Phase Two and 3.6.3.14 Fire Phase Three.

3.6.3.11.2 Scout Mission Assignments During Combat

Scout functions are assigned during the 3.6.3.11 Assignments Phase of each combat turn. "Used" scouts may still assign their scout functions during scenario resolution. Scouts may increase their scout functions by one (1) if they

do not participate in any fire phases. Players record their intent to do this now.

Scouts are capable of performing the following scout missions during combat:

1) Increase or Lower Formation Bonuses

For each scout function you may increase the formation bonus of one non-flight unit in your squadron by one level. They may also lower the formation bonus of any enemy non-flight unit by one level. It should be noted that this scout mission is the only way to place Bases or DEFSATs in any kind of formation bonus.

2) Halve Anti-Ship and Anti-Fight Factors

For two scout functions a scout may halve the anti-ship and anti-fighter factors of one enemy ship or DEFSAT (but not flights, bases, or any other units).

3) Provide Fleet Support

One scout per side may be assigned to *Fleet Support*, allowing that side to ignore d6 + 4 damage from the enemy per scout function that the scout has available. This damage is subtracted before the use of 3.6.3.15 Directed Damage against you. It can be ignored from each opposing side in a multisided battle! A scout on Fleet Support may not perform any other scout functions.

3.6.3.12 Fire Phase One: Ships Fire

In this phase, all non-flight units fire at their targets. Total the anti-ship factors of all non-flight units in your Task Force. The AS factors for your flagship squadron and of any ships in a squadron that includes fixed defenses (see 3.6.3.17 Mines, for an exception) are halved. This is your anti-ship (AS) total. The halving for being a member of the flagship squadron and in a squadron with fixed defenses is not cumulative, but is cumulative with the effects of scouts. Ballistic ships do not halve their factors for being in the flagship squadron or being in a squadron that includes fixed defenses. Roll a d6 and adjust the result by adding or subtracting your readiness modifier (see 3.6.3.8 Surprise). This is your

damage multiplier, which has a minimum of 0. Then multiply your anti-shipping (AS) factors by the damage multiplier and divide the result by 10, dropping any fractions. This is the amount of damage you have done this turn. You assign this damage to one or more opposing Task Forces. This is done secretly and simultaneously with your opponents.

Unless you are using directed damage (see 3.6.3.15 Directed Damage), your opponent will then assign the damage on his or her units. Every ship, base or DEFSAT can take up to its defense value (DV) in damage before being crippled. Once crippled, all of their combat factors (AS, AF) are halved, but their defense value (DV) remains the same. Crippled ships, bases, or DEFSATs can take up to the defense value (DV) in damage before being destroyed. Destroyed ships, bases, and DEFSATs are removed from play.

Inevitably, there will be damage left over that is not enough to cripple or destroy even the weakest non-flight unit in your opponent's Task Force. It is also possible that he or she may wish to not cripple or destroy a smaller ship. In this case, your opponent is forced to cripple a ship to cover this last damage even though the remaining amount would normally be insufficient. In the case of a base, so long as this remaining damage is equal to at least half of the value required to do one damage level (3.6.3.16 Base Damage Levels), your opponent is forced to take a damage level on the base to cover the remaining damage.

3.6.3.12.1 Fire Phase One: Ships Fire at Flights

Once damage from anti-shipping fire has been determined, total the anti-fighter factors in any squadron where hostile flights are present. Roll a d3 and adjust the result by half of your readiness modifier (always rounding in your favor). This is your damage multiplier, which has a minimum of 0. Multiply your anti-fighter factors by your damage multiplier and divide the result by 5, dropping any fractions. This is the amount of your anti-fighter damage. You assign your damage to hostile flights in that squadron. Each

flight can take up to its defense value in damage. Flights do not cripple, once they have taken their defense value in damage, they are destroyed. Anti-fighter fire from ships in different squadrons cannot be combined unless one or more of the squadrons is acting as a dedicated anti-fighter squadron (3.6.3.11.1 Dedicated Missions). Any leftover points short of the required amount to destroy the next super heavy fighter, fighter flight or group of shuttles are lost.

3.6.3.13 Fire Phase Two: Flights Fire at Flights

In this phase, flights fire at other flights. Total the anti-fighter factors separately (by squadron) for all surviving flights in squadrons (both friendly and hostile) where hostile flights are present. This fire is resolved exactly like anti-fighter (AF) fire done by other units (see 3.6.3.12.1, right above this section actually). The damage done by your flights are scored on the enemy flights in the squadron your flights are in. Your flights in different squadrons cannot combine their damage for any purposes. Any points short of destroying the weakest enemy flight in the squadron are lost.

3.6.3.14 Fire Phase Three: Flights Fire at Non-Flights

The player now separately totals the anti-ship (AS) factors of all flights in each enemy squadron and resolve this fire just as fire on non-flights is handled in 3.6.3.12 Fire Phase One: Ships fire, except as noted here. The damage done by your flights is scored by you, not your opponent, on your opponent's ships in the enemy squadron those flights are in. As a result, all damage from flight-based sources is scored as 3.6.3.15 Directed Damage. However, flights consider all non-flight units to be in a formation bonus one (1) level lower than they are currently in. Against those non-flight units that have not been placed in a formation bonus (e.g., they have an effective formation bonus level of zero), the directed damage from flights is free, meaning that there is no damage surcharge.

Any left over points of damage in a

squadron, short of crippling or destroying the weakest unit, are lost. Flights in different squadrons cannot combine damage for any purpose.

3.6.3.15 Directed Damage

Occasionally, you really want to blow up a particular unit, for example a fleet command ship or story-critical vessel. To do this, you may apply directed damage to the target.

To use directed damage, first select the unit you want to cripple or destroy (if already crippled). Instead of it absorbing its defense value, it will absorb its defense value and an additional amount of damage equal to half its defense value, rounded up. If the ship is in a formation bonus, it costs significantly more to use directed damage (Note: bases and DEFSATs cannot be in a formation bonus without scout aid). Multiply the defensive value by its formation bonus level to obtain the amount of extra damage needed to cripple or destroy the ship. This means a ship in a level 1 formation bonus costs double its normal amount to cripple or destroy and a ship in a level 2 formation bonus costs triple!

On the other hand, if you used a scout in the 3.6.3.11 Assignments Phase to lower the formation bonus level of a ship below zero (0), directed damage against this ship is free! Boarding (Direct Assault) units treat their special damage as free directed damage, too. Also damage assigned to mines is directed damage for free (see 3.6.3.17 Mines). You can cripple and destroy units with a formation bonus less than zero (0) by paying an amount of damage equal to its defense value.

Flights consider all units to be in a formation bonus one less than normal for the purpose of all damage they score.

After using Directed Damage in 3.6.3.12 Fire Phase one, any remaining damage is assigned by your opponent as normal, unless specified otherwise.

3.6.3.16 Base Damage Levels

Bases can be very hard to cripple or destroy in one turn, even with a scout's help. To

Base Damage Level Table

Base Damage Level	Combat Factor Reduction
1	25%
2	50%
3	75%
4	Base Destroyed

destroy them, you must damage them bit by bit, slowly wearing down their defenses. For this purpose, base damage levels exist to denote the various levels at which a large station takes damage. Unlike a starship or DEFSAT, which simply cripples and is destroyed, these structures can take more punishment, so damage is dealt accordingly.

When an undamaged base receives half of the damage necessary to cripple it (round up), it will incur its first base damage level. The next base damage level will cripple it as normal. The third base damage level comes when a crippled base has received half of the damage necessary to destroy it (round up). Finally, receiving a fourth base damage level will destroy the base.

For each base damage level taken, the base's combat factors are reduced by 25%. You will note that the combat factor reduction is relative to the total damage the base has received. For example, a base that has received three base damage levels (crippled plus half or more towards being destroyed, or in other words about 75% destroyed) would reduce all of its combat factors by 75% (25% times three).

When scoring damage against a base, you need not apply a set amount of damage equal to the amount necessary to cause a base damage level or otherwise cripple/destroy it, which you would normally do when scoring damage against a ship. Instead, all damage scored against the base is retained and will count against the base's defense value for purposes of future base damage levels. Bases *do not* automatically become crippled or earn additional base damage levels from this extra attrition damage. This exception is necessary because

of the high defense values found on many types of bases.

3.6.3.17 Mines

Mines have a terrain-like effect on combat. Actual offensive use of mines is extremely difficult. Typically they do not in themselves serve to help destroy enemy ships and fleets. The main advantage of mines is their ability to force opposing ships to slow down and clear a path through them.

In combat, mines do not cripple. They absorb damage equal to their defense value and are then destroyed. Mines are considered to always be at a formation bonus level less than zero (0) and all 3.6.3.15 Directed Damage on them is free.

Any squadron that includes mines may use them to increase the formation bonus level of ships in their squadron. For this purpose, mines are assigned a *mine value* equal to their defense value. To increase the formation bonus level of a ship, assign a number of mines with a total mine value equal to or greater than the defense value of the ship receiving the formation bonus. If this is done, the ship will have its formation bonus level increased by one (1).

A single ship may have its formation bonus level increased more than once in this fashion, but each time it will add its defense value again to the total defense value of all ships so protected.

Example: A destroyer (DV 5) would require at least 3 DV 2 mines (total mine value of 6) to increase its formation bonus level by 1. In order to increase its formation bonus a second time, it would require a mine value of 10 (5 additional DV 2 mines). A third formation bonus would require a mine value of 15 (8 additional DV 2 mines).

If the player decided to place their destroyer in a +3 formation bonus in this way, it would require a total of $3 + 5 + 8 = 16$ of the DV 2 mines.

Obviously, using mines to increase the formation bonus of ships in the squadron does

not protect a ship from taking voluntarily assigned damage, but one could also absorb that damage by destroying mines as well.

3.6.3.18 Towing Units

Towing units, commonly referred to as *tugs*, have a limited but still important role in combat. Only units with towing functions are capable of moving damaged units out of active squadrons and back into the Reinforcement Pool. They are also able to exempt units from participating in Pursuit scenarios, the towed units and their towers being considered to have already disengaged from the fight.

For more information on Towing units, refer to 3.5.6 Towing.

3.6.3.19 Capturing Ships and Other Units

You must board ships (or any other unit) in order to capture them. Direct Assault units perform such boarding actions. The most common form of Direct Assault unit is the breaching pod. The Direct Assault unit must survive Fire phases one and two (3.6.3.11 & 3.6.3.12) in order to attempt boarding. On the next combat round, the surviving Direct Assault units are assigned to board their targets in the squadron they were in last round. You may apply 1 point of damage against the target per Direct Assault function as if it were free 3.6.3.15 Directed Damage. The number of Direct Assault functions a unit possesses is listed in its special notes, following the Direct Assault designation. A Direct Assault (1) unit would apply 1 point of free directed damage, while a Direct Assault (2) unit would apply 2 points.

If enough free directed damage is applied from the use of Direct Assault units to “destroy” the unit, then it is successfully captured instead of destroyed. The unit is now crippled and must immediately be assigned to a squadron in your Task Force that can accept its command cost, or else the captured ship will be scuttled. You can also cripple units in this fashion as the marines can use sabotage raids to damage the ship, thus making future capture or destruction easier.

3.6.3.20 End of Round Phase

At this time, squadrons can be added or removed from combat under certain conditions. A Task Force trying to breakout or breakthrough may disengage squadrons if they currently have more squadrons than the Task Force attempting to prevent their disengagement, but only a number of squadrons equal to their advantage. Any Task Force may choose to send a single squadron of undamaged ships (but no fixed defenses) to their Reinforcement’s pool at this time. Any crippled ships in a squadron or fixed defenses must be left behind and assigned to a new squadron during the next assignments phase, unless there is a towing capable ship in the squadron. A towing ship can take a number of crippled ships (but no fixed defenses) with it to the Reinforcements Pool equal to its number of towing functions (see 3.5.6 Towing).

3.6.3.20.1 Rebuild from the Reinforcement Pool

You may now add a number of squadrons from the Reinforcement Pool equal to the Current Round Number minus the result of a d6 roll. Of course this is only if your total number of non-flagship squadrons does not exceed the Task Force flagship’s Command Rating (CR). Note: If you withdrew your Task Force flagship squadron, you may not add squadrons to the Task Force (as it does not currently have a flagship). If a player has any number of reinforcement squadrons available, they may choose to include new fixed defenses from their Reinforcement Pool as they do not exceed a total of one third (all fractions rounded up) of each class of defenses they have available included in their Task Force. These units must be immediately assigned to squadrons, but they do not suffer from command disruption like units moved in the Assignments phase.

3.6.3.20.2 Regarding Flights at the End of the Round

Flights whose basing unit has been destroyed may be assigned to any ship capable

of basing the flight. If flights are orphaned and cannot be based in the Task Force they may form a fighter wing of up to 4 flights at a cost of 1 command point to the squadron commander. If they cannot be added to a squadron, then they are moved to the Reinforcement Pool. Any flights so reassigned do not suffer command disruption as if they would if moved during the Assignments phase.

3.6.3.20.3 End of Round

You are now ready for the next round! Start the next round at 3.6.3.11 Assignments Phase and only play a number of rounds equal to the scenario length.

3.6.3.21 Scenario Resolution

Once all combat rounds in a scenario have been resolved, the units in your Task Force and your reinforcement pools are returned to where they originated. Flights must now find basing. Any flights that cannot be based in the system (or if they are under a blockade, did not breakout, and cannot base on something else under the same blockade) are considered scrapped. This will result in the usual salvage points. Any cargo on Transport Fleets or any Census point on a Colony Fleet that was destroyed is removed from play. Any cargo on Transport Fleets that were crippled loses one half of its amount (rounded up) in the case of multiple items, or half of its attrition points (rounded up), in the case of ground units. These losses and attrition points may replenish only after the units are disembarked from the crippled Transport Fleet (see 3.7.11 Flight Replenishment and 3.7.7 Attrition Damage Repair). A Census point on a crippled Colony or Transport Fleet is unaffected. A crippled Trade Fleet does not increase the income of systems on its trade route until it is repaired.

Any squadrons that were disengaged are considered to have successfully "broken through" or "broken out", depending on the scenario. The scenario has now been successfully resolved you can move on to the next scenario that needs to be resolved (3.6.3.1 Scenario Resolution Order) or back to 3.6.2.3

Deep Space Encounters or 3.6.2.4 System Encounters for further scenario generation.

Integrated Example of Encounters, Scenarios and the Campaign-level Ship Combat Resolution System:

This section is a basic demonstration of the combat mechanisms encountered in a normal CSCR Deep Space Encounter. For purposes of this example, we will be using the sample races and fleets found in the 5.0 Source Material section. Combat statistics for these units are included in the sample source materials in the back of this book.

Two combatants, the Brindaki and Senorians, are engaged in a heated conflict. After a Senorian expedition enters Brindaki controlled space, a Brinkaki battlegroup meets the invaders. The defenders refuse an Interception scenario, but accept a Deep Space Scenario. Only mobile assets may be used.

Brindaki Fleet Assets

- 1 Battleship I
- 4 Heavy Cruiser
- 4 Heavy Cruiser II
- 6 Light Cruiser I
- 1 Scout II
- 3 Destroyer I
- 7 Corvette I
- 4 Frigate I
- 16 Medium Fighter I

Senorian Fleet Assets

- 1 Command Cruiser I
- 1 Command Cruiser II
- 5 Attack Cruiser I
- 3 Attack Cruiser II
- 2 Missile Cruiser III
- 10 Destroyer I
- 4 Destroyer II
- 6 Corvette I
- 8 Corvette II
- 1 Heavy Carrier II
- 5 Interceptor II
- 5 Strike Fighter II

Fleet Organization

The Brindaki Commander clearly recognizes his fleet is slightly older than the opposition, and decides he wants to maximize his anti-ship (AS) fire to deal with the Senorians. In a bold move, he organizes his fleet under a less competent command ship, and moves the Battleship to a more offensive squadron. The Senorian Commander organizes under the Command Cruiser II. The carrier and missiles cruiser are also placed in the flag squadron. This will help protect the vulnerable carrier while maximizing the firepower of the flagship squadron, as ballistic ships remain at full AS, even when placed in a Task Force flag squadron. The rest of both fleets' units are organized in smaller anti-ship units.

Brindaki Task Force

Flag Squadron

Flagship: Heavy Cruiser: CR 8
(8 Squadrons)

CC 3: Scout II
CC 2: Destroyer I
CC 1: Corvette I
CC 2: 10 Medium Fighter Flights
CR Remaining: 0

Squadron 1

Squadron Flagship: Battleship I: CR 9
CC 3: Heavy Cruiser II
CC 3: Heavy Cruiser II
CC 3: Heavy Cruiser II
CC 0: 6 Medium Fighter Flights
CR Remaining: 0

Squadron 2

Squadron Flagship: Heavy Cruiser II: CR 8
CC 3: Light Cruiser I
CC 3: Light Cruiser I
CC 1: Corvette I
CC 1: Corvette I
CR Remaining: 0

Squadron 3

Squadron Flagship: Heavy Cruiser I: CR 8
CC 3: Light Cruiser I
CC 3: Light Cruiser I

CC 2: Destroyer I

CR Remaining: 0

Squadron 4

Squadron Flagship: Heavy Cruiser I: CR 8
CC 3: Light Cruiser I
CC 3: Light Cruiser I
CC 2: Destroyer I
CR Remaining: 0

Squadron 5

Squadron Flagship: Heavy Cruiser I: CR 8
CC 2: Frigate I
CC 2: Frigate I
CC 2: Frigate I
CC 2: Frigate I
CR Remaining: 0

Squadron 6

Squadron Flagship: Corvette I: CR 8
CC 1: Corvette I
CC 1: Corvette I
CC 1: Corvette I
CR Remaining: 0

Senorian Task Force

Flag Squadron

Flagship: Command Cruiser II: CR 11
(11 Squadrons)

CC 3: Heavy Carrier I
CC 3: Missile Cruiser III
CC 3: Missile Cruiser III
CC 0: 10 Fighter Flights
CR Remaining: 2

Squadron 1

Squadron Flag: Command Cruiser I: CR 10
CC 3: Attack Cruiser II
CC 3: Attack Cruiser II
CC 3: Attack Cruiser II
CR Remaining: 1

Squadron 2

Squadron Flagship: Attack Cruiser I: CR 6
CC 1: Destroyer I
CC 1: Destroyer I
CC 1: Destroyer I
CC 1: Destroyer I

CC 1: Destroyer I
CC 1: Destroyer I
CR Remaining: 0

Squadron 3

Squadron Flagship: Attack Cruiser I: CR 6
CC 2: Destroyer II
CC 1: Destroyer I
CC 1: Destroyer I
CC 1: Destroyer I
CC 1: Destroyer I
CR Remaining: 0

Squadron 4

Squadron Flagship: Attack Cruiser I: CR 6
CC 2: Destroyer II
CC 2: Destroyer II
CC 2: Destroyer II
CR Remaining: 0

Squadron 5

Squadron Flagship: Attack Cruiser I: CR 6
CC 1: Corvette II
CC 1: Corvette II
CC 1: Corvette II
CC 1: Corvette II
CC 1: Corvette II
CC 1: Corvette II
CR Remaining: 0

Squadron 6

Squadron Flagship: Attack Cruiser I: CR 6
CC 1: Corvette II
CC 1: Corvette II
CC 1: Corvette I
CC 1: Corvette I
CC 1: Corvette I
CC 1: Corvette I
CR Remaining: 0

Squadron 7

Squadron Flagship: Corvette I: CR 3
CC 1: Corvette I
CR Remaining: 2

Formations and the Surprise Roll

The Brindaki Commander has decided to withhold any setup usage of his scout, and use it for the battle itself. Since no scouts are being used to modify formations at this time, all squadrons except the two fleet flag squadrons start in a normal formation bonus of 0. The command ship in each of these squadrons make use of the one free formation bonus allowed to a squadron, increasing their formation bonus to 1. Both the Seniorian and Brindakdo fleet flag squadrons start with a formation bonus of 1, with their respective flagships placed into a level 2 formation bonus. Both players roll for surprise:

Brindaki (Defender): Rolls a 7.
Seniorian (Attacker): Rolls a 4.

The Brindaki begins in normal readiness, while the attacker (who brought no scouts to use in conjunction with Intel to possibly modify the result) is less prepared for the Brindaki defense. They are at Poor readiness (-1 readiness modifier) and will be at a disadvantage at the start.

Scenario Length

Each player may decide to extend the length of the scenario by 1 to 4 rounds.. They then roll d6 and add their selected scenario length choices to determine the final scenario length. Some scenario types modify the length of a turn, but the Deep Space Scenario is not one of them. Each player now reveals their decision and adds the d6 roll, which is a 1.

Brindaki (Defender): 1
Seniorian (Attacker): 3

The Brindaki players wants a shorter scenario in face of superior firepower in case another scenario results from this (after Deep Space, only a Defensive or Pursuit may occur). He wants to end the fight, and still have a fleet if he has to retreat to the planet, or worse, the system. The Seniorian wants a few more turns to destroy as many Brindakdo ships as possible. The final result is 5 turns for this scenario.

Turn 1: Assignment Phase

No squadron reassignments are needed. Fighter flights are assigned to friendly and/or enemy squadrons. The Brindaki player throws his fighters against the ill deployed invader in hopes of scoring some early hits. However, the Seniorian player also goes on the offensive, a move which will be ultimately costly to both players. Brindaki Scout I is on a Fleet Support mission.

Brindaki: 16 Flights on Seniorian Flag Squadron 1 (Anti-Ship Mission)

Seniorian: 5 Strike Fighters on Brindaki Squadron 1 (Anti-Ship Mission), 5 Interceptor II as Escort (Anti-Fighter Mission)

Turn 1: Ships Fire

Damage (Drop Fractions) = (AS x (D6 + or - Readiness Multiplier) / 10)

Summing up the damage, and halving any non-ballistic AS damage from flag squadrons in formation bonus:

Brindaki: AS: 92 Result: Roll 4

$(92 \times (4 + 0)) / 10 = 36$ damage dealt

Seniorian: AS: 112 Result: Roll 3

$(112 \times (3 - 1)) / 10 = 22$ damage dealt

Each side must remove the associated amount of DV.

Brindaki Losses

Fleet Support from Scout negates 8 Damage

4 Frigate I (12 DV) Crippled
1 Corvette I (2 DV) Crippled

Seniorian Losses

6 Corvette I (36 DV) Destroyed

Turn 1: Ships Fire at Flights

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier) / 2 (round in favor of the player) / 5)

Seniorian Flag Squadron Fires at 16 Brindaki Flights:

$(9 \times (3 - 0)) / 5 = 5$ damage dealt at Brindaki

Brindaki Commander loses 2 Medium Fighters with another point of damage left over

Brindaki Squadron 1 Fires at Seniorian Flights:

$(12 \times (3 - 0)) / 5 = 7$ damage dealt to Seniorian Flights

Seniorian Commander loses 3 Interceptors with another point of damage left over

Turn 1: Flights Fire at Flights

None this round since none of the flights share the same location.

Turn 1: Flight Fire at Non-Flights

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier) / 5)

14 Medium Fighters on Seniorian Command Cruiser II (Flagship) – Dedicated Anti-Ship Mission

$11 = (28 \times (2 + 0)) / 5$

Cripples Command Cruiser II

5 Strike Fighters on Brinkadi Battleship - Dedicated Anti-Ship Mission. Please note the

formation bonus of the squadron flag is +1, which makes it slightly harder to hit and damage.

$$20 = (20 \times (3 - 1) / 5)$$

Cripples Battleship I

New Round

The Seniorian Commander now realizes that the Brinkadi fighters may be a huge threat after the damage to his flagship. This will setback his fleet for yet another turn from taking advantage of their superior AS weapons. However, his surprise of -1 is now a 0. The Brinkadi commander is happy it went as well as it did. His first round of combat went well, but the Seniorian fleet is gaining momentum.

Brindaki Fleet Assets

- Battleship I
- 4 Heavy Cruiser
- 4 Heavy Cruiser II
- 6 Light Cruiser I
- 1 Scout II
- 3 Destroyer I
- 7 Corvette I
- 4 Frigate I
- 14 Medium Fighter I

Seniorian Fleet Assets

- 1 Command Cruiser II
- 1 Command Cruiser I
- 5 Attack Cruiser I
- 3 Attack Cruiser II
- 2 Missile Cruiser III
- 10 Destroyer I
- 4 Destroyer II
- 4 Corvette II
- 1 Heavy Carrier I
- 2 Interceptor II
- 5 Strike Fighter I

Turn 2: Assignment Phase

With the severe damage to the battleship, the Brindaki move the Heavy Cruiser II to command of the First Squadron. Fighters are assigned. The Brindaki scouts is assigned

to lower the formation bonus of the Seniorian Flagship.

Brindaki: 4 Flights to defend Flag Squadron, 4 to defend Squadron 1, 4 to defend Squadron 2, 2 to defend Squadron 3 (Anti-Fighter Mission).

Seniorian: 5 Strike Fighters on Brindaki Squadron 1 (Anti-Ship Mission), 2 Interceptor II as Escort (Anti-Fighter Mission)

Turn 2: Ships Fire

Damage (Drop Fractions) = (AS x (D6 + or - Readiness Multiplier) / 10)

Summing up the damage (and halving any non-ballistic AS damage from flag squadrons in formation bonus). The Brindaki player opts for direct damage against the Command Cruiser II.

Brindaki: AS: 70 Result: Roll 2

$$(70 \times (2 + 0)) / 10 = 14 \text{ damage dealt}$$

8 assigned to the Command Cruiser II using direct damage. Please note the scout moved this ship to a formation bonus of 1, making it much easier to hit.

5 leftover for Seniorian distribution.

Seniorian: AS: 100 Result: Roll 4

$$(100 \times (4 + 0)) / 10 = 40 \text{ damage dealt}$$

Each side must remove the associated amount of DV.

Brindaki Losses

- 1 Battleship I Destroyed (9 DV)
- 4 Frigate I (12 DV) Destroyed
- 4 Corvette I (16 DV) Destroyed
- 1 Corvette I Crippled

Seniorian Losses

- 1 Command Cruiser II (Direct Damage)

1 Corvette II (Destroyed from extra damage)

Turn 2: Ships Fire At Flights

Fortunately, the Brindaki brought their medium fighters back to their home squadrons to fend off the aggression of the Seniorian strike fighters. Brindaki Squadron 1 is the only group of ships that has to try and fend off enemy fighters.

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier/2 round in favor of the player) / 5)

Brindaki Squadron 1 Fires at 7 Seniorian Flights

$$1 = (9 \times (1 + 0) / 5)$$

Since all of the Seniorian flights have a DV of 2, the 1 point of damage is lost

Turn 2: Flights Fire at Flights

A dogfight occurs in the first squadron of the Brindaki Fleet.

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier) / 5)

Brindaki AF Fire

4 Medium Fighter Flights on Dedicated AF

$$3 = (8 \times (2 + 0) / 5)$$

Seniorian AF Fire

2 Interceptor Flights on Dedicated AF

$$8 = (8 \times (5 + 0) / 5)$$

The interception did not go as well as the Brindaki had hoped. They lose all 4 fighters to the Seniorian Interceptors, and only kill one Interceptor in turn.

Turn 2: Flight Fire at Non-Flights

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier) / 5)

5 Strike Fighters on Brindaki Heavy Cruiser II (Flagship) - Dedicated Mission

$$12 = (20 \times (3 + 0) / 5)$$

Brindaki Losses are 2 of their Heavy Cruiser IIs since one was previously crippled.

New Round

The otherwise beleaguered Brindaki has an edge in the coming round. They destroyed the Seniorian Flagship, which will halve all the warships AS values while they organize under the other Command Cruiser. This will be their only chance to do some real damage to the enemy. Unfortunately, they lost several fighters last turn, which will limit their ability to counter the Seniorian Strike fighters.

Brindaki Fleet Assets

- 4 Heavy Cruiser
- 3 Heavy Cruiser II
- 6 Light Cruiser I
- 1 Scout II
- 3 Destroyer I
- 3 Corvette I
- 10 Medium Fighter I

Seniorian Fleet Assets

- 1 Command Cruiser I
- 5 Attack Cruiser I
- 3 Attack Cruiser II
- 2 Missile Cruiser III
- 10 Destroyer I
- 4 Destroyer II
- 3 Corvette II
- 1 Heavy Carrier I
- 1 Interceptor II
- 5 Strike Fighter I

Turn 3: Assignment Phase

With the loss of the battleship, the Brindaki move the Heavy Cruiser II to command of the First Squadron. Fighters are assigned. The Brindaki scouts is assigned to lower the formation bonus of the Senorian Flagship. The Senorian player is intent on taking out the big guns of the Brindaki fleet with the very successful Strike Fighters.

Brindaki: 5 Flights to defend Flag Squadron, 5 to defend Squadron 1 (Anti-Fighter Mission)

Senorian: 5 Strike Fighters on Brindaki Squadron 1 (Anti-Ship Mission), 1 Interceptor II as Escort (Anti-Fighter Mission)

Turn 3: Ships Fire

Damage (Drop Fractions) = $(AS \times (D6 + \text{or} - \text{Readiness Multiplier}) / 10)$

Summing up the damage (and halving any non-ballistic AS damage from flag squadrons in formation bonus).

Brindaki: AS: 65 Result: Roll 5

$(65 \times (5 + 0)) / 10 = 32$ damage dealt

Assigned by the Senorian player:

Senorian: AS: 95 (Halved this round to reorganize) Result: Roll 1

$(47 \times (1 + 0)) / 10 = 4$ damage dealt

Each side must remove the associated amount of DV.

Brindaki Losses

1 Corvette II

Senorian Losses

3 Corvette II

2 Destroyer II

Turn 3: Ships Fire At Flights

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier} / 2 \text{ round in favor of the player}) / 5)$

Brindaki Squadron 1 Fires at 7 Senorian Flights

$5 = (9 \times (3 + 0)) / 5$

Finally some real damage has been done to the Senorian fighters. This will result in the loss of the last escorting Interceptor and a Strike Fighter.

Turn 3: Flights Fire at Flights

The more timid Brindaki commander should have considered a strike with his remaining fighters, but figures all must be done to protect the fleet at this point. So we see another split force to protect the two most important squadrons. A dogfight occurs in the first squadron of the Brindaki Fleet.

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier}) / 5)$

Brindaki AF Fire

5 Medium Fighter Flights on Dedicated AF

$2 = (10 \times (1 + 0)) / 5$

Senorian AF Fire

None with the loss of the last Interceptor, and the Strike fighters on AS missions

Another Strike Fighter is lost to the Brindaki fighters, leaving 3.

Turn 3: Flight Fire at Non-Flights

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} -$

Readiness Multiplier) / 5)

3 Strike Fighters on another Brindaki Heavy Cruiser II (Flagship) - Dedicated Mission

$$7 = (12 \times (3 + 0) / 5)$$

Brindaki cripple one of their Heavy Cruiser IIs.

New Round

The forced inaction of the Seniorian Fleet gave the Brindaki ground to do some damage. With his strike fighters dwindling, the Seniorian commander's chances of destroying the Heavy Cruisers of the Brindaki Fleet with directed fighter damage does as well.

Brindaki Fleet Assets

- 4 Heavy Cruiser
- 3 Heavy Cruiser II
- 6 Light Cruiser I
- 1 Scout II
- 3 Destroyer I
- 2 Corvette I
- 10 Medium Fighter I

Seniorian Fleet Assets

- 1 Command Cruiser I
- 5 Attack Cruiser I
- 3 Attack Cruiser II
- 2 Missile Cruiser III
- 8 Destroyer I
- 4 Destroyer II
- 1 Heavy Carrier I
- 3 Strike Fighter I

Turn 4: Assignment Phase

The Brindaki player once again uses the scout for fleet support in an effort to disrupt the enemy AS fire.

Brindaki: 5 Flights to defend Flag Squadron, 5 to defend Squadron 1 (Anti-Fighter Mission)

Seniorian: 3 Strike Fighters on Brindaki Flag Squadron (Anti-Ship Mission)

Turn 4: Ships Fire

Damage (Drop Fractions) = (AS x (D6 + or - Readiness Multiplier) / 10)

Summing up the damage (and halving any non-ballistic AS damage from flag squadrons in formation bonus).

Brindaki: AS: 62 Result: Roll 3

$$(62 \times (3 + 0)) / 10 = 18 \text{ damage dealt}$$

Seniorian: AS: 95 (Halved this round to reorganize) Result: Roll 3

$$(91 \times (3 + 0)) / 10 = 27 \text{ damage dealt}$$

Each side must remove the associated amount of DV.

Brindaki Losses

8 Deferred from Fleet Support

- 2 Corvette I (6 DV as one was crippled)
- 1 Heavy Cruiser II (7 DV as it was already crippled)
- 1 Destroyer I Crippled

Seniorian Losses

- 2 Destroyer I (16 DV)
- 1 Destroyer I Crippled

Turn 4: Ships Fire At Flights

Damage (Drop Fractions) = (AF x (D3 + or - Readiness Multiplier/2 round in favor of the player) / 5)

Brindaki Flag Squadron Fires at the Seniorian Flights

$$1 = (7 \times (1 + 0) / 5)$$

Damage is not enough to destroy the Strike Fighters

Turn 4: Flights Fire at flights

A dogfight occurs in the flag squadron of the Brindaki Fleet.

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier}) / 5)$

Brindaki AF Fire

5 Medium Fighter Flights on Dedicated AF

$$2 = (10 \times (1 + 0) / 5)$$

Senorian AF Fire

None as the Strike fighters are on dedicated AS missions

A Strike Fighter is lost to the Brindaki fighters, leaving 2.

Turn 4: Flight Fire at Non-Flights

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier}) / 5)$

2 Strike Fighters on the Brindaki Scout ship - Dedicated AS Mission

$$4 = (8 \times (3 + 0) / 5)$$

The Brindaki Scout will end up crippled.

New Round

Brindaki Fleet Assets

- 4 Heavy Cruiser
- 2 Heavy Cruiser II
- 6 Light Cruiser I
- 1 Scout II
- 3 Destroyer I
- 10 Medium Fighter I

Senorian Fleet Assets

- 1 Command Cruiser I
- 5 Attack Cruiser I
- 3 Attack Cruiser II
- 2 Missile Cruiser III
- 8 Destroyer I
- 2 Destroyer II
- 1 Heavy Carrier I
- 2 Strike Fighter I

Turn 4: Assignment Phase

The Brindaki player will use the scout for fleet support in an effort to disrupt the enemy AS fire.

Brindaki: 10 Flights to defend Flag Squadron (Anti-Fighter Mission)

Senorian: 2 Strike Fighters on Brindaki Flag Squadron (Anti-Ship Mission)

Turn 4: Ships Fire

Damage (Drop Fractions) = $(AS \times (D6 + \text{or} - \text{Readiness Multiplier}) / 10)$

Summing up the damage (and halving any non-ballistic AS damage from flag squadrons in formation bonus).

Brindaki: AS: 51 Result: Roll 3

$$(51 \times (5 + 0)) / 10 = 25 \text{ damage dealt}$$

Senorian: AS: 87 (Halved this round to reorganize) Result: Roll 3

$$(87 \times (6 + 0)) / 10 = 52 \text{ damage dealt}$$

Each side must remove the associated amount of DV.

Brindaki Losses

- 6 Deferred from Fleet Support
- 3 Destroyer I (18 DV, one already crippled)

3 Light Cruisers (30 DV)

Senorian Losses

2 Destroyer I (16 DV)

1 Attack Cruiser I (10 DV)

Turn 5: Ships Fire At Flights

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier} / 2 \text{ round in favor of the player}) / 5)$

Brindaki Flag Squadron Fires at the Senorian Flights

$$1 = (4 \times (2 + 0) / 5)$$

Damage is not enough to destroy the Strike Fighters

Turn 5: Flights Fire at flights

A dogfight occurs in the flag squadron of the Brindaki Fleet.

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier}) / 5)$

Brindaki AF Fire

10 Medium Fighter Flights on Dedicated AF

$$2 = (10 \times (1 + 0) / 5)$$

Senorian AF Fire

None as the Strike fighters are on dedicated AS missions

All Strike Fighters are lost to the Brindaki fighters.

Turn 5: Flights Fire at Non-Flights

Damage (Drop Fractions) = $(AF \times (D3 + \text{or} - \text{Readiness Multiplier}) / 5)$

None!

Scenario Conclusion

At the end of the Deep Space scenario, the Brindaki Fleet has clearly taken a pounding from the Senorian fleet, but not without dealing some serious damage of their own. It could have ended worse for the numerically inferior Brindaki had they made different choices.

Now there is a chance of more scenarios being generated as a result of this conflict. In this case, the Brindaki could accept a defensive scenario (e.g., retreat to the planet), and the Senorian player could accept. The other possibility after the Deep Space and Defensive scenario is the Pursuit Scenario, which is the only one that cannot be refused by a player. This is a scenario involves a fleet making a fighting retreat against the enemy. It is very likely the Brindaki could make a run for it, and the Senorians could pursue. As a result, there could be more battles for both of these fleets based on the choices made by their commanders.

Brindaki Fleet After Action

4 Heavy Cruiser DV 6, AS 4, AF3

2 Heavy Cruiser II DV 7, AS 6, AF3

3 Light Cruiser I DV 5, AS 4, AF2

1 *Scout II DV 5, AS 2, AF2

10 Medium Fighter I DV 2, AS 1, AF1

Senorian Fleet After Action

1 Command Cruiser I DV 7, AS 5, AF2

3 Attack Cruiser I DV 5, AS 4, AF1

3 Attack Cruiser II DV 7, AS 8, AF1

2 Missile Cruiser III DV 6, AS 7, AF2

6 Destroyer I DV 4, AS 2, AF1

1 Heavy Carrier I DV 7, AS 1, AF3

3.6.4 Orbital Bombardment Phase

If a fleet has achieved orbital superiority they may commence orbital bombardment of the planet. There are several different methods of orbital bombardment, each depending on the objective of the bombarding player. Units that have just arrived in system and have broken through to the planet may begin their bombardment this turn if ordered to do so in their 3.2 Turn Orders. Since ships in reserve cannot be ordered to do anything but activate, they cannot participate in Orbital Bombardment.

Ships used for 3.6.4 Orbital Bombardment are unavailable for 3.6.5.3 Tactical Support, 3.6.5.4 Productivity Suppression or for use in 3.6.5.5 Interdiction of Basing, affecting ground-based flights and atmospheric ships.

3.6.4.1 Calculating Bombardment Value for Bombardment

All bombardment takes a full turn to complete. Only ships that began or continued orbital bombardment in the last campaign turn's 3.6.4 Orbital Bombardment Phase and have been ordered to complete their bombardment can be counted towards the attrition value of this turn's bombardment. Additionally, these ships cannot contribute if they interrupted their bombardment by participating in space combat (even if forced into it) or having any orders other than to complete their bombardment. Add up the bombardment point contributions by unit class below or use the bombardment factors provided by source materials.

3.6.4.2 Bombardment Missions

After summing the bombardment, the bombing player will then decide what sort of bombardment mission they wish to conduct. The attacking player must have achieved orbital superiority over the planet in question.

Fleet Bombardment Point Chart

Ship Type	Abbreviation	Bombardment Points
Super Dreadnought	BB, SD	4
Dreadnought	DN	3
Battle / Heavy Cruiser	CA, CC, BC, CV	2
Light Cruiser	CL, CVL	1
Destroyer	DD	2 ships needed for 1
Frigate	FF	3 ships needed for 1
Police Ships / Corvettes	PT, CT	4 ships needed for 1
Super Heavy/Heavy	SHF, HF	3 flights needed for 1
Medium	MF	4 flights needed for 1
Light	LF	6 flights needed for 1

Add 1 bombardment value if that vessel is a Gunship. For ships that require multiple contributors, such as a frigate that requires 3 for 1 bombardment point, simply reduce the number by 1. Therefore, Gunship type frigates will only require 2 vessels to contribute 1 bombardment point.

3.6.4.2.1 Anti-Troop Bombardment

This is an all out heavy bombardment of troop positions. Count the total number of bombardment points available in the fleet. Bombardment points must be targeted at a specific unit. Roll a d10 and add the number of bombardment points targeted at the unit. The defender rolls a d10 as well and adds the unit's defense. For every 2 points the bombardment player's total is over the defending player's total, the defender's unit loses an attrition point.

Example: Two heavy cruisers are performing anti-troop bombardment. They have 4 bombardment points available and decide to target everything to a unit with a defense of 3. After a full turn of bombardment, each rolls a d10. The bombers roll a 6 and the defender rolls a 5. Since the bomber has a total of 10 versus the defenders total of 8, the defender will loose 1 attrition point.

3.6.4.2.2 Anti-Infrastructure Bombardment

This is a very directed attack to remove a planet's ability to produce. For every 12 bombardment points used in Anti-Infrastructure Bombardment, 1 Productivity is lost from the system next 3.1 Income Phase. For every 24 bombardment points, permanently remove 1 Productivity. In addition, collateral civilian population damage will occur. For every 36 bombardment points, remove 1 Census from the planet. For every 30 points of bombardment, remove 1 Intel. If Census is lost, Morale will decrease by 1 per Census point lost.

3.6.4.2.3 Anti-Population Bombardment

This represents a very cruel approach to attacking a planet. The ships in orbit opt not to attack military targets, instead choosing to destroy the population that holds the planet. For every 24 bombardment points, 1 Census is lost. For every 30 points of bombardment, remove 1 Intel. There is also a chance of collateral damage to infrastructure. 1 utilized Productivity is lost

next 3.1 Income Phase for every 18 points of bombardment. For every 36 bombardment points, permanently remove 1 Productivity (this loss also counts as 1 lost utilized Productivity). Roll a d6 for each Census lost. On a roll of a 1,2 or 3, Morale decreases by 1. On a roll of 6, the people have tightened their resolve to fight and Morale increases by 1.

3.6.4.3 Weapons of Mass Destruction

The scourge of planetary assaults, only special ships may carry weapons of mass destruction. They are simply designed to destroy as much as possible in the shortest amount of time. Any ship carrying a weapon of mass destruction will receive a d10 for each such weapon carried. For each round of firing, roll a separate d10 against the Census, Productivity, Carry Capacity, and Troops on the planet. The roll must be equal to or less than the item you are targeting. For troops this number is the number of units available on the planet. Therefore, if the player is targeting the Census and the Census value is 7, they must roll equal to or less than this number on a d10. Each additional ship in the bombardment then rolls against the new numbers from the previous ships bombardment. So if the first ship reduces the Census to 6, then the second ship firing must roll against the Census value of 6 and so forth.

Hit on a Census: One Census and Morale are lost

Hit on Productivity: One Productivity is lost

Hit on the Carrying Capacity: The carrying capacity of the planet decreases by 1 (any system statistic now over the carrying capacity is reduced to equal the carrying capacity)

Hit on Troops: One unit of the defenders choice is lost.

If the Carry Capacity of the planet is reduced and there is more Census than Carrying Capacity, then one Census will be lost per turn

until the Census is equal to the Carrying Capacity.

Please note that unless stated otherwise in the source material weapons of mass destruction may only be deployed on a ship of heavy cruiser (CA) size or greater.



CM's Note: CMs should actively regulate the use of WMDs in their campaigns. The weapons are extremely effective and can leave systems in ruins. If not held in check by costs or moderated use, the use of WMDs could leave your players without any viable system left to inhabit.

A CM can use orbital bombardment to enhance a story that he might be running or have an interesting interpretation of the damage to a planet. Perhaps the CM feels the population will rally support for their government against this foe, or decide the fight isn't worth it and surrender to the aggressors. A CM should consider the effect of the use of weapons of mass destruction on relations with non-player controlled powers, if any, in the game.

3.6.5 Troop Combat Phase

The Troop Combat Phase is where the conquest of a planet is ultimately decided. The conquest of systems is dependant on conquering all the planets. And the conquest of a power requires the conquest of its systems.

Bombing and Blockading can only go so far and, in the end, it's the ground troops that have to settle the issue. The Troop Combat Phase includes rules for invading, ground combat, tactical support and landings. The embarking and disembarking or deployment of cargoes also occurs in this phase.

3.6.5.1 Ground Combat Procedure

All ground combat occurs simultaneously. You assign each of your units on a contested planet to attack one opposing

ground unit on the planet. Up to four of your units may attack any one opposing ground unit. The attrition damage you inflict is cumulative with attrition damage from all other sources this turn (such as effects from being out of supply or the effects of a sustained orbital bombardment). Since combat is simultaneous, eliminated units still get to perform their planned attacks, so long as they survived to 3.6.5 Troop Combat Phase.

Ground attacks are resolved by rolling the attacking unit's D factor die, adding its Attack value, and subtracting the defending unit's Defense value. The result, if positive, is the number of attrition damage points done to the defending unit. If other units are attacking the same unit, their D factor rolls and Attack values are added to the first unit's D factor roll and Attack value before the subtraction of the defending unit's Defense value. This typically means using more than one unit to attack a single opposing unit is more efficient. Ground units in reserve status defend like normal ground units, but have a -1 to their Defense Value and they cannot be ordered to attack.

If a ground unit does not take enough attrition damage to eliminate it, the unit will be brought back up to strength during the 3.7 Construction Completion Phase. This does not, however, in any way remove out of supply status levels on a ground unit and attrition damage due to out of supply status levels will be reassessed in the next 3.6.1 Supply Phase.

3.6.5.2 Invasions

Invading units attack the turn they invade a planet at a -2 Attack Value. All defending units (not in reserve status) in an invasion gain a +1 to their defense value for being "dug in". If there are no units defending the system, the owning player may choose to deploy 1 Census (Militia) unit to repel the invasion. This unit is free and costs no maintenance, but is eliminated if a beachhead is established or removed when there are no more invading units. This elimination or removal of this unit does not affect the Census statistic of the system.

Marines can invade from any type of transports they are embarked upon, but they

cannot invade if they are deployed for security (see 4.4 Ship Security Detachments). Other ground units may invade if a division of Assault ships is used in support of each such ground unit. A division of assault ships is the same number of assault ships used to determine that assault ship's maintenance cost. A division of heavy cruiser hull type assault ships would be 3 ships. A division of light cruiser hull type assault ships would be 4 ships. This number is always based on the normal division size for the assault ship's hull type. If an Assault ship happens to have a smaller than normal maintenance division due to special cost items, it does not mean that you can use fewer ships to support an invasion successfully.

Assault ships used to support an invading ground unit may not be used to carry any other ground unit; their carrying capacity and assault shuttles are used to hold the invading troops. If a division of assault ships supports a Marine unit in an invasion, the unit invades at its full Attack Value. This is the marine assault bonus. One division of assault ships may only support one ground unit in any given invasion. Assault ships that support an invading ground unit may also be ordered to provide Tactical Support (see 3.6.5.3 Tactical Support).

The invading units must seize a beachhead before any other units of that player or allied units may land on the planet. A beachhead is seized when the invading unit successfully damages a defending ground unit and survives the counter attack. If more than one unit is invading on the same defender, each unit must contribute more attrition damage than the unit's defense to seize a beachhead. If an invading unit secures a beachhead, it can continue to fight next turn as a normal ground unit, it is no longer considered to be invading. Otherwise, the unit is considered to have not successfully invaded from its transports and must re-invade or disembark during the next campaign turn.

So long as one invading units secures a beachhead, units of the invading player or allied powers may land during the 3.6.5.6 Landings and Deployment phase. This does not allow

another invading unit that was not successful in securing a beachhead to disembark this turn. Units cannot be ordered to both invade and disembark on the same turn. If all units belonging to a player and all allied powers are destroyed on a planet, the player will then have to invade again to secure a beachhead for future landings.

Units not in reserve status attacked by an invading unit may attack the invading unit, even though they were not ordered to do so in 3.2 Turn Orders Phase. This is a bonus attack, in addition to an attack ordered on a unit already on the planet. For its attack on the invading unit, the defending unit is given a +1 "dug in" bonus to its Attack value. A unit attacked by more than one invading units is entitled to a bonus attack on each unit.

3.6.5.3 Tactical Support

Ships or flights in orbit or based on the planet may provide Tactical Support to ground units attacking opposing units on the planet. This tactical support may be used to support an invasion or a normal attack.

A +1 Attack value may be granted to any attack made by a ground unit if enough units to generate 4 bombardment points are ordered to provide Tactical Support in an invasion or normal attack for that ground unit. No one unit may receive more than a +1 bonus to its Attack value from Tactical Support.

Only ships not in reserve status may provide Tactical Support or participate in any kind of bombardment activity.

3.6.5.4 Productivity Suppression

Ships in orbit may use their bombardment value to suppress the use of Productivity on a planet. This effect only lasts as long as the suppression is maintained, but it also takes effect immediately, unlike 3.6.4 Orbital Bombardment, which has permanent effects and takes an entire turn to complete. For a cost of 4 bombardment points per Productivity point suppressed, ships in orbit can lower the effective Productivity figure of a planet for ALL purposes.

This includes any derivative benefits such as the ability to base atmospheric ships and flights, in addition to the obvious effect on planetary income. Of course, ships in reserve status cannot perform Productivity Suppression.

3.6.5.5 Interdiction of Basing

Ships in orbit may use their bombardment to prevent the use of the planet as a base for flights or atmospheric capable ships. At a cost of 1 bombardment point per Productivity point, the interdicting ships may effectively lower the Productivity figure for a planet for the purposes of basing, only. Like 3.6.5.4 Productivity Suppression, this effect is temporary and lasts only as long as the interdiction is maintained, but begins as soon as the ships are assigned to the mission and achieve orbit at the beginning of 3.6.5 Troop Combat Phase. Of course, ships in reserve status cannot perform Interdiction of Basing.

3.6.5.6 Landings and Deployment

Once all ground unit attacks have been resolved, ground units may disembark from transports onto planets, so long as the planet is owned by the power or an allied power or a beachhead on a contested planet has been established by the power or an allied power. At this time, ground units also embark from planets onto transports owned by the player or an allied power. As a result, a particular ground unit may not both embark and disembark from transports in the same campaign turn. Also, units that invaded as per 3.6.5.2 Invasions this campaign turn may not embark on transports at this time regardless of whether they established a beachhead or not.

Other cargo (including units that may be carried as cargo) are embarked, disembarked or deployed in this step. Cargo cannot be embarked and disembarked or deployed on the same turn. Ships in reserve may not embark, disembark, or deploy units.

3.6.5.7 Disruption of Planetary Economy

The mere fact that ground units are fighting on a planet can cause a disruption in planetary productivity. If your campaign involves non-planet areas in a system, these rules apply to any site that is used for Productivity and must be protected and conquered by ground units. The owner of a contested planet should total the undamaged attrition points of all of the units owned by him or her and of allied powers. This should be compared to the attrition point total of all opposing units (allied or not). If the owning player has 90% or more of the total attrition points, the Productivity of the planet is unaffected.

If the owning player has over 50% of the attrition points (but less than 90%), then the Productivity of the planet is considered to be half (round all fractions up) of its actual value for ALL purposes, until the owner player obtains greater than 90% of the attrition total of all ground units on the planet. If the owning player has less than 50% of the attrition points on the planet, then the Productivity of the planet is reduced to 1, if the unadjusted Productivity is 3 or higher, or to 0 if it is less. Again, this lasts only until the owning player improves the ratio of ground unit attrition points

The Disrupting effects of ground combat take into consideration ground units that landed in 3.6.5.6 Landings and Deployments phase and the Productivity figure used is the reduced figure from the effects of 3.6.5.4 Productivity Suppression, but is not effected by 3.6.5.5 Interdiction of Basing. If the disruptive effect of combat ends up reducing the Productivity figure of the planet more than the effects of 3.6.5.5 Interdiction of Basing, obviously the more constraining Productivity figure is used to determine the amount of basing that is legal on the planet.

The owner of contesting units compares the attrition totals of the contesting units under his or her control to the total attrition value of all ground units on the planet to determine the amount of the Productivity figure they control. If

a contesting power has 10% or less of the total attrition points total, then they do not control any significant amount of Productivity. If they have more than 10% but less than half of the total attrition points, they control 1 Productivity if the unadjusted Productivity is 3 or higher. If they have more than half of total attrition points, then they control half of the Productivity, round fractions up. A contesting power cannot control more than half of a planet's Productivity. Note that under no circumstances does this Productivity actually produce income for the contesting player. Contesting players do not control any Census until they conquer the planet. The Productivity figure under control is only of use for the purpose of basing flights on the planet or landing atmospheric ships.

3.6.5.8 Conquest of a Planet

A planet is conquered when all ground units of the planet owner are eliminated. At this time, the ownership of the planet is transferred to the power that controls the largest amount of ground forces by attrition value. The planet will remain contested if any non-allied ground forces remain on the planet. Conquest of a planet can have a very negative effect on morale.

3.6.5.9 Conquest of a System

The conquest of a system occurs when all disembarked ground units of the system owner are eliminated throughout the system. At this time the ownership of the system is transferred to the power that controls the largest amount of disembarked ground forces by attrition value. The system will remain contested if any non-allied, disembarked ground units remain in the system. Conquest of a system can have a very negative effect on morale.

Integrated Ground Combat and Bombardment Example:

Force A in orbit over player B's planet has 2 divisions of Heavy Cruiser Assault Ships, a Transport Fleet, a Gunship Cruiser, 3 Light Cruisers, 6 Destroyers, 6 flights of Heavy Fighters, 1 Marine unit (Attack 2, Defense Value 3, D Factor D4, Attrition 3) embarked on the first

Assault Ship division, and 1 Regulars Infantry unit (Attack 1, Defense Value 2, D Factor D4, Attrition 4) embarked on the Transport Fleet.

Force B has 1 Elite Infantry (Attack 2, Defense Value 2, D Factor D4, Attrition 4), 2 Garrison Infantry units (Attack 1, Defense Value 1, D Factor D3, Attrition 4), and 1 Armor unit (Attack 3, Defense Value 4, D Factor D4, Attrition 3).

Integrated Ground Combat Example, Turn 1:

Player A orders his Gunship Cruiser, 3 Light Cruisers, 6 Destroyers, and 6 flights of Heavy Fighters (11 Attrition) to begin an Anti-Troop Bombardment of the Armor unit. The Assault ship cannot participate in the bombardment, as they must support the invasions. Player A orders his Marines and his Regulars unit to invade. The Marines are to invade a Garrison unit. They are to be supported by the first Assault Ship division. Two of the Assault ships are also ordered to provide tactical support (4 Bombardment = +1 Attack Value). The Regulars Infantry will also invade on the same Garrison unit as the Marine to increase the chance of elimination. The second Assault ship division supports the invasion of the Regulars Infantry (non-Marine) unit, allowing it to invade from the Transport Fleet. Two Assault ships are also ordered to provide Tactical Support, which adds a +1 attack bonus.

Player B has no orders listed for this turn pertaining to the ground units.

Player A's Marine invade with an Attack value of 3 and a rolled D Factor of 2. The Regulars unit has an attack value of 0 and a rolled D factor of 2. The Garrison's defense value of 2 (+1 dug-in bonus applied) is insufficient to save it from the onslaught and is destroyed. It does, however, return fire. Its attack factor of 2 (dug-in bonus +1 applied) and its rolled D factor of 2 results in 1 attrition damage to the Marine. The Garrison also rolls an attack on the Regulars Infantry getting a 3 on its D factor doing 3 attrition damage to the Regulars but failing to destroy it. The Marine unit acquires a beachhead, but the Regulars failed to beat the Garrison's defense value in its invasion and failed to form a beachhead and remains on the Transport Fleet.

Integrated Ground Combat Example, Turn 2:

Player A orders his Marine unit to attack the last unit of serious danger, the Elite Infantry unit. But Player A also has a fallback. The 6 bombardment from the freed up Assault Cruiser division allows for two Anti-Troop Bombardment missions to be performed, with 2 bombardment on the Garrison unit and 4 assigned to the Elite Infantry. The Regular Infantry attempts another invasion on the remaining Garrison unit with the Assault Cruisers providing it with a +1 Attack bonus.

Player B orders the Elite Infantry, Armor unit and Garrison to attack the Marine unit. Even if the Armor is lost to the bombardment, the situation looks grim for the Marines.

Player A's bombardment finally has results. His rolled value of 5 plus 11 Bombardment results in a value of 16. Player B's roll of 5 plus his defense of 4 results in a value of 9. The difference of 7 results in 3 attrition damage to the Armor unit and it is eliminated.

Player A's marines attack the Elite Infantry with an Attack Value of 3 and a D factor

roll of 4, resulting in the Elite Infantry's elimination, but it still gets its attack back. The Regulars Infantry invades on the Garrison, rolling a D factor of 3, it does 1 attrition damage to the Garrison, obtaining a beachhead.

Player B's Elite Infantry rolls 3 for its D factor and the Garrison rolls a 2. The resulting 5 attrition damage points (2+3+1+2-3) is more than enough to eliminate the Marines. The Garrison takes its bonus attack rolling a 2 plus its Attack Value of 2 (+1 dug-in) results in 2 attrition damage points, insufficient to kill the Regulars Infantry (it has repaired its Turn 1 attrition damage).

Note: Player B's planet is contested. It is no longer a supply source. As a result, the Garrison's 1 attrition damage is not repaired, as it cannot trace a basic supply path (see 3.7.7 Attrition Damage Repair).

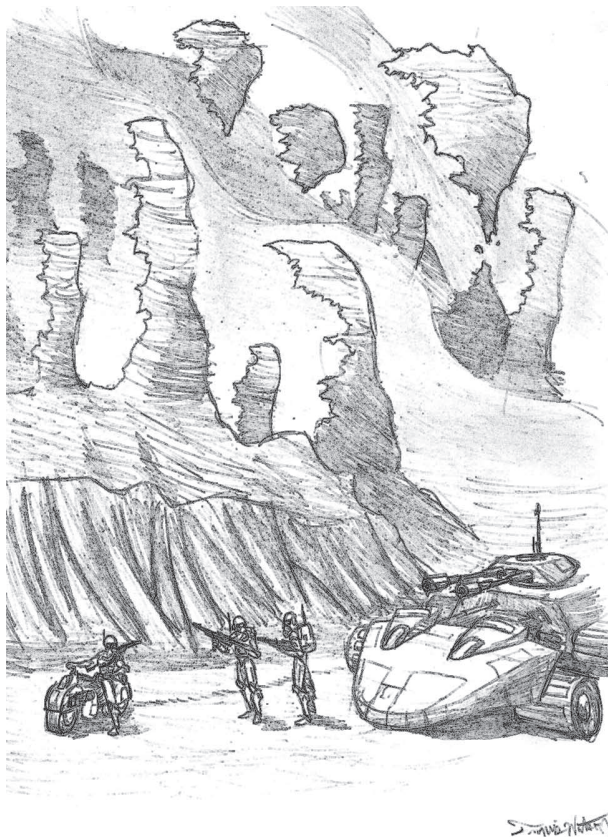
Integrated Ground Combat Example, Turn 3:

Player A assigns his now overwhelming 11 bombardment point bombardment group to begin an Anti-Troop Bombardment on the remaining Garrison unit, assuming it survives the attack his Regular Infantry will make as well.

Player B assigns his Garrison to attack the Regulars Infantry. However, unless Player A's supply lines are cut (and the Regulars Infantry is then unable to repair its Attrition Damage), there will be no chance of eliminating the Regulars Infantry.

Player A's Bombardment on the Garrison rolls a 6 plus 2 bombardment results in an 8. Player B's luck isn't changing and rolls a 4 plus 1 Defense means his Garrison has taken 1 attrition damage point from the bombardment.

Player A's Regulars Infantry attacks with 2 Attack Value and rolls a 1 for his D factor, subtracting the Garrison's 1 Defense Value means it still takes 2 attrition damage. This normally wouldn't eliminate the unit, but the 1 attrition damage from the bombardment hasn't been repaired, along with the 1 attrition damage from last turn's invasion, and 2 additional attrition damage points is sufficient to eliminate it. There is no point in Player B rolling, as the Garrison's attack cannot eliminate the Regulars.



3.7 Construction Completion Phase

All new unit purchases or repairs ordered in the 3.2 Turn Orders Phase are completed in the Construction Completion Phase. All new units are deployed to the map at the location they were built or purchased. Flights and ground units also replenish their strength during this phase.

3.7.1 Construction Capacity & Dock Space

Systems can have multiple sources of construction capacity, the most typical being sites with utilized Productivity. Planets and shipyards, both orbital and planetary, are the most common sources of construction capacity. These sources often have a finite amount of dock space, limiting the number of ships that can be built at the location.

Construction capacity represents the raw economic ability to finance and implement large-scale ship construction projects. The construction capacity of a planet is equal to number of points it generates each turn for the owning player, or put in simpler terms the planet's utilized Productivity times its RAW value.

Dock space represents the number of available construction slots available at the planet or shipyard for purposes of ship construction. Each dock space can facilitate one ship of any given size. The dock space of a planet is equal to its utilized Productivity. Similarly, each shipyard has a number of dock spaces equal to their location's utilized Productivity. Flights do not require the use of dock space for construction.

If a power does not have enough construction capacity or dock spaces at its shipyards or planets to perform all the work that was scheduled for completion and paid for this turn, the items in excess of its construction capacity and/or dock space are not performed. The controlling player selects the construction projects delayed by the lack of capacity or dock space. These projects will instead be completed during the next 3.7 Construction Completion

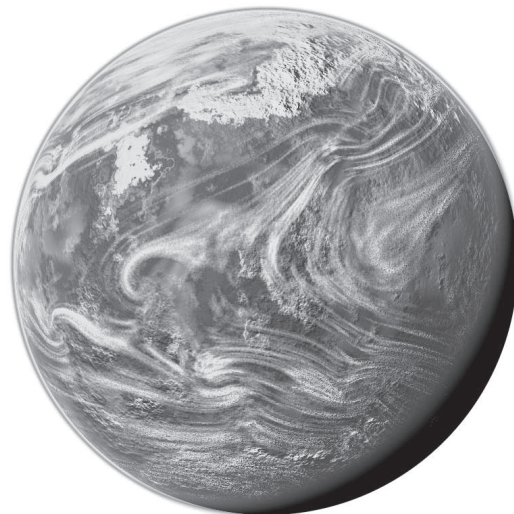
Phase, if possible. Items can be left partially completed at a shipyard or planet this turn and completed at the same facility next turn (See 3.7.7 Partial Construction).

3.7.2 Construction at Planets and Planetary Shipyards

Planetary ship and flight construction takes place in factories and assembly yards spread across the planet's surface. The construction capacity of a planet is equal to its economic output (utilized Productivity times RAW) and the total number of dock spaces available at the planet is equal to its utilized Productivity.

Atmospheric ships and flights can be built on planets normally at no penalty. Planetary sites are often favored for the construction of atmospheric ships and are where all flights are constructed. Flights built at a planet do not occupy nor do they require dock spaces.

Planetary shipyards can be built to increase a planet's available construction infrastructure. The cost of planetary shipyards is covered in source material. If not specified, the cost of a planetary shipyard is 16 economic points, with a maintenance expense of 2 economic points per turn. Each shipyard has a construction capacity equal to the planet's economic output and a number of dock spaces equal to the planet's utilized Productivity.



It is not possible to combine leftover capacities of planetary shipyards or other sources of utilized Productivity for any purpose (exception see 3.7.4 Base Construction).

Non-atmospheric ships can be built on planets, but require extensive prefabrication and must be assembled in orbit at completion. These extra costs double the economic cost of non-atmospheric ships built at planets. This economic penalty applies to the planet's construction capacity as well as to the ship's actual purchase price. Non-atmospheric flights are not subject to this penalty and may be built at their normal economic cost. Only planetary shipyards can be used to build non-atmospheric ships. Planets without a planetary shipyard cannot build non-atmospheric ships at all.

Example: Canis Majoris has a RAW of 4 and utilized Productivity of 5. The colony can spend 20 economic points or less on new ship/flight purchases and has 5 dock spaces available, meaning the colony can build or repair up to 5 ships at one time at the planet.

Canis Majoris also has two planetary shipyards. Each of these planetary shipyards can build an additional 20 economic points of units and adds an additional 5 dock spaces to the available amount of dock space at the colony.

In total, Canis Majoris can build a maximum of 15 craft per turn equal to or less than 60 economic points in cost.

3.7.3 Construction at Orbital Shipyards

Orbital shipyards (commonly referred to simply as 'shipyards') are the primary location at which ships are constructed. These bases allow for zero-gravity construction of large starships. Fed by space-based industry, orbital shipyards are more economical than planetary sites for building non-atmospheric ship types. The cost of shipyards is covered in source material. If not specified, the cost of a shipyard is 20 economic points, with a maintenance expense of 2 economic points per turn.

Each shipyard has a construction capacity equal to its location's economic output (utilized Productivity times RAW) and a number of dock spaces equal to its location's Utilized Productivity. Because of this, shipyards built at larger, mature colonies will be able to build a larger number of more expensive ships than shipyards located as smaller colonies.

Flights can be built at shipyards, with all flight construction costs counting against the shipyard's construction capacity. Like fighters built at a planet, flights built at shipyards do not require or occupy dock spaces at the shipyard.

It is not possible to combine leftover capacities of shipyards or other sources of utilized Productivity for any purpose (exception see 3.7.4 Base Construction).

Example: Ross has a RAW of 3, utilized Productivity of 2 and 3 shipyards. Each shipyard built at Ross has a construction capacity of 6 and dock spaces of 2. This means that Ross can build a maximum of 6 craft per turn equal to or less than 18 economic points in cost.

3.7.4 Base Construction

Bases (including DEFSATS and mines) are built in a different manner than ships. Planets (or other source of utilized Productivity) can spend their construction capacity to build a base in orbit of them. Note that this counts against the planet's construction capacity for purposes of other construction projects for the turn. Building a base anywhere else in the system requires the use of a Transport Fleet for every 10 economic points or fraction thereof spent on base construction. If a planet is contributing to the completion of bases in another system, there must be a Transport Fleet in the planet's system, the destination system and every system between the two for every 10 economic points or fraction thereof spent on base construction. The route over which the Transport Fleets cross may not include a restricted jump lane.

Example 1 - Planet Building a Base in Orbit of a Planet:

Vega (RAW 3, utilized Productivity 3) is building its first shipyard in orbit of the planet. According to 3.7.3 Construction at Planets and Planetary Shipyards, the construction capacity of Vega is 9. Therefore, Vega can use its 9 construction capacity for base construction, completing 9 points of construction on the new shipyard.

Example 2 – Two Systems Contributing to Base Construction:

The governor of the Vega colony (from Example 1) manages to pull strings and gets construction capacity diverted from Cepheus to aid in the construction of Vega's new shipyard. Cepheus will send 11 construction capacity to Vega in order to complete the shipyard. Cepheus is two jumps away from Vega.

In order to move the construction capacity from Cepheus to Vega, two Transport Fleets will be required in each of the three systems (Vega, Cepheus, and the connecting system) because 11 construction capacity is being moved. If only 10 construction capacity was moved, only 1 Transport Fleet would be required in each of the systems in order to move the construction capacity. If more than 20 construction capacity was being moved, 3 Transport Fleets would be required in each system.

In both cases, the Transport Fleets must be in place and ordered to carry the economic points for construction during 3.2 Turn Orders phase for the construction order to be legal. Illegal construction orders are not performed and the economic points are left unspent. The Transport Fleet cannot be ordered to do anything else this turn if it is participating in base construction. If for any reason the Transport Fleets are not in place during this phase, then the points spent and carried by those Transport Fleets to help complete the base are lost. The owning power chooses which points are lost if such a mishap occurs.

Example 3 – Transport Fleet(s) Not in Place:

(See Example 2) Due to a miscommunication, one of the Transport Fleets required to move construction capacity between Cepheus and Vega was not in place to perform its base construction duties. The points necessary to fully utilize the transferred construction capacity were already spent during the 3.2 Turn Orders phase, so the points from that Transport Fleet's base construction group is lost.

The owning player must now choose which of the base construction groups from Cepheus will lose the points. One group of three Transport Fleets was moving 10 construction capacity from Cepheus to Vega. The second was moving only 1 construction capacity. The player opts to have the second group of Transport Fleets that are carrying only the single construction capacity point to be those inconvenienced by the delay.

In the end, the player loses 1 economic point already spent on the base construction in Vega. Meanwhile, the crew of the wayward Transport Fleet find themselves transporting hazardous industrial waste among the fringe worlds.

More than one source of utilized Productivity may contribute to the construction of a base. The special method of construction is included in the price. Orbital shipyards do not contribute to base construction or repair no matter where they are built. Planetary shipyards, however, can contribute construction capacity for purposes of base construction.

3.7.5 Purchasing Flight Units

Flight units can be purchased at either planets, planetary shipyards, or orbital shipyard. The only limit to the number of flights that can be built at a location in a single turn is the amount of available construction capacity at the site. Flight construction does not count against dock space at the location where they are built.

3.7.6 Purchasing Ground Units

The number of ground units that can be raised each turn is limited by the Census in which they are purchased. The maximum number of ground units that can be purchased at a planet in a single turn is equal to the planet's Census. Therefore a planet with a Census of 1 may only deploy 1 ground unit per turn. The net effect is that larger worlds will be able to marshal larger ground forces in a shorter amount of time while sparsely populated frontier planets will have a much harder time rounding up conscripts to fight.

3.7.7 Partial Construction

Items can be left partially completed at a shipyard or planet on the current turn and completed at the same facility on a following turn. This includes ships, bases, DEFSATS, mines and flights. Ground units cannot be partially constructed.

Full payment of the unit's cost is not required for construction to begin, and in some instances beginning construction on a new unit might be more prudent than waiting for the full purchase price to be available. This disadvantage to utilizing partial construction is the threat that the partially constructed unit will be destroyed before it can be completed, resulting in the loss of the points already on the now destroyed asset.

If using the 4.10 Extended Construction Times rule, the time delay between construction of the unit and its completion does not begin counting down until the full cost of the unit is paid.

3.7.8 New Construction Deployment

Completed ships are placed in the system of the shipyard or planet that built them. Non-atmospheric ships must be built at a shipyard. Atmospheric ships can be based off of a planet provided the planet has the basing capacity (see 3.5.1 Ship and Flight Movement). DEFSATs and mines are built in orbit around the planet or other source of utilized Productivity that

built it, but can be later moved using towing units or as cargo of a Transport Fleet.

Bases are built using special rules (3.7.4 Base Construction) and will remain in the system in which they were created until destroyed or scrapped. All other units are built on a planet or other source of utilized Productivity.

In the case of non-atmospheric flights, these flights can be embarked from a planet by a Transport Fleet, using the rules for carrying cargo, or by any unit capable of basing the flights, such as a carrier or a base, in the system containing the planet.

3.7.9 Deactivations and Activations

Units placed in a special maintenance status such as Reserve or Mothballing during the 3.2 Turn Orders Phase assume their new maintenance status at this point in the 3.7 Construction Completion Phase. The effects of these special maintenance states will take effect in the 3.1 Income Phase of the next campaign turn.

3.7.9.1 Reserve Status

Only ground units, ships and flights may be deactivated and placed in reserve status. Units under reserve status may not be given any orders other than to activate. Units to be deactivated are ordered to do so in the 3.2 Turn Orders Phase. The units remain active on the turn they are ordered to deactivate (they cost full maintenance) and are not in reserve status until the end of this phase. Reserve units cost half the maintenance of a normal unit. Units cannot be deactivated if they are carrying cargo. Units basing flights may be deactivated, but all units it is currently basing are also deactivated. Flights may only be deactivated on a planet or if its basing unit is being deactivated as well.

Activating a reserve unit requires that the unit be ordered to activate during the 3.2 Turn Orders Phase. Units given the order to activate remain in reserve status (costing half maintenance) until 3.7.13 Maintenance Status

Changes and full maintenance cost will need to be paid on the next turn. Units that are basing other units, such as a reserve status carrier and its fighters, may only be reactivated if all based units are also reactivated.

3.7.9.2 Mothballed Status

Mothballing is the method of taking a ship out of active duty. The ship is not lost but is instead kept for possible use in the future. A ship must be at a shipyard in order to be mothballed, with the exception of atmospheric capable ships which can be mothballed at a planet that is capable of basing them. If mothballed at a planet, atmospheric ships count against the planet's normal basing capacity.

It does not "cost" anything to mothball a ship, but the ship's maintenance value counts against the shipyard's construction capacity on the turn it is ordered to go inactive. The ship will occupy one dock space on the turn it is mothballed. Any flights on a ship can be mothballed with it, but flight maintenance costs are also counted against the shipyard's construction capacity on the turn they are mothballed.

A mothballed ship or flight pays no maintenance costs each turn. If the player wants to restore the ship (and any flights it is carrying) from "INACTIVE" service to "ACTIVE" service, it must pay the full maintenance cost using the same procedure as activating reserves (see 3.7.4.1 Reserve Status). The ship will require dock space like new construction during the activation process. Units given the order to activate remain in mothballed status (costing no maintenance) until 3.7.13 Maintenance Status Changes.

Inactive units may be scrapped (see 3.7.13 Scrapping), which does remove them from the shipyard they were mothballed in. Bases, ground units and other defenses (including shipyards) may not be mothballed.

The CM may want to include a mothballed starship if the shipyard is attacked. Perhaps a mothballed unit was rushed into service for half the cost. The CM has the flexibility to handle such special situations.

3.7.10 Repairs

Ship, bases and other defenses can become crippled or obtain damage levels which need to be repaired. Ships can be repaired in a system with a shipyard if you pay the repair cost for the ship. The repair cost is 25% of the original cost, rounding any fractional amount up. This cost counts against the construction capacity of the shipyard and each ship requires one dock space at the shipyard while repairs are performed.

Bases, atmospheric ships and fixed defenses (DEFSATS and mines) can be repaired using the construction capacity of planets or other sources of utilized Productivity in the same manner in which they are built. Repair cost is equal to 25% of the unit's original cost per base damage level (see 3.6.3.16 Base Damage Levels). Atmospheric ships cost the same to repair on planets as they do at a shipyard.

Flight units, do not ever need to be repaired, as they never cripple.

3.7.11 Flight Replenishment

Newly purchased flights may be transported directly to a target fleet or planet in order to replace combat losses as long as they are in supply. These flights may be transported to their destination using your empire's background logistical network and do not require the intervention of any player controlled Transport Fleets or other freight services.

Units that are crippled and planets that have had their basing interdicted or Productivity suppressed are temporarily unable to base the flights, but may replenish with newly built fighters once the basing capacity is restored or the vessel repaired.

3.7.12 Attrition Damage Repair

Ground units that have suffered attrition damage (but were not eliminated) and are not under any out of supply status levels, able to trace a basic supply path, and not currently being carried as cargo in a crippled Transport Fleet have all of their attrition damage repaired at this point in the turn. Damaged ground units that have

not lost their unit cohesion can integrate reinforcements and return to full strength. The maintenance cost for these units covers the availability of additional personnel and material needed to restore a ground unit to its' full strength.

3.7.13 Scrapping

Any unit may be scrapped to recover 50% of its original economic cost. Units must be scrapped at a place where they could be constructed, but scrapping does not count against the construction capacity for that facility. Once a unit has begun construction, the economic points can be regained at a value of 50% of the economic points already spent if the unit's construction is canceled.

Flights that can no longer be based or carried as cargo can be scrapped no matter where they are. This may seem counter intuitive as they are technically "destroyed", but the infrastructure required to support their existence is still in place on the unit that based them.

3.7.14 Field Repair

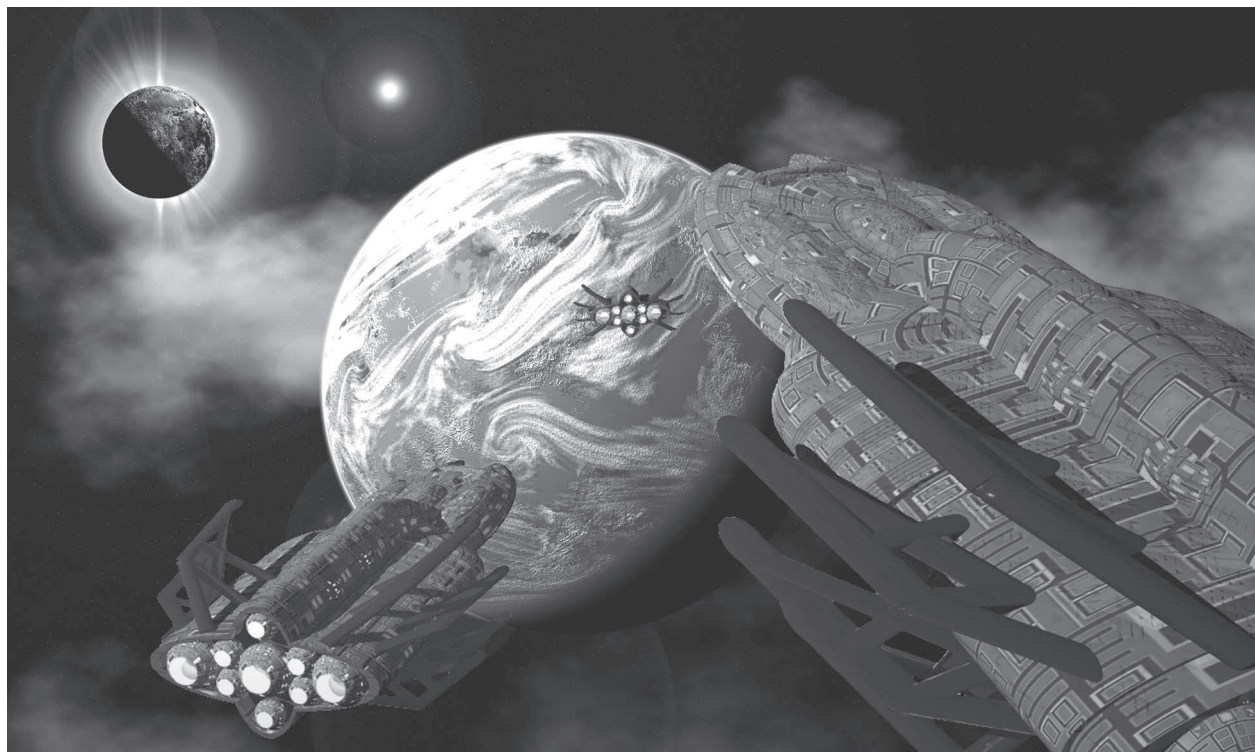
Military supply ships may be used to perform field repair. In order to perform this function the military supply ship must be unused

during the 3.7 Construction Completion Phase. For each point of supply rating, the military supply ship can provide 1 economic point worth of repairs. Military supply ships in the same system may combine their supply ratings to perform larger repairs. Military supply ships used to perform field repair are marked used, even if they use less then their full number of field repair points. For example, a Supply (2) ship is marked as used even if it only provides 1 economic point worth of repairs.

Transport Fleets cannot perform field repairs even though they have a supply rating.

3.7.15 Maintenance Status Changes

Units placed in a special maintenance status such as Reserve or Mothballed during the 3.2 Turn Orders Phase assume their new maintenance status at this point in the 3.7 Construction Completion Phase. The effects of these special maintenance states will take effect in the 3.1 Income Phase of the next campaign turn.



3.8 Update Asset Phase

During this phase players update their Asset Sheets to reflect events that have occurred in the current turn in preparation for the upcoming turn. This includes adding any new builds to the empire's maintenance costs and subtracting any removed assets as well as checking for system improvements or problems.

3.8.1 Productivity Cost and Increases

A Productivity increase requires an investment in capital. Productivity points may only be purchased at a cost equal to ten times the new planetary Productivity value. Each planet may only increase Productivity at rate of one per turn.

Example: Epsilon Eridani has a Census of 5, a RAW of 4 and a Productivity of 1 and needs to expand local industry so as to better utilize its' RAW. The Earth player invests 20 economic points to increase Productivity to 2. The next turn the planet will be producing 8 economic points as output. Epsilon Eridani can only utilize a maximum of 5 Productivity points due to its current Census value. It will not be effective to increase Epsilon Eridani's Productivity over 5 until the Census increases.

CM 's Note: The CM is free to modify these conditions to fit any story element in the game. For instance, perhaps there is an exception and a system has been receiving help from outside sources and is able to increase Productivity for less.

3.8.2 Morale and System Loyalty

Each system has a morale number; this is a representation of the support from that system. The morale and support of a system can mean the difference between prosperity and outright insurrection. It is also important for an expanding empire to extend its influence to colonies.

Checks are made to verify a system's

loyalty. This represents a number of factors that can affect the Census's attitude towards its controlling government. The table below lists conditions that require a check, a target number to see if that condition effects the morale of the system, and the possible effect that can occur. If a condition is met roll a d6 and compare to the target number. If the roll is equal to or less than the target number the effect listed occurs. If multiple conditions are met for a system roll each check separately. These checks must be made every turn and are not cumulative unless specified. It is also possible to reverse effects. Morale cannot go below 0 or above the current Census.

If the Morale value is greater than or equal to half the Census then the system is considered in good order. If the Morale value becomes less than half of the Census number, utilized Productivity from that planet is immediately halved. This represents the dissension in the colony and the unrest of the population. If the Morale reaches 0, then the colony stops producing and is considered to be in rebellion. If the planet is unoccupied, it becomes an independent planet.

3.8.3 Using Troops to Control a Population

If the Morale of the system drops to 0, it is possible that troops may be used to keep the colony functional and loyal to the controlling power. One troop unit is required per Census in order to keep the colony's utilized Productivity flowing at half its normal rate, but the presence of any ground units will keep the system under the player's control.

If you use ground units to control a planet, roll a d10 for every Census, on a roll of 10, that Census point actually rises up and fights the unit controlling it (determine randomly which ground unit was patrolling that Census point). Ground combat occurs during the next 3.6.5 Troop Combat Phase. The Census point will attack the unit that was controlling it. Only the unit controlling the rebelling Census point may attack it, as the other units are busy with their own

Morale Check Chart

Condition	Target Number	Effect
System is more than 3 jumps away from a friendly colony and has a census of 5 or greater	1	-1 to Morale
System is cut off from homeworld (i.e. no continuous path through controlled or friendly territory can be traced)	2	-1 to Morale
Hostile force seized system last turn	3	-3 to Morale
System is held by twice as many ground units as Census	Automatic	+1 to Morale
Productivity is at 0 and Census is greater than 3 (representing lack of jobs and self sufficiency) - Cumulative	Automatic	-1 to Morale
Full employment (Productivity = Census)	Automatic	+1 to Morale
Empire's homeworld is attacked	1	-1 to Morale
Orbital bombardment	Varies	See 3.6.4 Orbital Bombardment
Use of Intel	Varies	See 3.4.5 Intel Missions
Event from Random Event table	Varies	See 4.14 Random Events Table
(CM Only) Government takes unpopular action	Varies	

Census points to police, unless there are actually more ground units than Census points. In that case, excess ground units may assist in quelling the rebellion.

If the controlling units eliminate all rebelling Census points the planet's Morale will go to 1, signifying the peoples resolve to stop fighting. If a rebel Census point destroys ANY ground unit, every Census then takes a d10 roll at a +2 modifier to see if they join the rebellion. An eliminated rebel Census point rolls a d10 plus any excess attrition damage above what was needed to eliminate it. On a result of 10 or more the Census of the system is reduced by 1. Otherwise the rebel Census point merely stops rebelling and if there are enough ground units, is forced to become productive at half its normal rate.



CM's Note: Some issues with a colony's morale could tie very closely with a story line that the CM has introduced. This offers players a chance to get away the set ideas in the Morale System and have some fun with it. The CM may also want more control of a planetary Morale increase, for instance, a CM thinks that refugees from a near by war have fled in the direction of a system, deserving a -1 when they roll. On the same note, if citizens of Alpha Centauri are ignored and undefended by Earth, the CM can introduce a potential Morale problem. The CM option exists to give the campaign more freedom.

3.8.4 Population Increases

It is possible for the Census value of a system to increase over time. Every 12 turns (starting with the first turn), each system rolls a

d10 and adds its Census value to the roll. If the number rolled exceeds 15, then the Census has increased by 1. If the value does not go up (which is possible in the case of a small colony), then add +1 to the next population increase roll. This effect is cumulative.

Example: A colony which has a Census of 2, and has not increased in two checks (24 turns), gets to add 4 (+2 Census, +2 missed checks) to their next check. Census cannot exceed the system's Carrying Capacity.

3.8.5 Colonizing a System

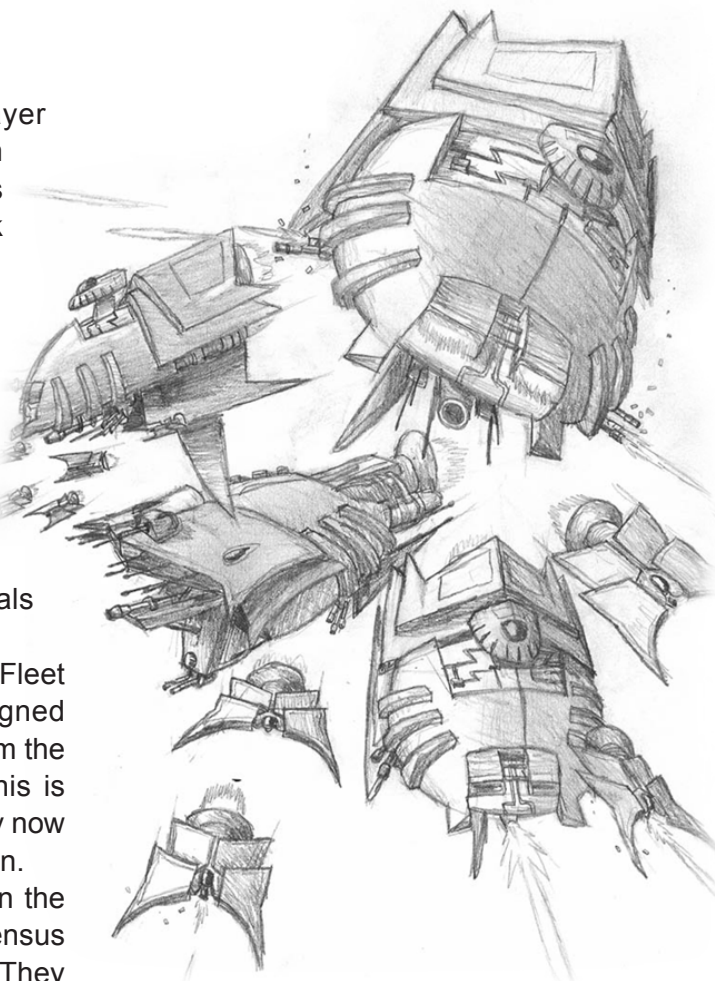
To colonize a system, the player needs to somehow move its citizens from an existing system to a new one (unless you are using the optional 4.9 Quick Expansion Colony Fleet Rules). Colony creation is done by creating a Colony Fleet. This is an abstract unit, like a Trade Fleet, that is made of roughly ten passenger liners or colony vessels that are suited to carrying a large number of sentients. This is similar to the Transport Fleet system, but Transport Fleets would be unable to handle the large amounts of lifeforms and materials involved.

Once the player has a Colony Fleet ready to go (and potentially any assigned escorts), they can move one Census from the current system to the Colony Fleet. This is considered a loaded Colony Fleet. It may now move like any other fleet to its destination.

With the Colony Fleet in orbit, on the next 3.8 Update Assets Phase, the Census from the fleet is moved to the planet. They cannot build nor do anything yet for that turn as it is assumed they are establishing their colony. They make no Morale or any other checks for this turn. A new colony starts with its Morale equal to its Census (1) and both Intel and Productivity at 0 (unless there is some existing infrastructure already on the planet).

3.9 End of Turn Phase

The turn ends in this phase. Optional rules like the Random Events option take place in this phase and all results are applied in the next campaign turn. If they are one-time events they occur in their appropriate phase next turn. If they are permanent effects, they take effect immediately and are treated as if they occurred during the turn just ending, in the appropriate phase.



4.0 Optional Rules

Optional rules are supplied to help add some additional flexibility to the basic rules and go into greater depth. Any optional rules must be agreed upon in advance by all players in order to be used.

Additional optional rules and other material will be presented at a later date as part of the VBAM Campaign Moderator's Companion.

4.1 Wartime Economics

In times of war, a power will convert most of its peacetime productivity into a wartime economy. This can be simulated in any campaign, but is intended mostly for Historical Scenarios.

4.1.1 Peacetime Economy

When a power is at peace, it only receives 50% of its Total Domestic Product during 3.1 Income Phase. This number is also used for game setup. In order to produce more than this, you must "gear up" your economy (see 4.1.2 Economic Gear Up).

4.1.2 Economic Gear Up

Gear up occurs automatically when you successfully declare war or someone declares war on you. Gear up may also be declared as a Diplomatic action in 3.2 Turn Orders phase at a cost of 1 Intel point per Economic Point of Total Domestic Product of your Empire as calculated in the 3.1 Income Phase, and lasts for six turns. During gear up, the power receives 75% of its Total Domestic Product during 3.1 Income Phase, starting the turn after its declaration or automatic triggering and lasting for six (6) turns (a total of six Income Phases will be effected by Gear Up).

If by the end of the six turns the power has not successfully declared war or hostilities

or has not had war or hostilities declared upon it, the economy of the power reverts to a peacetime economy and falls into recession for six (6) turns. During recession the power only receives 25% of its Total Domestic Product during 3.1 Income Phase. A power cannot choose to "gear up" until the recession has ended, but if war or hostilities are declared upon the power the recession lifts immediately and the power goes into gear up automatically, as usual.

In some cases war may be declared after the six months of Gear Up, but no hostilities have actually begun. The economy will fall into recession if no hostile actions (and war and/or hostilities have been declared) are taken within a year of the Economic Gear Up for twelve (12) turns. The same rules for recession above apply.

4.1.3 Wartime Economy

If, at the end of the gear up period, a power has declared hostilities or has a declaration of hostilities made upon it, the power goes to a limited wartime economy and maintains an income of 75% of its Total Domestic Product during 3.1 Income Phase. If, at the end of the gear up period or at any time during a limited wartime economy, the power has successfully declared war or has war declared upon it, the power goes to a full wartime economy and receives its full Total Domestic Product during 3.1 Income Phase.

Once normal relations have been restored with all powers previously hostile or at war with a power, the power reverts to 4.1.1 Peacetime Economy immediately.

4.1.4 Emergency Effort

If a system controlled by a power with at least 3 Census and 3 Productivity is invaded or bombarded, the power may declare a state of emergency. When a state of emergency is declared, the power will receive an additional 25% of its Total Domestic Product during 3.1 Income Phase on top of its current economic production level.

The additional production remains in effect as long as the power does not revert to a

peacetime economy. Once the power reverts to a peacetime economy, not only does its state of emergency bonus lapse, but the power goes into recession for six turns, receiving only 25% of its Total Domestic Product in 3.1 Income Phase.

4.2 Optional Jump Lane Movement

Jump lane movement doesn't always seem to simulate fast transit times sometimes possible in a particular setting. Here is an optional, faster jump lane method that allows for much quicker movement along well-traveled lanes.

4.2.1 Major Lanes

You can move along as many major lanes as you wish in territory you control in one turn. You may also move along one minor lane at the beginning or end of your movement so long as it is within territory you control. You must control both departure system and destination system of a lane for it to be considered in territory you control. If the Major Lane is not within territory you control, it will take one turn to traverse.

4.2.2 Minor Lane

You can never pass through more than one Minor Lane per turn. If the lane is not in territory you control, this is all of the movement you may perform. See 4.2.1 Major Lanes for additional movement that you may be able to perform if the Minor Lane is in territory you control.

4.2.3 Restricted Lanes

These lanes take one turn to traverse in territory you control, no other movement is allowed. In territory you do not control, Restricted Lanes take two turns to traverse. Restricted lanes may only be used by Military traffic and at least one ship must have its own jump drive.

4.3 Extended Supply Routes

Military supply ships can trace an extended supply route to a supply point in addition to a basic supply route. This extended supply route may only be one jump in length, but results in the military supply ship becoming a valid destination of another extended supply route or basic supply route for one ship (or a system). This ship, if used as a squadron command ship, will provide supply to all units in its squadron, removing all out of supply status levels. If a system traces to the military supply ship, all ground units in the system are considered in supply and have all out of supply status levels removed and if the system's utilized productivity is used as a command rating to support flights based on the planet in a encounter scenario, these flights are considered in supply and have all out of supply status levels removed.

4.4 Ship Security Detachments

A Marine unit may be deployed to help protect ships in a Task Force from capture (see 3.6.3.19 Capturing Ships and other units). A Marine unit is deployed from a Transport Fleet or other group of ships carrying the unit in 3.2 Turn Orders phase for ship security by assigning it to a single ship that is in the same system as the Transport Fleet or group of ships carrying the Marine unit at the end of 3.5 Movement Phase. This ship is considered to have a reinforced Marine security presence. When this ship is used as a Task Force flagship or squadron command ship, (see 3.6.3.7 Task Force Creation) all of the ships in that Task Force or squadron are considered to have a reinforced Marine security presence. However, any reinforcement squadrons will not be so protected, unless their squadron command ships have also had a Marine Unit deployed to them for ship security.

Any capture attempt made by breaching

pods on ships with a reinforced Marine security presence suffers by losing its free directed damage bonus. Instead, the ships are treated as if they were in a level-1 formation bonus (regardless of their actual formation bonus) for the 3.6.3.15 Directed Damage allowed by breaching pod activity, only.

Marine units are reconstituted from their ship security assignment by ordering them to do so into a group of ships or Transport Fleet that are in the same system at the end of 3.5 Movement phase as the ship they currently assigned to. The Marine units arrived into the cargo holds of the Transport Fleet or group of ships during the 3.6.5.6 Landings and Deployment step. This is considered an embarking and, as a result, the Marine unit may not disembark or invade during the same campaign turn.

Marine units assigned to ship security are considered scrapped (see 3.7.13 Scrapping) if half of the total defense value of the squadron or Task Force they were protecting in ships is destroyed. If the ship a Marine unit was assigned to for ship security was destroyed while commanding a squadron or Task Force, the new squadron command ship or Task Force flagship inherits the Marine unit assigned to ship security. If the ship a Marine unit was assigned to for ship security was destroyed while not commanding a squadron or Task Force, then the Marine unit is considered scrapped (see 3.7.13 Scrapping).

4.5 Outstanding Officers

Crews start to develop experience from continued conflict and tough battles. For each involved in combat this turn unit that can receive an Outstanding Officers (see source materials) roll a d100. If the battle was a ground battle add all Attack Values + Tactical Support to determine the total on each side. If the battle was a space battle add up the total Anti-Ship value during each scenario of the Task Forces involved, include the values of units added as reinforcements at 50% to determine the total on

each side. If your units had an advantage each unit must roll 96 or higher to receive an officer. If your units had a disadvantage less than 2 to 1, each unit must roll 91 or higher to receive an officer. If you units has a disadvantage more than 2 to 1, each unit must roll 81 or higher to receive an officer.

The Outstanding officers for each type of unit are listed in the source materials. No specific examples are included with the base source material.

4.6 Bombardment Accidents

During Anti-Troop Bombardment, it is possible that the starships may accidentally damage or destroy civilian targets. When rolling the bombardment check on a d10, if the bombarding side rolls a 1, then they have caused significant collateral damage.

Accidental Bombardment Results Table (d6):

Result	Effect
1-2	Decrease Census 1
3-4	Decrease Productivity 1
5	Decrease Morale 1
6	Increase Morale 1

4.7 Carrying over Bombardment Damage

Over the course of many turns, it is possible for bombardment damage to take its toll on a planet. In this case, players may want to carry this damage over to a following turn. For example, if a fleet has 10 attrition points on Anti-Infrastructure Bombing; this is not enough to damage a productivity point in one turn. The player may continue to bombard and keep half of the value of their current bombardment to

accumulate enough attrition points. So these 10 attrition points would contribute to 5 the next turn. The next turn you would have 15 attrition points, but again, this isn't enough to destroy a productivity point. You can carry over 10 attrition points into the next turn (5 already accumulated + half of 10 the current bombardment). On the fifth full turn of bombardment the fleet will finally have 30 attrition points, 10 current and 20 accumulated. This is enough to destroy a Productivity point with 6 left over, of which 3 may be carried over into a sixth turn.

4.8 Quick Expansion Colony Fleet Rules

In some situations players may decide on this alternate rule to allow for fast expansion with their colony fleets. In the standard rules a player may purchase a colony fleet, and then transport a Census point from a planet to the fleet. This makes for a more "realistic" approach to population growth. In the Quick Expansion Colony Fleet rule, a player will "create" a Census point when they purchase a colony fleet. This means that Census Points are not moved from planets when they wish to settle elsewhere, but are part of the colony fleet when it is purchased. The Colony Fleet is lost once it is used to deploy the Census point to the target planet. For this rule, double the normal source materials cost of colony fleets.

4.9 Black Market (CM Only)

It may be possible for some governments who are looking in the right places to acquire some unusual goods. They will have to bribe and work to find what may be hidden on the black market. Often, it is the home of legal and illegal equipment that fell in to the wrong hands. If the player wants to find something they have to contact the right people. This is done from the point pool like any other expenditure. Player's may spend up to 10 points on this per turn.

During 3.9 End of Turn phase, the CM rolls 3d10. If the roll is equal to or less than the investment, then they have found something interesting.

It is up to the CM to determine what the player has found. Normally the black market will have nothing more than old surplus equipment or illegal weapons. There can be exceptions, however. For instance, a player could find an old hull of another power's fleet and use it to start an incident with a third power. This could spark a conflict between the two other powers. There are many ways the CM can use this in a campaign. If your source materials use a form of Special Resources, consider allowing players to discover caches of 2d6 rare material points in this fashion.

4.10 Extended Construction Time

In the campaign, all construction times for starships are somewhat quicker for the sake of better game play. For those desiring a more realistic approach, use half the build cost of a ship (rounded up) as the number of turns it takes to complete. For instance, a ship with a build cost of 8 won't be completed for 4 turns. The construction capacity equal to the full cost of the ship will be unusable at the shipyard during those 4 turns for any other application. The same rules apply for ground units or any other units produced in a system. This also applies to all 7.10 Repairs or 3.7.14 Field Repair.

Since Trade, Colony, and Transport fleets are pulled from civilian and the general shipping pool, they are not subject to this rule. This rule may apply to planetary construction as well if the CM should choose to use it.

4.11 Restoring Carrying Capacities

If a planet has been damaged by orbital bombardment and has lost carrying capacity it can potentially be repaired. The player must spend 72 economic points from their point pool

in order to do so. This can only be done at a rate of one Capacity per turn. It may not be used to restore the system/planet beyond the original carrying capacity.

4.12 Slower Population Increases

The population growth method used in the game is much faster than realistic growth. You may choose to follow a more realistic approach that reduces 3.8.4 Population Increase checks to once every 120 turns.

4.13 Random Events Table

This is designed to add some interesting twists and turns to the game. If you choose to use this table, make rolls on the Random Events Table during 3.9 End of Turn phase. It is recommended that you roll a d100 for every two players involved. Randomly determine the player that is affected by the random event. When rolling on the Random Events Table, if the random event is dependent on a system location determine randomly which system owned by the affected player is the target of the event.

The Random Events Table can be found in the supplemental materials at the back of this book.

4.13.1 Random Event Types

The following is a breakdown of the different types of random events found on the random events table, as well as any special instructions necessary to apply the results of the random events.

Census: Census events increase or decrease the Census of the planet or system at which they occur. Census events cannot lower a system's Census below 1. In the case of population decreases, roll d6 per Census lost as a result of the population decrease. If the result is '4' or greater, then the Census is

not lost, but instead migrated to another system within 1 jump of the system experiencing the population decrease. If no other colonized worlds exist, the migrating Census will colonize the new system.

Morale: Morale events affect the general morale and social climate of one system in the empire, either raising or lowering Morale in the system by the listed amount. If Morale is reduced to 0 as a result of a random event it will suffer the effects detailed in 3.8.2 Morale and System Loyalty.

RAW: RAW events increase or decrease the RAW of the planet or system at which they occur. RAW events cannot lower a system's RAW below 1.

Productivity: Productivity events increase or decrease the Productivity of the planet or system at which they occur. Productivity cannot be reduced below 0 as a result of a random event.

Capacity: Capacity events increase or decrease the Carrying Capacity of the planet or system at which they occur. Capacity decreases can reduce the Carrying Capacity to 0, representing the final destruction of any usable land area.

Economic: Unexpected windfalls or disastrous fiscal periods are bestowed by Economic events. The empire targeted by an Economic event has their point pool increased or decreased by the amount stipulated. In the case of Economic loss results, if the empire's point pool drops below 0, no new spending will be possible until the point pool once again reaches non-negative territory. Fleet maintenance and other expenses continue to be paid despite the fiscal difficulties so long as the income for the turn is sufficient to meet these expenses.

Technology: Technology events modify the base cost of the empire's tech advancement.

If the cost of the advancement is increased, it will require a greater investment in points by the empire in order to attain it. Conversely, if the cost of the advancement is decreased fewer points will be required to reach the next technology advance. The minimum cost of a technology advance is 1 economic point and cannot be reduced below this as a result of random events.

Intel: Intel events represent the loss or gain of intelligence operatives on one of an empire's planets. Adjust the amount of Intel at the location by the indicated amount.

Terrorism: Whether foreign or domestic, the threat of terrorist attacks is always a possibility. Many fringe groups feel the only way to give their movement a voice is through the application of violence. When a Terrorism event is activated, an amount of "free" Intel points are generated as indicated in the event. Once the amount of available Intel is determined, it is time to ascertain the terrorist's mission. Terrorist missions are limited to six possible Sabotage missions. The following mission chart determines the type of mission launched:

Terrorism Mission Chart (d6):

Result	Effect
1	Industrial
2	Counter-Intel
3	Starship
4	Troop
5	Population
6:	Insurgency

The mission is then carried out upon a random system in the targeted player's empire. Roll for Intel mission success and apply any resultant effects.

Piracy: Piracy events affect the frequency of raider attacks on the targeted player's

empire, or can signal an impending raider attack. One subset of Piracy events can either increase or decrease the chance of raider attack in the system (see 3.6.2.2 Raiding). This bonus or penalty lasts for six turns before expiring.

The other type of Piracy event is an actual attack on the system itself. This is in addition to any other 3.6.2.2 Raiding attacks on the targeted system. Determine the number of economic points worth of raiding vessels attacking the system, as indicated by the random event result, and immediately generate an encounter. Raiders generated by way of a random event will persist in the system until destroyed, and will add a +1% per economic point of ships to the system's raiding chance.

Ground: There are several different types of Ground events that can affect the performance of your ground units.

If a citizen Militia is formed, add one already organized Militia unit to the planet. These civil defense groups can never go out of supply and are always available to aid in the defense of the planet. However, the Militias cannot be transported from their point of origin.

Other Ground events will act to raise or lower the attack and/or defense values of all the empire's ground units in the system for a period of six turns. This type of random event only affects the planet targeted by the event. If the ground units are transported out, or new ground units are transported it, they will also be affected by random event.

Fleet: Fleet events represent a temporary increase or decrease in naval capabilities. These events will increase and decrease the combat abilities of all the empire's squadrons in the target system, affecting the squadron(s) for six turns. Unlike Ground events, Fleet events affect the squadrons even if they leave the targeted system.

Construction: Construction events increase or decrease the Construction Capacity of the target system by the indicated amount for six turns. New veins of exploitable resources, labor disputes, and social unrest are all reasons that these temporary effects.

Special: The 'Special' event results are meant to offer source specific special events that are not generally applicable to other settings. The possible Special event results on the random event table should be decided before beginning the campaign if playing in a CM-less environment. If playing with a CM, the CM can use his/her discretion as to the results of a Special event. CMs may even use Special events as catalysts for promoting a given campaign's theme or story, with the activation of a new story thread coinciding with such an event.

If no applicable Special events are available, the target of a Special event will receive an outstanding officer of a random type (see 4.5 Outstanding Officers).

4.14 The Convoy System

The convoy system is an advanced method of handling transportation and commerce. The convoy system changes a great number of rules throughout VBAM. It affects movement, trade and even combat.

The Convoy system replaces the use of Trade Fleets and supplements the use of Transport Fleets. Normally Trade Fleets increase the income of systems they visit by a fixed percentage. The Convoy system, however, allows you to move resources from mineral rich systems to a system that has a higher utilized productivity. The Convoy system also allows you to move trade goods (economic points) or resources (RAW points) in or out of your Empire when you form Trade Treaties with other powers.

4.14.1 The Convoy

The convoy is an abstraction of many civilian ships of the correct types to perform the mission assigned. These ships are available for contract from commercial operations within your own empire. They are civilian ships (like Trade Fleets) and their presence is not enough to contest a system's space, but will control a system's space if no other ships are present.

4.14.2 Buying Convoys

Convoys are not built. They are leased each turn. Each convoy is leased at a cost of one economic point per convoy per turn. During 3.2 Turn Orders phase, players choose how many convoys to lease for their use on this turn. These points are placed in a pool that will be distributed during 3.5 Movement phase.

4.14.3 Placing Convoys

Convoys are civilian ships, but since they are under government contract you can tell them where to go. You can place convoys from your pool into any system whose space you or a friendly power control or contest (by having military ships present, not just ground forces), as long as that system can trace a basic supply path (see 3.6.1 Supply Phase). There is no stacking limit to convoys (unlike Trade Fleets, where only one is ever useful in a system) and multiple convoys may be needed to accomplish certain tasks.

4.14.4 Convoy Tasks

Convoys are assigned tasks in the 3.1 Turn Orders phase. A convoy can be assigned to move a raw resource point, economic points (trade goods), move military units or people. Each convoy can only count towards the success of one task at a time.

4.14.5 Successfully Completing Assigned Tasks

A single convoy is rarely able to complete a task on its own. In order to move resources, trade goods, military units or people, you must

have sufficient convoys in the departure system, the destination system and all systems between the two to complete the task. A restricted lane may not link systems in the chain, as convoys (being civilian ships) cannot travel along restricted lanes. Convoys must survive to the phase in which they complete their task in order to count towards completing their task.

4.14.6 Failing Assigned Tasks

Failed tasks result in the resources, trade goods, ground units, cargo or Census assigned to move staying in their systems of origin. The disruption of civilian shipping prevents the movement of these items, but otherwise does not result in further loss. If these items were to originate from a system outside your control, these items remain in the possession of the power that owns their planet of origin. If these items were to be delivered to another power, they are not successfully delivered and remain in their system of origin.

4.14.7 Moving Resources

The most basic task is to move one RAW point from a resource rich system to a resource poor system that has a higher utilized productivity. This task requires one convoy per RAW point per system including destination and origin systems. Resource points are delivered during 3.1 Income Phase of the next campaign turn and contribute to the income of the system they were delivered to on that turn.

If the movement of resources is part of a Trade Treaty you signed, you may end up handing off to or receiving from convoys of another power at the border. The system on the border is considered the origin for incoming RAW points and the destination for outgoing RAW points. This is typically due to the fact you cannot place convoys in uncontested systems of a non-friendly power. You may have a trade treaty, but it doesn't mean that a power will want to sign a peace treaty just to have you deliver the resources inside their territory.

4.14.8 Moving Trade Goods

Trade goods can be moved from any system that could have produced them to where they are needed (presumably to fulfill a trade pact or other deal) at a cost of 1 convoy for every 5 economic points of trade goods per system moved including the destination and origin systems. Economic points can be transported into and out of another power just like RAW points and use the same rules to do so (see 4.15.7 Moving Resources). One bonus of receiving economic points is that you can deliver them to any system you control, including the one on the border with the power you are receiving them from, and have them available for productivity/maintenance of units throughout your empire. Trade goods are delivered during 3.1 Income Phase of the next campaign turn and contribute directly to the Total Domestic Product that turn.

4.14.9 Moving Ground Forces

This task may only be performed from a system you control to another system you control and through systems you control via only minor or better jump lanes. Moving of the ground unit occurs during 3.6.5.6 Landings and Deployment step and six convoys are needed per division sized unit per system including origin and destination.

4.14.10 Moving Census

This task has the same requirements and stipulations as moving ground forces, but requires 10 convoys per system per Census unit and is completed just after 3.8.4 Population increases step. You deduct 1 Census from the system people are emigrating from and add 1 Census to the system people are immigrating to. (Note: Morale on both systems is not affected, the troublemakers go first)

Convoys, Integrated Example 1:

A power has many under developed colonies rich in natural resources. Tau Ceti has a value of 6 Resources, but has a low Productivity of

2. In order to make better use of these resources, the power wishes to setup a convoy chain to move these resources every turn to a system with a higher utilized productivity. Epsilon Eridani, its neighbor, has a Productivity of 4. Moving 6 resources from Tau Ceti to Epsilon Eridani requires 6 convoys in Tau Ceti and 6 convoys in Epsilon Eridani. The convoys cost 1 economic point each. Epsilon Eridani's income is increased by 6×4 , 24 economic points. Tau Ceti's income is being reduced from 12 economic points to 0. If the power has an income of 100% (4.1.3 Wartime Economy or standard play), this is a break-even proposition. If there is a state of emergency (4.1.4 Emergency effort) raising the income to 125%, the power will make a profit of 3 economic points.

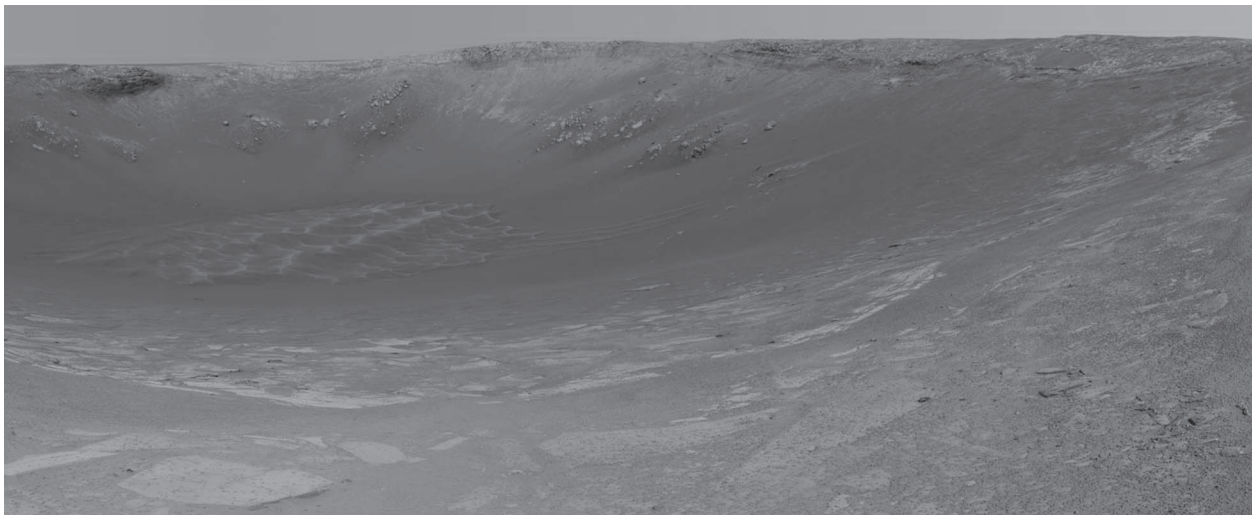
Convoys, Integrated Example 2:

An overdeveloped power is resource starved. Another power has a new colony at Epsilon Indi that is resource rich but has a low Productivity. The overdeveloped power agrees to trade resources for economic points. The 8 resources from Epsilon Indi must be transported to the overdeveloped power's homeworld, where they will be used. This requires 8 convoys in Epsilon Indi from the colonies' controlling power (since convoys of that power cannot be placed in the overdeveloped power's territory and vice versa) and the overdeveloped power provides

8 convoys in Beta Lyre (the border system) and their homeworld to finish the chain. Overdeveloped power has a productivity of 12 on its homeworld and produces 96 output points from these resources. The overdeveloped power has an income of 75% (4.1.2 Economic Gear Up), so the 96 income points become 72 economic points. The Trade Treaty stipulated 30 economic points would be delivered to the Epsilon Indi border to pay for the resources. The overdeveloped power places 6 Convoys (5 economic points per convoy) in Beta Lyre (delivering 30 economic points from 40 income at Beta Lyre) and the other power places 6 convoys in Epsilon Indi to complete the exchange. The overdeveloped power realizes a total profit of 42 economic points minus 22 convoys it has to purchase or 20 economic points. The other power received 30 economic points at a cost of 14 economic points for convoys, which means as long as it could not make more than 16 economic points with the 8 resources on Epsilon Indi, it made a profit.

Convoys, Integrated Example 3:

A power wishes to increase the Census of Epsilon Indi, so that it can support a higher Productivity. Additionally, another ground unit will be deployed to Epsilon Indi to bolster defenses. The extra Census point will be transported from Sirius and the ground unit will come from Altair. The power deploys 16



convoys in Epsilon Indi, 16 convoys in Altair, and 10 convoys in Sirius. The 10 convoys in Sirius, Altair and Epsilon Indi are assigned to the task of moving 1 Census point. And 6 convoys in each of Altair and Epsilon Indi are assigned to moving the Third Infantry Corps. A restricted jump lane between Epsilon Indi and Sirius would not help reduce the cost in convoys, since convoy chains cannot trace along restricted lanes. The Third Corps is successfully transported during the 3.6.5.6 Landings and Deployment step of 3.6.5 Ground Combat phase. The Census point is successfully moved just after 3.8.4 Population Increases step in the 3.8 Update Asset phase.

4.14.11 Convoy Equivalency

For all purposes not explicitly covered in sections 4.15.1-10, a group of greater than 5 and up to 10 convoys assigned to carrying resources (RAW) or trade goods (economic points) is treated as if they are 1 Trade Fleet in the system that the convoys are in. If there are more than 10 such convoys, each complete group of 10 and any remainder greater than 5 is treated as 1 Trade Fleet. A group or any remainder of 5 such convoys or less is treated as 1 crippled Trade Fleet.

For all purposes not explicitly covered in sections 4.15.1-10, a group of greater than 3 and up to 6 convoy points assigned to carrying ground units or cargo is treated as if they are 1 Transport Fleet. If there are more than 6 such convoys, each complete group of 6 and any remainder greater than 3 is treated as 1 Transport Fleet. A group or any remainder of 3 such convoys or less is treated as 1 crippled Transport Fleet.

For all purposes not explicitly covered in sections 4.15.1-10, a group of greater than 5 and up to 10 convoys assigned to carrying Census is treated as if they are 1 Colony. If there are more than 10 such convoys, each complete group of 10 and any remainder greater than 5 is treated as 1 Colony Fleet. A group or any remainder of 5 such convoys or less is treated as 1 crippled Colony Fleet.

The equivalency is especially meant to apply to combat where the convoys must be translated into Trade, Transport and Colony Fleets to participate in 3.6.3 Space Combat. The destruction of these fleets in encounter scenarios results in the removal of their equivalent value of convoys from the system in which the combat occurred. This will likely result in convoys not being able to complete their tasks due to their convoy chains being incomplete. The equivalence also applies to determining the number of Trade Fleets for raiding checks, etcetera.

4.14.12 Option: Limited Movement

When moving ground units, it is possible to move them with convoys faster than normally possible. This option stipulates that no ground unit many move farther in one turn by convoys than they would be able to move by regular transports. This option doesn't change the fact that resource points, economic points, and Census points appear to move faster than normally possible. This effect is not necessarily a contradiction since the resource point that leaves Epsilon Indi may not be the resource arriving at Sirius this turn. The turns not spent loading up a convoy pipeline is compensated by the turns not spent emptying the pipeline, so it all works out in the end.

4.15 Alternate Productivity Costs

Instead of the using the system listed 3.8.1, an alternate Productivity cost is suggested. Productivity points may only be purchased at a rate of 1 per turn and at a cost of 50 economic points from the player's Point Pool.

Example: Epsilon Eridani has a Census of 5, a RAW of 4 and a Productivity of 0 and needs to start utilizing its' RAW. The Earth player invests 50 economic points to increase Productivity to 1. The next turn the planet will

be producing 4 in its output. Epsilon Eridani can only utilize a maximum of 5 Productivity points. After the fifth turn of investment, it does not help to increase Epsilon Eridani's Productivity over 5, until the Census increases.

4.16 CSCR Attrition Alternative

In section 3.6.3.12, it is made note that at the end of the Ship's Fire Phase that all damaged ships must be automatically crippled. While this works well in most engagements it may be preferable for players to track "attrition". The rule is relatively simple, but requires more bookkeeping. Damage to the vessel is tracked until it reached the point it is crippled. If the player chooses to assign damage to this vessel, it must continue to do so until that vessel is crippled or destroyed. Basically the rule is the same, but damage is tracked to that vessel. At the end of the complete scenario, any vessel with damage is crippled.

For example, a vessel with a DV of 8 takes 2 damage from a round of fire. It is not crippled at the end of the phase as described in the standard CSCR rule. Instead, this damage is tracked. On the next turn that fleet takes more AS damage from the enemy, this time only 5. It must be assigned to this vessel. It now has 7 attrition damage out of 8 possible before "crippling". On the next turn, 4 AS is taken. This must be assigned to this vessel again since it hasn't been crippled yet.

4.17 CSCR Skirmish Rules

The CSCR (Campaign Space Combat Resolution) detailed in the 3.6.3 Space Combat Phase is favorable when playing out very large battles involving hundreds (or even thousands!) of ships. However, in smaller campaign battles, the CSCR Fleet System can confer unfair advantages to those forces that possess a

simple superiority in numbers and/or better dice rolls. The CSCR Skirmish rules remedy this situation with a system geared to smaller fleet engagements.

What constitutes a 'small battle' for the purposes of CSCR? Simply put, they are those that involve only about thirty to forty ships total, or about fifteen to twenty ships per side in a two-player battle. Typically battles of this scale would be played out via the campaign group's preferred tactical combat system. But oftentimes neither the players nor CM have time to resolve every fleet engagement in this manner. In such instances the CSCR Skirmish rules will be an elegant compromise between playing the game out on the gaming table and using the Large Battle CSCR. The CSCR Skirmish System uses all of the same rules as the normal CSCR system detailed previously in the guide, except as modified below.

4.17.1 Modifications to Assignments Phase

When using the CSCR Skirmish optional rules, apply the following modifications to the Assignments Phase.

4.17.1.1 Command Ship Reassignment

A squadron (including the flagship squadron) that has lost its command ship must be assigned a new command ship. Ships in the squadron suffer a -1 to their readiness modifier on the turn that the new command ship is assigned. This is in addition to any other surprise modifiers currently affecting the task force or squadron. If the command ship being replaced is the Task Force flagship, all squadrons suffer an additional -1 to their readiness modifier on that turn. Note that, unlike the standard CSCR rules, combat factors are NOT halved as a result of the reassignment of command ships to the Task Force or its constituent squadrons.

The player may choose which ship in their Task Force will become the next Task Force flagship if the previous flagship was destroyed. The selection is NOT automatically determined

by which ship has the highest command rating. This prevents ships that are heavily damaged and already close to destruction from automatically inheriting command of the fleet when they may be in no shape to do so.

4.17.1.2 Creating Squadrons and Transferring Units

Newly created squadrons and units transferred between squadrons have their combat factors halved for one turn. This occurs as per the standard rules, but is noted here so as to prevent any confusion in regards to Command Ship Reassignment.

4.17.1.3 Formation Bonuses

The Formation Bonus conferred on the Task Force flag squadron is considered to be voluntary. Normally, the Task Force flag squadron members are placed in a Level 1 Formation Bonus, with one ship (typically the Task Force flagship) in a Level 2 Formation Bonus, and have all their combat factors halved. Under CSCR Skirmish, players may opt during the Assignments Phase to forego the free Level 1 Formation Bonus in order to prevent their combat factors from being halved. Squadrons that contain fixed defenses may also choose to forego this benefit in exchange for returning to their full combat factors.

4.17.2 Modifications to Scout Mission Assignments During Combat

In CSCR Skirmish, all scout functions other than Fleet Support function as per the standard rules. In smaller battles the existing Fleet Support rules are extremely unbalancing and can easily lead to the player with the best scout winning by default, as their enemy cannot score any damage passed its venerable fleet jamming. Additionally, two more scout missions are available, as detailed below.

4.17.2.1 Squadron Support

Scouts dedicated to Squadron Support subtract a total of 3 damage per scout function from fire directed at their squadron. Only one scout per squadron may provide Squadron Support.

4.17.2.2 Fleet Support

Scouts dedicated to Fleet Support subtract a total of 2 damage per scout function from fire directed at any squadron in their Task Force. Only one scout per Task Force may provide Fleet Support.

4.17.2.3 Scout Jamming

Scouts can attempt to jam enemy scouts, effectively neutralizing their effects on the battlefield. If they choose to use Scout Jamming apply scout functions towards one or more enemy scouts. Every two points of Scout Jamming applied against an enemy scout reduces the enemy scout's available scout functions by one for the current turn. The owner of the enemy scout chooses which scout mission is affected by the loss of functions.

Example: A scout with two scout functions decides to jam an enemy scout with three scout functions. The enemy scout is using two of its scout functions to provide Fleet Support and the third to increase its formation bonus. The scout doing Scout Jamming jams one of the enemy scout's scout functions. The owner of the enemy scout must then decide which of the three scout functions will be ignored on this current turn. If the player chooses to remove either of the two scout functions providing Fleet Support, the total fleet damage reduction being generated will fall to 2. Otherwise, the scout will have to remove its formation bonus. In this instance the player deems the protection of the scout more important than that of the fleet and chooses to have the Scout Jamming affect one of the scout functions providing Fleet Support.

If two more friendly scouts like the first

had been available to provide Scout Jamming, they could have jammed all three of the enemy scout's scout functions, effectively neutralizing its ability to impact the battle in any meaningful way.

4.17.3 Modifications to Fire Phase One: Ships Fire

4.17.3.1 Squadron Assignments

Damage is resolved in largely the same way as with the standard CSCR rules. The only modification is that each squadron in the Task Force is assigned to targets and roll damage separately. This means that, in a Task Force comprised of four squadrons, each of the four squadrons would be assigned against specific enemy squadrons. They would then make separate damage rolls against their selected target squadron.



4.17.3.2 Damage Resolution

Damage is scored and resolved as per 3.6.3.12 Fire Phase One: Ships Fire, with the exception that ships are not automatically crippled by leftover damage but instead is tracked using a modified version of 4.17 CSCR Attrition Alternative as follows.

4.17.4 CSCR Skirmish Attrition Rules

Instead of simply crippling or destroying units, the CSCR Skirmish Attrition rules allow players to spread damage around their fleet, allowing fleets to be battered but still survive a battle with fewer actual losses.

4.17.4.1 Scoring Damage

When scoring damage against a squadron, each unit in the squadron can take up to its defensive value (DV) in damage before being crippled and a second amount equal to its DV before being destroyed. Damage is applied to units in the targeted squadron until there is not enough damage left to cripple or destroy the weakest unit in the squadron. At this point *attrition damage* can be applied to make up for this balance. Select one of the remaining units in the squadron and apply an amount of attrition damage equal to the remaining damage amount. On future turns, attrition damage reduced the effective DV of the unit for purposes of crippling or destroying the unit.

Example: One squadron contains three destroyers with DV 5. The squadron is targeted and attacked by an enemy squadron, scoring 9 points of damage to the destroyers. The first 5 damage is sufficient to cripple one of the destroyers. The remaining damage (4) is insufficient to cripple one of the other two destroyers or destroy the now crippled destroyer. The player decides to apply the 4 damage to one of the undamaged destroyers. This destroyer now has 4 attrition damage.

On the following turn of combat, the destroyer squadron is targeted by two enemy squadrons, scoring 3 and 6 damage

respectively. Each is scored individually. The first 3 points in damage is incapable of crippling the first destroyer or destroying the crippled destroyer, but could be used to cripple the attritioned destroyer. The player, wishing to preserve his/her fleet, assigns the damage to the undamaged destroyer, giving it 3 attrition damage. The second damage amount of 6 damage is sufficient to destroy or cripple all units. The owner of the destroyers decides to cripple the destroyer with 4 attrition, leaving 5 more damage to be resolved. This damage could be used to cripple the lead destroyer that has suffered 3 attrition damage, but the player instead opts to assign it to one of the two crippled destroyers, destroying it.

4.17.4.2 Reconciling Attrition Damage after the Battle

At the end of the scenario, all non-crippled units that have taken attrition damage become crippled. Crippled units with attrition damage continue to track their attrition damage.

4.17.4.3 Repairing Crippled Units with Attrition Damage

Crippled units that have taken attrition damage will cost more than normal to repair. The cost of repairing these damaged units is equal to 25% of their original cost (rounding up), plus 1 per point of attrition damage. Note that this means that some units that have taken attrition damage after being crippled are usually not worth the cost to repair.

4.17.4.4 Scrapping Units with Attrition Damage

Crippled units that have taken attrition damage return less economic points when scrapped due to the severity of their damage. The player will receive 50% of the unit's original cost, minus 1 per 2 points of attrition damage (round up).

In some situations ships that survive a scenario may be so badly mauled that scrapping

them will not return any of the initial economic investment. Such vessels were barely able to limp off the battlefield and are more likely to be scuttled than scrapped.

4.18 Creating or Upgrading Jump Lanes

New jump lanes may be laid to newly discovered systems for other ships to reach them. The cost of creating new jump lanes is calculated by taking the base cost of the new jump lane level and multiplying that times the number of jumps that would normally have been required to move between the two systems (maximum of 10). If no prior jump route exists between two systems assume this number to be 10. This jump lane modifier is retained by the route and will be used to determine the future cost of any jump lane upgrades. The base cost of a restricted lane is 15 economic points, a minor lane is 30 economic points, and a major lane is 60 economic points.

Multiple ships with scout functions are needed to either create or upgrade a lane. One or more scouts must be placed at each end of the new jump lane.

Example: The Terran Union decides to build a new jump lane from Sol to Vega to provide a transit route between the two systems. No previous jump lane exists. It normally takes a ship two jumps to reach Vega from Sol. This means that the new route's modifier is 2. To build the restricted route between the two systems will then take 15 (the base cost of the restricted route) times 2 (the jump lane modifier), or 30 economic points. Creating the jump lane will require at least two scouts, with at least one in each of the systems to be connected by the jump lane.

If the Terrans decided to further upgrade this route to minor status, the cost would be equal to 30 times 2, or 60 economic points.

4.19 Blockade Maintenance

Technically any planet under blockade is cut off from the rest of the empire. This includes all fleet, base, flight and troop assets at the planet. This leads to an optional, somewhat pedantic rule of tracking the maintenance of those assets separately and deducting it from the economic output of the blockaded planet. Any asset within the blockade that cannot be maintained by the planet will suffer from the ill effects of 3.6.1.4 "Effects of Being Out of Supply".

4.20 Census Morality

By default, the slaughter of innocent civilians (Census) on other worlds, either as a result of 3.6.4 Orbital Bombardment or peacekeeping operations, does not have any effect on imperial Morale. However in many cases the death of millions – or possibly even billions – of civilians should have a very real affect on the bombarding player's empire.

If an enemy Census is killed during a turn, a special Morale check will be made during the 3.8.2 Morale and System Loyalty phase. Roll a d6 for each of the your empire's systems, with a target number being equal to the number of

Census killed on that turn. If the result of the d6 roll is equal to or less than the target number, decrease the system's Morale by 1.

The use of 3.6.4.3 Weapons of Mass Destruction carry even greater implications and their use can cause significant outrage among imperial populations. If use of weapons of mass destruction resulted in the death of even one enemy Census during the turn, system Morale will decrease by 2 instead of 1 as described in the preceding paragraph.

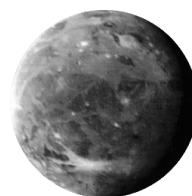
Some empires will be exempt from the limitations described herein. Such powers will be noted as such in their respective source materials.

4.21 Ballistics Packages

Ballistic units are capable of being equipped with mission-specific ordnance packages to better aid them in combat. These specialized ballistic packages make the unit more effective in combat, but this efficiency comes at a significant cost to maintenance.

The maximum number of ballistics packages Ballistic units are allowed to purchase is equal to their defense value (DV) divided by three (3). The effects of ballistics packages are cumulative, so a unit could purchase multiple packages of the same type to achieve a greater result.

Each ballistic package purchased adds +1 to the maintenance cost of the unit (*Example: A maintenance cost of 2/3 becomes 3/3 after the purchase of one ballistics package*). Each group of Ballistic units operating the same ballistics package loadout are tracked separately for purposes of maintenance. This means that most players will wish to standardize their use of special ballistics



packages to keep from paying inordinate maintenance fees.

Below you will find information on several types of basic ballistics packages. Individual source materials may include additional ballistics packages.

Heavy Ballistics Package:

+1 Anti-Ship (AS)

Anti-Fighter Ballistics Package:

+1 Anti-Fighter (AF)

Long-Range Ballistics Package:

+1 Defense Value (DV)

Communication Drones Package:

+1 Command Rating (CR)

Electronics Ballistic Package (Scouts Only):

+1 Scout Function (non-cumulative)

Anti-Electronics Ballistics Package (Non-Flights Only):

Provides unit with Jammer (1) Special Ability

MIRV (Multiple Independent Reentry Vehicle) Ballistics Package:

Provides unit with Disruptor (1) Special Ability

4.22 Stealth and Concealed Movement

In the vastness of space it is possible that ships from different powers will be in the same system and be unaware of the other's presence. Also in some settings empires will possess stealth technology that allows them to conceal themselves from detection. Thirdly, some powers use ships built on civilian hulls or stolen from another empire in an attempt to remain concealed.

Whenever fleets from two or more powers are in the same system, the CM should roll each fleet's chance to detect the other. The following table details these chances:

Fleet Detection Table

Base Chance of Detection (COD): 40%

-30% per Cloak level rating of the opposing ships (e.g. "Cloak (1)" = -30%, "Cloak (2)" = -60%)*

-20% per Stealth level rating of opposing ships (e.g. "Stealth (1)" = -20%, "Stealth (2)" = -40%)*

+10% per squadron in opposing fleet

+5% per squadron in detecting fleet

-5% per Scout Function in intruding fleet

+5% per Scout Function in detecting fleet

-50% if opposing fleet is composed solely of modified civilian ships

-25% if opposing fleet is composed solely of ships belonging to detecting empire

-10% per Intel used by opposing fleet**

+5% per Intel used by detecting fleet**

* = Stealth/Cloak Rating Level is based on the lowest level Stealth rating in the fleet. If a non-stealth ship is in the fleet, then it does not gain a bonus.

** Intel points spent in this manner come from the Military Intel Pool. Each power may only spend as many Intel points in this manner as they have Scout Functions present in the system in question.

Example: Fleet A is composed of three squadrons of ships and has a scout ship present with a Scout (2) rating. Fleet B is a single squadron of ships each of which has a Stealth (2) rating. Fleet B jumps into a system patrolled by fleet A. The chance for A to detect B is 40 (base) – 40 (Stealth) + 10 (one enemy squadron) + 15 (three detecting squadrons) + 10 (two scout functions) = 35%. The chance for B to detect A is 40 (base) + 30 (three enemy squadrons) + 5 (one detecting squadron) – 10 (two enemy scout functions) = 75%.

In systems where there are fixed defenses present (bases, DEFSATs, mines) special rules apply. Bases and DEFSATs are automatically detected by any fleet that enters the system, but detection of any other units in the system must still be rolled for normally. This produces circumstances where the fleet entering the system will know a base is present but may not detect the ships guarding it. Mines have a base COD of 20% modified for the following:

Mine Detection Table

Base Chance of Detection (COD): 20%

-15% per Cloak level rating of the opposing mines (e.g. "Cloak (1)" = -15%, "Cloak (2)" = -30%)

-10% per Stealth level rating of opposing mines (e.g. "Stealth (1)" = -10%, "Stealth (2)" = -20%)

+10% per maintenance group of mines

+5% per squadron in detecting fleet

+5% per Scout Function in detecting fleet

+5% per Minesweeper level in detecting fleet (e.g., "Minesweeper (1)" = +5%, "Minesweeper (2)" = +10%)

Any mines that remain undetected get a +1 to AS and AF during the first round of combat they are involved in.

Bases and DEFSATs have a chance to detect fleets entering the system. They use the same table as fleets with the following change; each base counts as 1 squadron as does each maintenance group of DEFSATs.

In some instances it may occur that a power will split their forces into several smaller fleets rather than one large fleet. This may be done to separate stealth ships from non-stealth ships or to attempt to lure an opponent into an ambush (especially in the case of bases or DEFSATs that are automatically detected). Each

fleet will get a detection roll to detect all enemy fleets. A fleet that fails to detect any enemy fleets will only be able to participate in Defensive Scenarios this turn.

If all fleets remain unaware of each other then no scenario will be generated this turn. If one side remains totally unaware of the other then the detecting fleet may generate any scenario desired. The unaware fleet cannot refuse the selected scenario and suffers a -6 on their readiness roll. In cases where some or all of each fleet is detected by their opponent (including cases where automatically fixed defenses are present) then scenario generation proceeds as normal. However, each fleet that was undetected by an opponent gives the opponent a -2 penalty to their readiness roll, to a maximum penalty of -4.

5.0 Source Material

Included with the Main VBAM Campaign Book is enough Source Material to get your started on a few basic games. There will be several source material supplements available at the time of this books print to expand your games. Many of these guides provide detailed scenarios and back stories for your games. There will also be downloaded source materials available on our website <http://www.vbamgames.com>.

5.1 Creating Your Own Source Materials

This section is included as a resource for source material designers. The intent is to help point designers in the right direction as they begin creating their source materials.

5.1.1 Determine Background

Before you start working on the VBAM-related details of your own source materials, you must first select or create a background. Your material's setting might be based off of an existing science fiction universe or it might be something that you are going to create from scratch. In either event, it is important to communicate to your audience, in at least a cursory fashion, what your background is all about. What is the history of the universe? Who are the empires involved? What makes the universe special? Answering these questions will get players more involved in your source materials and go a long way towards transforming your source materials from words and numbers into a living, breathing setting that people can become involved and emotionally invested in.

Now, not all source materials require the writing of an epic, full-length novel (though, if you want to do that, there is nothing stopping

you!). You can get by with just a few pages of background when you are starting work on the source materials. You could start out with a general thesis or notes and then generating the rest of the source materials before coming back and fleshing out the background. But it is important that players can get a feel for who each faction is and what their motivations are.

5.1.1.1 Developing the Background

What is the "flavor" of your setting? Flavor is the combination of all of the special, unique properties of your background universe and usually is associated with the mental or emotional response that they invoke in the audience. This overall impression is important if you want to grab the interest or attention of the reader. If your setting seems like a run of the mill science fiction background, then it could be said that is rather bland or lacking in a distinctive flavor. This is not to say that creating an insane or completely zany background is always a good thing, either. Just remember that the more genuinely interesting you make your background, the more interest you will receive from others.

As you develop your setting, you should create a list of the elements in the background that may require modifications to the VBAM rules. The most common reason for adopting optional rules is to make the events and assumptions in your background possible in a campaign. You will use this list of possible modifications when you begin selecting optional rules (see 5.1.2 Select Optional Rules).

5.1.1.2 Create Factions

As you are developing your setting, you should make a list of all of the factions or empires that will be represented in the background. Who are the "characters" of your story? As with the rest of your background, you don't need to go into any great detail if you don't want to. However, it is best to provide enough information on each faction so that the players will know who (or what) they are controlling when they use the faction in a campaign. Full histories and art are something that we all wish we could

generate, but we understand if you lack either the time or ability to do so (hey, it happens to the best of us!). In most cases, a few paragraphs describing the appearance and/or mindset of the faction will be enough to at least point the player in the right direction.

5.1.2 Select Optional Rules

A good set of source materials should include a list of all of the optional rules that are recommended for play in that particular setting. Unless otherwise modified by optional rules, campaigns played using the source material set are considered to follow the standard campaign rules as described in the VBAM Campaign Guide.

Source material designers may review the 4.0 Optional Rules section of this book to determine if any of the optional rules therein would be appropriate to their source materials. Other future source books may include additional optional rules which designers may wish to recommend to their players via the source materials. Some popular optional rules include 4.1 Wartime Economies, 4.8 Quick Expansion Colony Fleet Rules, 4.10 Extended Construction Time, and 4.13 Random Events Table.

Any optional rules required (or recommended) for use with the source materials should be listed within the source materials. For each optional rule, include the book in which the optional rule can be found so players will know where to look to reference the rule. It might also be prudent to give a short one- to two-paragraph overview of why the optional rule is being used and how it applies to your background.

You should also include in the optional rules section of your source materials notes on any other changes to the basic campaign rules. By listing all of the rules modifications in one place, players will not have to hunt throughout the entire source material package to find all of the optional or modified rules being used in the campaign. This will make for easy use throughout play.

5.1.2.1 Movement Rules

The default movement rates for a VBAM campaign are outlined under the 3.5 Movement Phase. A set of optional movement rules is also provided in 4.2 Optional Jump Lane movement. In all cases, VBAM source materials use the normal rules found in 3.5 Movement Phase unless otherwise modified by the source materials.

Why would you want to modify the movement rate in your campaign? Some players may find that the normal movement rates are not conducive to the scope of their intended universe. As is, it takes one campaign turn (one month) to travel from one system the next over a minor jump lane, or half that over a major jump lane. But what if your source material background says that the Sol to Alpha Centauri jump can be made in a week? In that case, it might be worth modifying the movement rules to match your background.

In another example of your background dictating a change in movement rules, some science fiction settings rate their ships individually as to their strategic speed. In these cases, it might even be appropriate to apply a separate "movement rate" statistic to all space units describing how many jumps they can make in a single campaign turn (the movement of fleets would of course be limited by the slowest unit in the task force).

5.1.2.2 Supply Range

The default supply range in the VBAM campaign system is two hexes. This value can be modified for your source materials if you want to alter how far ships can move away from supply points before they begin experiencing out of supply problems. It may also be prudent to redefine what makes a supply point if the ships in your universe depend on unique facilities to stay in supply.

5.1.2.3 Civilian Fleet Costs

All VBAM campaigns are likely to make use of the basic civilian Colony, Transport, and Trade Fleets. However, each background might

have very different perceptions of what each of these civilian fleets really are and how valuable they are to the player.

The standard costs for these units are listed in the sample source materials, as well as in 1.5 Basic Terms. Your source materials may change the construction cost or CSCR stats of civilian fleets. It may also stipulate that players have to pay maintenance for the operation of civilian fleets, which is normally not the case. Feel free to modify the civilian fleets as appropriate to meet the needs of your background.

5.1.2.4 Other Basic Campaign Unit Costs

As with the civilian fleets, there exist other basic campaign units that will appear in almost every VBAM campaign. These include, but are not limited to, Shipyards, Planetary Shipyards, and Supply Depots. The basic costs for these units are given both in the sample source materials and in 1.5 Basic Terms. Source material designers can tailor these units' abilities, costs, and CSCR statistics as necessary to achieve the right affect for their campaign.

For instance, some source materials may disallow the existence of planetary Supply Depots in favor of Orbital Supply Depots. In some sources, too, some of these basic campaign units may provide additional benefits to the player. The aforementioned Orbital Supply Depot, for instance, may be assigned a Supply rating, giving it the ability to conduct 3.7.14 Field Repair!

5.1.2.5 Intel

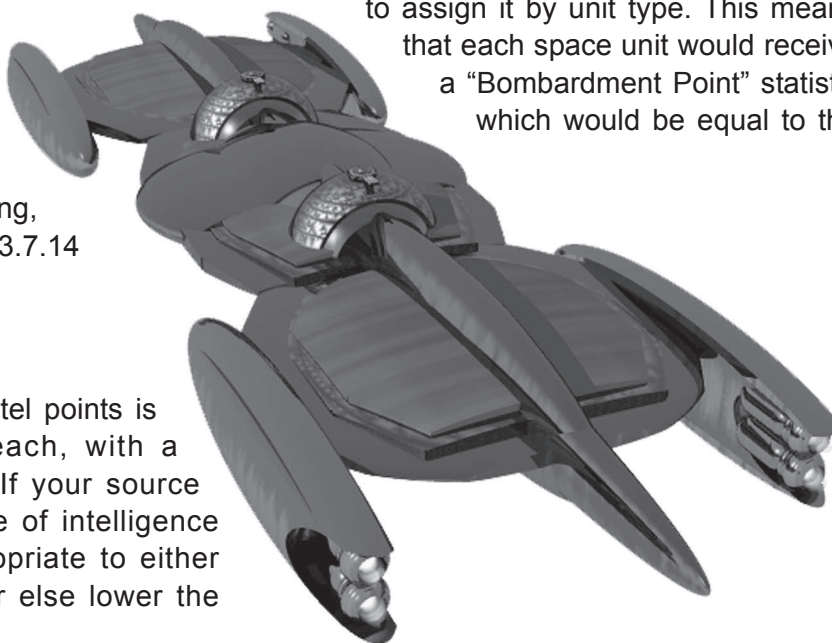
The default cost of Intel points is one (1) economic point each, with a maintenance cost of 1/10. If your source materials call for heavy use of intelligence networks, it might be appropriate to either discount the cost of Intel or else lower the maintenance cost.

Another way Intel may be adjusted is by defining or redefining the cost or results of Intel missions to fit your universe. For instance, you may wish to add a special Intel: Sabotage mission that allows a player to attempt to assassinate an enemy leader or elite officer.

5.1.2.6 Orbital Bombardment

Source materials commonly modify the way that orbital bombardment is performed, especially how many bombardment points a group of units produce and how many weapons of mass destruction can be carried. Default values are provided in the Campaign Guide, but source designers may modify these values as desired. For instance, your setting may stipulate that only certain types of ships are capable of performing orbital bombardment. You may not want anything smaller than a light cruiser to generate bombardment points at all. In another case, your background might require all units to generate twice the normal bombardment points, or have orbital bombardment missions occur on the same campaign turn in which they are ordered (typically orbital bombardment missions ordered on the current turn are not completed until the following turn).

You may also decide that, instead of having bombardment point generation be handled by design type, you instead want to assign it by unit type. This means that each space unit would receive a "Bombardment Point" statistic which would be equal to the



number of bombardment points units of that class would produce.

It is recommended that, if you do modify the number of bombardment points that are generated, that you include an updated bombardment point chart with your source materials.

5.1.2.7 Basing

There are some settings in which the size of flights is not equal. Maybe light fighter flights take up one Basing Capacity, but medium fighter flights take two? You may also decide to create distinct, separate basing types, such as separate basing for fighter flights and shuttle flights.

5.1.2.8 Raiding

Your source materials may carry special rules regarding 3.6.2.2 Raiding. This may include anything from source-specific raider factions to modifying the basic chance of a raider encounter in a system. Some source materials may even call for no chance of piracy to exist at all!

5.1.3 Create Faction Force Lists

By this point in the source material creation process, we have generated (or at least started generating) our source material's background and have decided on the optional rules that we want to use for campaigns in this setting. As part of that process, we have also assigned any modifications to the various basic campaign units. It is now time to begin building the force lists for each of the factions to be included in the source materials. A force list is a list of all units available to a faction during the course of the campaign. This includes all ships, bases, flights, and ground units the faction is capable of purchasing. Creating force lists can be a time consuming process. Careful consideration is required to ensure that the final result is balanced and internally consistent.

There are several different ways that you can go about creating your factions' force lists. If you are converting units from another source, say a television show or your favorite tactical war game, you will likely have resources

available that describe what units that particular faction has available. These sources will also give you a good idea of what capabilities and statistics the units should have when converted into VBAM. For tactical war games in particular, you may find success in creating a conversion spreadsheet to convert stats from the tactical game into the CSCR.

For most settings, including entirely new backgrounds, the source material designer will not have the luxury of good external resources to reference when creating force lists. This means that the designer will essentially have to "pull numbers out of the air" for the new units and hope that they are appropriate for his or her individual circumstances.

Before moving on to 5.1.4 Creating Space Units and 5.1.5 Creating Ground Units, you should decide on the overall aesthetic or theme the faction's forces will follow. Do they only use carriers? Do they rely on high numbers of low-quality ground units? Do they build big ships? Small ships? It can also be helpful to begin drafting a list of types of units that you know the faction would be using.

Making these decisions now will help to focus your creative energies when the time comes to actually start generating actual unit statistics.

5.1.4 Creating Space Units

The most time consuming part of creating any new source material book is the creation of CSCR statistics for the space units found in your particular background. There is no right or wrong way to create new CSCR stats! As long as you are internally consistent, you should not run into any major difficulties during this step.

If you have no intentions of using the CSCR to resolve combat in your campaign, because you will be using a third-party tactical combat system, then the only value you need to convert for each of your units is the construction cost.

Exhibit C includes templates for many common ship designs. These statistics are meant only as a guide for designers, not as a

Exhibit C: Space and Ground Unit Templates

CSCR Ship Templates: Basic Warships

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Juggernaut	JG	20	6/2	20	25	7	18	10	6	
Monitor	MT	15	4/2	15	18	6	15	8	4	
Battleship	BB	14	3/2	12	14	5	12	5	3	
Dreadnought	DN	10	2/2	10	12	2	10	4	0	
Battlecruiser	BC	8	3/3	8	10	4	8	3	0	
Heavy Cruiser	CA	7	2/3	7	8	4	7	3	2	
Light Cruiser	CL	5	2/4	5	5	3	5	2	1	
Destroyer	DD	4	2/6	4	3	2	4	2	0	
Frigate	FF	3	1/6	3	2	2	3	1	0	
Corvette	CT	2	1/8	2	1	2	2	1	0	
Gunboat	GB	1	1/12	1	1	1	2	1/2	0	

CSCR Ship Templates: Basic Carriers

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Fleet Carrier	CVA	12	4/2	12	7	6	10	4	12	Carrier
Heavy Carrier	CV	8	3/3	7	5	4	7	3	8	Carrier
Light Carrier	CVL	6	3/4	5	3	3	5	2	5	Carrier
Escort Carrier	CVE	4	3/6	4	1	2	4	2	3	Carrier

CSCR Ship Templates: Basic Bases & Defenses

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Star Fortress	Base	36	4/1	40	36	10	N/A	N/A	10
Battlestation	Base	24	3/1	26	24	8	N/A	N/A	6
Starbase	Base	16	2/1	18	16	6	N/A	N/A	3
Outpost	Base	9	1/1	10	8	4	N/A	N/A	1
Heavy DEFSAT	DEFSAT	4	2/12	3	4	2	N/A	N/A	N/A
Standard DEFSAT	DEFSAT	2	1/12	2	2	1	N/A	N/A	N/A
Area Denial Mine	Mine	1/8	1/32	2	0	0	N/A	N/A	N/A
Anti-Ship Mine	Mine	1/6	1/24	1	1	0	N/A	N/A	N/A
Anti-Fighter Mine	Mine	1/6	1/24	1	0	1	N/A	N/A	N/A
Multipurpose Mine	Mine	1/4	1/20	1	1	1	N/A	N/A	N/A

Exhibit C: Space and Ground Unit Templates (cont.)

CSCR Ship Templates: Customized Warships, Carriers, & Defenses

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Command CA	CC	8	2/3	8	9	4	10	3	1	Command
Stealth Cruiser	CA	8	3/3	8	7	3	7	3	0	Stealth (1)
Medium Cruiser	CA	6	2/3	6	7	3	6	2	1	
Assault Cruiser	CA	7	2/3	7	5	3	6	3	1	Assault
Missile Cruiser	CA	8	2/3	7	9	3	7	3	0	Ballistic
Scout Cruiser	ECA	9	3/2	7	6	4	7	3	2	Scout (2)
Light Scout CA	ECL	7	2/3	5	4	3	5	2	1	Scout (1)
Explorer Ship	EX	16	4/2	13	7	5	8	5	4	Explorer (1)
Heavy Warship	CL	4	2/5	5	4	2	5	2	0	
Heavy Destroyer	DD	4	3/6	4	5	3	4	2	0	
Missile Destroyer	DD	5	2/6	4	4	1	4	2	0	Ballistic
Minelayer	DD	4	2/6	4	2	2	4	2	0	Mine Controller (2)
Missile Frigate	FF	3	1/6	3	3	1	3	1	0	
Escort Frigate	FF	3	1/6	3	0	4	3	1	0	
Minesweeper	FF	4	1/6	3	1	2	3	1	0	Minesweeper (2)
Blockade Runner	FF	3	1/6	3	2	2	3	1	0	Blockade Runner
Jamming Frigate	FF	4	1/6	2	0	2	3	1	0	Jammer (2)
Armed Courier	CT	1	1/8	2	1	1	2	1	0	Fast Ship
Command Carrier	CV	9	4/3	9	9	5	10	3	8	Carrier, Command
Assault Carrier	CV	8	3/3	7	8	4	7	3	6	Assault, Carrier
Super Carrier	CVA	15	6/2	14	8	5	12	5	20	Carrier
Civilian Freighter	FT	1	1/8	2	0	1	2	1	0	Supply (1/2)
Military Transport	AOE	5	2/4	5	1	2	4	2	0	Supply (2)
Mobile Shipyard	MT	20	5/2	16	1	6	6	6	2	Mobile Construction
Fighter Base	Base	6	1/2	5	1	3	N/A	N/A	3	
Fighter SAT	DEFSAT	1	1/12	2	0	1	N/A	N/A	1	
Fighter Mine	Mine	1/3	1/20	1	0	0	N/A	N/A	1	

Exhibit C: Space and Ground Unit Templates (cont.)

CSCR Ship Templates: Basic Fighter Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Super-Heavy Ftr	SHF	1/1	1/6	8	6	3	N/A	N/A	N/A	
Heavy Fighter	HF	1/2	1/8	3	3	3	N/A	N/A	N/A	
Medium Fighter	MF	1/3	1/12	2	2	2	N/A	N/A	N/A	
Light Fighter	LF	1/4	1/16	1	1	1	N/A	N/A	N/A	
Ultralight Fighter	ULF	1/5	1/20	1	0	1	N/A	N/A	N/A	

CSCR Ship Templates: Other Basic Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Shuttle	ST	1/6	1/20	3	0*	0*	N/A	N/A	N/A	
Combat Shuttle	CST	1/5	1/20	3	0	0	N/A	N/A	N/A	
Assault Shuttle	AST	1/3	1/9	2	1	2	N/A	N/A	N/A	Assault
Breaching Pod	BP	1/2	1/6	4	0*	0*	N/A	N/A	N/A	Direct Assault (1)

CSCR Flight Templates: Customized Flights

Unit Name	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Special Notes
Heavy Bomber	SHF	2/1	1/6	6	7	2*	N/A	N/A	N/A	Ballistic
Bomber	HF	2/2	1/8	4	4	1	N/A	N/A	N/A	Ballistic
Interceptor	MF	1/4	1/12	2	0	3	N/A	N/A	N/A	
Attack Fighter	MF	1/3	1/12	2	3	1	N/A	N/A	N/A	
Recon Fighter	MF	1/3	1/8	2	1	2	N/A	N/A	N/A	Recon Unit
Stealth Fighter	LF	1/4	1/12	2	1	2*	N/A	N/A	N/A	Stealth (1)

Ground Unit Templates

Unit Name	Cost	Maint	Attack	Defense	D Factor	Attrition	Special Notes
Militia	N/A	N/A	1	1	0	1	
National Guard	1/2	1/4	2	1	0	2	
Regulars	1	1/3	2	2	d2	2	
Marines	2	1/2	3	3	d3	3	Marine
Elite Marines	3	2/2	4	3	d4	3	Marine
Peacekeepers	1	1/3	1	2	d3	2	Peacekeeper

strict set of standards for unit design. Each universe's units will have wildly different values.

5.1.4.1 Types of Space Units

5.1.4.1.1 Ships

Ships are mobile space units and will make up the bulk of the craft in your source materials. The basic assumption is that most (if not all) ships are capable of traversing a jump lane. Otherwise there is nothing special to note about ship units.

5.1.4.1.2 Flights

Flights are special units that are based off of other units or systems with available Basing Capacity. Your source material may state otherwise, but this campaign guide assumes that flights are incapable of traversing jump lanes alone.

5.1.4.1.3 Bases

Bases are fixed defense installations that cannot be moved from the location at which they are built. Bases tend to have high defense values and combat factors, making them formidable opponents in battle.

5.1.4.1.4 DEFSATs

Defense Satellites (DEFSATs) are a cross between ships and bases and are used as cheap, throwaway defense units. They tend to do little real damage, but their large quantities make up for any lack in quality.

5.1.4.1.5 Mines

Mines are special fixed defense units that perform like weak DEFSATs in battle, while also providing support for formation bonus increases.

5.1.4.2 Construction and Maintenance Costs

Assigning construction and maintenance costs is often difficult and the cost-to-ability ratio of units often differs between source material packages. The important thing to do is adopt a

consistent scheme and use it throughout your source materials. This will make it easier for you, the source material designer, while also making values easier to remember for your players. If all (or nearly all) of your heavy cruiser designs have a maintenance cost of 2/3, then players will come to instinctively expect this value. Memorization of information like this can help speed up campaign play.

On the issue of maintenance costs, the costs you set for unit maintenance will determine how large of fleets your players will be able to operate. The higher the maintenance costs, the smaller the fleets each empire can feasibly control at one time. If you are creating these source materials to support a third-party tactical game, it may be appropriate to assign maintenance costs that restrict fleet sizes to a manageable level.

5.1.4.3 In-Service Date (ISD)

Each unit in your source materials should be assigned an in-service date, unless an alternative set of research rules are being used in which in-service dates are a non-issue. The in-service date of a unit tells the player which Tech Year they must achieve before they can begin purchasing units of the type.

5.1.4.4 Defense Values

Before you begin assigning defense values, you must first consider the relative size of ships in your background. What is the difference in hull strength between your weakest and your strongest ship? How many times more durable is the largest battleship or planet-buster as compared to a lowly police corvette? One of the most common mistakes made when creating new units is not placing enough range between the weakest and strongest units. In the previous example, if my largest and bulkiest battleship was 20 times the strength of the weak corvette, then you would want to set the corvette at the lowest defense value possible (DV 1) and the battleship at 20 times that amount (DV 20). From there, you could begin estimating the relative defense value of the rest of the units to be converted.

5.1.4.5 Anti-Ship Values

The anti-ship values of your new units will be directly influenced by the defense values assigned to other units. A unit takes an amount of damage to cripple or destroy equal to its defense value, and the amount of anti-ship damage is based on the anti-ship value of the unit.

In general, consider the damage that the ship would be able to do on a minimum and maximum CSCR damage roll (1 and 6 respectively). For example, if we created a heavy cruiser with AS 8, it would be able to do 0 - 4 damage by itself. This means that, on a good damage roll, this heavy cruiser could hypothetically destroy a DV 2 corvette in a single salvo. Looking at AS values in this way can give you perspective when determining the values for your own units.

When creating ships for your settings, any unit that has any reasonable chance of damaging a ship or base should be assigned at least AS 1.

5.1.4.6 Anti-Fighter Values

Anti-fighter values are far lower than values assigned in other areas. This is because flight units, which AF is used to attack, do not cripple and tend to have low DV values. You will find that most of your units will have AF values between 0 - 6, with AF 3 being the most common.

When creating ships for your settings, any unit that has any reasonable chance of damaging enemy fighters or shuttles should be assigned at least AF 1.

5.1.4.7 Command Ratings and Costs

The Command Ratings and Command Cost you assign to your units will vary based on the size of squadrons and fleets in your universe. Some settings may call for very small fleet fleets, while in others battles between hundreds of ships per side may be commonplace. The best rule of thumb is to consider what constitutes a "normal" ship squadron in your background and

make sure that the Command Ratings and Command Costs of your units allow squadrons of this type to be formed.

Fixed defense and flight units possess neither a Command Rating nor Command Cost.

5.1.4.8 Basing Capacity

Units that are supposed to operate fighters, shuttles, or other flight units should be assigned Basing Capacity (or Basing, for short). Each point of Basing allows the unit to base a single flight unit.

Flights of course cannot have a Basing Capacity, as a fighter or shuttle will never be able to base another flight unit.

5.1.4.9 Space Unit Special Abilities

This section contains a list of possible special abilities that you can assign to your space units. Some of these CSCR unit special abilities have already been described previously in this book, while for others this is their first mentioning. For those who have deeper ties to the VBAM campaign system, rules references are included for ease of use.

Designers are advised to use special abilities responsibly. It is important to make sure that your factions have access to many different types of technologies and abilities (notably Assault, Scout, and Supply units), but it is easy to over do it. The best litmus test when applying CSCR special abilities is this: *does this ability replicate the intended function or ability that I had in mind for this unit?* If yes, they you are probably safe. If no, then you may wish to rethink the use of the special ability.

Designers are encouraged to create entirely new special abilities for their units, where appropriate. There will always be cases where a custom special ability will fit your background better than any of the available, pre-defined abilities provided below.

Assault

Assault ships are used to facilitate planetary invasions. As detailed in 3.6.5.2 Invasions, Assault ships are required to assist

in the deployment of non-Marine ground units from Transport Fleets. Assault ships can transport one ground unit per division, where the Assault division size is equal to the denominator in the Assault ship class' maintenance fraction. For example, a light cruiser Assault ship with a maintenance cost of 2/4 would require four Assault ships of that class to carry a single ground unit. In the case of Marine units, two Marine ground units can be transported in the place of one non-Marine ground unit.

Flight units noted as having Assault capabilities are also capable of transporting ground units and assisting in ground battles. These flights can carry one Marine unit (but no other ground unit type) per division.

Ballistic

Units with the *Ballistic* ability are armed predominantly with ballistic weapon systems, such as missiles or torpedoes. Ballistic units are capable of being equipped with special ballistic weapons packages, as specified in the source materials, and do not have their AS value halved as a result of being placed in the Task Force flagship squadron.

Ballistic units pay for this flexibility by relying more heavily on supply lines than other, non-Ballistic units. Ballistic units are affected more by the effects of being Out of Supply (see 3.6.1.4 Effects of Being Out of Supply).

Blockade Runner

Blockade Runners are units specially designed for breaking through or into planetary blockades. Traditionally relying on speed and maneuverability to ensure their safety, Blockade Runners have a better chance of running a blockade.

Blockade Runners gain a special -4 modifier to scenario length for purposes of their involvement in the scenario only. The modifier does not affect any other units in the scenario. Once the Blockade Runners' modified scenario length is met, they disengage from the scenario and are considered to have either successfully broke out from a blockade or else ran the

blockade and reached the blockaded system or planet.

Carrier

Carriers are units that base a substantial number of flights. Carriers are almost completely dedicated to carrier operations, utilizing large numbers of support crew and equipment in order to ensure smooth carrier operations. This equates to a higher than normal maintenance expense. In general, any unit with a basing capacity greater than half its defense value (DV) is considered to bear the Carrier moniker.

Cloak

Special cloaking devices, referred to simply as cloaks, are used to mask the presence of a vessel. Cloaks are highly refined versions of traditional Stealth technology, and as a result ships with the *Cloak* attribute are considered to be Stealthy for purposes of secret fleet movements.

Any ship or flight equipped with a cloak may decide during the Assignments Phase whether or not they wish to engage their Cloak. While cloaked, unit's formation bonus and defense value (DV) are increased by one (1), but all of its combat factors are halved (rounding down). Flights receive the same defense advantages of ships while cloaked, but flights may *not* fire while cloaked. When not fully engaged, cloak capable units receive a +1 to their anti-ship (AS) and anti-fighter (AF) values, representing the crafts' ability to get the drop on their adversaries. Once a ship has been crippled it can no longer operate its cloaking device for the rest of the scenario.

Certain units may possess more advanced cloaking technology. This is represented by the addition of a parenthetical value after the unit's "Cloak" designation. The value in the parentheses is the unit's Cloak rating. The higher the Cloak rating, the harder it is for the enemy to detect them.

Command

Command units are designed specifically to lead fleets into battle. Command units have

expanded fleet command and control abilities, including dedicated flag bridges from which an admiral can direct the battle. Command units increase their base command rating (CR) by an arbitrary amount, typically about 10% (minimum 1).

Command Post (Bases Only)

Some bases are so large and grandiose that their presence in a star system is enough to keep the population's Morale from dropping to zero. These *Command Posts* usually serve as military logistics linchpins of great importance, usually erected at sector capitals throughout an empire. As long as a Command Post exists in a star system, all Morale checks made in that system receive a +1 bonus to the roll.

Diplomatic

Diplomatic couriers are special ships that can assist in bridging the political and cultural gap between alien species. Such couriers ferry important dignitaries into foreign space so that they can meet face-to-face and discuss important matters of the day.

If a diplomatic courier ship is operating in an enemy empire, the player will receive a bonus to treaty rolls equal to the foreign system's Census. Only one diplomatic vessel operating in a foreign empire can provide any benefit at a single time.

Direct Assault

Unlike Assault units, *Direct Assault* units (breaching pods, boarding craft, etc.) deposit their marines directly to the enemy ship in an attempt to capture the ship. Treat Direct Assault ships as breaching pods (see 3.6.3.19 Capturing Ships and Other Units) for purposes of performing boarding operations.

Direct Assault ships are rated as to their boarding capabilities. Unless otherwise noted, a normal "Direct Assault" unit provides one (1) free point of attrition damage per turn towards boarding operations. However, some ships are more capable of performing Direct Assault operations. If the "Direct Assault" notation is followed by a parenthetical value (ex: "Direct

Assault (3)"), then the amount of free directed attrition damage generated by the ship is equal to the value in parenthesis (in this case, 3).

Disruptor

The anti-thesis of Guardian units, *Disruptor* units are adept at breaking up enemy formations. Disruptor units may utilize saturation-fire weapons or are just particularly robust, but in any event the effect is the same. For each point of Disruptor rating (found in parentheses), the unit can lower the formation bonus of one enemy ship by one (1). The decision to do so is made during the Assignments Phase.

Explorer

Explorer ships are large mobile research platforms designed specifically for mapping the uncharted frontiers. The electronics installed on these vessels is advanced enough to allow them to move considerably farther off the established jump beacons than normal. This allows them to discover 'lost' beacon trails leading to new star systems.

Explorer units are similar to Scouts in that they, too, generate scout functions, but the scout functions generated by an Explorer apply only to exploration attempts (see 1.3.4.2 Exploration in the Freeform Campaign Scenario) or other exploration-related endeavors and provide no benefit in combat situations.

Fast Ship

Fast Ships enjoy a weighty strategic movement advantage over standard starship classes. Units with the Fast Ship ability gain a bonus to their movement during the campaign turn. Fast Ships can traverse one (1) extra minor or major jump lane at the end of their normal movement. This means a Fast Ship could traverse up to three lanes in a single turn! Only task forces containing only Fast Ships can exploit this advantage. If even a single ship accompanying a Fast Ship does not have the ability, then the fleet must follow all the normal movement rules. Flights based on Fast Ships do not affect their carrier's ability.

Fast Ships make excellent couriers and many priority transports are noted as being Fast Ships. In their line of work, getting cargo and VIPs to the destination in the shortest amount of time possible is paramount.

Guardian

Guardian units provide intrinsic support to any squadrons in which they are included. These ships are equipped with above-average defenses and use them to protect themselves or other friendly units. A Guardian unit can increase the formation bonus of one ship in its squadron by one (1) per Guardian rating point, the decision to do so being made in the Assignments Phase.

Gunship

Gunships are heavily armed warships that excel at orbital bombardment. A Gunship adds 1 bombardment point top their normal bombardment point total. For ships that require multiple contributors to earn a single bombardment point, such as a frigate that requires 3 for 1 bombardment point, simply reduce the number of units required by 1. Therefore, Gunship type frigates will only require 2 vessels to contribute 1 bombardment point.

As with Ballistic units, being out of supply has a greater impact on Gunship units. Gunships lose twice the AS of normal units per out of supply level (see 3.6.1.4 Effects of Being Out of Supply).

Hospital

Hospital ships provide emergency medical assistance to planets and systems that have been struck by disaster. Whether it be a plague or orbital bombardment, Hospital ships can provide immediate relief for the survivors. Along with medical equipment and personnel, Hospital ships almost always contain forward observers that monitor humanitarian conditions at endangered colonies.

If a Hospital ship moves into a system that has a Morale of 0, it can use its supplies to temporarily increase the Morale to 1 for a single turn. After that turn the hospital ship is

considered 'used,' much in the same way a military supply ship is considered "used" after resupplying friendly units. Any given system will only benefit from the effects of Hospital ships for a limited amount of time, equal to the system's Census, after which their effects are ignored.

In addition to its normal Morale benefits, Hospital ships are also effective at countering local disease outbreaks. If such an outbreak occurs in your campaign, each Hospital ship kept in supply at the location will generate an amount of tech investment per turn equal to the system Census towards developing a cure for the disease.

Identify Friend-or-Foe Enhancement (Mines Only)

Mines equipped with the Identify Friend-or-Foe (IFF) enhancement are capable of differentiating between known friendly and hostile targets. This makes mine warfare more conducive to the defender, and as a result all IFF-equipped mines are considered to have a mine value twice that of normal for purposes of increasing the formation bonuses of units in their squadron.

Jammer

Units with the *Jammer* special ability are able to negate the scout functions generated by enemy Scouts. For each point of Jammer rating a unit posses, they can reduce an enemy Scout's number of available scout functions by one (1).

Mine Controller

Certain ships and bases are equipped with *Mine Controllers*, special units that allow the vessel to directly control mines in Defensive scenarios. Each Mine Controller allows the ship to command a number of additional mines equal to half its command rating above and beyond the normal one-third fixed defense limit imposed by 3.6.3.7 Task Force Creation. The number of Mine Controllers a unit has available is listed in parentheses after the Mine Controller designation in the unit's Special Notes.

Mobile units equipped with Mine Controllers are commonly referred to as minelayers. Minelayers gain a special bonus in that they may transport and deploy mines remotely from a fixed defense point. Each Minelayer can transport and deploy as many mines as it has Mine Controller capacity to control. Using this ability, Minelayers can transport mines to the front lines and deploy them in contested systems, providing ad hoc fixed defenses until the system can be fully secured. Also, since Minelayers are by their very nature equipped with Mine Controllers, they gain the special ability of being able to bring mines into any non-Defensive scenario, a situation that would otherwise be impossible.

Example: The Chouka Covenant Minelayer, the largest minelayer operated by the Chouka Theocracy, has a Command Rating of 6 and a Mine Controller rating of 4. Each Mine Controller allows the Covenant to control or transport 3 mines and the Covenant has 4 such Controllers, which means each Covenant can control/transport a total of 14 mines independent of any other sources.

Minesweeper

Minesweepers are particularly effective at sweeping enemy minefields. These ships use specialty weaponry or electronics packages to detect, target, and destroy enemy mines. Each Minesweeper provides a number of free directed damage points equal to its minesweeper rating (displayed in parenthetical form after the minesweeper designation) each combat turn that can be used to target and destroy enemy mines.

Mobile Construction

Mobile Construction units are, as their name would indicate, mobile construction facilities that can be used to build or repair craft at locations without existing shipyard infrastructure. By themselves mobile shipyards are not very useful, but when kept in supply they can be an incredibly valuable asset.

Each Mobile Construction unit has a construction capacity equal to its defense value (DV). This represents the maximum number of economic points that can be spent at the unit each campaign turn. Mobile Construction units are also limited in the size of vessels they can build or repair. This maximum size is equal to the Mobile Construction unit's DV. Mobile Construction units have only a single dock space in which to build/repair units and cannot perform any construction or repairs on turns in which they are ordered to perform movement of any kind.

Mobile Construction units can use the construction capacity of any player or ally owned planet at which it is currently located, but more often than not these mobile shipyards will be operating in the field away from such construction sources. In these cases, each unused military supply ship accompanying the mobile shipyard will allow the shipyard to perform two (2) economic points of construction per point of Supply rating. These points must be paid out of the point pool, and freighters are considered 'used' after they have aided a Mobile Construction unit with its construction duties.

Mobile Construction units are rarely armed and typically cost nearly the same amount as a normal shipyard. They may only traverse one jump lane per turn regardless of its quality and cannot travel across restricted lanes at all.

Reconnaissance Units

Reconnaissance Units, typically called simply *Recon Units*, are long-range advance scouts dispatched ahead of a fleet to check for possible opposition and, should they run into any opposition, determine the size and configuration of the opposing force.

Recon Units have an indirect effect on combat scenarios. Any task force that contains even a single Recon Unit, whether it be a ship or fighter, gain +1 available Scout Functions for purposes of including/excluding units from the scenario (3.6.3.7.2 Scout Use in Task Force Setup), influencing surprise rolls (3.6.3.8 Surprise), or modifying scenario length (3.6.3.9 Scenario Length). Intel spent via the Recon Unit(s) comes from the Military Intel Pool. Recon

Unit effects are non-cumulative, so placing multiple Recon Units in a single task force does offer any benefits beyond redundancy.

Trade

Trade units are commercial vessels whose sole purpose among the stars is to generate revenue. Luxury liners are the most common example of trade vessels. They do not provide any Supply benefit, as is traditional for cargo craft, but instead have a direct effect on commerce income. When Trade units are assigned to Trade Fleets they add their Trade rating to the income of the systems along the Fleet's trade route. This adjusted total is then used to determine the amount of income the trade route earned.

Example: A Volnoumesta Luxury Liner is assigned as an Escort to a Trade Fleet whose trade route passes through three systems. These systems have a total output of 58. The Volnoumesta has a Trade rating of 3. The luxury liner's Trade rating is added to the system's total output (58), producing an adjusted total of 61. The adjusted value is then multiplied by 10% to determine the route's income total, which is now 6 economic points per turn. The addition of this Trade unit to the trade route has managed to put the route 'over the top,' increasing its per turn income!

Shields

Some units are protected by energy shielding, a defensive technology which can make a unit harder to hit or damage. These defenses can take many different forms and are referred to generally as *Shields*.

Non-crippled units equipped with Shields have their defense value (DV) increased by their Shield Rating, listed in parentheses after the Shields notation. Once a shielded unit is crippled, it loses its Shield bonus. This temporary DV increase only affects the unit during combat and provides no benefits otherwise.

Example 1: A Kree Shielded Transport has DV 4 and Shields (1). Until the ship is crippled, the effective DV of the unit is 5. This means it will take 5 points of damage to cripple the unit instead of the 4 damage normally required.

Fighters, shuttles, and other flight units can be equipped with Shields, but the task of powering shielding, weapon, and propulsion systems simultaneously puts a major strain on the small crafts' power plants. Players make the decision during the Assignments Phase whether or not to power a flight's Shields. When activated, Shields increase the DV of the flight by the listed Shield Rating, but also lower the combat factors of the flight by one level. Any non-asterisked anti-ship (AS) or anti-fighter (AF) values become asterisked, and any asterisked value is reduced to the next lowest, non-asterisked integer. If the AS or AF value is already '0', then it is instead reduced to '0*', meaning it is incapable of scoring damage against that type of target.

Because flights do not cripple, Shields (if active) will remain effective until the flight unit is destroyed.

Example 2: A Novon Nostira Wave Fighter, a light fighter, has DV 2, AS 0, AF 4, and Shields (1). If the players opts to power on the Nostira's Shields, the DV will increase by 1 (DV 1 + Shield Rating 1), AS will reduced to 0*, and AF will reduce to 3.*

Stealth

Stealth technologies include a full range of profile, heat, and signature masking technologies designed to keep a ship hidden. Stealth technology is not as advanced as full-blown cloaking devices, but it still confers a significant strategic advantage even if its tactical applications are not as great. Stealth units gain a +1 defense value (DV) bonus as a result of these stealth capabilities. This bonus is factored into the units' base statistics.

Stealth units are rated as to their stealth capabilities. The Stealth level of the ship is

indicated in parenthesis. Each level of Stealth does not add additional DV benefits, but it does make the ship harder to detect, which will have an impact on stealth movement and operations (see 4.20 Stealth & Concealed Movement). Ships with high Stealth level ratings can move through systems without being seen, and their very presence in the system will be enough to gather valuable information about the presence of any enemy installations or fleets also residing in the system.

Suicide Unit

Some empires utilize *Suicide Units*, kamikaze craft specifically designed for ramming and destroying the enemy. These ships do not use any ramming rules, but instead fight like normal combat units. Once the Suicide Unit has participated in even a single combat round, it is destroyed. Because of the “one use” nature of Suicide Units, these ships and flights are typically equipped with special explosive charges that score far more damage than a normal ship of its size would be capable of dealing in a single attack.

In the case of suicide fighter or shuttle flights, the number of suicide flights that can be deployed from a single squadron is equal to the command rating of the squadron flagship.

Supply

The *Supply* ability indicates that a unit is a Military Supply Ship (see 3.6.1.3 Military Supply Ships) or can otherwise perform the duties of a Military Supply Ship. This includes 3.5.4 Moving Ground Units, maintaining 3.6.1.1 Basic Supply Routes over restricted jump lanes, and performing 3.7.14 Field Repair.

Most bases in the Escalation Wars universe are given a Supply Rating and can perform the duties of a Military Supply Ship. This makes bases in this setting far more important as defensive centers.

Units with the Supply ability should not be confused with 3.6.1.2 Supply Depots.

Supply Depot (Bases Only)

In addition to normal planetary supply depots, some orbital bases are considered to be *Supply Depots*. Any base noted as a Supply Depot in its Special Notes column provides all the benefits of a CG 3.6.1.2 Supply Depot.

5.1.5 Creating Ground Units

Ground unit creation is far easier than space unit creation, largely because a faction will only have a handful of ground units in their source materials whereas they could have dozens of space unit designs.

Refer to Exhibit C for ground unit templates that you can base your own ground units off of.

5.1.5.1 Ground Unit Types

The types of ground units available in your source materials will depend on your background. You can go into a great deal of detail, or you can keep things very abstract. If ground combat is not a major focus of your campaign, you will likely be safe limiting each faction to three or four ground unit types, possibly including Militia (Census), Regulars, and Marines.

The Militia is a special type of ground unit that is generated when there are no other defenders for your world. Militias are formed from the population of your planets, so will (typically) be the weakest ground unit in the faction's arsenal.

It is possible for your source to call for a power to have no ground units available at all, not even Militia. This is perfectly okay, though it means the faction will have troubles protecting their worlds should enemies begin invading.

Although it has no affect on play, some designers may wish to categorize their ground units into different types, such as Infantry, Armor, Artillery, VTOLs, etc. How these designations affect your ground units is up to the designer. This is another aspect of source material creation where you may wish to be creative and create new abilities for each of the types.

5.1.5.2 Construction and Maintenance Costs

As with space units, the construction and maintenance costs of ground units are arbitrary and will vary from source to source. Costs should be kept low however, so that the economic burden of maintaining a troop presence in controlled systems does not overwhelm the player.

5.1.5.3 In-Service Date (ISD)

Each unit in your source materials should be assigned an in-service date, unless an alternative set of research rules are being used in which in-service dates are a non-issue. The in-service date of a unit tells the player which Tech Year they must achieve before they can begin purchasing units of the type.

5.1.5.4 Attack Value

A ground unit's Attack value is a major deciding factor in whether or not the ground unit can break through the opponent's own Defense value and reduce their Attrition. Attack values tend to range between 0 and 4, though any reasonable value can be assigned. Just be sure that your ground units do not end up with too high of Attack values, as then the enemy will have no chance of defending against their attack.

5.1.5.5 Defense Value

The Defense value is the ground unit statistic which must be overcome before a unit begins taking damage. As with the Attack value, most ground units have Defense values between 0 and 4. Also like Attack, designers should take care to not set a unit's Defense value at such a level so as to make them invulnerable to enemy attacks.

5.1.5.6 D Factor

A ground unit's D Factor is a die roll which is added to their Attack value when attacking other ground units. If you wish to give a ground

unit a higher over attack, you should consider increasing their D Factor before their Attack. The variable nature of the D Factor allows you to create units that could be capable of great feats of prowess in battle, but could also fall flat on its face instead and do little to no damage to the enemy.

5.1.5.7 Attrition

Attrition is the ground unit's ability to take damage. The way that ground combat works, all in supply ground units restore their full Attrition value by the end of each campaign turn. For this reason, Attrition is a volatile statistic. The higher you set your ground units' Attrition, the greater the chance that enemy ground units will be unable to kill them. This can lead to drawn out ground battles and may cause players to utilize orbital bombardment in preference to planetary assaults. An Attrition value of 1 to 4 is common.

5.1.5.1 Ground Unit Special Abilities

Unlike space units, there are very few ground unit special abilities. Of these, only the Marine special ability is outlined in the core campaign rules.

Marine

Marine ground units have many special properties. Firstly, they are the only ground unit type that can invade from Transport Fleets without the assistance of Assault ships. If the Marines invade from Assault ships, they ignore the normal invasion Attack penalty (see 3.6.3.5 Invasions). Secondly, Marines take up half the normal space as normal ground units (see 3.5.4 Moving Ground Units). Two Marine ground units can fit in the place of one normal ground unit.

Peacekeeper

Peacekeeper ground units excel at keeping local populations in check. As a result, each Peacekeeper ground unit count as two units for purposes of 3.8.3 Using Troops to Control a Population.



5.1.6 Compile Force Lists

With all of your space and ground units designed, you should now take the time to compile them in final form to include with your source materials. The most common way to arrange the force lists is by faction, with each major type of unit placed in a separate subsection. Examples of one style of force lists can be found in the sample source materials in the back of this book.

5.1.7 Develop Scenarios

After you have largely fleshed out your source material's background and factions, it is time to begin putting together specific campaign scenarios that players and CMs can use to begin new campaigns in your setting. Guidelines for creating new scenarios are included in 2.4.3 Creating Your Own Scenario.

All of the scenarios you create based on the background in your source materials should be listed together in the same section. For ideas of how to display your scenario information, refer to the 5.2 Sample Source Materials and the files in the appendices.

5.1.8 Final Assembly

Taking all of the source material notes produced so far, create a single document listing the modifications and special rules that apply to

your particular setting. This document can be anywhere from one page to a dozen page or more in length, depending on the amount of alterations to the basic rules that your setting required. If your campaign changes many of the default costs found in the VBAM Campaign Guide, then it might be advisable to produce a chart to add to your source materials showing all of the updated cost and maintenance values.

Once the main source material document is compiled, you can add your space and ground units to the document, either by directly adding them to an appendix or by placing the individual files together in a PDF or single compressed file (such as a zip file).

5.2 Sample Source Materials

5.2.1 Sample Game Races

The following scenarios provide an immediate setup for a VBAM campaign without the need for additional source material. Each will provide map and system setup, player setup, starting date (for determining which ships are available and tech advances), victory conditions, and any special notes or modifiers for that scenario. Following the scenarios is a list of six races with a full ship and ground unit roster for

each. There are no restrictions on which races are used in which scenario, although each has their strengths and weaknesses. A brief description of the races is given below.

Brindaki: The Brindaki have tried to not focus their designs on any one area in order to remain versatile but unlike the Jains their ships come in a variety of sizes. Because of this their ships are average in most respects, lacking both overwhelming strength and glaring weaknesses.

Jains: The Jains believe in large multi-purpose ships. This makes their ships potent in combat but also very expensive to produce. They attempt the same with their fighters which unfortunately just makes their fighters mediocre overall.

Kili: The Kili have focused on defensive technologies to increase the survival of their ships. This makes them very hard to destroy while they slowly whittle away their opponent.

Lorans: The Lorans seek to create the perfect fighter. Thus it is no surprise that fighters form the bulk of their offensive power. Unlike the Tirelons their fighters are individually more powerful but generally less in number.

Senorians: Senorian ships and fighters tend to specialize towards one role, although they by no means ignore other aspects of combat. This makes Senorian fleets very dangerous in situations they were designed for.

Tirelons: Tirelon ships are generally small and fragile and operate in what are most accurately called swarms. This philosophy extends to their fighters, with quantity more important than quality and most Tirelon ships carry at least one flight of fighters.

5.2.2 Sample Game Scenarios

Scenario 1 - Two Player: Land Grab

Overview: Two emerging powers in an otherwise uninhabited area of space vie for resources.

Map Setup: Use map 1 (small galaxy). Each player rolls a d6, high roll chooses their empire first.

Starting Date: 3000

Player Setup: Each player starts with 50 points to spend on units. They also start with two colony fleets.

Special Notes: The 4.9 Quick Expansion Colony Fleet optional rules are in force.

Victory Conditions:

Military) Capture your opponent's homeworld and hold it for three consecutive turns.

Economic) Control two-thirds (2/3) of the systems (10 for this scenario) and hold them for three consecutive turns.

Scenario 2 - Two Player: Old Enemies

Overview: Two old empires who have a long history of conflict go to war one final time to determine who will rule the galaxy.

Map Setup: Use map 1 (small galaxy). Each player rolls a d6, high roll chooses their empire first.

Starting Date: 3010

Player Setup: Each player starts with 200 points to spend on units. Both empires have declared a state of hostility against the other.

Victory Conditions: Capture your opponent's homeworld and hold it for three consecutive turns.

Scenario 3 - Three Player: Free for All

Overview: Three emerging empires struggle to outdo the others to become the dominant power in space.

Map Setup: Use map 2 (medium galaxy). Each player rolls a d6, high roll chooses empire first.

Starting Date: 3005

Player Setup: Each player starts with 100 points to spend on units and one colony fleet.

Victory Conditions:

Military) Capture and hold both opponent's homeworlds for three consecutive turns.

Economic) Control two-thirds (2/3) of the total number of systems (14 for this scenario) for three consecutive turns.

Scenario 4 - Three Player: Slaying the Giant

Overview: Two small empires have formed an alliance to overcome a large, advanced empire.

Map Setup: Use map 2 (medium galaxy). The large empire is defined in the setup below. The two small empires roll d6, the higher choosing their empire first.

Starting Date: 3010 for the large empire, 3005 for the smaller empires.

Player Setup:

Large Empire) 250 points worth of units;
Small Empires) 100 points each. The small empires have declared an alliance with each other. This alliance has declared a state of hostility against the large empire.

Victory Conditions:

Large Empire) Crush you opponents by capturing both homeworlds. There is no requirement to hold them for any length

of time but both must be occupied by your forces at the same time.

Small Empires) Capture the large empire homeworld with both small empire homeworlds under the control of the original owner (i.e. not captured by the large empire).

Scenario 5 - Four Player: Free for All

Overview: Four empires use any means necessary to become the dominant force in the galaxy.

Map Setup: Use map3 (large galaxy). Each player rolls a 2d6, highest roll picks homeworld first.

Starting Date: 3005

Player Setup: Each empire begins with 150 points to spend on units and one colony fleet. There are no preexisting diplomatic conditions.

Victory Conditions:

Military) Capture and hold for two consecutive turns all three opponent's homeworlds.

Economic) An empire, or alliance of empires, must control three quarters (3/4) of the total systems (considered 19 for this scenario) and hold them for three consecutive turns.

Scenario 6 - Five Player: Free for All

Overview: Five empires use any means necessary to become the dominant force in the galaxy.

Map Setup: Use map 4 (huge galaxy). Each player rolls a 2d6, highest roll picks homeworld first.

Starting Date: 3005

Player Setup: Each empire begins with 150 points worth of units and two colony

fleets. There are no preexisting diplomatic conditions.

Victory Conditions:

Military) Capture and hold for two consecutive turns all three opponent's homeworlds.

Economic) An empire, or alliance of empires, must control four fifths (4/5) of the total systems (24 for this scenario) and hold them for three consecutive turns.

Scenario 7 - Five Player: Barbarians at the Gates

Overview: A large, advanced empire is beset on all sides by potential enemies.

Map Setup: Use map 4 (huge galaxy). The large empire is defined below while the small empires roll 2d6, high roll chooses homeworld first.

Starting Date: 3010 for large empire, 3000 for small empires.

Player Setup:

Large Empire) 400 points of units;

Small Empires) 100 points each. Unlike scenario 4, there are no preexisting diplomatic conditions.

Victory Conditions: The game continues until one of two events occur: the large empire homeworld is captured or any three small empire homeworlds are captured. Then each player checks against the following conditions. The large empire loses if its homeworld is captured. It gains a victory in either of two ways: 1) It still controls at least 3/4 of its original systems (6 systems) or 2) it controls two or more enemy homeworlds. Small empires gain a victory if they control at least twice as many systems as they originally held (also 6 system). All other results are considered a loss. It is possible for more than one player to achieve a victory.

Scenario 8 - Six or Seven Player: Free for All

Overview: Six (or seven) empires use any means necessary to become the dominant force in the galaxy.

Map Setup: Uses map 4 (huge galaxy). Each player rolls a 2d6, highest roll picks homeworld first. If using six players the system statistics listed under "Other systems" for Valhala, Llehrk, and Kumnel should be used. These three systems comprise the optional 7th empire.

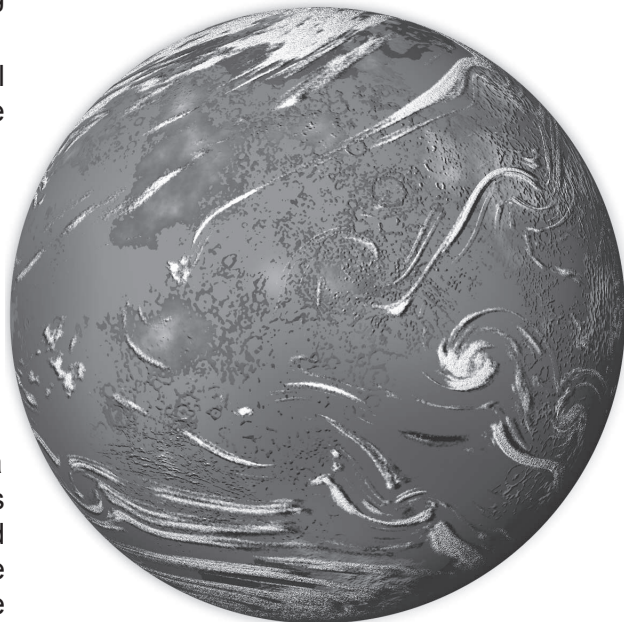
Starting Date: 3005

Player Setup: Each empire begins with 150 points for units and one colony fleet. There are no preexisting diplomatic conditions.

Victory Conditions:

Military) Capture and hold for two consecutive turns any three opponent's homeworlds.

Economic) An empire, or alliance of empires, must control five sixths (5/6) of the total systems (considered 25 for this scenario) for three consecutive turns.



6.0 Acknowledgements & Credits

The Victory By Any Means Universe is constantly growing, both in printed form and through online support. Please visit our site at <http://www.vbamgames.com> for VBAM discussion, updates, battle reports, game ideas, and new source material. Feel free to drop us a line and join in the community discussion with game questions or comments.



v1.2

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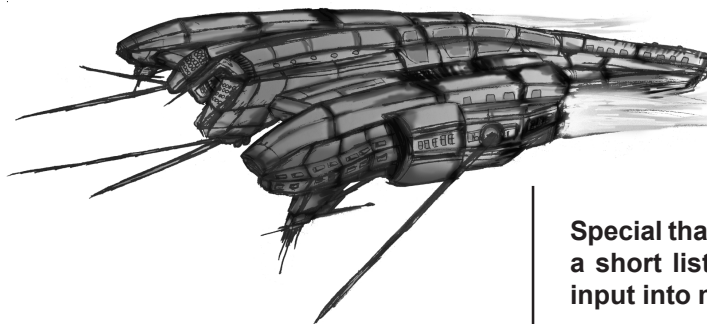
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6.1 Designer's Notes

As gamers, we realize that the game everyone ultimately seeks is the one they made themselves. We know you, the player, knows the type of game you and your friends want to play, and what universe you want to play it in. To this end we designed the Victory by Any Means series to deliver a versatile and ever changing product. We give you the framework in which the possibilities are only limited by your imagination. Modifications and new rules can easily be implemented to create the campaign environment you have been looking for.

The original intention of Victory by Any Means was to create a traditional campaign system, but it became apparent to us that everyone had their own ideas on what a campaign system should be and how it should be implemented. This should be a strength, not a weakness. The players and campaign moderators will find that the modular nature of the Victory by Any Means system allows them to mix and match elements to taste. Don't like the combat resolution system? No problem, just plug in your favorite tactical game instead. You and your players want a more detailed commerce system? Great! Applying many of the game's optional rules can add the extra details that you are looking for.

Unlike some campaign systems, Victory by Any Means was designed to be setting neutral. What this means is that almost any science fiction setting you can think of can be converted to and played out using Victory by Any Means. Players can design their own campaign universe, build a campaign around another favorite game, or just grab some pre-existing source material and sit down for a nice evening of strategic gaming. Do you want a game that is a little more epic? Victory by Any Means is a scalable campaign system that works as well for the largest star sagas as it does for smaller campaigns.

To support you in your gaming ventures, our website will provide new rules and modifications for the game system. And for those of you who want your game all planned

out in advance and ready to go, there is an entire series of supplements planned, from the cold conflicts of the Escalation Wars to the ever growing universe of the Kuissians and Boltians. We invite you to create the game you have been waiting for. After almost five years of careful playtesting and design, we proudly deliver to you in this edition, the Campaign Guide. But most of all, enjoy!

- Jay Waschak

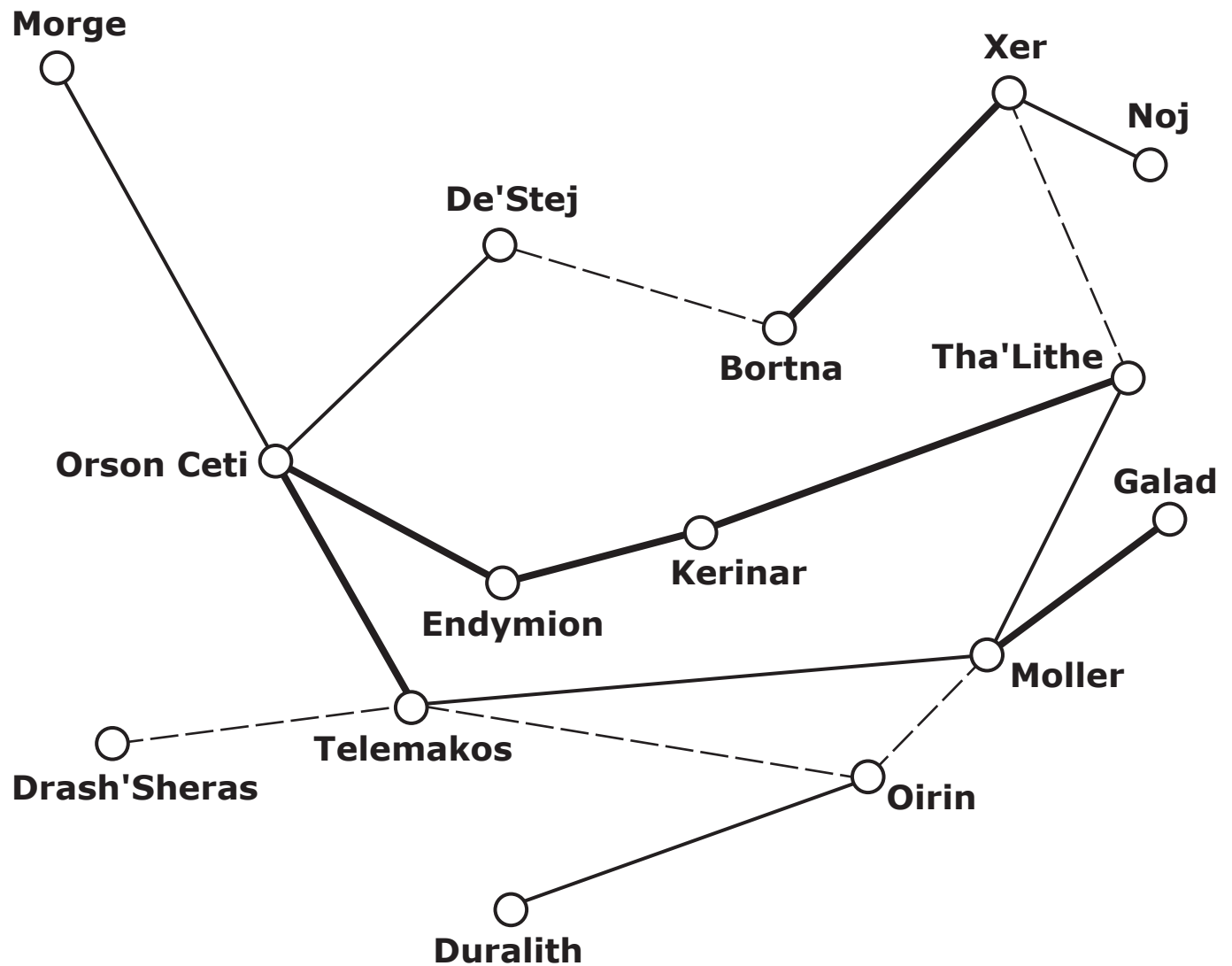
6.2 Submission Guidelines

As you or your gaming group develops their own, unique Victory by Any Means source materials and campaign rules you may decide to submit these materials for consideration by the Victory by Any Means in anticipation of future inclusion in the campaign or other derivative rule sets.

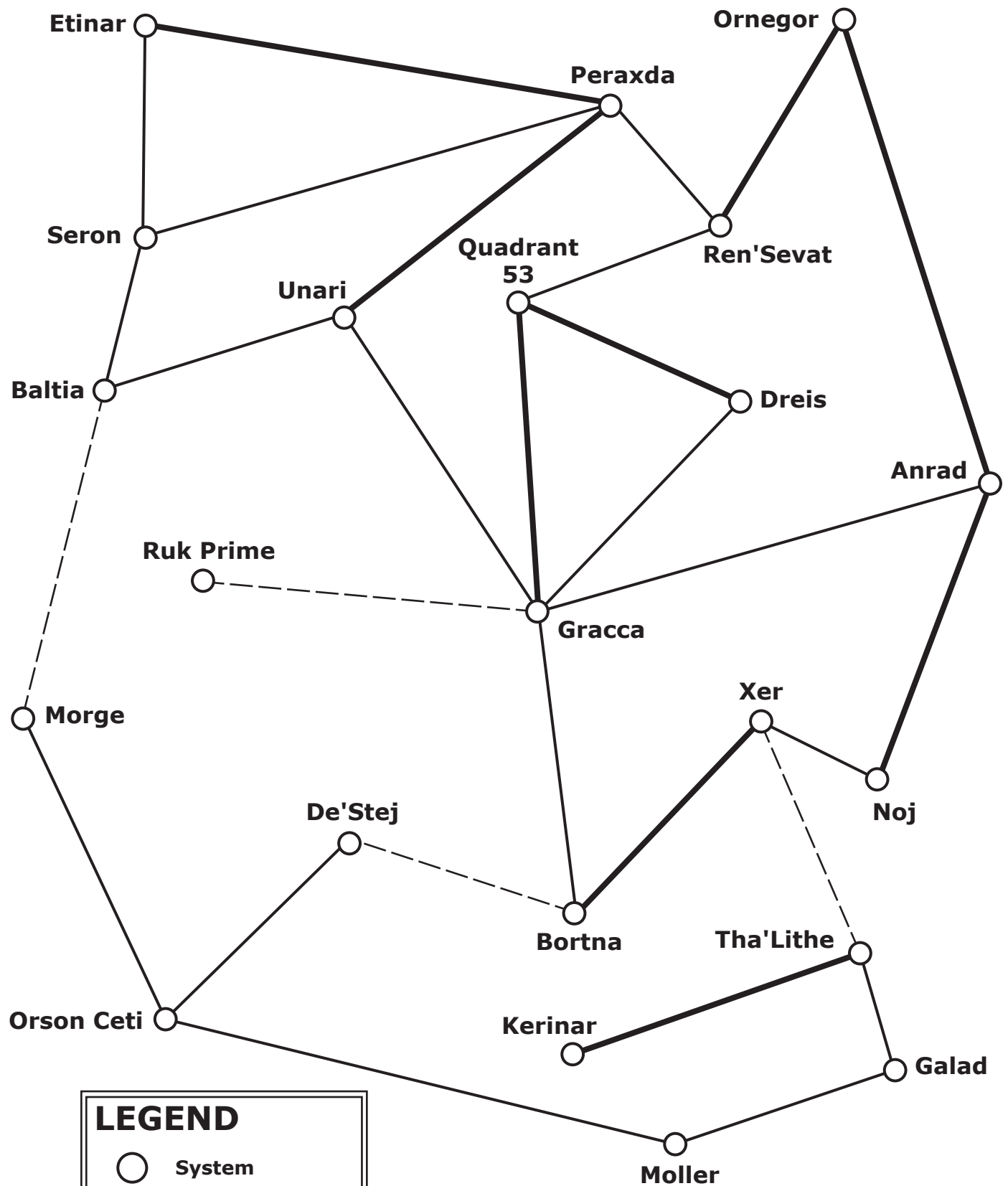
Any unsolicited submissions become the property of VBAM upon arrival. This includes all possible submission mediums, including e-mail, fax, and postal mail. Previously copyrighted material will be automatically rejected. You may however submit a conceptual summary or outline of your work (but not the work itself) to facilitate future discussions on terms of inclusion. This is to protect us from being accused of "stealing" your material.

Any submission that infringes on an existing will also be rejected. This includes all existing science fiction settings. Such "crossover" material cannot be published for legal reasons, and VBAM cannot officially sponsor any derivative products that break these copyrights.

New rules submissions will be evaluated to gauge their usefulness and modified as necessary to suitably meet the needs of the VBAM campaign system. New rules may appear in either online, electronic rules updates or in actual VBAM campaign guides or source books. In the case of source material, all accepted source material submissions will be presented in electronic format on the VBAM website.

**LEGEND**

- System
- Major Lane
- Minor Lane
- - - Restricted Lane



LEGEND



System



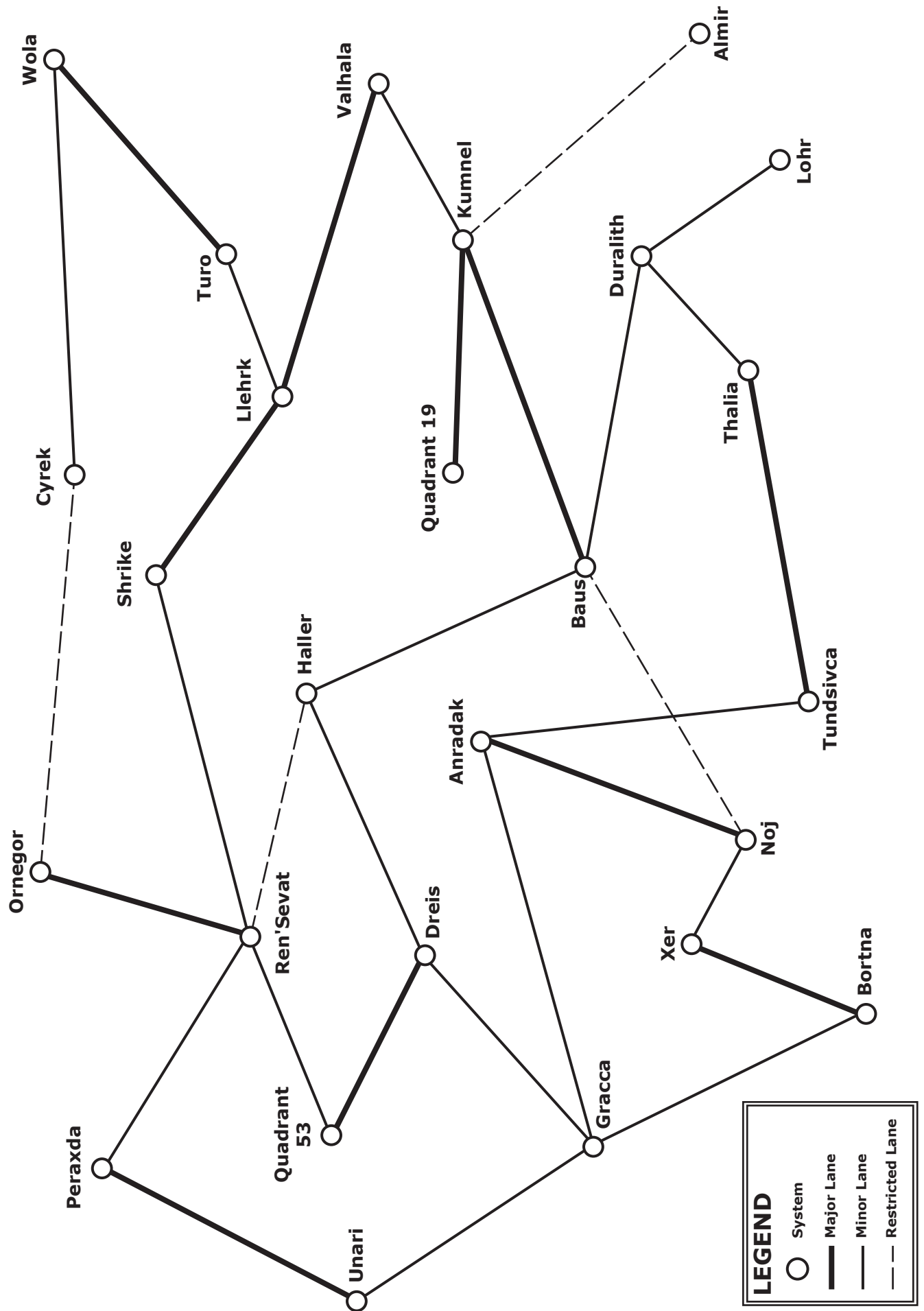
Major Lane

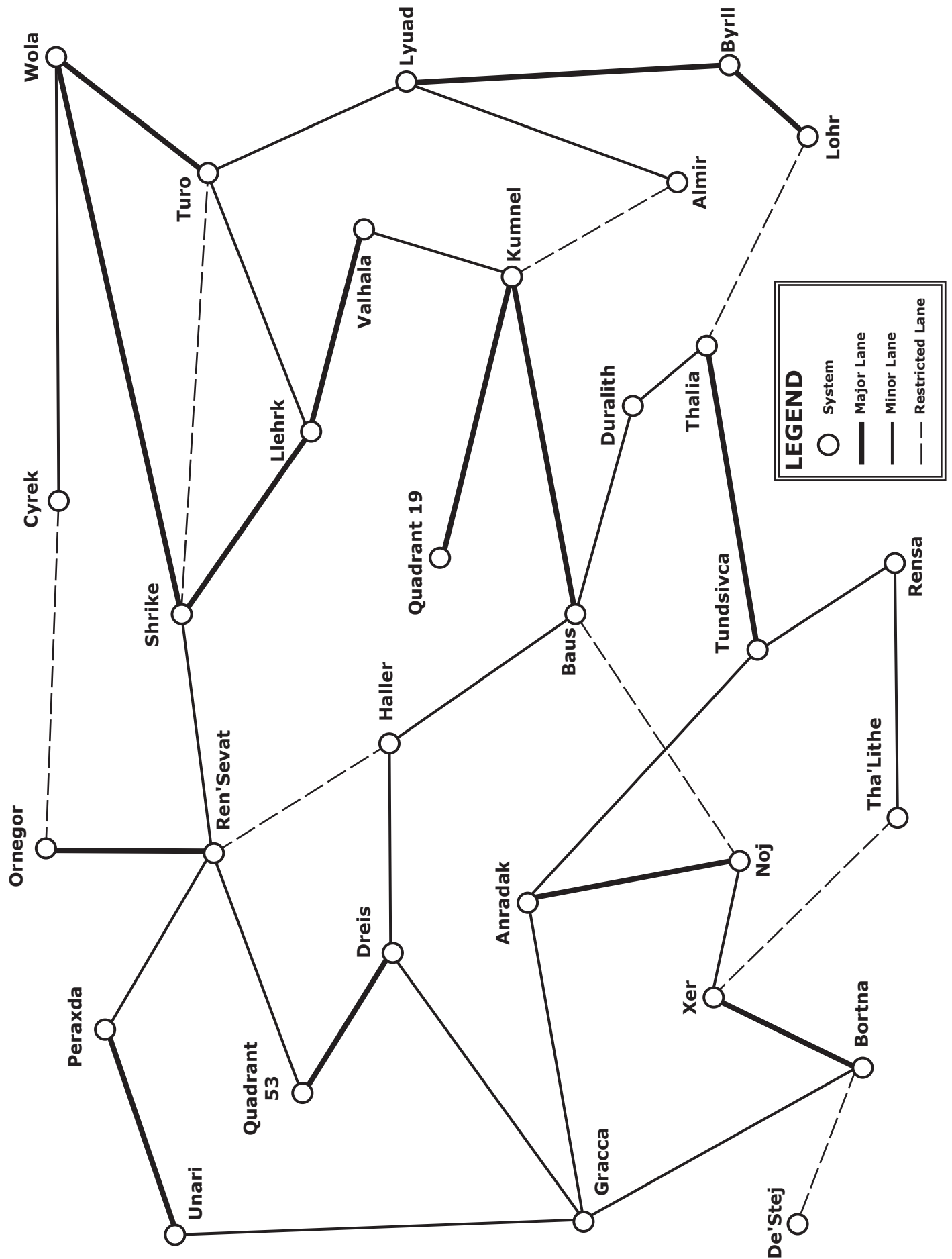


Minor Lane



Restricted Lane





Scenario 1: Two Player Land Grab

Use Map 1 (Small Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Orson Ceti	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Neutral	Minor Colony	0	0	2	0	6	0	
De'Stej	Neutral	Colony	0	0	3	0	8	0	
Bortna	Neutral	Major Colony	0	0	4	0	10	0	
Xer	Neutral	Outpost	0	0	1	0	4	0	
Noj	Neutral	Colony	0	0	3	0	8	0	
Kerinar	Neutral	Minor Colony	0	0	2	0	6	0	
Endymion	Neutral	Minor Colony	0	0	2	0	6	0	
Galad	Neutral	Minor Colony	0	0	2	0	6	0	
Moller	Neutral	Colony	0	0	3	0	8	0	
Orin	Neutral	Outpost	0	0	1	0	4	0	
Duralith	Neutral	Major Colony	0	0	6	0	10	0	
Telemakos	Neutral	Outpost	0	0	1	0	4	0	
Drash'Sheras	Neutral	Colony	0	0	3	0	8	0	

Scenario 2: Two Player Old Empires

Use Map 1 (Small Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Orson Ceti	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Empire 1	Minor Colony	3	2	2	1	6	2	
De'Stej	Empire 1	Colony	5	4	3	2	8	6	
Endymion	Empire 1	Minor Colony	3	2	2	1	6	2	
Telemakos	Empire 1	Outpost	2	2	1	0	4	0	
Drash'Sheras	Empire 1	Colony	5	4	3	2	8	6	
Tha'Lithe	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Xer	Empire 2	Outpost	2	2	1	0	4	0	
Noj	Empire 2	Colony	4	2	3	2	8	6	
Kerinar	Empire 2	Minor Colony	3	2	2	1	6	2	
Galad	Empire 2	Minor Colony	3	2	2	1	6	2	
Moller	Empire 2	Colony	4	2	3	2	8	6	
Bortna	Neutral	Major Colony	0	0	4	0	10	0	
Orin	Neutral	Outpost	0	0	1	0	4	0	
Duralith	Neutral	Major Colony	0	0	6	0	10	0	

Scenario 3: Three Player Free for All

Use Map 2 (Medium Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Noj	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Xer	Empire 1	Minor Colony	3	2	2	1	6	2	
Anrac	Empire 1	Colony	5	4	3	2	8	6	
Peraxda	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Savat	Empire 2	Colony	5	4	3	2	8	6	
Etinar	Empire 2	Minor Colony	3	2	2	1	6	2	
Orson Ceti	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Empire 3	Colony	5	4	3	2	8	6	
De'Stej	Empire 3	Minor Colony	3	2	2	1	6	2	
Seron	Neutral	Minor Colony	0	0	2	0	6	0	
Baltia	Neutral	Colony	0	0	2	0	8	0	
Urani	Neutral	Outpost	0	0	1	0	4	0	
Quadrant 53	Neutral	Colony	0	0	2	0	8	0	
Cinegor	Neutral	Minor Colony	0	0	2	0	6	0	
Drevis	Neutral	Major Colony	0	0	3	0	10	0	
Gracca	Neutral	Colony	0	0	2	0	8	0	
Ruk Prime	Neutral	Major Colony	0	0	3	0	10	0	
Bortna	Neutral	Minor Colony	0	0	1	0	6	0	
Tha'Lithe	Neutral	Colony	0	0	2	0	8	0	
Galad	Neutral	Minor Colony	0	0	2	0	6	0	
Kerinar	Neutral	Major Colony	0	0	3	0	10	0	
Moller	Neutral	Outpost	0	0	1	0	4	0	

Scenario 4: Three Player Slaying the Giant

Use Map 2 (Medium Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Gracca	Large Empire	Homeworld	10	9	6	10	12	60	Shipyards (3)
Ruk Prime	Large Empire	Outpost	2	2	1	1	4	1	
Unari	Large Empire	Major Colony	7	6	4	3	10	12	
Quadrant 53	Large Empire	Colony	5	4	2	3	8	6	
Ren'Sevat	Large Empire	Minor Colony	3	2	2	1	6	2	
Dreis	Large Empire	Major Colony	7	6	3	3	10	9	
Bortna	Large Empire	Major Colony	7	6	3	4	10	12	
Xer	Large Empire	Minor Colony	3	2	2	1	6	2	
De'Stej	Large Empire	Outpost	2	2	1	0	4	0	
Etinar	Small Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Seron	Small Empire 1	Colony	5	4	2	2	8	4	
Peranda	Small Empire 1	Minor Colony	3	2	2	1	6	2	
Galad	Small Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Small Empire 2	Colony	5	4	2	2	8	4	
Moller	Small Empire 2	Minor Colony	3	2	2	1	6	2	
Baltia	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Anrad	Neutral	Outpost	0	0	1	0	4	0	
Noj	Neutral	Minor Colony	0	0	2	0	6	0	
Kerinar	Neutral	Colony	0	0	2	0	8	0	
Orson Ceti	Neutral	Colony	0	0	3	0	8	0	
Morge	Neutral	Outpost	0	0	1	0	4	0	

Scenario 5: Four Player Free for All

Use Map 3 (Large Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Peraxda	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Unari	Empire 1	Colony	5	4	2	2	8	4	
Ren'Sevat	Empire 1	Minor Colony	3	2	2	1	6	2	
Turo	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Llehrk	Empire 2	Colony	5	4	2	2	8	4	
Wola	Empire 2	Minor Colony	3	2	2	1	6	2	
Xer	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Bortna	Empire 3	Colony	5	4	2	2	8	4	
Noj	Empire 3	Minor Colony	3	2	2	1	6	2	
Lohr	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Duralith	Empire 4	Minor Colony	3	2	2	1	6	2	
Thalia	Empire 4	Minor Colony	3	2	2	1	6	2	
Quadrant 53	Neutral	Minor Colony	0	0	2	0	6	0	
Dreis	Neutral	Major Colony	0	0	6	0	10	0	
Gracca	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Colony	0	0	3	0	8	0	
Cyrek	Neutral	Colony	0	0	3	0	8	0	
Shrike	Neutral	Major Colony	0	0	4	0	10	0	
Haller	Neutral	Outpost	0	0	1	0	4	0	
Anradak	Neutral	Minor Colony	0	0	2	0	6	0	
Tundshivca	Neutral	Colony	0	0	3	0	8	0	
Baus	Neutral	Minor Colony	0	0	2	0	6	0	
Quadrant 19	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Outpost	0	0	1	0	4	0	
Valhala	Neutral	Minor Colony	0	0	2	0	6	0	
Almir	Neutral	Major Colony	0	0	6	0	10	0	

Scenario 6: Five Player Free for All

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Peraxda	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Sevat	Empire 1	Colony	5	4	2	2	8	4	
Cyrek	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Wola	Empire 2	Colony	5	4	2	2	8	4	
Bortna	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Gracca	Empire 3	Colony	5	4	2	2	8	4	
Rensa	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 4	Colony	5	4	2	2	8	4	
Lyuad	Empire 5	Homeworld	10	9	6	10	12	60	Shipyards (2)
Almir	Empire 5	Colony	5	4	2	2	8	4	
Unari	Neutral	Outpost	0	0	1	0	4	0	
De'Stej	Neutral	Outpost	0	0	1	0	4	0	
Quadrant 53	Neutral	Colony	0	0	3	0	8	0	
Dreis	Neutral	Minor Colony	0	0	2	0	6	0	
Ornegor	Neutral	Outpost	0	0	1	0	4	0	
Haller	Neutral	Minor Colony	0	0	2	0	6	0	
Anradak	Neutral	Minor Colony	0	0	2	0	6	0	
Xer	Neutral	Colony	0	0	3	0	8	0	
Noj	Neutral	Major Colony	0	0	4	0	10	0	
Tundshivca	Neutral	Colony	0	0	3	0	8	0	
Baus	Neutral	Major Colony	0	0	4	0	10	0	
Shrike	Neutral	Colony	0	0	3	0	8	0	
Llehrk	Neutral	Major Colony	0	0	4	0	10	0	
Valhala	Neutral	Colony	0	0	3	0	8	0	
Turo	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Minor Colony	0	0	2	0	6	0	
Quadrant 19	Neutral	Minor Colony	0	0	2	0	6	0	
Duralith	Neutral	Minor Colony	0	0	2	0	6	0	
Thalia	Neutral	Outpost	0	0	1	0	4	0	
Lohr	Neutral	Outpost	0	0	1	0	4	0	
Byrll	Neutral	Colony	0	0	3	0	8	0	

Scenario 7: Five Player Barbarians at the Gate

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Baus	Large Empire	Homeworld	10	9	6	10	12	60	Shipyards (3)
Duralith	Large Empire	Colony	5	4	3	2	8	6	
Noj	Large Empire	Colony	5	4	2	2	8	4	
Haller	Large Empire	Colony	5	4	2	2	8	4	
Kumnel	Large Empire	Colony	5	4	3	2	8	6	
Dries	Large Empire	Outpost	1	1	1	1	4	1	
Thalia	Large Empire	Outpost	1	1	1	1	4	1	
Quadrant 19	Large Empire	Major Colony	3	3	4	2	10	8	Shipyards (1)
Lyuad	Small Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Almir	Small Empire 1	Colony	5	4	2	2	8	4	
Turo	Small Empire 1	Colony	5	4	2	2	8	4	
Rensa	Small Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Small Empire 2	Colony	5	4	2	2	8	4	
Thudsivca	Small Empire 2	Colony	5	4	2	2	8	4	
Bortna	Small Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Gracca	Small Empire 3	Colony	5	4	2	2	8	4	
De'Stej	Small Empire 3	Colony	5	4	2	2	8	4	
Peraxda	Small Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Sevat	Small Empire 4	Colony	5	4	2	2	8	4	
Unari	Small Empire 4	Colony	5	4	2	2	8	4	
Quadrant 53	Neutral	Colony	0	0	3	0	8	0	
Xer	Neutral	Major Colony	0	0	4	0	10	0	
Anradak	Neutral	Colony	0	0	3	0	8	0	
Lohr	Neutral	Major Colony	0	0	4	0	10	0	
Byrll	Neutral	Colony	0	0	3	0	8	0	
Wola	Neutral	Minor Colony	0	0	2	0	6	0	
Cyrek	Neutral	Outpost	0	0	1	0	4	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Shrike	Neutral	Outpost	0	0	1	0	4	0	
Llehrk	Neutral	Outpost	0	0	1	0	4	0	
Valhala	Neutral	Major Colony	0	0	4	0	10	0	

Scenario 8: Six or Seven Player Free for All

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Unari	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Peraxda	Empire 1	Colony	5	4	2	2	8	4	
Gracca	Empire 1	Minor Colony	3	2	2	1	6	2	
Quadrant 53	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Savet	Empire 2	Colony	5	4	2	2	8	4	
Dreis	Empire 2	Minor Colony	3	2	2	1	6	2	
Wola	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Cyrek	Empire 3	Colony	5	4	2	2	8	4	
Shrike	Empire 3	Minor Colony	3	2	2	1	6	2	
Rensa	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 4	Colony	5	4	2	2	8	4	
Tundshivca	Empire 4	Minor Colony	3	2	2	1	6	2	
Duralith	Empire 5	Homeworld	10	9	6	10	12	60	Shipyards (2)
Thalia	Empire 5	Colony	5	4	2	2	8	4	
Baus	Empire 5	Minor Colony	3	2	2	1	6	2	
Byrll	Empire 6	Homeworld	10	9	6	10	12	60	Shipyards (2)
Lyuad	Empire 6	Colony	5	4	2	2	8	4	
Lohr	Empire 6	Minor Colony	3	2	2	1	6	2	
Valhala	Optional Empire 7	Homeworld	10	9	6	10	12	60	Shipyards (2)
Llehrk	Optional Empire 7	Colony	5	4	2	2	8	4	
Kumnel	Optional Empire 7	Minor Colony	3	2	2	1	6	2	
De'stej	Neutral	Colony	0	0	3	0	8	0	
Bortna	Neutral	Colony	0	0	3	0	8	0	
Xer	Neutral	Colony	0	0	3	0	8	0	
Noj	Neutral	Minor Colony	0	0	2	0	6	0	
Arandak	Neutral	Outpost	0	0	1	0	4	0	
Haller	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Turo	Neutral	Outpost	0	0	1	0	4	0	
Almir	Neutral	Colony	0	0	3	0	8	0	
Quadrant 19	Neutral	Minor Colony	0	0	2	0	6	0	
Valhala	Neutral	Minor Colony	0	0	2	0	6	0	
Llehrk	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Minor Colony	0	0	2	0	6	0	

Sample Source Material Force Lists

ISD = In-Service Date
DV = Defense Value
CR = Command Rating

Design = Ship Design Type
AS = Anti-Ship Factor
CC = Command Cost

Maint = Maintenance Cost
AF = Anti-Fighter Factor
Basing = Basing Capacity

Race: Brindaki

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Corvette I	3000	CT	2	2/12	2	1	2	3	1	0	
Frigate I	3000	FF	3	2/10	3	2	2	4	2	0	
Destroyer I	3000	DD	4	2/8	4	3	2	4	2	0	
Light Cruiser I	3000	CL	5	2/6	5	4	2	6	3	1	
Scout I	3000	ECA	5	2/2	4	1	2	4	3	0	Scout (1)
Carrier I	3001	CV	5	2/6	5	0	2	6	3	4	
Heavy Cruiser I	3002	CA	6	2/4	6	4	3	8	3	2	Assault
Corvette II	3004	CT	3	2/12	3	2	2	4	1	0	
Frigate II	3005	FF	4	2/10	4	3	2	4	2	0	
Destroyer II	3005	DD	5	2/8	5	4	3	4	2	0	
Heavy Cruiser II	3006	CA	6	2/3	7	6	3	8	3	2	Assault
Scout II	3007	ECA	6	2/2	5	2	2	6	3	0	Scout (2)
Light Cruiser II	3009	CL	5	2/6	6	5	3	6	3	1	
Battleship I	3010	BB	8	2/2	9	6	3	9	3	0	
Carrier II	3012	CV	6	2/4	8	2	3	8	3	4	
Frigate III	3012	FF	4	2/10	4	4	2	4	2	0	
Destroyer III	3013	DD	5	2/8	6	4	3	5	2	0	
Light Cruiser III	3014	CL	6	2/6	6	6	3	6	2	1	
Heavy Cruiser III	3015	CA	7	2/3	8	7	4	8	3	2	Assault
Battleship II	3015	BB	8	2/2	9	8	4	9	3	0	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/4	2/24	1	1	1
Medium Fighter I	3003	MF	1/3	2/18	2	1	1
Light Fighter II	3006	LF	1/4	2/24	1	2	1
Heavy Fighter I	3008	HF	1/2	2/10	3	2	1
Medium Fighter II	3011	MF	1/3	2/18	2	1	2
Heavy Fighter II	3015	HF	1/2	2/10	3	2	2

Brindaki (continued)

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3007	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	3	2	2	N/A	N/A	N/A
Starbase II	3011	Satellite	35	5	20	25	12	N/A	N/A	6
Combined Field	3013	Mine	1/3	1/15	2	2	2	N/A	N/A	N/A
DEFSAT III	3014	Satellite	3	1/8	3	3	2	N/A	N/A	N/A

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Home Guard	3000	Infantry	2	1/3	2	4	d3	2	
Medium Infantry	3003	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Fast Attack Tank	3012	Armor	3	1/2	5	1	d4	3	

Race: Jains

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout Cruiser I	3000	ECA	6	3/2	5	2	2	5	3	2	Scout (1)
Destroyer I	3000	DD	4	2/6	4	3	2	4	2	0	
Light Cruiser I	3000	CL	5	2/4	5	4	2	6	3	2	
Battle Cruiser I	3001	BC	6	2/2	6	6	3	6	3	0	Gunship, Assault
Light Cruiser II	3003	CL	6	2/4	6	5	2	6	3	2	
Battle Cruiser II	3004	BC	7	2/2	7	6	3	8	3	0	Gunship, Assault
Battleship I	3005	BB	9	3/2	8	7	4	8	3	1	Assault
Destroyer II	3006	DD	4	2/6	5	3	3	5	2	0	
Scout Cruiser II	3008	ECA	7	3/2	6	2	2	6	3	2	Scout (2)
Battle Cruiser III	3010	BC	8	2/2	8	7	3	8	3	0	Gunship, Assault
Dreadnaught I	3011	DN	10	3/2	10	9	4	10	4	1	Gunship, Assault
Battleship II	3012	BB	9	2/2	9	7	4	8	4	2	Assault
Light Cruiser III	3014	CL	6	2/4	7	6	3	6	3	2	
Super Dreadnaught I	3015	SD	12	2/1	12	10	5	10	5	2	Scout (1), Assault

Jains (continued)

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Medium Fighter	3000	MF	1/3	2/15	2	1	1
Medium Fighter II	3004	MF	1/3	2/15	2	1	2
Heavy Fighter I	3007	HF	1/2	2/12	3	2	1
Medium Fighter III	3013	MF	1/3	2/15	2	2	2

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Star Fortress I	3000	Base	40	5	25	22	12	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Generic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Generic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Star Fortress II	3013	Base	50	8	35	30	18	N/A	N/A	8

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Medium Infantry	3000	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3000	Armor	3	1/2	4	3	d3	4	
Armored Infantry	3007	Infantry	2	1/2	2	3	d3	3	
Heavy Armor	3011	Armor	4	1	5	4	d4	5	
Mobile Fortress	3015	Armor	6	2	5	5	d4	7	

Race: Kili

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	2	5	2	0	Scout (1)
Defense Frigate I	3000	FF	3	2/10	4	1	2	2	1	0	
Escort Destroyer I	3000	FFE	3	2/8	5	2	3	3	1	0	
Cruiser I	3000	CA	5	2/4	6	3	3	6	2	2	
Light Carrier I	3001	CVL	5	2/4	6	1	3	6	2	4	
Defense Frigate II	3002	FF	3	2/10	5	1	3	2	1	0	
Cruiser II	3003	CA	6	2/4	8	3	3	6	2	2	
Escort Destroyer II	3004	FFE	3	2/8	5	2	4	3	1	0	Scout (2)
Heavy Cruiser I	3005	CA	6	2/3	9	4	3	7	2	0	
Scout II	3006	ECA	5	2/2	5	1	2	7	2	0	
Light Carrier II	3007	CVL	5	2/4	7	1	4	7	2	4	
Defense Frigate III	3009	FFE	3	2/1	5	2	3	3	1	0	
Heavy Cruiser II	3010	CA	7	2/3	10	5	3	8	2	0	
Cruiser III	3012	CA	6	2/4	9	3	3	7	2	2	

Kili (continued)

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Battleship I	3013	BB	9	2/2	12	6	4	9	3	0	Scout(3)
Scout III	3014	ECA	9	2/2	7	2	2	8	3	0	
Heavy Cruiser III	3015	CA	7	2/3	10	6	4	8	3	0	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/4	2/24	1	*	1
Medium Fighter I	3005	MF	1/3	2/20	2	1	2
Light Fighter II	3008	LF	1/4	2/24	1	1	1
Medium Fighter II	3011	MF	1/3	2/20	2	2	2

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	20	12	8	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	3	1	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3006	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3006	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	4	2	2	N/A	N/A	N/A
Starbase II	3011	Base	35	5	28	18	12	N/A	N/A	6

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	1	2	d2	3	
Defense Brigade	3000	Infantry	1	1/3	1	3	d2	4	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Medium Infantry	3003	Infantry	1	1/3	2	3	d3	3	
Medium Armor	3008	Armor	3	1/2	3	4	d3	5	
Lightning Tank	3011	Armor	5	1	4	4	d4	6	

Race: Lorans

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	2	5	2	2	Scout (1)
Light Carrier I	3000	CVL	5	2/4	5	1	2	5	2	4	
Destroyer I	3000	DD	4	2/8	4	2	1	4	1	0	
Cruiser I	3000	CA	5	2/6	5	3	1	6	2	0	
Light Carrier II	3002	CVL	5	2/4	5	2	2	5	2	6	

Lorans (continued)

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Cruiser II	3003	CA	5	2/4	6	4	3	7	2	0	
Destroyer II	3004	DD	4	2/8	4	3	1	4	1	0	
Heavy Carrier I	3005	CV	6	2/4	7	1	3	8	3	8	
Scout II	3006	ECA	5	2/2	5	1	3	6	3	2	Scout (2)
Assault Crusier I	3007	CA	7	2/4	7	3	4	6	2	0	Assault
Cruiser III	3009	CA	6	2/4	7	5	4	9	3	0	
Light Carrier III	3010	CVL	6	2/4	7	2	3	8	2	6	
Destroyer III	3012	DD	4	2/8	5	4	2	4	1	0	
Heavy Carrier II	3013	CV	7	2/4	8	2	4	9	3	8	
Scout III	3014	ECA	6	2/2	6	2	3	9	3	2	Scout (3)
Dreadnaught I	3015	DN	9	2/2	9	6	4	10	3	4	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Interceptor I	3000	LF	1/4	2/24	1	1	1
Bomber I	3001	MF	1/3	2/18	2	2	0*
Interceptor II	3005	MF	1/3	2/20	2	1	2
Bomber II	3008	MF	1/3	2/18	2	2	1
Interceptor III	3011	HF	1/2	2/12	3	1	3
Heavy Bomber I	3014	HF	1/2	2/10	3	3	1

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Base	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
Orbital Fighter Station	3008	Base	10	1	8	2	2	N/A	N/A	8
DEFSAT II	3010	Satellite	3	1/10	3	2	2	N/A	N/A	N/A

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Home Guard	3000	Infantry	2	1/3	2	4	d3	2	
Medium Infantry	3003	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Fast Attack Tank	3012	Armor	3	1/2	5	1	d4	3	

Race: Seniorians

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	1	5	2	0	Scout (2)
Light Carrier I	3000	CVL	5	2/4	5	1	2	5	2	4	
Corvette I	3000	CT	3	2/12	3	1	2	3	1	0	
Destroyer I	3000	DD	4	2/8	4	2	1	4	1	0	Gunship Ballistic
Attack Cruiser I	3000	CA	5	2/6	5	4	1	6	2	0	
Missile Cruiser I	3001	CA	6	2/4	5	4	1	6	3	0	
Corvette II	3002	CT	3	2/12	3	1	3	3	1	0	Assault
Light Carrier II	3003	CVL	6	2/4	6	1	3	6	2	6	
Escort Corvette I	3004	CT	3	2/12	3	0	4	3	1	0	
Command Cruiser I	3005	CC	7	2/3	7	5	2	10	3	0	Ballistic Scout (3)
Assault Transport I	3006	AT	5	2/4	5	1	2	5	2	0	
Destroyer II	3006	DD	5	2/8	4	3	1	3	2	0	
Missile Cruiser II	3007	CA	7	2/3	6	6	1	8	3	0	Gunship
Scout II	3008	ECA	5	2/2	6	1	1	8	2	0	
Heavy Carrier I	3009	CV	7	2/4	7	1	3	9	3	8	
Command Cruiser II	3010	CC	8	2/3	8	6	2	11	3	0	Ballistic
Corvette III	3011	CT	3	2/12	4	1	4	4	1	0	
Attack Cruiser II	3012	CA	7	2/3	7	8	1	9	3	0	
Heavy Carrier II	3013	CV	7	2/4	8	1	3	9	3	10	Ballistic
Destroyer III	3014	DD	5	2/8	4	4	1	4	1	0	
Missile Cruiser III	3015	CA	7	2/3	6	7	2	8	3	0	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Interceptor I	3000	LF	1/4	2/24	1	1	1
Strike Fighter I	3003	MF	1/3	2/18	2	2	0*
Interceptor II	3009	MF	1/3	2/18	2	1	2
Strike Fighter II	3013	MF	1/3	2/18	2	3	0*

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3007	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	3	2	2	N/A	N/A	N/A
Starbase II	3011	Base	35	5	20	25	12	N/A	N/A	6

Senorians (continued)

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Commandos	3005	Infantry	1	1/3	3	1	d3	2	Marines
Defenders	3007	Infantry	1	1/3	2	5	d3	4	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Infiltrators	3012	Infantry	4	1	6	2	d3	3	

Race: Tirelons

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Attack Boat I	3000	PT	1	2/15	1	1	0	3	1	0	
Frigate I	3000	FF	2	2/10	2	2	1	4	1	1	
Corvette I	3000	CT	2	2/10	2	1	2	4	1	1	
Destroyer I	3000	DD	3	2/8	3	2	1	5	1	2	
Scout I	3000	ECL	4	2/3	3	1	1	4	2	1	Scout (1)
Carrier I	3001	CV	4	2/4	3	0	1	6	2	4	
Attack Boat II	3002	PT	1	2/15	1	1	1	3	1	0	
Destroyer II	3003	DD	3	2/8	3	3	1	5	2	2	
Corvette II	3004	CT	3	2/10	3	1	2	4	1	1	
Control Ship I	3005	CS	5	2/4	4	1	1	9	2	2	
Lander I	3006	LD	4	2/6	4	1	1	6	2	0	Assault
Scout II	3007	ECL	4	2/3	3	1	1	5	2	1	Scout (2)
Frigate II	3008	FF	2	2/10	3	2	1	4	1	1	
Carrier II	3009	CV	5	2/4	4	1	2	7	2	6	
Attack Boat III	3010	PT	1	2/12	1	2	0	3	1	0	
Corvette III	3011	CT	3	2/10	3	1	3	4	1	1	
Destroyer III	3012	DD	4	2/8	4	4	1	5	2	2	
Frigate III	3014	FF	3	2/10	3	2	2	4	1	1	
Control Ship II	3015	CS	6	2/4	5	2	2	10	2	2	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/6	2/30	1	0*	1
Light Fighter II	3006	LF	1/4	2/24	1	1	1
Medium Fighter I	3013	MF	1/3	2/18	2	1	1

Tirelons (continued)

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	10	1	8	4	3	N/A	N/A	8
OSAT I	3000	Satellite	1	1/12	1	1	1	N/A	N/A	N/A
Starbase II	3007	Base	12	1	9	5	4	N/A	N/A	10
OSAT II	3008	Satellite	3	1/10	2	2	1	N/A	N/A	N/A
Starbase II	3012	Base	16	2	10	5	4	N/A	N/A	14

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Swarmers	3000	Infantry	1/2	1/8	1	1	d2	1	
Diggers	3000	Infantry	1	1/3	1	3	d2	3	
Pounders	3000	Infantry	1	1/3	3	1	d3	3	Marines
Smashers	3007	Infantry	2	1/2	4	2	d3	3	Marines
Crushers	3011	Infantry	2	1/2	5	3	d4	3	Marines

Turn Order Sheet

CURRENT TURN: **GAME YEAR:**

GAME YEAR:

Turn Orders



Current Shipyard/Construction Status		
Location	Unit	Notes

--

Trade Fleets	Route	Escorts
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21
22	22	22
23	23	23
24	24	24
25	25	25
26	26	26
27	27	27
28	28	28
29	29	29
30	30	30
31	31	31
32	32	32
33	33	33
34	34	34
35	35	35
36	36	36
37	37	37
38	38	38
39	39	39
40	40	40
41	41	41
42	42	42
43	43	43
44	44	44
45	45	45
46	46	46
47	47	47
48	48	48
49	49	49
50	50	50
51	51	51
52	52	52
53	53	53
54	54	54
55	55	55
56	56	56
57	57	57
58	58	58
59	59	59
60	60	60
61	61	61
62	62	62
63	63	63
64	64	64
65	65	65
66	66	66
67	67	67
68	68	68
69	69	69
70	70	70
71	71	71
72	72	72
73	73	73
74	74	74
75	75	75
76	76	76
77	77	77
78	78	78
79	79	79
80	80	80
81	81	81
82	82	82
83	83	83
84	84	84
85	85	85
86	86	86
87	87	87
88	88	88
89	89	89
90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

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[illegible]

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Total Maintenance Expense	
---------------------------	--

Colony Fleets	Location	Escorts
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Total Domestic Production

Previous Point Pool		
Planetary Income	+	
Commerce Income	+	
Misc. Income	+	
Maintenance Expense	-	
Misc. Expense	-	
Total Available Points	=	

New Purchases	Cost
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[illegible]

Total Purchases	-	
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Ending Point Pool	=	
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Tech Investment

Current Tech Year	
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Tech Investment this Year Investment Needed

Transport Fleets	Location	Cargo	Escorts
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Fleet Asset Sheet

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

System Asset Sheet	
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[illegible]

Intel Sheet

[illegible]

1	<i>Census</i>	System Census decreases by 2
2	<i>Census</i>	System Census decreases by 1
3	<i>Census</i>	System Census decreases by 1
4	<i>Census</i>	System Census increases by 1
5	<i>Census</i>	System Census increases by 1
6	<i>Census</i>	System Census increases by 2
7	<i>Morale</i>	System Morale decreases by 2
8	<i>Morale</i>	System Morale decreases by 1
9	<i>Morale</i>	System Morale decreases by 1
10	<i>Morale</i>	System Morale increases by 1
11	<i>Morale</i>	System Morale increases by 1
12	<i>Morale</i>	System Morale increases by 2
13	<i>RAW</i>	System RAW decreases by 2
14	<i>RAW</i>	System RAW decreases by 1
15	<i>RAW</i>	System RAW decreases by 1
16	<i>RAW</i>	System RAW increases by 1
17	<i>RAW</i>	System RAW increases by 1
18	<i>RAW</i>	System RAW increases by 2
19	<i>Productivity</i>	System Productivity decreases by 1
20	<i>Productivity</i>	System Productivity decreases by 1
21	<i>Productivity</i>	System Productivity increases by 1
22	<i>Productivity</i>	System Productivity increases by 1
23	<i>Capacity</i>	System Capacity decreases by 2
24	<i>Capacity</i>	System Capacity decreases by 1
25	<i>Capacity</i>	System Capacity decreases by 1
26	<i>Capacity</i>	System Capacity increases by 1
27	<i>Capacity</i>	System Capacity increases by 1
28	<i>Capacity</i>	System Capacity increases by 2
29	<i>Economic</i>	Empire loses 50% of turn income
30	<i>Economic</i>	Empire loses 25% of turn income
31	<i>Economic</i>	Empire loses 10% of turn income
32	<i>Economic</i>	Empire gains 5% to turn income
33	<i>Economic</i>	Empire gains 10% to turn income
34	<i>Economic</i>	Empire gains 15% to turn income
35	<i>Economic</i>	Empire gains 25% to turn income

36	<i>Economic</i>	Empire gains 50% to turn income
37	<i>Technology</i>	Tech Advance cost increases by 10
38	<i>Technology</i>	Tech Advance cost increases by 5
39	<i>Technology</i>	Tech Advance cost increases by 5
40	<i>Technology</i>	Tech Advance cost decreases by 5
41	<i>Technology</i>	Tech Advance cost decreases by 5
42	<i>Technology</i>	Tech Advance cost decreases by 5
43	<i>Intel</i>	System loses 2 Intel
44	<i>Intel</i>	System loses 1 Intel
45	<i>Intel</i>	System loses 1 Intel
46	<i>Intel</i>	System gains 1 Intel
47	<i>Intel</i>	System gains 1 Intel
48	<i>Intel</i>	System gains 2 Intel
49	<i>Intel</i>	Empire loses 2 Intel
50	<i>Intel</i>	Empire loses 1 Intel
51	<i>Intel</i>	Empire loses 1 Intel
52	<i>Intel</i>	Empire gains 1 Intel
53	<i>Intel</i>	Empire gains 1 Intel
54	<i>Intel</i>	Empire gains 2 Intel
55	<i>Terrorism</i>	3d6 Intel for random Sabotage mission (d6): 1: <i>Industrial</i> ; 2: <i>Counter-Intel</i> ; 3: <i>Starship</i> ; 4: <i>Troop</i> ; 5: <i>Population</i> ; 6: <i>Insurgency</i>
56	<i>Terrorism</i>	2d6 Intel for random Sabotage mission (d6): 1: <i>Industrial</i> ; 2: <i>Counter-Intel</i> ; 3: <i>Starship</i> ; 4: <i>Troop</i> ; 5: <i>Population</i> ; 6: <i>Insurgency</i>
57	<i>Terrorism</i>	1d6 Intel for random Sabotage mission (d6): 1: <i>Industrial</i> ; 2: <i>Counter-Intel</i> ; 3: <i>Starship</i> ; 4: <i>Troop</i> ; 5: <i>Population</i> ; 6: <i>Insurgency</i>
58	<i>Terrorism</i>	1d3 Intel for random Sabotage mission (d6): 1: <i>Industrial</i> ; 2: <i>Counter-Intel</i> ; 3: <i>Starship</i> ; 4: <i>Troop</i> ; 5: <i>Population</i> ; 6: <i>Insurgency</i>
59	<i>Piracy</i>	+30% to Raider Rolls for next six turns
60	<i>Piracy</i>	+20% to Raider Rolls for next six turns
61	<i>Piracy</i>	+20% to Raider Rolls for next six turns
62	<i>Piracy</i>	+10% to Raider Rolls for next six turns
63	<i>Piracy</i>	+5% to Raider Rolls for next six turns
64	<i>Piracy</i>	-5% to Raider Rolls for next six turns
65	<i>Piracy</i>	-10% to Raider Rolls for next six turns
66	<i>Piracy</i>	-20% to Raider Rolls for next six turns
67	<i>Piracy</i>	-20% to Raider Rolls for next six turns
68	<i>Piracy</i>	-30% to Raider Rolls for next six turns

69	<i>Piracy</i>	Raider Attack: 1d6 economic points
70	<i>Piracy</i>	Raider Attack: 2d6 economic points
71	<i>Piracy</i>	Raider Attack: 3d6 economic points
72	<i>Piracy</i>	Raider Attack: 4d6 economic points
73	<i>Ground</i>	Citizens form militia to aid in defense (Use Census unit stat)
74	<i>Ground</i>	Citizens form militia to aid in defense (Use Census unit stat)
75	<i>Ground</i>	Troops lose 1 from attack and defense values for next six turns
76	<i>Ground</i>	Troops lose 1 from attack and defense values for next six turns
77	<i>Ground</i>	Troops lose 1 from attack for the next six turns
78	<i>Ground</i>	Troops lose 1 from defense for the next six turns
79	<i>Ground</i>	Troops gain 1 to defense for the next six turns
80	<i>Ground</i>	Troops gain 1 to attack for next the six turns
81	<i>Ground</i>	Troops gain 1 to attack and defense values for the next six turns
82	<i>Ground</i>	Troops gain 1 to attack and defense values for the next six turns
83	<i>Fleet</i>	Task Force units loses 1 DV, AS, and AF for the next six turns
84	<i>Fleet</i>	Task Force units loses 1 DV for the next six turns
85	<i>Fleet</i>	Task Force units loses 1 AS for the next six turns
86	<i>Fleet</i>	Task Force units loses 1 AF for the next six turns
87	<i>Fleet</i>	Task Force units gains 1 AF for the next six turns
88	<i>Fleet</i>	Task Force units gains 1 AS for the next six turns
89	<i>Fleet</i>	Task Force units gains 1 DV for the next six turns
90	<i>Fleet</i>	Task Force units gains 1 DV, AS, and AF for the next six turns
91	<i>Construction</i>	-10 to Construction Capacity for the next six turns
92	<i>Construction</i>	-5 to Construction Capacity for the next six turns
93	<i>Construction</i>	-5 to Construction Capacity for the next six turns
94	<i>Construction</i>	+5 to Construction Capacity for the next six turns
95	<i>Construction</i>	+5 to Construction Capacity for the next six turns
96	<i>Construction</i>	+10 to Construction Capacity for the next six turns
97	<i>Special</i>	Special Event or CM's Choice
98	<i>Special</i>	Special Event or CM's Choice
99	<i>Special</i>	Special Event or CM's Choice
100	<i>Special</i>	Special Event or CM's Choice

YOUR EMPIRE AWAITS...

"Those also serve that stand and weld." War is not just about defeating your enemy on the field of battle. A war can just as easily be won by avoiding it with diplomacy, wonder weapons developed by your scientists in secret, being the best at knowing other people's secrets, on the floor of a stock exchange, in the busy floors of your factories, or the cavernous interiors of mighty shipyards. But, in the end, the matter must be decided one way or another. Cry havoc and let slip the dogs of war...

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